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Documentation

Reference Guide

Version 3.9.xx

Intelli-Site

Security Management Software

PC Software User's Guide
For Windows 2003 and Windows XP Professional

Version 3.9

Copyright

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Section 1 – Introduction

This section describes the following:

- Overview
- Minimum System Requirements
- Symbols and Conventions
- Technical Support Assistance

1.1 - Overview

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. Intelli-Site's versatile tool bars can "float" over the workspace, dock on the right, left, top or bottom, or be removed from the screen.

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.

1.2 - 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.

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.

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 Microsoft Windows XP Professional (latest Service Packs). 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 MSDE, Oracle, Microsoft Access or SQL Server for the Card Management Module and for user-defined database functionality.

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 – 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.

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.

1.3 - Optional Features

Card Management (CM) – The CM 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) – 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.

Server Redundancy (SR) – The SR feature allows a second Intelli-Site Server Module to be configured as a hot-standby Server to an existing Intelli-Site Server to minimize downtime due to any computer/network failure (e.g. hard drive failure on the primary computer). The secondary Server will wait offline ready to replace the primary Server in the case of a failover event, whether planned (e.g. Server maintenance) or not.

Enterprise (ES) – The Enterprise Module allows the user to build a network of multiple Intelli-Site Servers or Redundant Server Pairs that have the capability of sharing operational data over a wide-area-network (WAN).

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

Oracle Database (ORL) – 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 RTU 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 RTU 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) – 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 Run Mode.

1.3.1 Minimum System Requirements

Operating System:	Microsoft Windows 7, Server 2008 R2, XP Pro SP3, Server 2003 SP2
CPU (Processor):	Pentium IV 2.5 GHz
RAM (Memory):	1GB DDR2 667mhz
HDD (Disk Space):	20GB 7200RPM IDE

VGA (Video):	64MB VRAM @ 1024 x 768, (64K colors)
Display:	17” VGA (Touch screen optional)
Network & Protocols:	10/100/1000 network adapter with Windows TCP/IP.
Sound:	Windows compatible sound card or USB sound adapter
Input Devices:	Mouse, keyboard, and 24X CD drive

1.3.2 Recommended System Requirements

Operating System:	Microsoft Windows 7, Server 2008 R2
CPU (Processor):	Intel Core2Duo 2.0GHz
RAM (Memory):	2GB DDR2 800mhz
HDD (Disk Space):	200GB 7200RPM SATA-II 300
VGA (Video):	128MB VRAM @ 1280x1024, (32 bit color)
Display:	17” VGA (Touch screen optional)
Network & Protocols:	10/100/1000 network adapter with Windows TCP/IP.
Sound:	Windows compatible sound card (Onboard or exp. card slot)
Input Devices:	Mouse, keyboard and 8X DVD-ROM drive

NOTE: Windows XP/2003 64-bit, and Windows Vista are not officially supported by Intelli-Site 3.9.x at this time.

1.3.3 - Additional Requirements

Video Badging (VB)

Video Capture Card:	Osprey 101. Other video capture card devices may be used to display live video though were not tested in house and therefore are not supported
Printer:	Any printing device capable of feeding blank card accessories used in badging

Camera:	Any camera device including USB cameras.
Other:	Blank card accessories

Video Recording (VR)

Video Capture Card:	Osprey 101. Other video capture card devices may be used to display live video though were not tested in house and therefore are not supported.
Camera:	Any camera device including USB cameras.
Misc:	Additional Processor speed and Hard Drive space are highly recommended for optimal performance.

Server Redundancy (SR)

Memory:	2 GB

MS SQL Server (SQL)

Misc:	Functioning MS SQL Server or Oracle database. The SQL Server/Oracle database is not required to be on the same computer as the Intelli-Site Server, but its computer name must be name resolvable for the Intelli-Site Server and have appropriate access privilege to the database.

MS SQL Server/Oracle are not distributed with Intelli-Site.

1.4 - Display Settings

Intelli-Site runs at a minimum screen setting of 1024 x 768 with small fonts for optimum viewing. The computer on which the software will be running should be set to this screen resolution before Intelli-Site is started

1.5 - Symbols and Conventions

1.5.1 - Inside Margin Text

The inside margin occasionally provides comments, cross-references, or a quick reference image.

The inside margin text provides comments, cross-references, or a graphic references. Key points and features have been pulled into the margin for quick access.

1.5.2 - 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.

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.

1.5.3 - Fonts

Words or phrases that appear as display buttons, keyboard keys, or Nodes, in either drop-down menus or dialogs, appear in bold.

1.5.4 - Display Buttons

In general, when the manual refers to a graphic screen button, the button name and its graphic will be displayed. Text buttons will be displayed in bold font. For example: the **Graphic Design Mode** button located on the Main Application Bar Menu.

1.6 - Technical Support Assistance

1.6.1 – OSSI LLC. Corporate Headquarters

OSSI LLC.
W228 N727 Westmound Drive

Waukesha WI 53186
U.S.A.
Tel: (262) 522-1870 Fax: (262) 522-1872

1.6.2 - Technical Support

Technical support is available via Telephone, Fax or Email. Contact OSSI, Technical Support 8:00 AM to 5:00 PM Central Standard time. If calling after hours, please leave a detailed voice mail message, and someone will return your call as soon as possible.

E-Mail: support@ossi-usa.com
Fax: 262-522-1870 (Attention Technical Support)

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 Menu Application Bar.
- Product License and SMA numbers used for registration.
- 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 execute a System Information Report and export that report to Adobe .pdf format for transmission to Intelli-Site technical support staff.

Section 2 – Getting Started

This section describes the basics of Intelli-Site.

- Software Controls
- Software Modules
- Intelli-Site Registration
- Intelli-Site Loader
- User Logon Screen
- Lead In Screen
- Application Menu Bar
- Node Properties
- Types of I/O Points and their Functionality
- Action Popup Grid
- Project Structure (Project Node Tree)

2.1 - Software Controls

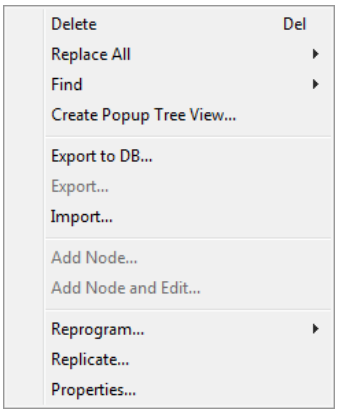
Some of the procedures contained in this manual specifically mention using the mouse or keyboard to perform actions. As Intelli-Site systems can be configured to use touch-screen monitors in addition to a mouse and keyboard, when this manual text refers to "click " or “select” a button, substitute the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

2.1.1 - 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.

2.1.2 - Shortcut Menu in Design

The Shortcut Menu (popup) in Graphics Design Mode is displayed by clicking the right mouse button on a Node or Screen Object. The Shortcut Menu allows common functions to be performed. Not all Screen Objects or Nodes have Shortcut Menus.



The Shortcut Menu

The Shortcut Menu displays common actions associated with Windows and Intelli-Site. Using the mouse, select a menu item from the popup menu. The Shortcut menu disappears when a selection is made.

The following Intelli-Site actions are available from the popup Shortcut Menu displayed in Intelli-Site:

Delete – Deletes a Node. An acknowledgement dialog displays prior to deleting the item to allow the user verify or cancel the operation.

WARNING: Nodes deleted from the Tree cannot be recovered. Nodes that are "protected" cannot be deleted.

- **Replace All –** Replaces all Access Levels or I/O Point Settings.

WARNING: Both the Node selected and all of its children will be changed. It will overwrite existing Node configuration for all Nodes affected by the replace function.

- **Find –** Allows user to find by ID (The ID is a unique system-assigned number.) and by name. The user can also find all objects (and, optionally, their children) that reference the selected object and all objects it references. When finding by references, a popup dialog will display all matching results. From this dialog, a user can right-click an item and select to either "go to" that Node within the Tree or edit the properties of that Node. You may also save the results as a text file or print them.

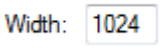
- **Create Popup Tree View** – Creates a popup window with the selected target and all its children.
- **Export to DB**... - Allows the user to export notes and comments for each Node to a notes and comments reports database.
- **Export –** Allows certain Nodes to be exported individually for use with other Projects.
- **Import – A**llows previously-exported Intelli-Site Nodes (*.exp) to be imported into a Project.
- **Add Node** – Adds a Node to the Project Node Tree. The Project Node Tree shows all of a Project's configuration settings and installed RTU components. Use this selection to add RTU components, screens, images, sounds, etc. to the Project.
- **Add Node and Edit** – Adds a Node to the Project Node Tree and opens the Node's Property Page for immediate editing.
- **Add Oper. Inst. –** Adds Nodes or individual I/O points to the Operator Instructions dialog. This feature is only available for Senstar-100 Alarm Processing Mode.
- **Reprogram** – Displays the Reprogramming Wizard.
- **Replicate** – Allows a Screen Object to be automatically replicated on a screen based on user entered parameters for quantity, etc.
- **Rename from File** – Allows a RTU and its children to be renamed from a formatted .txt file.
- **Auto Create** – Allows the user to automatically create certain types of Nodes (Constructs) from a user-defined template.

- **Error Check** – Performs and automated error check of project programming related to Senstar-100 Alarm Processing Mode. Senstar-100 Alarm Processing Mode must be enabled.
- **Properties** – Displays setup tab for Nodes and objects in a Project. Each property page is unique to the Node being configured.

2.1.3 - Shortcut Menu in Card Management

The Shortcut Menu (popup) in Card Management Mode has different actions available. As this is an optional feature, discussion regarding these controls can be found in *Section 9 – Managing Badges and Card Data*.

2.1.4 - Data Fields



White text field

The Intelli-Site Properties dialog displays data fields that permit the addition or modification of data. The data fields will display white or tan. A white data field requires manual entry. A tan data field allows the user to drag and drop a Node from the Project Node Tree.

2.1.5 - Drag and Drop a Node

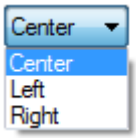
Tan drag and drop text field
(may be gray in printed copies)

Navigate to the Project Node Tree Node to be selected and click the left mouse button on the Node.
While holding down the left mouse button, move the mouse (drag) to the desired location. Release the left mouse button (drop) to complete the action.

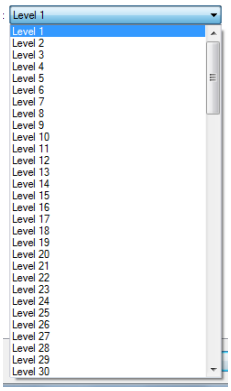
For example, to drag and drop a sound file into a sound field, select a sound from the Project Node Tree and drag it onto the associated tan (drag-and-drop) text field. When the left mouse button is released, the sub-Node name is entered in the field. This dragged Node is not actually moved, it is just associated with a field.

To copy a Node to an applicable parent Node, hold down the **Ctrl** key while dragging and dropping. You will receive a confirmation notice asking if you wish to copy the Node to this new parent.

To move a Node to an applicable parent Node, simply drag and drop the Node within the Project Node Tree. You will receive a confirmation notice asking if you wish to move the Node.



Drop-down menu



Drop-down menu with scroll bar

2.1.6 - Drop-Down Menus

Drop-down menus 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.

Some drop-down menus contain more selections than can be viewed from a small selection menu. For these menus, a scroll bar displays on the right side of the menu. Use the scroll bar to move up and down through the menu selections.

2.1.7 - Checkboxes

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

2.1.8 - Radio Buttons

Radio buttons are similar to checkboxes to show when a feature is selected. Unlike checkboxes, only **one** radio button can be selected at a time. To activate a radio button, just click in the radio button circle. 

2.2 - Software Components

The Intelli-Site software is an object-oriented collection of linked software components that communicate using an industry standard, socket interface. The components can be on a personal computer or spread across multiple computers on a network. Loading custom Drivers can expand the system to interface with different hardware devices.

Intelli-Site has four main software components:

- **Intelli-Site Server** – the Intelli-Site Server is the core of the system. All maintenance to the Project and communication to Workstations and field equipment are controlled through the Intelli-Site Server.
- **Intelli-Site Workstation** – the Intelli-Site Workstation is the human interface to the system. All monitoring and system maintenance is performed by the Workstation.
- **Intelli-Site Driver Service** – the Driver Service automatically loads when a Driver written to work through this feature is added to the configuration. The Driver Service runs in the background to give constant status of attached Drivers.
- **Drivers** – the collection of custom Drivers allows Intelli-Site to communicate with the installed equipment. The hardware status and other information is converted to Intelli-Site-specific commands and passed to the Server. Likewise, Intelli-Site information and commands are passed to the Driver and converted to a control sequence that the hardware understands. In the case of any NVR/DVR that is reliant on OCX controls, the Driver must be installed on all Workstations.

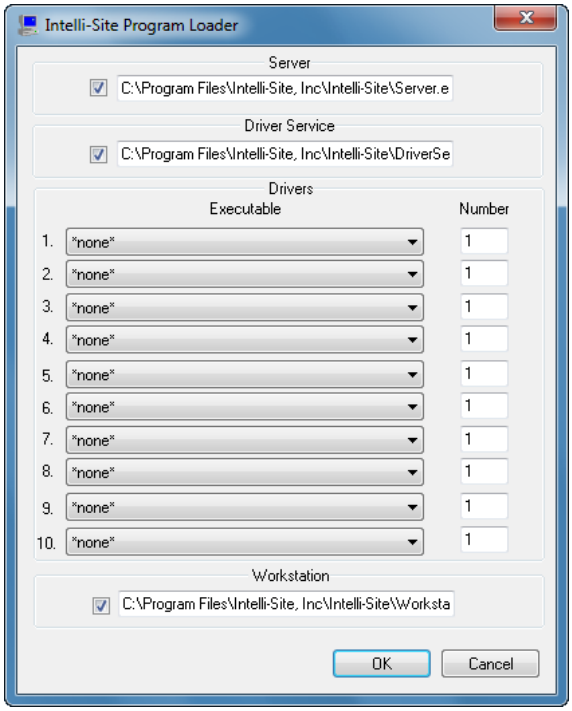
2.3 - Intelli-Site Registration

From the Windows Desktop, double-click the **Intelli-Site**  Icon and the Intelli-Site Loader Program dialog will display.

2.3.1- Intelli-Site Loader

The Loader Program is a user-configurable means to start multiple Intelli-Site programs from one icon. It is launched by double-clicking the Intelli-Site (Loader) icon on the Windows Desktop.

The first time the Loader Program is run, or if the **Register** button is clicked while the Loader Program is executing, it will launch the Loader Configuration dialog as shown below:



Server – This checkbox determines if the Server will be started when the Loader Program is executed. The path to Server.exe is displayed in the adjacent text field.

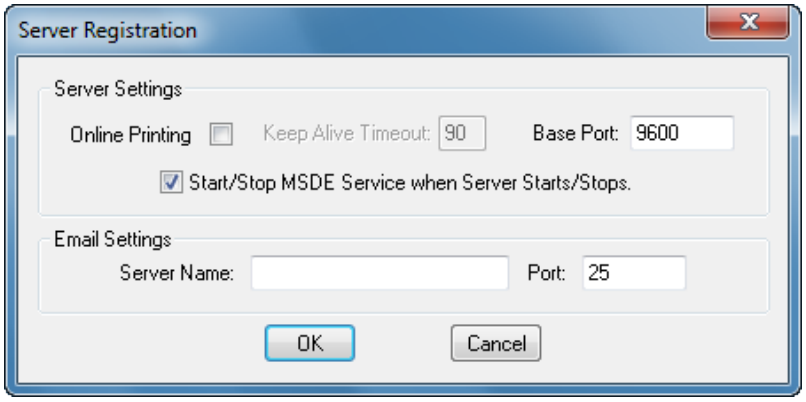
Driver Service – This checkbox determines if the Driver Service will be run when the Loader Program is executed. The path to DriverService.exe is displayed in the adjacent text field.

Drivers – Legacy Drivers are not managed by the Intelli-Site Driver Service. These Drivers can be configured to start when the Intelli-Site Loader Program is run. To do so, select the Driver listed in the drop down box. Use the corresponding number field adjacent to each drop down box to uniquely identify multiple instances of the same Driver.

Workstation – This checkbox determines if the Workstation will be started when the Loader Program is executed. The path to the Intelli-Site Workstation.exe is entered into the adjacent text field.

Click the **OK** button to start the registration. A screen prompt will momentarily display to verify the Loader is working. The following Server Registration dialog will be displayed.

2.3.2 - Server Registration



Online Printing – This checkbox enables printing of logged events as they occur. The default setting is **unselected**.

Keep Alive Timeout – This is the time, in seconds, after which the Workstation will be notified that Server has gone offline.

Base Port – The base port default is 9600 and rarely needs to be changed.

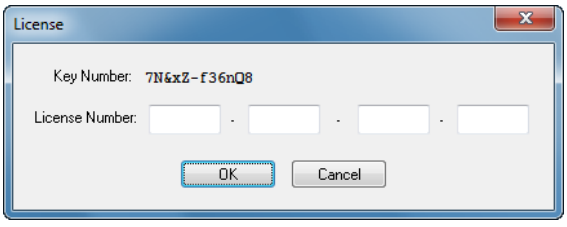
If the Server base port is changed, the Workstation(s) base port(s) must be changed to match, and Driver(s) service port(s) must be set to the same range as the Server.

Start/Stop MSDE Service when Server Starts/Stops – MSDE is a database management service that is installed with Intelli-Site. Selecting this checkbox will ensure that the service automatically stops when the Server stops and starts when the Server starts.

Email Settings – If using email notification on alarm points, the outgoing email server and port can be configured in this dialog. The server will check for connectivity based on these settings before attempting to send an alarm point notification email. If the mail server is unreachable, the server will set high a point named "Email Server Unavailable". This point is located in the "System Notification Points" sub-node under "System Control" in the Design mode tree. *(see section 4.2.5 for more details)*

Select the settings to setup the system, and click the **OK** button to continue the Loader process.

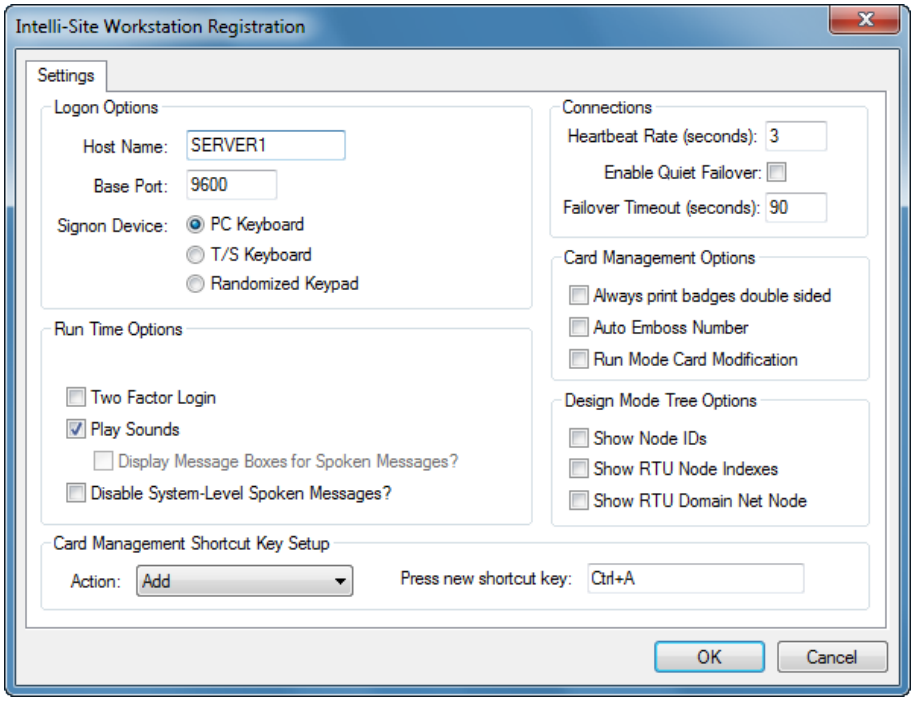
The License dialog will appear and display a Key Number and four fields to input the License Number. The Key Number and License Number are case sensitive, so be certain to make note of the case of all characters.



Once a valid License Number is entered into the License Number fields Intelli-Site will continue to load.

If **Cancel** is pressed instead, Intelli-Site will continue to load, but will run in **Demonstration Mode**.

2.3.3 - Workstation Registration



Default Server

Host Name – the IP Address(es) or computer name(s) of the Server(s).

If Server Redundancy is enabled, the names of both Servers are entered here. The Server names need to be separated by a comma, without spaces. Example: Server01,Server02

Base Port – the TCP/IP Port the Server is listening on for Workstation/Driver connections as configured under **Server Registration**.

Run Time Options

Live Video – This checkbox enables the Workstation to view Live Video objects. This feature is disabled by default.

Play Sounds – This checkbox enables the Workstation to play sounds and operator messages. This feature is enabled by default.

Display Message Boxes for Spoken Messages – This checkbox becomes available if **Play Sounds** is not selected. If selected, this option allows all spoken messages to appear as text messages on the screen.

Disable System-Level Spoken Messages – This checkbox, if selected, will prevent system-level spoken messages from being sent to the Workstation.

Two Factor Login - This feature allows the user to add 2-factor authentication for login. 2-factor authentication requires that the User supply something they have (card, token or biometric data) and something they know (password) in order to login.

Sign on Device

PC Keyboard – select this if the Workstation uses a PC Keyboard for Workstation management.

T/S Keyboard – select this if the Workstation uses a touch screen keyboard for Workstation management.

Randomized Keypad – select this if the Workstation uses a hexadecimal touch screen scramble pad for Workstation login.

If the Randomized Keypad option is used: Usernames and Passwords can contain only the following characters: Uppercase Letters A-F and integers 0-9

Card Management Short Cut Keys

This feature allows the user to select new mnemonics (hot keys) to be used in Card Management Mode. This flexibility is designed to alleviate possible conflicting keystrokes when using foreign language character keystroke combinations. Database shortcuts for Add (Ctrl+A), Edit (Ctrl+E), Save (Enter), Delete (Ctrl+D), Search (Ctrl+S) and Cancel (Esc) may be modified from their default “Hot-Key” settings.

Shift and Ctrl are supported while Alt and Function (F1, F2, etc.) are not supported.

Always Print Badges Double Sided

This feature allows double sided badges to be printed from Card Management Mode.

Connections

Heartbeat: Increase or decrease the Heartbeat message rate (in seconds) between Server and Workstation.
Enable Quiet Failover: If the redundant Master Server goes offline, the Workstation will not logoff, but will automatically attach to the backup Server as soon as the backup Server takes over.
Failover Timeout (seconds): Retry timeout duration for the Workstation to attempt to connect to the server when quiet failover is selected.

Design Mode Tree Options

Show Node IDs – Enables the node ID number to display in brackets, at the beginning of each node name in the tree

Show RTU Node Indexes – Enables node index numbers to display at the beginning of each name (NOTE: GenProto nodes will used zero-based numbering)

Show RTU Domain Net Node – Enables the domain, net and node values to display at the end of each node name in parenthesis

2.4 - User Logon Screen

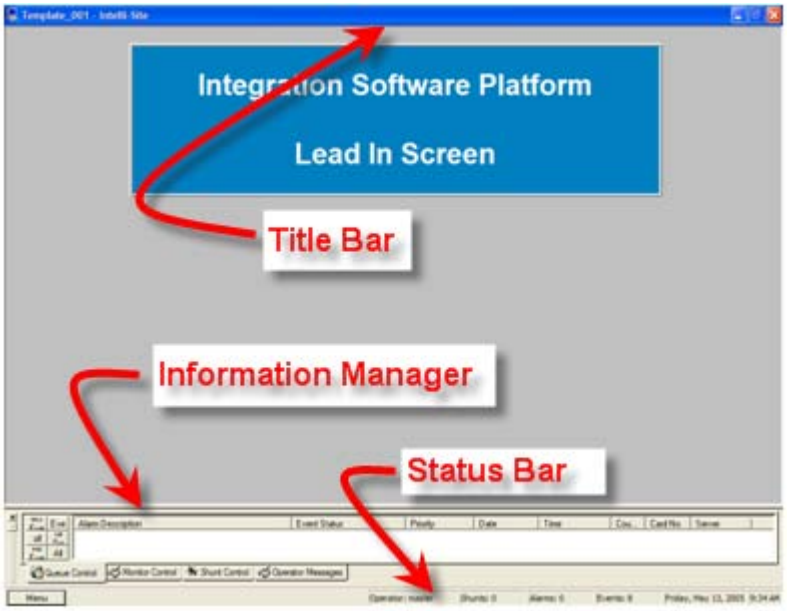
The **User Logon** screen will display in the center of the Intelli-Site Program Screen and a voice message will confirm connection to the system upon valid entry.

User name – the user account to log in. The default user account is "**master**".
Password – the corresponding user's password. The password for the default user is "**m**".
Project – The user may select from this drop down menu of available Projects.

2.5 - Lead In Screen

The **Lead In Screen** is the main working screen for Project design, modification, monitoring and maintenance. The Lead In Screen displays when the system starts, and has three main areas:
Title Bar – the Title Bar is found at the top of the Workstation screen. It displays the Project currently being managed on the left and has window controls on the right. Access to window controls on the Title Bar can be restricted on a per-user basis. For more information on how to do this, read the *Users* section found in *Section 4 – Project Structure*.
Information Manager–the Information Manager (IM) displays operational information that is predefined in the system layout of the Project. For more information regarding the IM, read *Section 6 – System Monitoring*.

Status Bar – the Status Bar is found at the bottom of the Intelli-Site Workstation screen. It displays the Menu button on the left, which provides access to different modes of the system to design, configure, monitor and maintain the Intelli-Site system. On the right is status information including Operator Information, Shunts, Alarms, Events, date and time.



2.6 - Application Menu Bar

The Application Menu Bar is displayed by clicking the **Menu** button, located in the bottom left corner of the Lead In Screen. The user can move the Menu Application bar by clicking in the blue title bar and dragging it. Close the Application Menu Bar by clicking the **Exit** button, clicking on the **Menu** button again, or by selecting a mode button.

Run Mode – this mode is the graphic interface for the user to operate the system.

Status Mode – is used to view the status of I/O points associated with the devices connected to a Project. For more information on how to do this, refer to *Section 8 – Point Status Mode*.

 **Card Management Mode** – is used for managing and maintaining the card holder database. For more information refer to *Section 9 – Badges and Card Data*.

 **Graphic Design Mode** – is used to create and program the GUI. For more information refer to *Section 4 - Project Structure and Section 5 – Managing Graphics*.

 **Documentation and Reporting Mode** – is used to view and print documentation and predefined system reports. For more information refer to *Section 4 – Project Structure and Section 10 – Documentation and Reports*.

 **Video Management Mode** – is used to view video recordings, in addition to compression CODECS configuration and video report generation. For more information refer to *Section 11 – Video Management*.

 **Video Search Mode** – makes use of Ultrak RTU functionality.

NVR/DVR Modes – The following Mode buttons are only available if the Server license includes integration with specific NVR/DVR devices. Access to these Modes must be authorized in User properties.

 **General Solutions Video Mode** – makes use of General Solutions RTU functionality.

 **General Solutions Multi-Video Mode** – makes use of General Solutions RTU functionality. As this mode is specific to General Solutions, please read the *General Solutions RTU Guide* for operating instructions of this mode.

 **Loronix Video Mode** – makes use of Loronix RTU functionality.

 **Lanex Video Mode –** makes use of Lanex RTU functionality.

 **NICE Video Mode** – makes use of NICE RTU functionality. NICE functionality can only be utilized on Intel based PCs.

 **Eagle Eye Mode** – makes use of the Eagle Eye RTU functionality.

 **Kalatel Video Mode** – makes use of the Kalatel RTU functionality.

 **Regard Video Mode** – makes use of the Regard RTU functionality.

 **Dedicated Micros Video Mode** – makes use of the Dedicated Micros RTU functionality.

 **ADPro Video Mode** – makes use of the ADPro Video RTU functionality.

 **ViconNet Video Mode** – makes use of the ViconNet RTU functionality.

 **Milestone Video Mode** – makes use of the Milestone RTU functionality.

 **Application Launch Mode** – displays the Program Selection dialog, a list of additional applications executable from within the Intelli-Site Project. For instructions on adding applications to this list, or how to restrict access to applications by user, refer to *User Programs* found in *Section 4 – Project Structure*.

 **Save Project** – enables the Intelli-Site administrator to save configuration changes and, optionally, create a back-up copy of the current Project File. This option is only available while running in Design Mode.

 **About** – displays the About Workstation screen, which shows copyright information, EULA, version information, and license information.

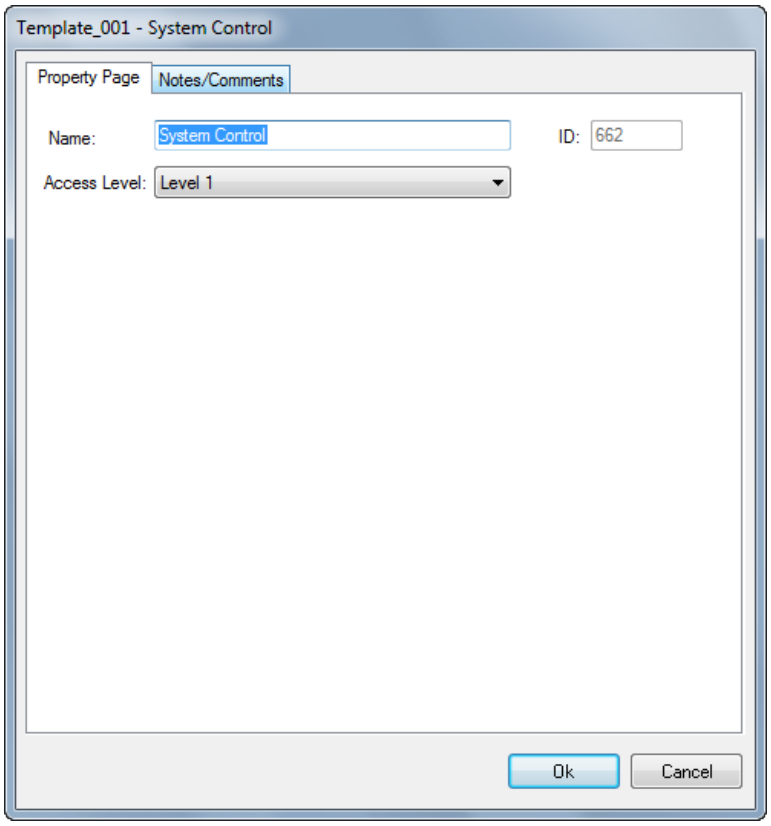
 **Log On/Off Mode** – allows a user to log onto or off of a current Project session. The command does not exit the Intelli-Site Workstation.

 **Workstation Registration** – allows a user to configure the Workstation Registration. Read *Workstation Registration* in *Section 2 – Getting Started* for detailed instructions on Workstation registration. This option will only be available if a user is logged-off.

Exit Application – allows a privileged user to exit the Workstation.

Section 3 – Node Properties

Tree objects (Nodes) are user-configured via their Property Pages. Just what *can* be configured on a Node varies, however, there are three common items that appear on every Node's Property Page:



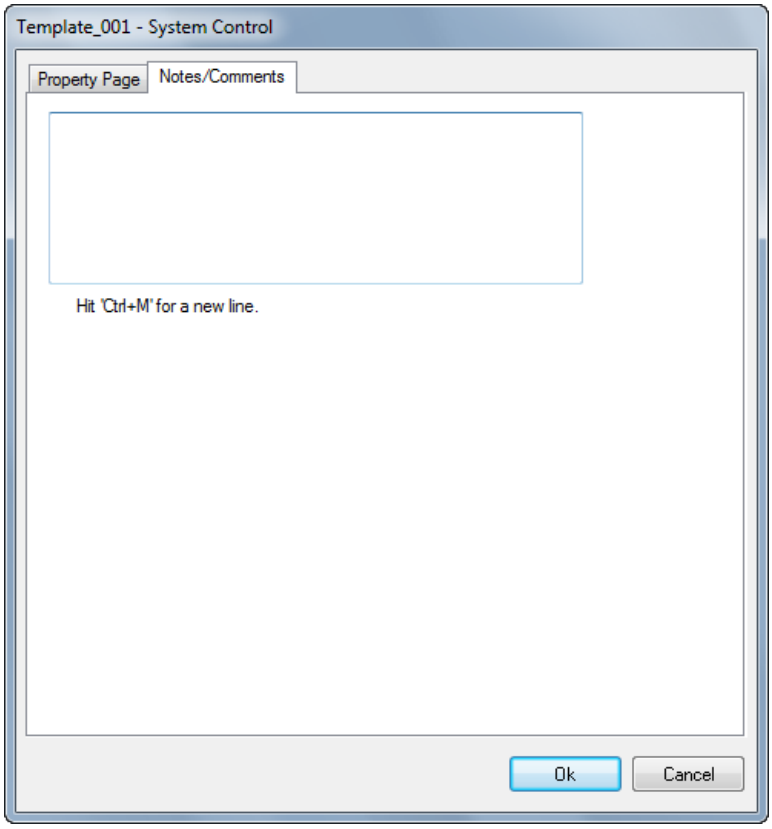
Name – assigns an identifiable name to the Node. Duplicate names are permissible as each Node is associated with a unique ID number.

We *recommended* that unique names assigned to each Node.

ID – displays a system-assigned identification number used to track the contents of the Project Node Tree. This enables Nodes to remain unique even when their names may conflict. This value is not editable. The system generates an ID number automatically for each new (Added) Node.

Access Level – assigns an access level to the Node. The Access Level, in combination with a User's assigned Access Mask, determines whether the Node is viewable and/or editable by a specific User. For more information on using Access Levels, read *System Masks* in *Section 4 – Project Structure*. The default value is **Level 1**.

Notes/Comments – Every Node in the Tree (except for the top-most Project Node) contains a Notes/Comments tab. This tab allows the user to enter comments regarding the operation of the Node. The notes/comments entered on this tab do not affect the operation of the Node. They are strictly for documentation purposes in conjunction with the Project Notes Report.



3.1 - Types of I/O Points and their Functionality

3.1.1 - Types of I/O Points

Intelli-Site defines the following Nodes to be I/O Points:

- RTU I/O Points
- Virtual Points
- System Time Zones
- System Schedules
- System Monitors
- System Notification Points
- Automation Objects
- Counters
- Timers
- Scheduled Events
- Custom Scripts

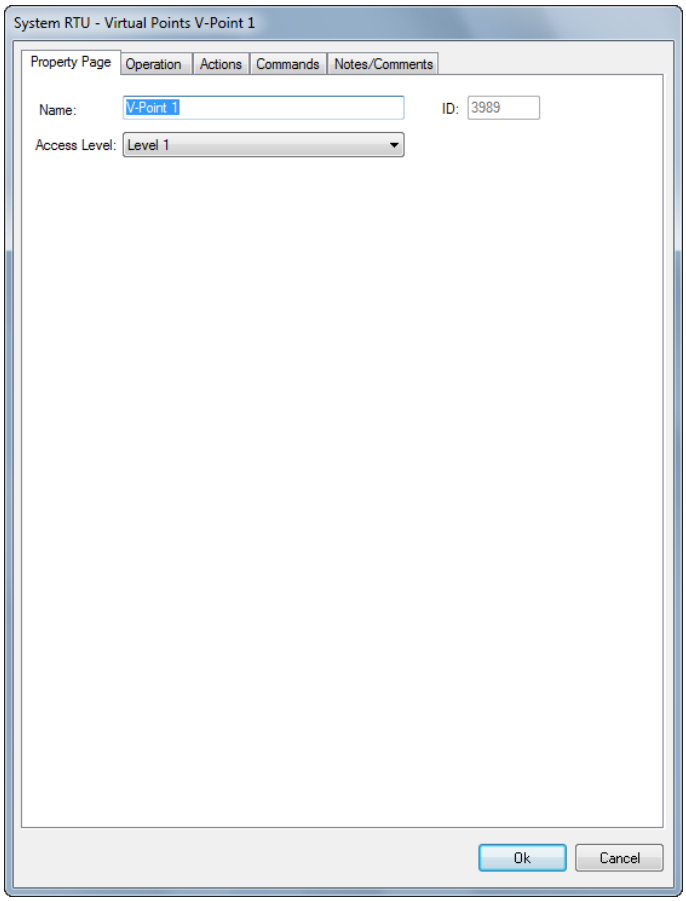
3.1.2 - Functionality of I/O Points

All I/O Points - as defined above - 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 Run Mode.
- I/O Points may be assigned as conditions in an Automation Object.

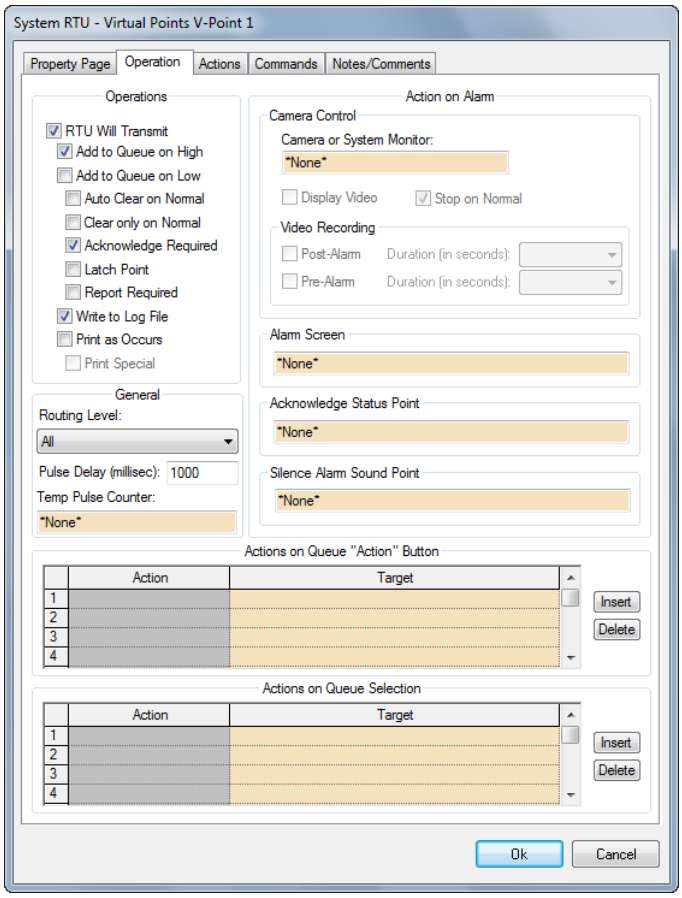
3.1.3 - Property Page

The I/O Point's Properties main page is where the user can change the name and access level of the point. All I/O Points, regardless of type, will display this information



3.1.4 - Operation Tab

All I/O Point's Properties will have an Operation Tab.



Operations

RTU 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 checked, the control settings below remain valid after the RTU Will Transmit box is unchecked. Thos allows the user to "lock" the other controls for editing once they have been previously set.

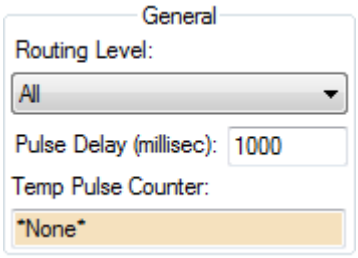
Add to Queue on High – sends an alarm to the Information Manager (IM) Queue whenever the state of this I/O Point goes High. If this point already exists within the IM Queue and goes high subsequent times, its counter will increment to show how many times it went high, and the Date/Time of occurrence 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 – will automatically clear an 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.
Acknowledgement Required – requires the alarm in the IM Queue be acknowledged before it can be cleared.
Latch Point – will lock a point's state high until the corresponding alarm in the IM Queue is acknowledged.
Report Required – requires the user enter a written report in the Ack/Clear Dialog window 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. For more information on generating reports, read *Section 10 – Documentation and Reporting Mode*.
Print as Occurs – will print state changes to an online printing device, assuming one is connected and the Server is configured for online printing.
Print Special – will print special characters within the point's printout to draw attention to higher priority alarms.

NOTE: When using "Auto Clear on Normal" in conjunction with "Acknowledge Required", then the user must manually clear the point from the queue after Acknowledging. In other words, "Acknowledge Required" takes precedence and negates the functionality of "Auto Clear on Normal"

I/O Points



Timers

Routing Level – the routing level of the point. The default routing level is All. For more information on Routing Levels, read *Routing Masks* in *Section 4 – Project Structure*.

Pulse Delay – the duration of the pulse before returning to a normal state. The expected value is in milliseconds, so 1000 = 1 second. This field will exist for all I/O Points except timers.

Timer Duration (For Timers Only) – the duration of the timer. This field will only display for timers, and will replace the Pulse Delay field as you cannot pulse a timer.

Temp Pulse Counter – makes use of a counter to supply a Temp Pulse duration value (in minutes). This field is not available for Timers.

Action on Alarm

A number of actions are available when configuring an I/O Point. These actions include control of video, map switching, and Alarm Queue functions.

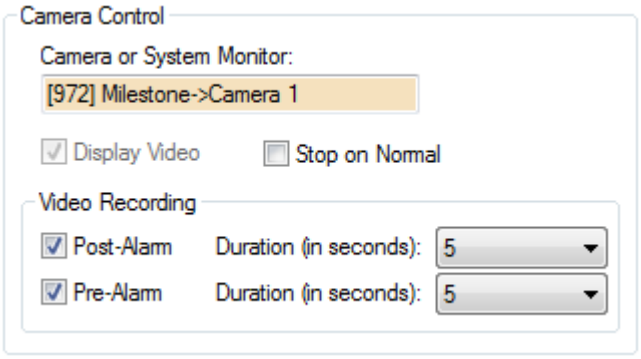
Camera Control

Alarm-related video control and management is configured in this section. This section operates differently, depending upon whether the system is equipped with a video capture device or interfaced to a DVR/NVR device. Both options are described below:

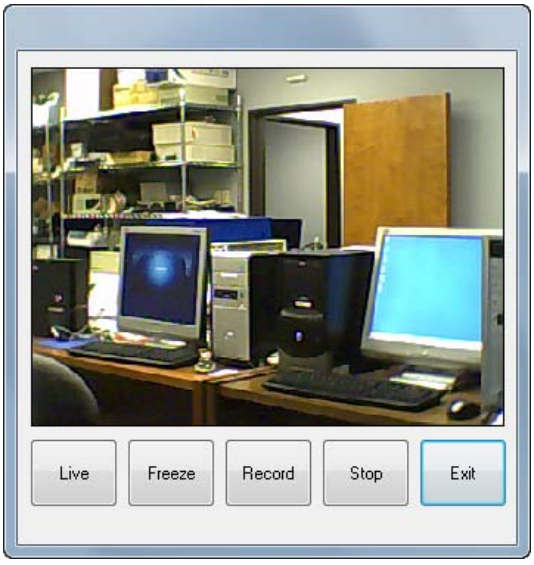
Video Capture Device Operation

The following section assumes that an approved video capture device is connected to the system and is properly configured. Refer to *Section 11 – Video*

Management for more information on configuring this feature.



- **Camera or System Monitor** – the selected System Monitor object assigned to view an alarm-related video feed. Drag and drop a System Monitor point into this field.
- **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.



- **Stop on Normal** – the video feed will not start if the point in the Queue is in a normal state.

Video Recording

Post-Alarm – enable Post-Alarm recording. When this point goes high, it will begin recording the video feed automatically.

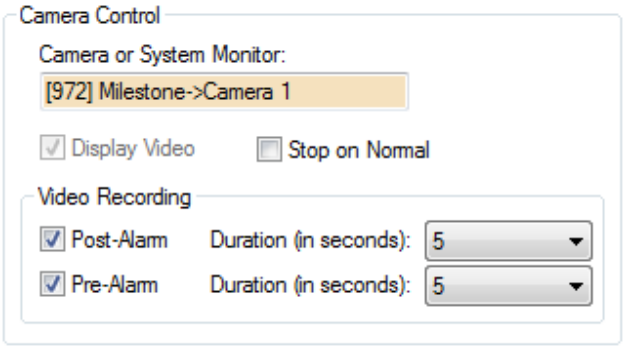
Post-Alarm Duration (in seconds) – defines how long, in seconds, to record a Post-Alarm event. Select the duration from the drop-down menu: 5, 10, 15, 30, 45 or 60-seconds.

Pre-Alarm – 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) – defines how long, in seconds, a Pre-Alarm event records. Select the duration from the drop-down menu: 5, 10, 15, 30, 45 or 60-seconds. The total length of the recorded video will be Pre-Alarm Duration + Post-Alarm Duration.

NVR/DVR Integration Operation

The following section assumes that a supported NVR/DVR is connected to the system and is properly configured. Refer to the appropriate NVR/DVR *RTU Guide* for more information on configuring this feature.



Camera or System Monitor – the selected NVR/DVR Camera (video source) object assigned to record alarm-related video. Drag and drop an NVR/DVR Camera point into this field.

Display Video – not available when using NVR/DVR cameras.

Stop on Normal – not available when using NVR/DVR cameras.

Video Recording

Video recording functionality, when using an NVR/DVR, is significantly different that when using a capture device. The Pre-and Post-alarm recording settings do not actually initiate video recording on the NVR/DVR. It is assumed that all NVR/DVR channels are being continuously recorded. The Pre- and Post-Alarm recording settings only serve to establish play-back markers for the recorded video that is assumed to reside in the NVR/DVR storage media.

Post-Alarm – enable Post-Alarm recording playback marker. When this point goes high, it will set a post alarm recording playback marker that can be used to retrieve alarm-associated video on demand from the NVR/DVR storage media that is associated with the above camera.

Post-Alarm Duration (in seconds) – defines how long, in seconds, a Post-Alarm recorded event will be available for video-on-demand retrieval. Select the duration from the drop-down menu: 5, 10, 15, 30, 45 or 60-seconds.

Pre-Alarm – enable Pre-Alarm recording playback marker. When this point goes high, it will set a pre-alarm recording playback marker that can be used to retrieve alarm-associated video on demand from the NVR/DVR storage media that is associated with the above camera.

Pre-Alarm Duration (in seconds) – defines how long, in seconds, a Pre-Alarm recorded event will be available for video-on-demand retrieval. Select the duration from the drop-down menu: 5, 10, 15, 30, 45 or 60-seconds. The total length of the available video-on-demand will be Pre-Alarm Duration + Post-Alarm Duration.

Alarm Screen

An **Alarm Screen** is a screen that can be associated with the acknowledgement of an I/O point so that when an alarm in the IM Queue is selected, the alarm screen associated with that I/O Point will display.

Acknowledge Status Point

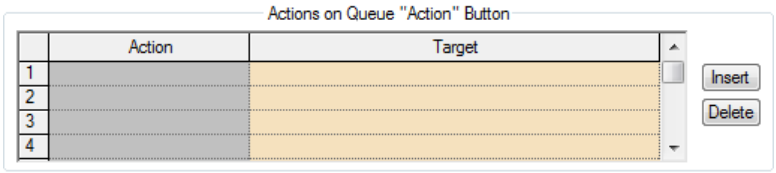
An Acknowledge Status Point is an I/O Point that will be set high when the current point is acknowledged in the IM Queue.

Silence Alarm Sound Point

This feature allows the user to assign a separate I/O point that will, when set 'high', silence the associated alarm sound. This will not affect the alarm point's Acknowledge or Clear status.

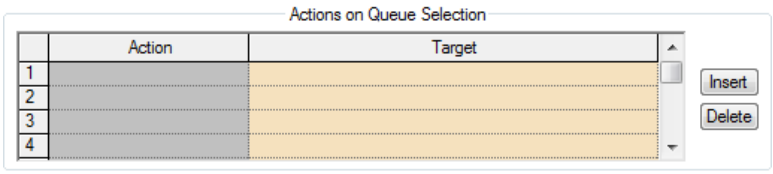
Actions on Queue "Action" Button

Items in a Queue may have actions associated with them that can be executed from within the queue. These actions and their respected targets are placed here. These actions will run when the Queue "Action" button is used in Run Mode only.



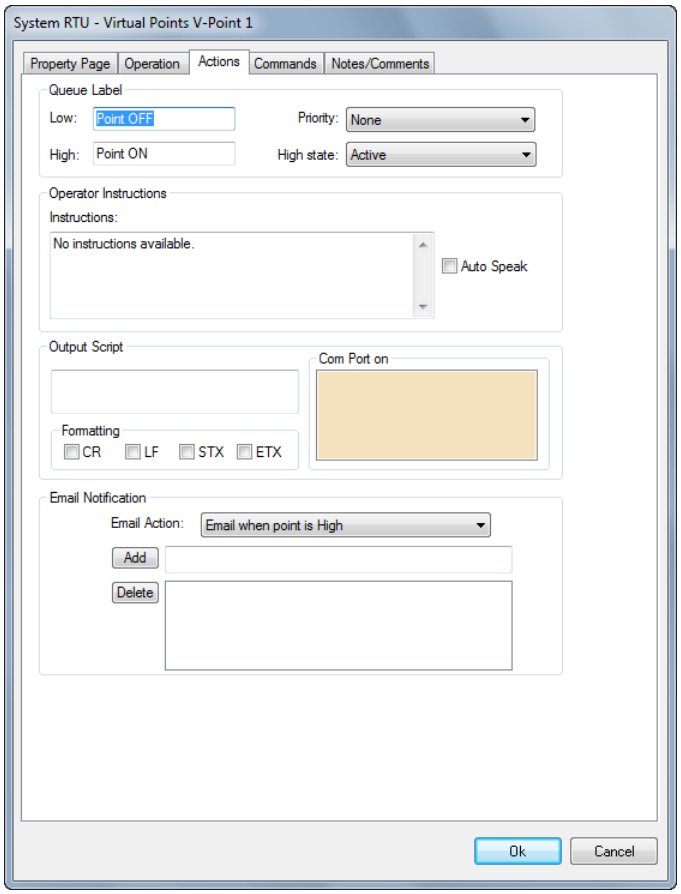
Actions on Queue Selection

Items in a Queue may have actions associated with them that can be executed when they are selected in the queue. These actions and their respected targets are placed here.

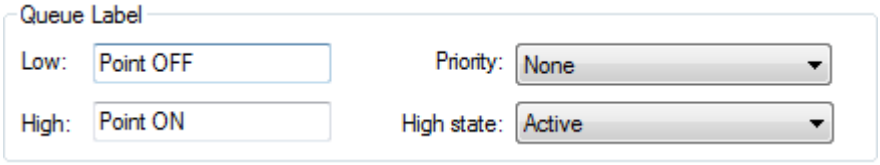


3.1.5 - Actions Tab

All I/O Point's Properties will have an Actions Tab.

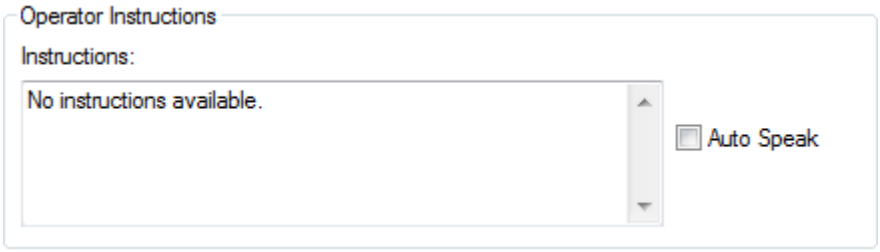


Queue Label



Low – the label to be used in the IM Queue to show when this point is low.
High – the label to be used in the IM Queue to show when this point is high.
Priority – assigns a Priority to this point. Read *Priorities* in *Section 4 – Project Structure* for more instructions on **Priorities** and how they are used.
High State – defines if this point is considered **High** when **Active** (default) or Normal.

Operator Instructions

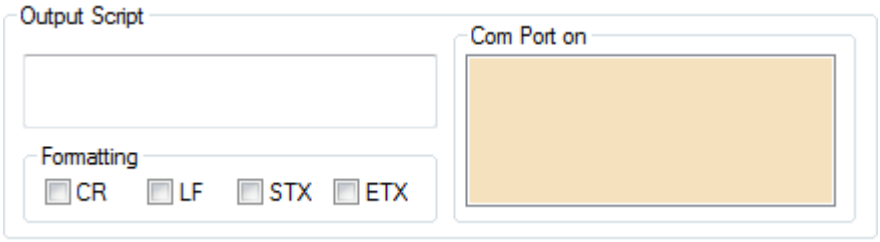


Instructions – the text to be spoken, via Windows Text-to-Speech if Auto Speak is checked. This text will be spoken only once - upon the point's transition to its active state.
Auto Speak – will initiate Text-to-Speech announcement of the text message written in the instructions text box.

Output Script

An **Output Script** is a means to send a HEX command to a COM port when this I/O Point goes active.

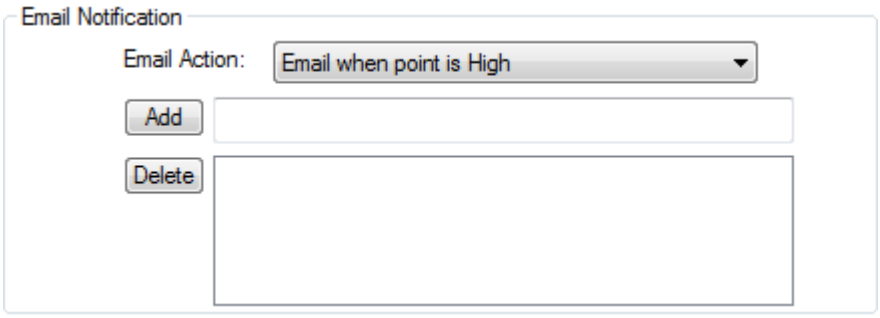
NOTE: use of this advanced feature requires understanding of both HEX scripting and the protocol used by the target device intended to receive COM commands



Output Script – the text to be sent in HEX format.
Com Port on – the COM port to be used. Drag and drop the Port Node for the Computer to which the RTU is attached.

Formatting

CR – carriage return.
LF – line feed.
STX – start of text.
ETX – end of text.



Email Notification

The **Email Notification** can be used to notify via email when an I/O Point has reached a defined state. When the I/O Point has reached that state Intelli-Site will generate an email to all email addresses listed.

Email Action – This is an action defined through a drop down list with I/O Point states. Actions include:

Email when point is High
Email when point is Low
Email on point state change

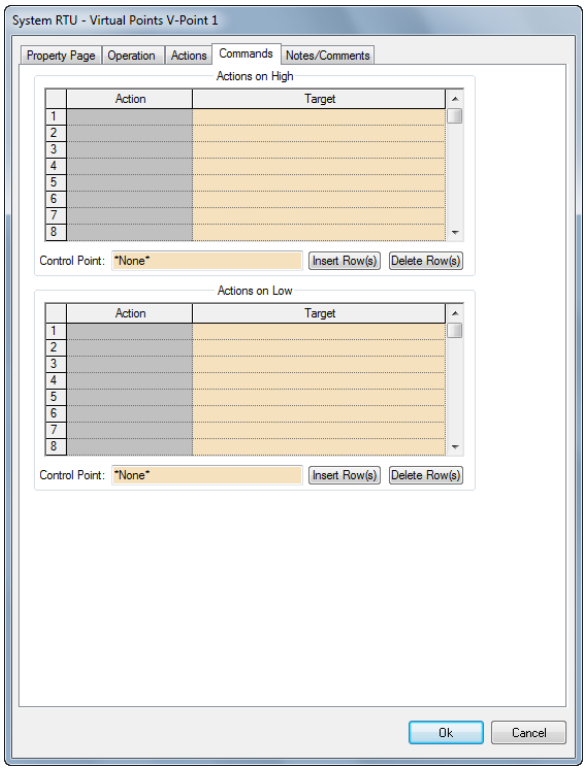
Add - This is used to add email addresses that will be notified when this I/O point meets the Email Action criteria.

Delete – By highlighting an email address and clicking on the delete button the email address will no longer receive notification of when this I/O Point meets the Email Action criteria.

NOTE: The Email Action feature has been successfully tested for compatibility with Microsoft Outlook Express and Microsoft Outlook. Other email clients may work, but have not been verified. Email client must be configured on the Server machine with a valid email account.

3.1.6 - Commands Tab

All I/O Point's Properties have a Commands Tab.



Actions on High Matrix

All actions listed will be performed when this point goes to a High state.

Action – the action to be performed. Click here to popup the Actions window. For definitions of available Actions, read *Actions Popup* in *Section 3 – Node Properties*.

Target – the target of the action, if applicable.

Control Point – actions on High will only be performed if the Control Point is high.

Insert Rows – inserts a row, or series of rows, depending on the focus of the matrix. If one line selected, it will insert one row. If three selected, it will insert three.

Delete Rows – deletes the row(s) selected.

Actions on Low Matrix

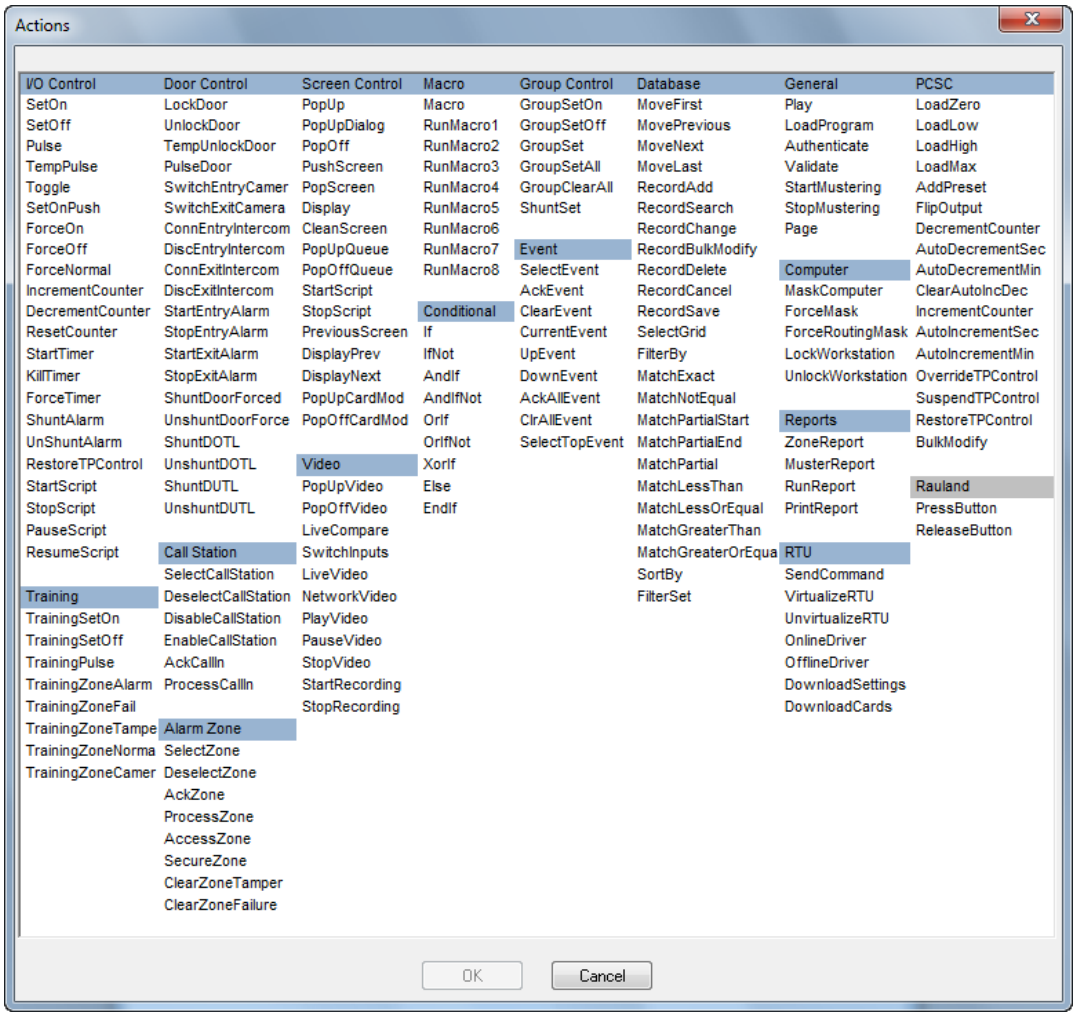
Same operations as the Actions on High Matrix, though these actions will be executed on **Low**.

3.1.7 - Action Popup Grid

The Action Popup Grid is a list of available actions that can be performed by Intelli-Site. Actions are triggered either through Screen Object control when operating in Run Mode or when the state of I/O Points change. The actions performed on any given event are completely

customizable, though the focus of this discussion is the Actions themselves.

Many actions require a target, though some do not. Each action as defined below will allow only valid targets.



IO Control

I/O Control actions can be applied to any IO target.

SetOn – sets an I/O Point on or high. The target of this action must be an I/O Point.

SetOff – sets an I/O Point off or low. The target of this action must be an I/O Point.

Pulse – sets a point on for its pulse duration as configured under the properties of the point and then sets the point off.

TempPulse – sets an I/O point on for a pulse duration (in minutes) that is input by the user via a popup dialog box.

Toggle – toggles a point from one state to another. If the point is currently high, this action will set the point low. If the targeted point is currently low, it will set the point high. The target of this action must be an I/O Point.

SetOnPush – sets the target I/O Point on, but will set it off again once the screen is exited.

ForceOn – forces a point to remain in an "on" condition. All other commands for this point will be ignored except **ForceOff** and **ForceNormal**. A point can only be reset from this action by using the **ForceNormal** command. The target of this action must be an I/O Point.

ForceOff – forces a point in an "off" condition. All other commands for this point will be ignored except for **ForceOn** and **ForceNormal**. A point can only be reset from this action by using the **ForceNormal** command. The target of this action must be an I/O Point.

ForceNormal – returns an I/O Point to its normal operating condition without changing the state of the point. This command must be used after a **ForceOn** or **ForceOff** to return the point to its normal operating condition. The target of this action must be an I/O Point.

IncrementCounter – increments the target counter by the pre-configured amount. The target of this action must be a counter.

DecrementCounter – decrements the target counter by the pre-configured amount. The target of this action must be a counter.

Reset Counter – resets the target counter's value to zero. Any actions on low for the counter will be performed even if the counter's state does not change by a reset of its value. The target of this action must be a counter.

Start Timer – starts a timer. A timer is considered high on start and thus will perform any actions on high for the timer. The target of this action must be a timer.

Kill Timer – stops a timer without executing any commands associated with the timer's properties. The target of this action must be a timer.
Force Timer – forces a timer to its conclusion and execute any commands associated with the timer. The target of this action must be a timer.
ShuntAlarm – cosmetically ignores an alarm. Shunting an alarm prevents the alarm from being added to the IM Queue, even though the I/O Point is in its "add-to-queue-on" state. The target of this action must be an alarm.
UnShuntAlarm – removes a previously-applied shunt of an alarm. The target of this action must be an alarm.
RestoreTPControl – restores time period control for an output.
Start Script – starts a custom script.
Stop Script – stops a custom script.
Pause Script – pauses a custom script.
Resume Script – resumes a custom script that has been paused.

Training

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 "real" 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.
TrainingSetOn – Sets on the targeted point in its training mode.
TrainingSetOff - Sets off the targeted point in its training mode.
TrainingPulse - Pulses the targeted point in its training mode.
TrainingZoneAlarm – Sets the targeted Zone to its alarm state in training mode.
TrainingZoneFail - Sets the targeted Zone to its fail state in training mode.
TrainingZoneTamper - Sets the targeted Zone to its tamper state in training mode.

TrainingZoneNormal - Sets the targeted Zone to its normal state in training mode.
TrainingZoneCameras - Sets the targeted Zone's cameras high in training mode.

Door Control

Door Control Actions are designed to operate with the Door Construct.
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 box.
PulseDoor – pulses the target door. Pulsing a door will cause the door to unlock for the duration of the user-defined strike time, then relock automatically.
SwitchEntryCamera – switches on the entry camera of the target door. This action executes the Door Action commands for Camera General, then Camera Entry – in that order.
SwitchExitCamera – switches on the exit camera of the target door. This action executes the Door Action commands for Camera General, then Camera Exit – in that order.
ConnEntryIntercom – connects the intercom station assigned to the Workstation to the entry intercom station assigned to the target door.
ConnExitIntercom – connects the intercom station assigned to the Workstation to the exit intercom station assigned to the target door.
DiscEntryIntercom – disconnects the intercom station assigned to the Workstation to the entry intercom station assigned to the target door.
DiscExitIntercom – disconnects the intercom station assigned to the Workstation to the exit intercom station assigned to the target door.
StartEntryAlarm – sets the entry alarm for the target door high. This function is only available for Host-Controlled Doors.

StopEntryAlarm – sets the entry alarm for the target door low. This function is only available for Host-Controlled Doors.
StartExitAlarm – sets the exit alarm for the target door high. This function is only available for Host-Controlled Doors.
StopExitAlarm – sets the exit alarm for the target door low. This function is only available for Host-Controlled Doors.
ShuntDoorForced – shunts the door forced alarm for the target door so that its state is not shown.
UnshuntDoorForced – removes the shunt of the door forced alarm for the target door.
ShuntDOTL – shunts the DOTL alarm for the target door so that its state is not shown.
UnshuntDOTL – removes the shunt of the DOTL alarm for the target door.
ShuntDUTL – shunts the DUTL alarm for the target door so that its state is not shown.
UnshuntDUTL – removes the shunt of the DUTL alarm for the target door.

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
SelectCallStation – executes 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."
DeselectCallStation – executes a ResetCounter with the target of the selected Counter Val parent counter in the Call Station Construct. Resetting to the Counter Val parent Counter effectively removes the Call Station from its previous "hot" state.
DisableCallStation – sets the Disabled Point - as configured in the Call Station Construct – to its active (high) state.
EnableCallStation – sets the Disabled point - as configured in the Call Station Construct – to its normal state.

AcknowledgeCallIn – acknowledges the Call-In Output and the Secondary Call-In Output as configured in the Call Station Construct.
ProcessCallIn – pulses the Processed Point as configured in the Call Station Construct.

Alarm Zone

Alarm Zone actions are designed to operate with the Alarm Zone Construct. The target for these actions may be an Alarm Zone or an Alarm Zone Group.
SelectZone - selects an Alarm Zone by executing a ResetCounter action with the assigned Selected Counter Val as the target. Resetting the Counter Val effectively sets the current Alarm Zone "hot."
DeselectZone: de**s**elects an 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: Acknowledges any zone points (tamper, fail, sensors, alarm or multiple alarm) that may be in the alarm condition.
ProcessZone: Processes (ie. sets low) any zone points (tamper, fail, sensor latch, alarm, multiple alarm) that may be high.
AccessZone: Sets the zone into an Access state.
ClearZoneTamper: Clears any zone tampers.
ClearZoneFailure: Clears any zone failures.

Screen Control

Screen Control actions allow the user to switch screens of various kinds and control Screen Lists.
PopUp – displays up a popup action window. The target of this action must be a screen, though this action should not be used with a full size screen.
PopUpDialog – displays a popup action window 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 – used to pop off a window 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.

PushScreen – display a screen and remember the return path to the previous screen. The target of this action must be a screen.

PopScreen – returns a user to a previous screen displayed. This option requires no target and is intended to be paired with a previous PushScreen action.

Display – used to display another screen and make the new screen the primary screen. The target of this action must be a screen.

CleanScreen – locks a touch screen monitor for 30-seconds so the monitor screen can be cleaned. This option requires no target.

PopUpQueue – displays a pop up IM queue. The target for this action must be a queue.

Pop Off Queue – dismisses a pop up IM queue. The target for this action must be a queue.

StartScript – starts automatically switching screens that are members of a Screen List. The target for this action must be a Screen List.

StopScript – stops automatic screen switching. The target for this action must be a Screen List.

PreviousScreen – returns user to the previously-displayed screen.

DisplayPrevious – displays the previous screen in the Screen List. The target for this action must be a Screen List and the current screen must be a part of the same Screen List.

DisplayNext – displays the next screen in the Screen List. The target for this action must be a Screen List and the current screen must be a part of the same Screen List.

PopUpOperInst – Pops up the Operator Instructions (User Prompts) dialog screen. (Senstar-100 Mode Only)

PopOffOperInst – Pops off Operator Instructions (User Prompts) dialog screen. (Senstar-100 Mode Only)
PopUpTraining – Pops up the Alarm Simulation setup dialog screen. (Senstar-100 Mode Only)
PopOffTraining – Pops off the Alarm Simulation setup dialog screen. (Senstar-100 Mode Only)
PopUpSchedules – Pops up the Schedules and Time Zones setup dialog screen. (Senstar-100 Mode Only)
PopOffSchedules – Pops off the Schedules and Time Zones setup dialog screen. (Senstar-100 Mode Only)

Video

Video actions allow the user to control various functions of streaming video.
PopUpVideo – used to display a live video image from a designated camera or System Monitor. This action only functions in conjunction with an approved video capture device.
PopOffVideo – used to close a live **PopUpVideo** display. This action only functions in conjunction with an approved video capture device.
LiveCompare – used to display a split screen allowing an archive video image to be compared with a live video image. To evoke this action drop a camera point into the camera control drop field of a door within an access control panel, upon a card read the "Live Compare" window will display. In settings of a computer, a user can evoke this action by checking the "Invalid Read" or "Valid Read" in the Live Compare section of the computers properties.
SwitchInputs – allows the action to switch the video inputs from one screen to another. (*This action is unique to Nice Vision equipment.)*

LiveVideo – directs a live video feed to the screen. This action requires a **LiveVideo** object that is to be started. This action must be followed a **PlayVideo** action.

NetworkVideo – action is not functional on this release of Intelli-Site. *(This action is unique to Nice Vision equipment).*

PlayVideo – action will start the video in the video object. The target of this action must be the **LiveVideo** object that is to be played. This action must follow a **LiveVideo** action.

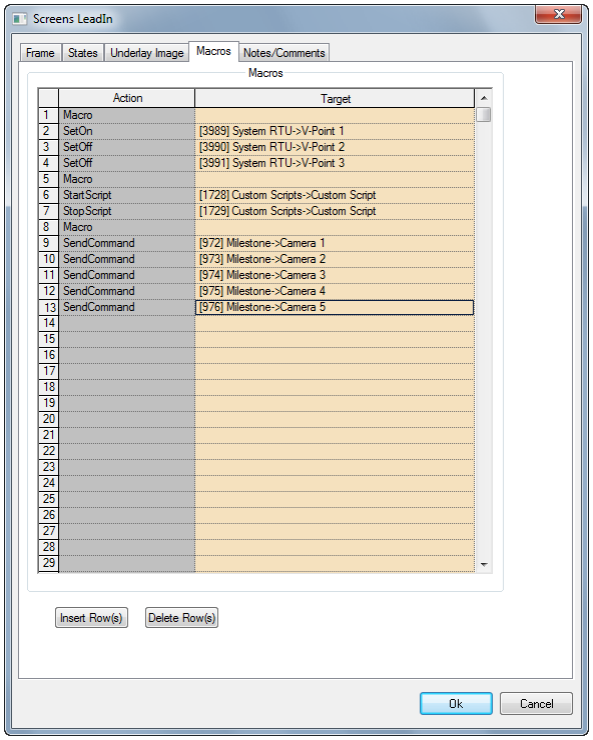
PauseVideo – will pause the video play. The target of this action must be a **LiveVideo** object.

StopVideo – will stop the video play. The target of this action must be a **LiveVideo** object.

StartRecording – will begin recording. The target of this action must be a **LiveVideo** object. (*This action can also be used with Nice Vision equipment.)*

Stop Recording – will stop recording. The target of this action must be a **LiveVideo** object. (*This action can also be used with Nice Vision equipment.)*

Macro



Macros are tools used to simplify programming of Screen Objects. For more information on using Macro's, read *Macro Tab* found in *Section 5 – Managing Graphics*.

Macro – marks the beginning of a macro. Every Macro created must begin with this action first. A target is not applicable to this action.

RunMacro1 – runs the 1st Macro on a given Screen Object. A target is not applicable to this action.

RunMacro2 – runs the 2nd Macro on a given Screen Object. A target is not applicable to this action.

RunMacro3 – runs the 3rd Macro on a given Screen Object. A target is not applicable to this action.

RunMacro4 – runs the 4th Macro on a given Screen Object. A target is not applicable to this action.

RunMacro5 – runs the 5th Macro on a given Screen Object. A target is not applicable to this action.
RunMacro6 – runs the 6th Macro on a given Screen Object. A target is not applicable to this action.
RunMacro7 – runs the 7th Macro on a given Screen Object. A target is not applicable to this action.
RunMacro8 – runs the 8th Macro on a given Screen Object. A target is not applicable to this action.
Insert Rows – inserts a row, or series of rows, depending on the focus of the matrix. If one line selected, it will insert one row. If three selected, it will insert three.
Delete Rows – deletes the row(s) selected.

Conditional

Conditional Actions are used to create complex logical relationships (IF, OR, XOR) between I/O points in the Action Grid.
If – the target point must be in its active (ON) state in order for the next Action in the Action Grid to be executed.
IfNot – the target point must be in its inactive (OFF) state in order for the next Action in the Action Grid to be executed.
AndIf – the target point AND the previously-listed target point must both be in their active (ON) states in order for the next Action in the Action Grid to be executed.
AndIfNot – the target point AND the previously-listed target point must both be in their inactive (OFF) states in order 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 in order 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 in order 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, in order 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.

Group Control

Group Control Actions are apply to selected objects as part of a group action. The only valid Target for these Actions is an Action Group.
GroupSetOn – sets selected objects to "on" as part of a group action.
GroupSetOff – sets selected objects to "off" as part of a group action.
GroupSet – defines a group of objects to perform an action. When used, this action allows objects to be individually selected and deselected.
GroupSetAll – selects all items to perform an action.
GroupClearAll – clears any selected items previously selected to perform a group action.

Events

Event Actions allow the event commands available through the **Control Buttons** on the **Information Manager (IM)** to be applied to Screen Objects.
SelectEvent – used to open an event from the Queue Control tab within the IM. It functions the same as right-clicking the mouse to open the **Alarm Acknowledge/Clear Dialog**.
AckEvent – used to acknowledge the selected alarm in the Queue Control of the IM.
ClearEvent – used to clear the selected alarm from the Queue Control of the IM.

CurrentEvent – highlights and selects an event (if none is highlighted) in the Queue Control of the IM. It functions the same as a single left mouse click on a highlight alarm event.
UpEvent – used to move up one event on the Queue Control of the IM.
DownEvent – used to move down one event on the Queue Control of the IM.
AckAllEvent – used to acknowledge all listed events on the Queue Control of the IM.
ClrAllEvent – used to clear all listed events on the Queue Control of the IM.
SelectTopEvent – used to select the highest priority alarm in the master queue if the action has no target, and the highest priority alarm in the pop queue if the action has a popup queue target.

Database

Database Actions are used to manipulate the data in user-defined tables. Refer to *Section 4 – Project Structure* for information on creating User-Defined Database tables.
MoveFirst – selects the first record of the target database grid.
MovePrevious – selects the previous record of the target database grid.
MoveNext – selects the next record of the target database grid.
MoveLast – selects the last record of the target database grid.
RecordAdd – adds 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 – edits the selected record of the target database grid. All database field objects that reference the target grid will become editable. The values are only edited after a *RecordSave* action (or the entire edit is cancelled by the *RecordCancel* action).

RecordBulkModify – allows 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 – deletes the selected record of the target database grid.
RecordCancel – cancels an edit of a record change for the target database grid.
RecordSave – saves an edit of a record change for the target database grid.
SelectGrid – sets the target grid subsequent actions will be based upon. *SelectGrid* tells *SortBy* which database grid to execute upon.

See *Structure to Filter/Sort* below for details on how to use filter/sort actions.

FilterBy – set which field to filter by.
MatchExact – filters for values equal to the value specified as the target. The target's Node name is the value used in this action.
MatchNotEqual – filters for values not equal to the value specified as the target. The target's Node name is the value used in this action.
MatchPartialStart – filters 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 – filters 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 – filters for a partial match with the value specified as the target. The target's Node name is the value used in this action.
MatchLessThan – filters 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 – filters 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 – filters 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 – filters 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.
FilterSet – marks the end of a series of filter/sort actions. If no filter/sort actions proceed the *FilterSet* action, it will simply 'reset' the database grid specified in the proceeding *SelectGrid* action.

Note: the user is allowed to accept returns in a database field edit box, that gets its data from a database grid.

Structure to Filter/Sort

Actions must be listed in a specific order to make use of the filter/sort database functionality.
The *SelectGrid* action marks the beginning of the filter/sort set as it sets the Database Grid subsequent actions will be executed upon.
Each group of filtering actions must reference a database field set by the *FilterBy* action. You may have multiple filter actions against a single *FilterBy* action and you may have multiple *FilterBy* action 'groups'.
Any number of filter actions (those actions that begin with *Match*) must follow the corresponding *FilterBy* action.

The *SortBy* action must follow all filter actions (if applicable) yet be before *FilterSet*.
The *FilterSet* action marks the end of the filter/sort actions presented above. All proceeding actions executed at once with this action.

Actions within a Filter Set

Individual filter actions when used with other filter actions will either imply a logical AND or a logical OR depending on the nature of the action.

Or

Some filter actions when grouped together, or even repeated within a filter set, imply a logical OR function. For example, if a filter set had a *MatchPartialStart* twice with different values as a target ('x' and 'y'), it would result in a logical OR filter and only display values whose *FilterBy* field start with 'x' OR 'y'.

And

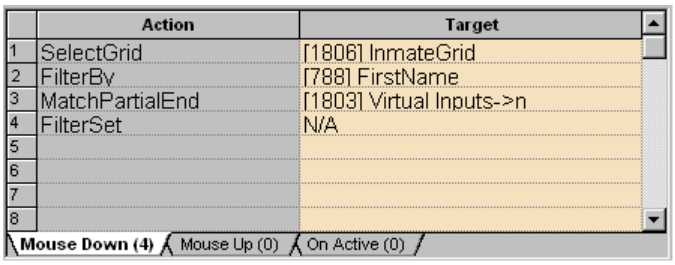
Some actions when grouped together imply a logical AND function. For example, if a filter set had both a *MatchGreaterThan* and a *MatchLessOrEqual* action with different values as the target ('3' and '7'), it results in a logical AND so that only values greater than 3 AND less than or equal to 7 display.

Example Scenario

Assume we have a database table of inmates for a prison facility. This table has four fields (field type in parenthesis): FirstName (text), LastName (text), and Location (integer), CardNumber (text). We've created a database grid Screen Object to display this information and want to create some Screen Objects that will filter/sort the information.

Case 1

Filter the InmateGrid database grid for first names ending with 'n'.



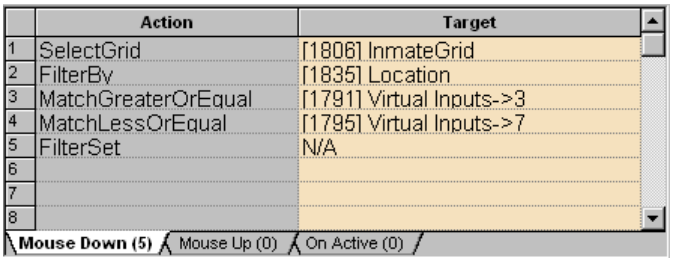
	Action	Target
1	SelectGrid	[1806] InmateGrid
2	FilterBy	[788] FirstName
3	MatchPartialEnd	[1803] Virtual Inputs->n
4	FilterSet	N/A
5		
6		
7		
8		

Mouse Down (4) | Mouse Up (0) | On Active (0)

Note: a virtual point named 'n' was created so that the *MatchPartialEnd* action would find all values in the FirstName field that end with 'n'.

Case 2

Filter the InmateGrid database grid for locations greater than or equal to 3 but less than 7.



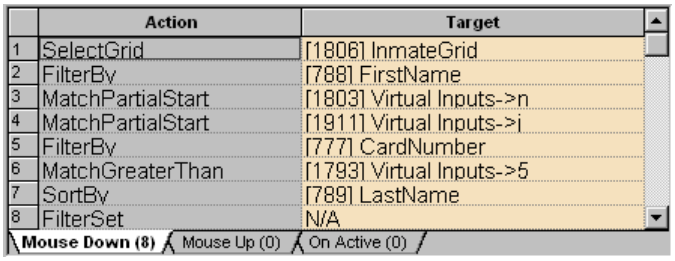
	Action	Target
1	SelectGrid	[1806] InmateGrid
2	FilterBy	[1835] Location
3	MatchGreaterOrEqual	[1791] Virtual Inputs->3
4	MatchLessOrEqual	[1795] Virtual Inputs->7
5	FilterSet	N/A
6		
7		
8		

Mouse Down (5) | Mouse Up (0) | On Active (0)

Note: again, virtual points named '3' and '7' were created to be targets for the filter actions used above.

Case 3

Filter the InmateGrid database grid for first names starting with n or j whose card number is greater than 5; sort the results by last name.



	Action	Target
1	SelectGrid	[1806] InmateGrid
2	FilterBy	[788] FirstName
3	MatchPartialStart	[1803] Virtual Inputs->n
4	MatchPartialStart	[1911] Virtual Inputs->j
5	FilterBy	[777] CardNumber
6	MatchGreaterThan	[1793] Virtual Inputs->5
7	SortBy	[789] LastName
8	FilterSet	N/A

Mouse Down (8) | Mouse Up (0) | On Active (0)

3.1.9 - General

General actions do not fall into any particular category or are used in conjunction with a variety of different functions.

Play – used to play a sound wave file. The target for this action must be a sound or message.
LoadProgram – starts another application's executable file. The target of this action is a **User Program**.
Authenticate – when using authenticate either a system mask can be a target for the authenticate action or the user's login 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 – allows 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.
SwitchLanguage – Allows switching of language string tables while in Run Mode.

NOTE: The SwitchLanguage action is only available in Sentient.

StartMustering – begins a Mustering Event.
StopMustering – ends a Mustering Event.

NOTE: StartMustering and StopMustering Actions are specific to the optional feature Anti-Passback. These actions are only available if this optional feature is enabled. See *Section 14 – Anti-Passback* for detailed information regarding Anti-Passback.

Page – will popup a dialog where text messages can be typed and then be spoken on the target computer or displayed if the TTS module is disabled on the target Workstation(s). The target for this action can either be an individual computer in the Computers Node or the base Computers Node, in which case all computers are paged.

3.1.10 - Computer

Computer actions are specifically for managing various Workstation functions.

MaskComputer – selects a target computer for the actions **ForceMask** and **ForceRoutingMask**. The target for this action must be a computer Node.
ForceMask – forces a System Mask to the computer set with the **MaskComputer** action. The **MaskComputer** action must proceed this action. The target for this action must be a System Mask.
ForceRoutingMask – forces a Routing Mask to the computer set with the **MaskComputer** action. The **MaskComputer** action must proceed this action. The target for this action must be a Routing Mask.
LockWorkstation – locks the target computer out from managing/operating the Intelli-Site Project. The target for this action must be a computer Node.
UnlockWorkstation – unlocks 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.

3.1.11 - Reports

Report actions are specifically for managing various Report functions from the Run Mode environment.
ZoneReport – shows all cardholders whose presence is within the target zone. The target for this action is an APB Zone.
MusterReport – shows all cardholders whose presence is not within a Mustering Zone or Outside. There is no target for this action.

NOTE: ZoneReport and MusterReport Actions are specific to the optional feature Anti-Passback. These actions are only available if this optional feature is enabled. See *Section 14 – Anti-Passback* for detailed information regarding Anti-Passback.

Run Report – will allow a user to run a report while in Run Mode.

Print Report – will allow a user to print a report while in Run Mode.

3.1.12 - RTU

RTU actions are specifically for managing RTU functions from the Run Mode environment.

SendCommand – builds a command and sends it to the Driver. *(This Action applies only to GenProto-type RTUs.)*

VirtualizeRTU – sets a RTU from a live state to a virtual state. The target for this action must be a RTU.

UnVirtualizeRTU – sets a RTU from a virtual state to a live state. The target for this action must be a RTU.

OnlineDriver – brings the targeted RTU's Driver online. The target for this action must be an RTU.

OfflineDriver – brings the targeted RTU's Driver offline. The target for this action must be an RTU.

DownloadSettings – initiates a settings download to a selected RTU. The target for this action must be a RTU.

DownloadCards – initiates a card data download to a selected access control panel-type RTU. The target for this action must be an access control panel-type RTU.

3.1.12 - PCSC

PCSC Actions are discussed in detail in the *PCSC RTU Guide*.

3.1.13 - Rauland

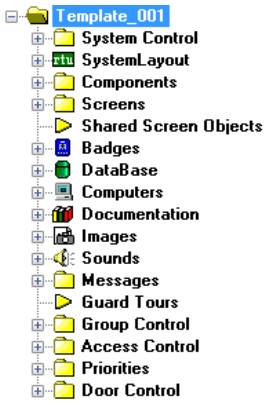
Rauland actions are specifically for managing Rauland SecurePlex functions. For more information on the Rauland SecurePlex refer to the *Rauland Secureplex RTU Guide*.

PressButton – mimics pressing down a button to perform an action

ReleaseButton – releases a button that has previously had a **PressButton** action applied to it.

Section 4 – Project Structure

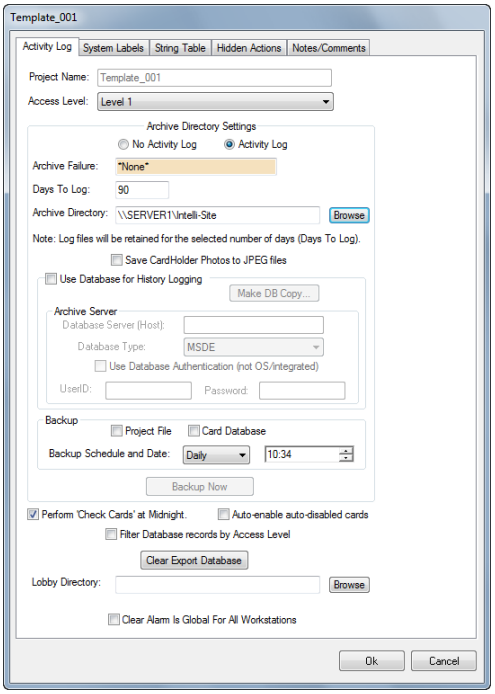
This section describes the Project Structure in detail.



System Registry Data Node

4.1 - System Registry Data Node

At the root of the Project Node Tree is the System Registry Data Node. By editing its properties, a user can configure activity logging, backup parameters, customized system labels, multi-lingual string tables and hidden actions.



4.1.1 - Activity Log Tab

The activity log is an electronic record of system activity. The user decides which events are written to the activity log and the method by which these events are stored is configured on the Activity Log Tab.

Project Name – the name of the Project.

NOTE: the name of the Project is the Project Directory name. To edit the name of the Project, exit the Server and rename the Project Directory folder using Windows Explorer.

CAUTION: You must ensure that MSDE Server and Intelli-Site Server are stopped before you rename or copy a Project Directory.

No Activity Log – disables activity logging.
Activity Log – enables activity logging.
Days to Log – the number of days that must pass before logs are archived in the Archive Directory. Logs older than the number of days listed (default is 90 days) will be moved to the Archive Directory and deleted from the logs directory. This process occurs each night at midnight.
Archive Directory – the directory path to store archive activity logs and backup files. Use the **Browse** button to find the directory path.
Save CardHolder Photos to JPEG files – enables Intelli-Site to save all cardholder photos in the JPEG file format.
Use Database History Logging – This feature enables Intelli-Site to write log files to a database instead of a text file.
Database Server – This specifies the name of the host Server for the database created during the use of the **Database History Logging** feature.
Make DB Copy – allows the user to create a copy of the activity log (history) database.
Database Type – This specifies what type of database (MSDE or MS-SQL) for the activity log.
Use Database Authentication – Select the Use Database Authentication (not OS/Integrated) if you do not want to use Windows authentication for database access.

Backup - This feature allows the user to pre-define automated backups of Project File, Database or both. The file storage location can be set to any available and supported mass storage media: either local-machine or network-accessible. Upon initial backup, a new subdirectory - ...\Recover will be created and all backups will be placed into subdirectories that reflect the date of the backup: Example: C:\Program Files\Intelli-Site, Inc\Intelli-Site\Recover\20080530 would be the folder for the backup created on 30 May, 2008.

Backup Now – This button will invoke an immediate backup in accordance with the backup settings.

Perform 'Check Cards' at Midnight – allows the user to select whether the Check Cards function is executed. The Check Cards function causes any card record-related changes (card expirations, activations, etc.) to download to the appropriate RTUs at midnight. Check Cards is an automated function.

Auto-Enable Auto-Disabled cards – enables cards at midnight that were auto-disabled the previous day.

Filter Database Records by Access Level (Database Partitioning) - This feature allows the user to segregate access to database records based upon the Access Level assigned to the User Account that creates the Card Holder record. In Card Management Mode, only a user with an assigned System Mask that includes the Access Level that matches the Access Level assigned to the Card Holder may be able to view and/or manipulate that Card Holder's record.

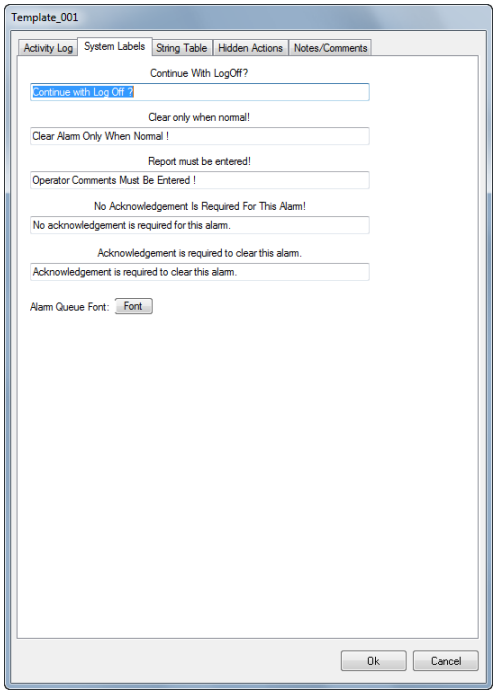
Clear Export Database – allows the user to reset a previously exported database. (Used in conjunction with the **Export to DB...** function for creating Notes and Settings documentation from the Project).

Lobby Directory – allows the user to select the directory location of the link tables used for visitor control interface (Requires Lobby Visitor Control Software).

Clear Alarm Is Global For All Workstations – allows the user to clear an alarm from a single Workstation and have that same alarm removed from all other Workstation alarm queues.

4.1.2 - System Labels Tab

The user customizes system-wide pop up dialog text and Alarm Queue font settings on the System Labels tab.



Continue With Logoff? – This is the logoff confirmation dialog.

Clear only when normal! – The dialog that reminds the user the selected alarm can only be cleared when normal.

Report must be entered! – The dialog that reminds the user a report must be entered prior to acknowledgement and/or clearing.

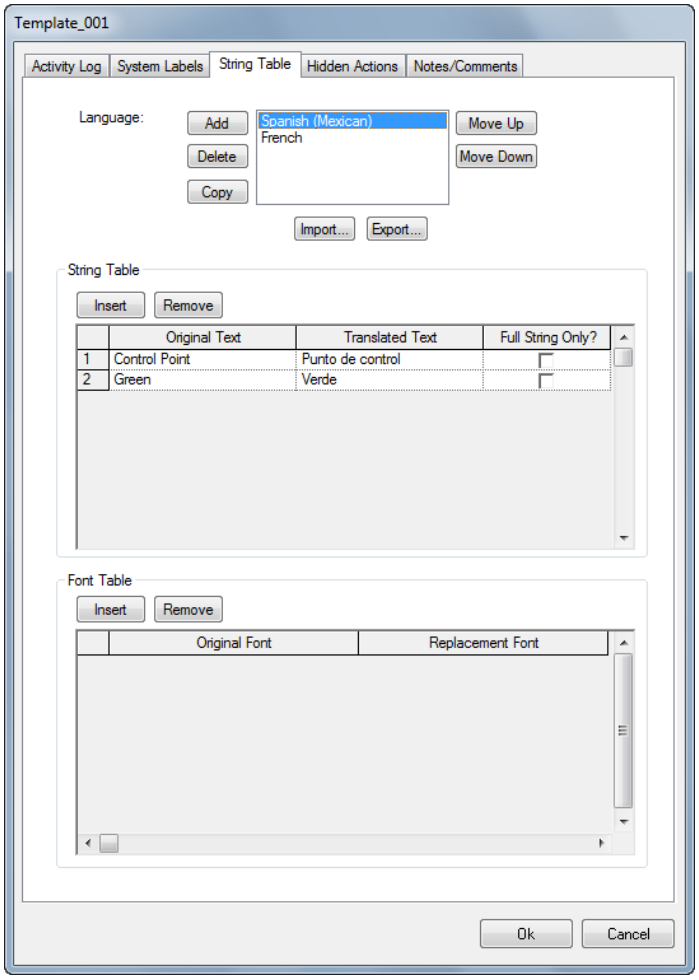
No Acknowledgement Is Required For This Alarm! – The dialog that informs the user the selected alarm does not require acknowledgement.

Acknowledgement is required to clear this alarm. – The dialog that informs the user that the selected alarm must be acknowledged prior to clearing.

Alarm Queue Font – The font used in the Alarm Queue. Click the Font button to select the font type, size and color.

4.1.3 - String Table Tab

The String Table allows the user to set up multi-lingual translations for the Intelli-Site GUI.



Language:

This area provides for adding, deleting and selecting the language for string translation. The first language listed will become the "base project" language. If no language is listed, the base project language will default to the system language as defined by the localization settings of the operating system (usually US English).

Add - allows the user to select from a list of languages.
Delete - select to delete the 'highlighted' language from the list.
Move Up - allows the user to move the selected language up in the list of translated string tables.
Move Down - allows the user to move the selected language down in the list of translated string tables.
Import – allows the user to import a saved string table file.
Export – allows the user to export a string table. The exported table is saved as a .lsf file.

String Table

This area provides for creating the string translations.
String Replacement Table: The String Replacement table will allow the user to configure replacements for all Screen Object strings, and all strings written to the log files. Use the Insert button to insert a new line. Use the Remove button to remove a line. Each line of the String Replacement Table has the following fields:

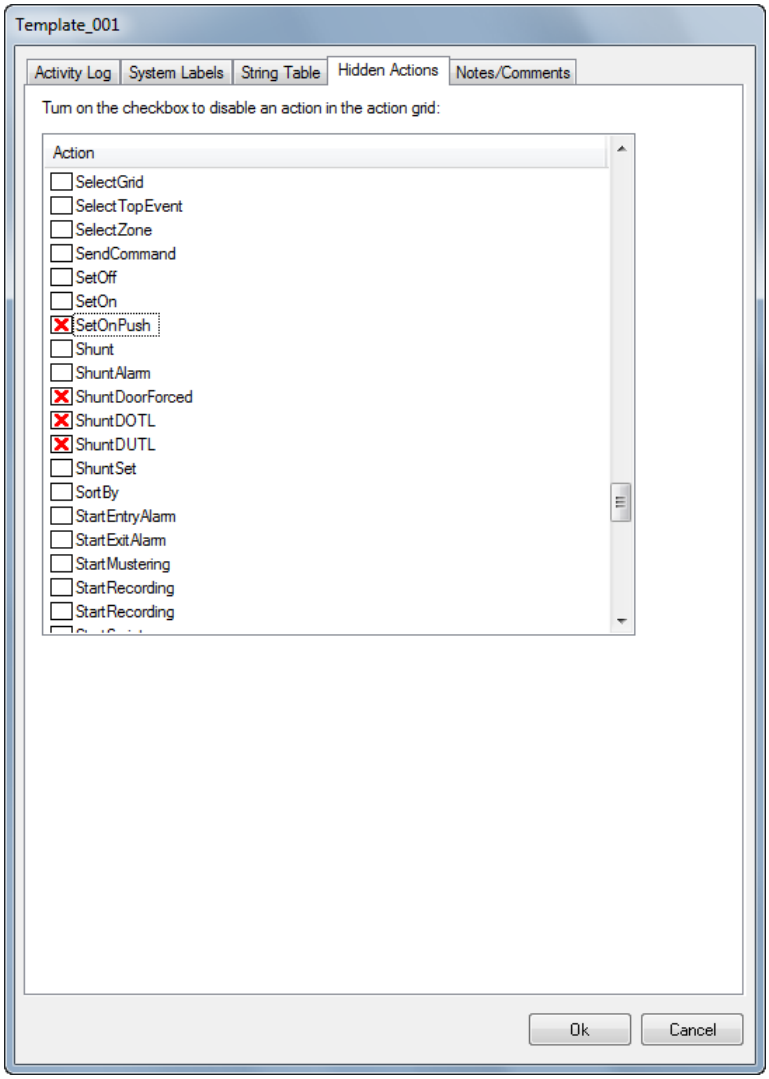
Source String – the string that will be replaced (translated-from).
Replacement String – the string that will replace the Source String (translated-to).
Full String Only - If selected, the Source String will only be replaced with the Replacement String if the Source String exactly matches the Original Text string. For example: you have "En Vivo" entered into the Translated Text field and "Live" into the Original Text field. If Full String Only checkbox is selected, on a Screen Object with the text "I Live here" the text "Live" will not be translated. If, however, the String Object text was "Live" it will translate to "En Vivo".

Font Table

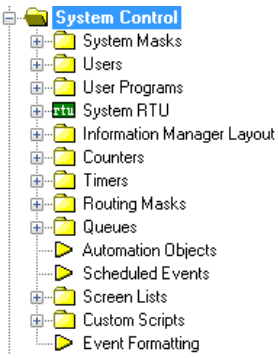
This area allows the user to replace the font and script style of the Original Text with a font and script style that is appropriate for the Translated Text. For Example: The Original Text may be English, with an Arial font (Western script style) assigned and the Translated Text may be Russian, with a Cyrillic font (Cyrillic script style).

4.1.4 - Hidden Actions Tab

The Hidden Actions Tab allows the user to reduce the number of Actions available in the Action Grid. This simplifies Project development. Simply select the Actions that you do not want to appear in the Action Grid.



4.2 System Control Node



System Control Node

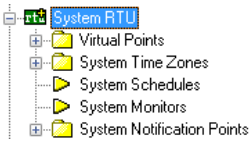
The **System Control** Node contains the following sub-Nodes:

4.2.1 - System Control Sub-nodes

System Masks – list of **System Masks** in the Project. A **System Mask** is a collection of Access Levels that are associated to Users. A user's System Mask that includes Access Levels of Screen Objects or Nodes may see and/or configure these objects. This functionality allows a system administrator to restrict user access to portions of the Project. Since every Node in the Project has an Access Level, it is possible to restrict access at a granular level.

Users – users authorized to manage and/or operate the Project. The system administrator adds new users in this area and configures their user properties individually.

User Programs – The user may create Screen Objects that launch third-party software applications from within the GUI. When the user exits the third-party application, the user returns to the GUI without exiting to Windows.



System RTU

System RTU – The System RTU contains a collection of internal "soft" points. This Node includes sixteen **Virtual Points**, **System Time Zones, System Schedules**, **System Monitors** and **System Notification Points**

Information Manager Layout – The user adds and configures **Information Manager (IM) Layouts** for assignment to users. An **IM Layout** defines display preferences for the **IM**

Counters – A **Counter** is a virtual point that has a numeric (integer) value. The user configures Actions to run when a **Counter** achieves its maximum value as well as at its assigned intermediate values. The user adds and configures Counters in this area.

Timers – A **Timer** is a virtual point that includes a user-defined duration. The user configures Actions to run when a timer starts and/or when it runs its course (ends). The user adds and configures Timers in this area.

Routing Masks – A **Routing Mask** controls the routing of IM messages to Workstations. The user adds and configures Routing Masks in this area.

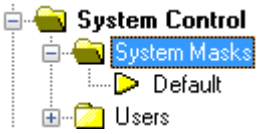
Queues – A **Queue** is a status window of alarms or events. All events and/or alarms display in the "master queue", but they can also display in separate queues as defined in this area. The user may configure queues to pop-up as events or alarms occur, and pop-off when all events or alarms clear.

Automation Objects - An **Automation Object** is a logical construct that will perform user-defined actions that are dependent on the states of points that have been associated to one another via Boolean logic.

Scheduled Events – Scheduled Events are Run-Mode-accessible and database-driven objects that can be time-and-date-scheduled on and off by the user.

Screen List – A Screen List is a collection of screens that are user-configured for auto switching and list-based navigation.

Custom Scripts – A Custom Script is a user-defined, segmented list of Actions that execute macro fashion.



System Masks Sub-Node

4.2.1 - System Masks

As stated previously, a System Mask is a means to restrict Users' control over Nodes. As each Node has an Access Level, only Users assigned a System Mask that includes that specific Access Level can view and/or edit such Nodes.

For example: assume Node A has an Access Level of 5. Only Users with an assigned System Mask that includes Access Level 5 may view and/or edit this Node. To all others, it will NOT be visible or editable.

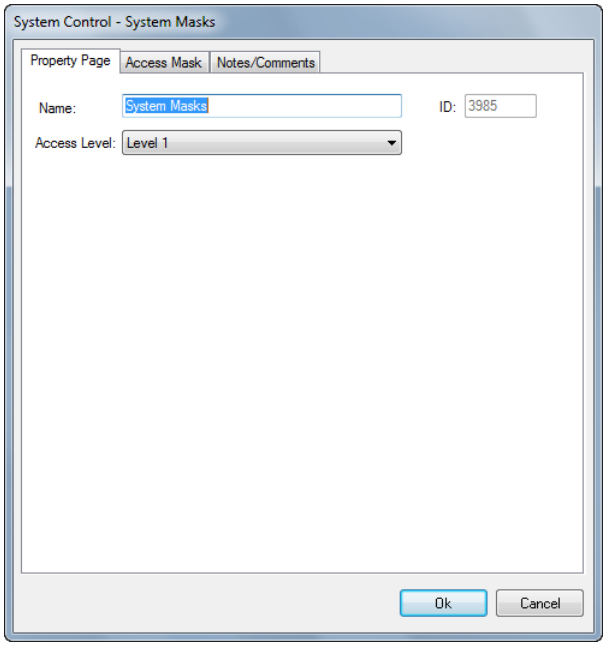
CAUTION: When configuring a new Project, it is highly recommended that preliminary time be devoted to a thorough design of Access Levels and System Masks and their assignments to Nodes and Users. Systems Masks and Access Levels, while a powerful security tool, have the potential to render your Project unmanageable if improperly implemented.

System Masks can include as many Access Levels as required. Select the Access Levels to be included in a given System Mask and assign that System Mask to a user (see *Users* below). The default System Mask provides access to Level 1 objects, which corresponds to the access level default for all objects. There is a limit of 255 System Masks allowed per Project.

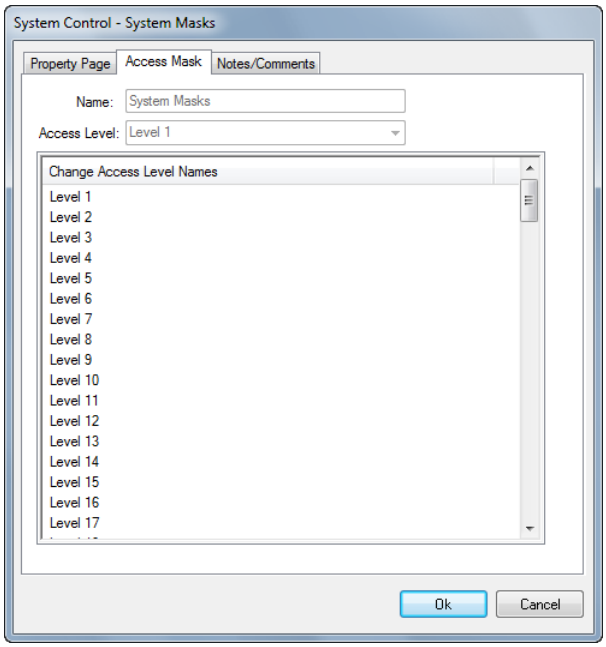
Important: Back up the Project before making changes to the Access Mask. Improper changes made to the Access Mask could result in locking all users out of portions of the Project.

System Masks (Parent Node) Configuration

The following paragraphs describe detailed configuration of the System Masks (parent) Node.



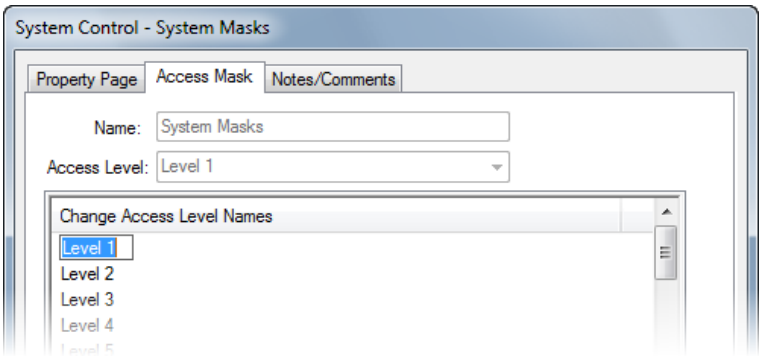
Property Page Tab - Only the Name and Access Level fields are configurable on the Property Page tab.



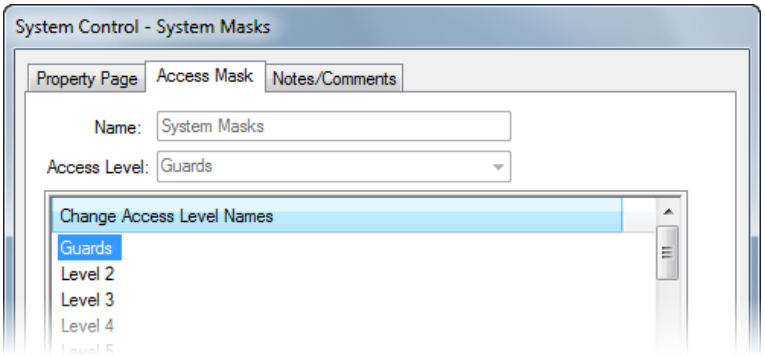
Access Mask Tab – Rename the Access Levels on the Access Mask tab as follows:

1. Select the Access Mask tab. The Select Access Levels list displays.

2. In the Change Access Level Names area, select the level to be renamed by clicking twice on the text:



3. Modify the label as desired and then click the mouse anywhere on the screen in order to "save" the change. In the example below the Level 1 Access Level has been renamed "Guards".



Notes/Comments Tab – Enter any programming comments applicable to the Project.

System Mask (Child Nodes) Configuration

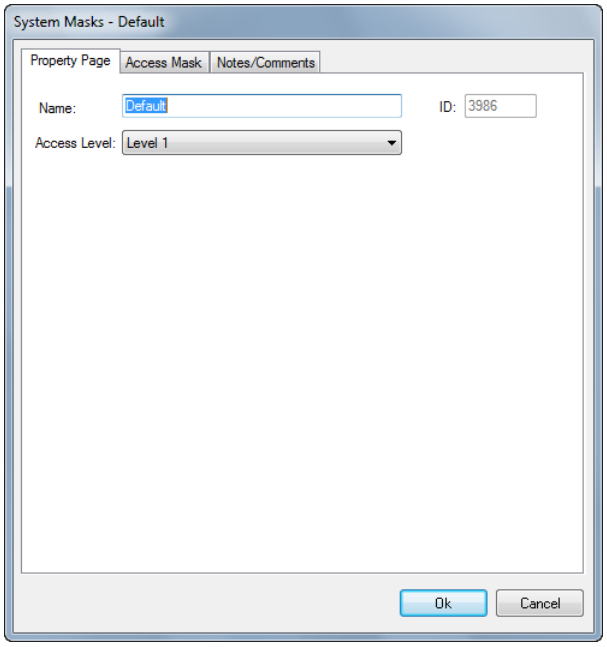
The following paragraphs describe, in detail, how to add and edit System Mask (child) Nodes.

Add, Edit or Delete A System Mask – Add, edit or delete a System Mask as follows:

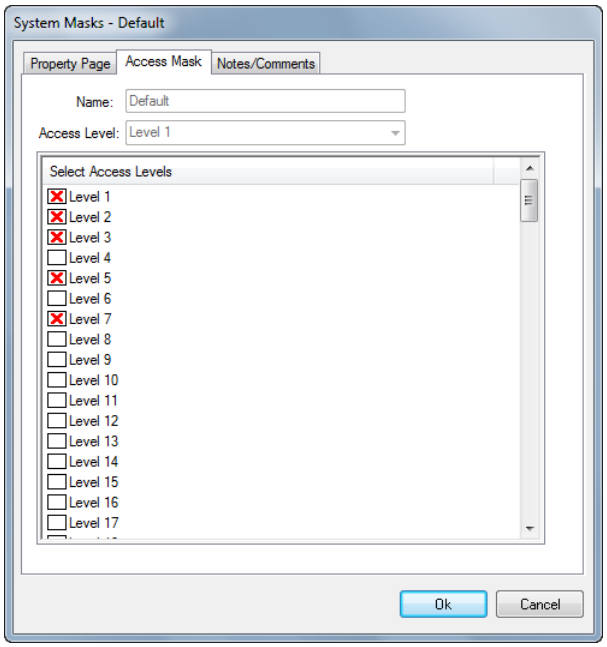
1. Expand the System Control sub-Node. To add a System Mask, right-click on the System Masks sub-Node and select Add Node or Add Node and Edit. A new sub-Node displays under the System Masks sub-Node with the name System Mask.

2. To edit a System Mask, right-click on the System Mask you wish to edit and select Properties. Click OK to close the dialog and save your changes.
3. To delete a System Mask, right-click on the System Mask you wish to delete and select Delete. A confirmation dialog, requiring user response, will appear before the Node deletion can take effect.

Note: You cannot delete all System Mask (child) Nodes from the System Masks (parent) Node. At least one System Mask must exist in the Project.



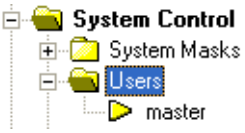
Property Page Tab - Only the Name and Access Level fields are configurable on the Property Page tab.



Access Mask Tab – Select the Access Levels included in the System Mask. The Select Access Levels field displays a checkbox next to each Access Level name. Each checkbox selected includes the corresponding Access Level in the System Mask. . A System Mask may include up to 128 Access Levels.

Access Levels are unique. They are not hierarchical nor are they linked to one another in any way except via the System Mask. If, for example, a System Mask includes Level 5 the User to which the System Mask is assigned does not have access to Levels 1 through 4.

In the example shown in the Figure above, if the **Levels 1** through 3, Level 5 and Level 7 are all selected. The User assigned this System Mask will have access to any Node with Level 1 through 3, Level 5 or Level 7 assigned. The same user will not have access to Level 4 or Level 6 Nodes.



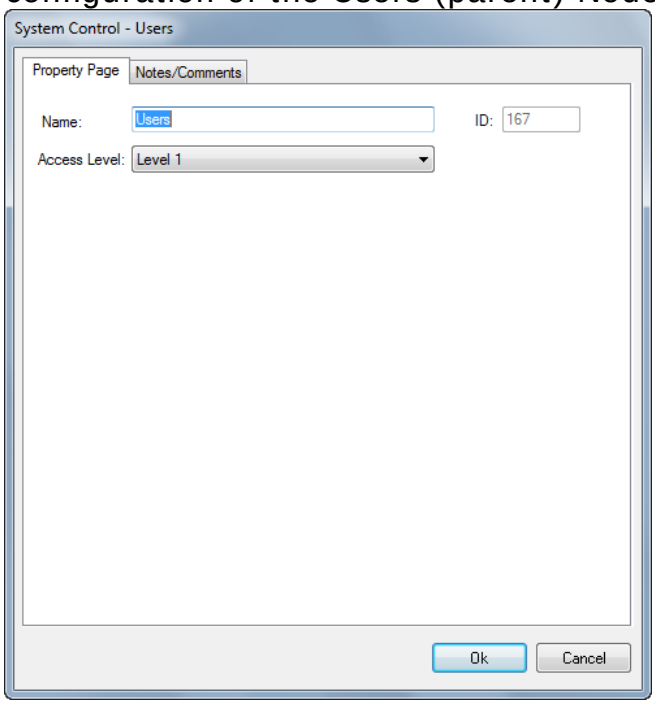
Users Sub-Node

4.2.2 - Users

As stated previously Users Nodes identify persons authorized to manage and/or operate the Project.

Users (Parent Node) Configuration

The following paragraphs describe detailed configuration of the Users (parent) Node.



Property Page Tab - Only the Name and Access Level fields are configurable on the Property Page tab.

Notes/Comments Tab – Enter any programming comments applicable to the Project.

User (Child Nodes) Configuration

The following paragraphs describe, in detail, how to add and edit User (child) Nodes.

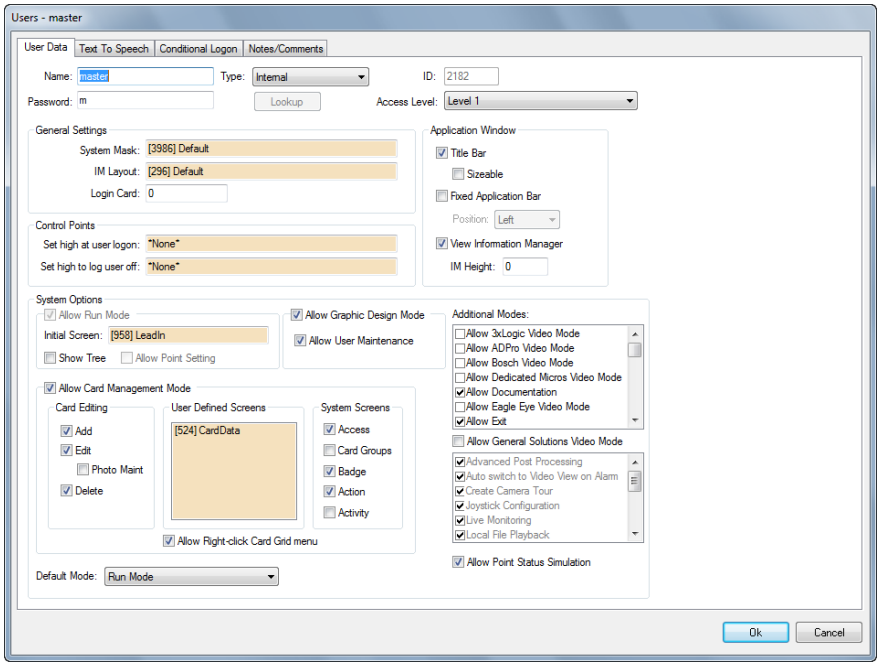
Add, Edit or Delete a User – Add, edit or delete a User as follows:

1. Expand the System Control sub-Node. To add a User, right-click on the Users sub-Node and select Add Node or Add Node and Edit. A new sub-Node displays under the Users sub-Node with the name New User.

Useful Tip: You can also copy an existing User Node in order to create a new User. Left Click the existing Node and then *Ctrl+Drag-and-Drop* the existing User Node to the Users (Parent) Node in order to create the copy.

2. To edit a User, right-click on the User you wish to edit and select Properties. Click OK to close the dialog and save your changes.
3. To delete a User, right-click on the User you wish to delete and select Delete. A confirmation dialog, requiring user response, will appear before the Node deletion can take effect.

Note: You cannot delete all User (child) Nodes from the Users (parent) Node. At least one User must exist in the Project.

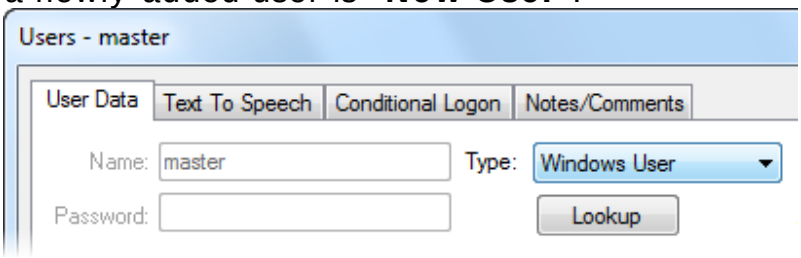


User Data Tab – The User Data tab provides for configuring User Name, Password, Password Type, Access Level, General Settings, Application Window Settings and System Options as follows:

Name – Enter the User name in this field. The User Name is not *case-sensitive* therefore: "Master" is equivalent to "master"**.**

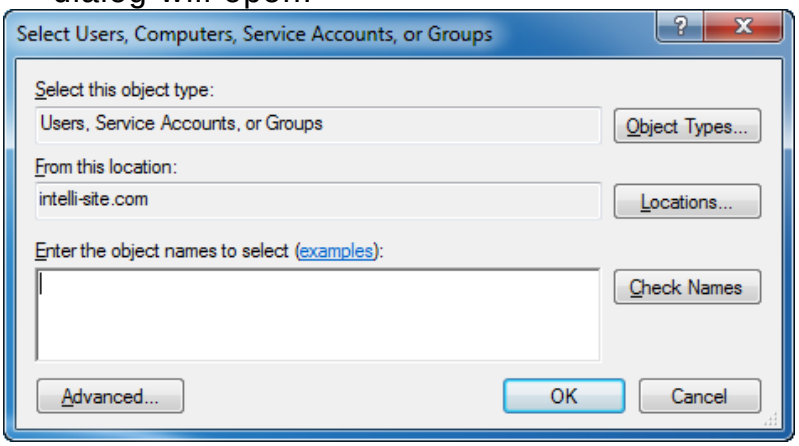
Note: It is possible to create two User Nodes with the same name.

Password – Enter the Password for this user in this field. Unlike the Name, the Password is *case-sensitive* therefore: "jsmith" is not equivalent to "JSMITH". Default password for a newly-added user is "**New User**".



Type – Select the Password type in this field. The Type field allows the user to verify login credentials based on either Windows Users or User Groups or internal Intelli-Site user name and passwords. The computer must be a member of a Windows Domain in order for this feature to work. To set the Password Type to Windows User or Windows User Group:

1. Select Windows User or Windows Group using the Type combo-box.
2. Left-Click the Lookup button (located below the Type combo-box. The Select User dialog will open.

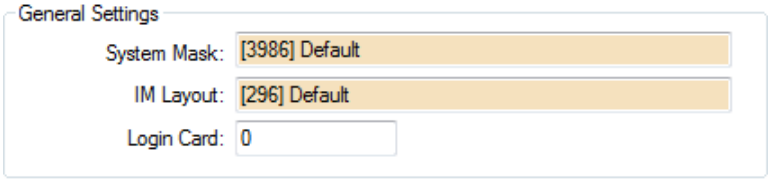


3. The Object Types button allows you to select different object types as defined in the Windows Active Directory settings.
4. The Locations button allows you to select the Active Directory location for Users and Users Groups selection.

5. Enter the object (User or Users Group) to select in the field or you can browse users by selecting the Advanced… button.

Note: Consult with your network system administrator regarding the use of Windows Users and User Groups as each network may have different Active Directory settings.

General Settings



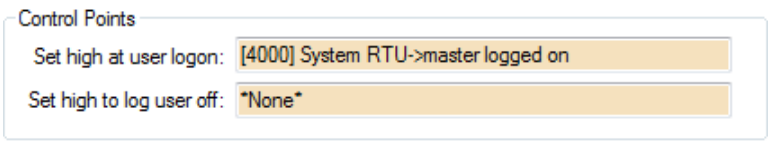
System Mask – Drag-and-Drop a System Mask from the tree into this field in order to assign it to the User. The default setting is Default.

IM Layout – Assign a Drag-and-Drop an IM Layout from the tree into this field in order to assign it to the User. The IM Layout in this field will apply only to the Main Queue. The default setting is **Default**.

Login Card – Enter a Card Number into this field if the User's login is card-access authenticated.

Note: When a User's login is card-access authenticated, the card reader used for this purpose must be associated with the Workstation.

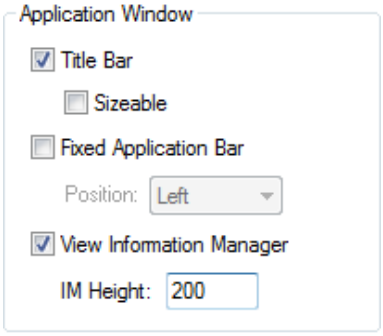
Control Points – The Control Points include the Set high at user logon and Set high to log user off fields.



Set high at user log on. – Drag-and-Drop an I/O point from the tree into this field so that when the User logs on it will get set high. I will get set low when the User logs off.

Set high to log user off. – Drag-and-Drop an I/O point from the tree into this field so that when it goes high, it logs the user off.

Application Window – The Application Window settings include Tile Bar, Application Bar and Information Manager Settings.



Title Bar – This selection determines if the Windows Title Bar will display in the Application Window.

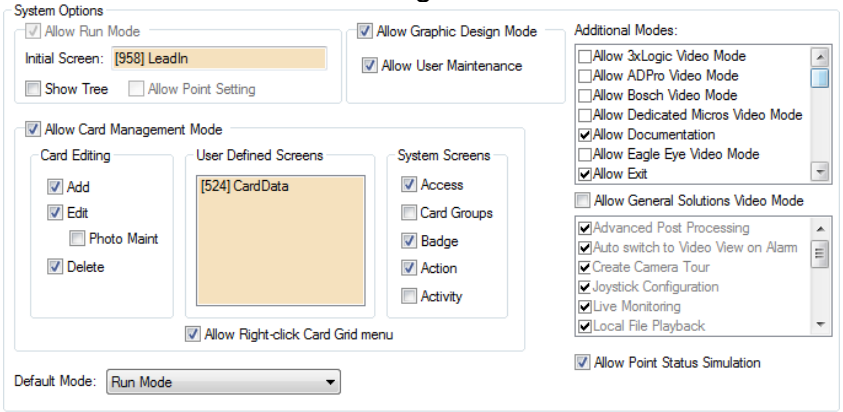
Sizeable – Select this box if you want to be able to resize the Application Window.

Fixed Application Bar – Select this box if you want to display the Application Bar in a fixed position on the screen. If selected, the application bar's fixed position is set to the left, right, top or bottom of the screen.

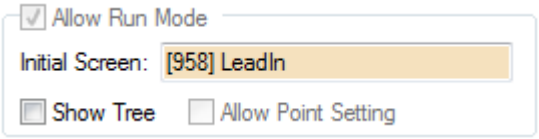
View Information Manager – This setting determines if the Information Manager displays for this User.

IM Height – Enter a fixed pixel height for the User's IM. If nothing is entered, Intelli-Site will remember the last height for the user.

System Options – The System Options determine all Mode settings for the User.



Run Mode

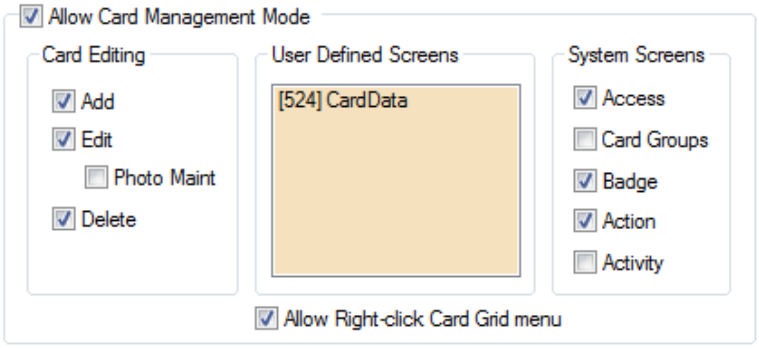


Note: If the Default Mode is set to Run Mode the Allow Run Mode control is disabled. To disallow Run Mode for this user, you must first select a new Default Mode this user is allowed to use.

Initial Screen – Drag-and-Drop a Screen from the Tree into this field to select the first screen displayed when the User logs on. The default setting is to display the Lead In screen.
Show Tree – This setting, if selected, displays the Project Node Tree in Run Mode. The default setting is unselected.
Allow Point Setting – Allows I/O Points to be set from the Tree in Run Mode if Show Tree is checked.

Note: this function only works with the MAC and Neural card access control panel hardware.

Card Management Mode



Allow Card Management Mode – Select this to allow the User to access Card Management Mode.
Card Editing – These selections define the degree of User accessibility in Card Management Mode.

- **Add** allows the User to Add cards to the Cardlist database.
- **Edit** allows the User to edit Cardlist database records.

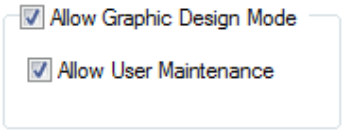
- **Delete** allows the User to delete Cardlist database records.
- **Photo Maint** – allows the user to maintain Cardholder images.

User Defined Screens – Drag-and-Drop Screens from the tree into this field. The User Defined Screens are the data entry forms in Card Management Mode. There is no limit to the number of User Defined screens.

System Screens – Select these fields to allow the User access to the **Access, Card Groups, Badge**, and **Action** and **Activity** tabs in Card Management Mode.

Allow Right-click Card Grid menu – allows the user to access the Card Management Mode Shortcut menu by Right-Clicking in the Card List.

Graphic Design Mode



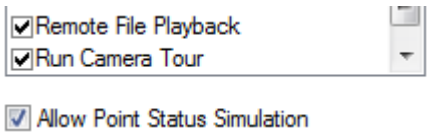
Allow Graphic Design Mode – This selection allows the User to access Graphic Design Mode.

Allow User Maintenance – Select to permit the User to add, edit or delete other Users.

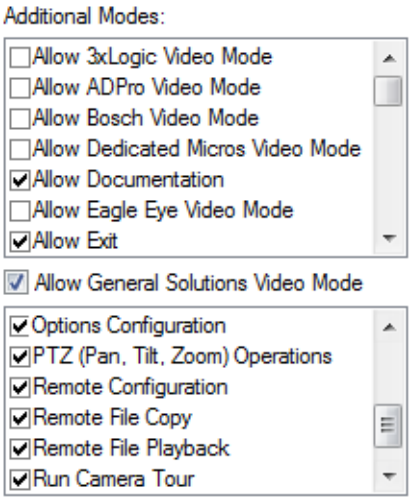
Note: You can restrict a User's ability to edit or delete other Users based upon the Access Levels assigned to other User Nodes as well.

Point Status Simulation

Allow Point Status Simulation – allows this user to set I/O points states while in the Point Status Mode. *See Point Status Mode below*.



Additional Modes



Allow Documentation and Reporting – allows this user to access **Documentation and Reporting Mode**.

Allow Video Management Mode – allows this user to access **Video Management Mode**.

Allow Eagle Eye Video Mode - allows this user to access Eagle Eye Video Mode. This mode is specific to Eagle Eye and is disabled unless licensed.

Allow Video Search – allows this user to access **Video Search Mode**. This mode is specific to Ultrak and and is disabled unless licensed

Allow Milestone Video Mode – allows this user to access Milestone Video Mode. This mode is specific to Milestone and and is disabled unless licensed

Allow NICE Video Mode – allows this user to access **NICE Solutions Video Mode**. This mode is specific to NICE and and is disabled unless licensed

Allow Point Status – determines if this user will have access to the Point Status Mode.

Allow Loronix Video Mode – allows this user to access **Loronix Solutions Video Mode**. This mode is specific to Loronix and and is disabled unless licensed

Allow Lanex Video Mode – allows this user to access **Lanex Video Mode** and and is disabled unless licensed

Allow Kalatel Video Mode – allows this user to access **Kalatel Video Mode** and and is disabled unless licensed

Allow Regard Video Mode – allows the user to access **Regard Video Mode** and and is disabled unless licensed

Allow Dedicated Micros Video Mode – allows the user to access **Dedicated Micros Video Mode** and and is disabled unless licensed

Allow ADPro Video Mode – allows the user to access **ADPro Video Mode** and and is disabled unless licensed

Allow ViconNet Video Mode – allows the user to access ViconNet Video Mode and and is disabled unless licensed

Allow User Programs – determines if the User can setup and run third party programs from the Intelli-Site application.

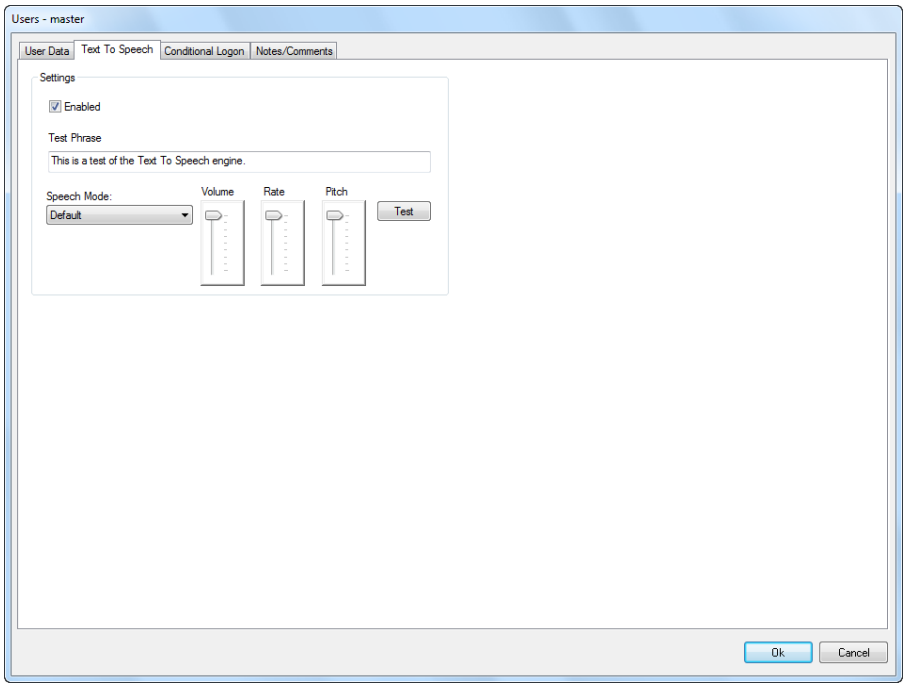
Allow Exit – determines if this user will be allowed to exit (shutdown) the Intelli-Site Workstation.

Default Mode – sets the default mode for this user upon login.

Allow General Solutions Video Mode – allows this user to access **General Solutions Video Mode**. This mode is specific to General Solutions and and is disabled unless licensed. See the *General Solutions RTU Guide* for in-depth user configuration.

Text To Speech Tab

The **Text to Speech** tab of the Users sub-Node allows the Speech Modes to be tested before assigning a voice pattern selection to a user. The selection bars to the right allow the Volume, Rate, and Pitch to be adjusted.

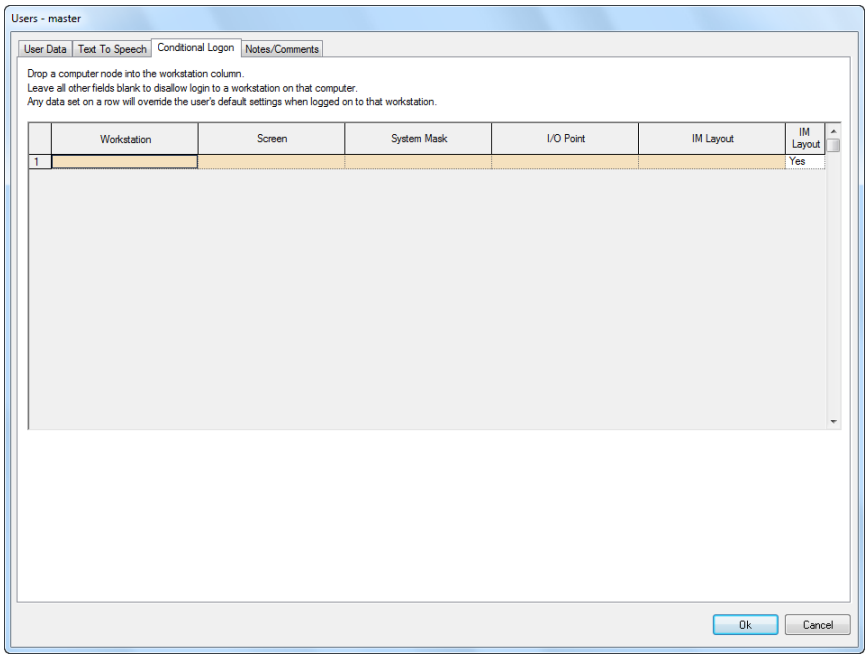


Enabled – enables TTS for this user.
Test Phrase – the text spoken when the Test button is pressed.
Speech Mode – a list of Speech Modes available.
Volume – the volume of the voice.
Rate – the rate of the voice.
Pitch – the pitch of the voice.
Test – speaks the Test Phrase when pressed.

Conditional Logon Tab

The Conditional Logon Tab allows the Intelli-Site Administrator a greater level of control over Users. It is a means to restrict User access based on Workstation as well as login credentials.

Note: Conditional Logon is often used to limit a privileged User's access based on the physical security of the Workstation environment. For example: A highly-privileged User may have unlimited access while in a very secure (Central Control) location, but may be more restricted while in a less physically secure location (Remote Control).



Workstation – Drag-and-Drop the Computer Node used to validate for this User into this field.

Screen – Drag-and-Drop the Screen this User will start with when logged into the Workstation in this row.

System Mask – Drag-and-Drop the System Mask this user will start with when logged into the Workstation in this row.

IM Layout – Drag-and-Drop the IM Layout this user will start with when logged into the Workstation in this row.

IM Visible – Select whether to display the IM when logged into the Workstation in this row.

Notes/Comments Tab – Enter any programming comments applicable to the Project.

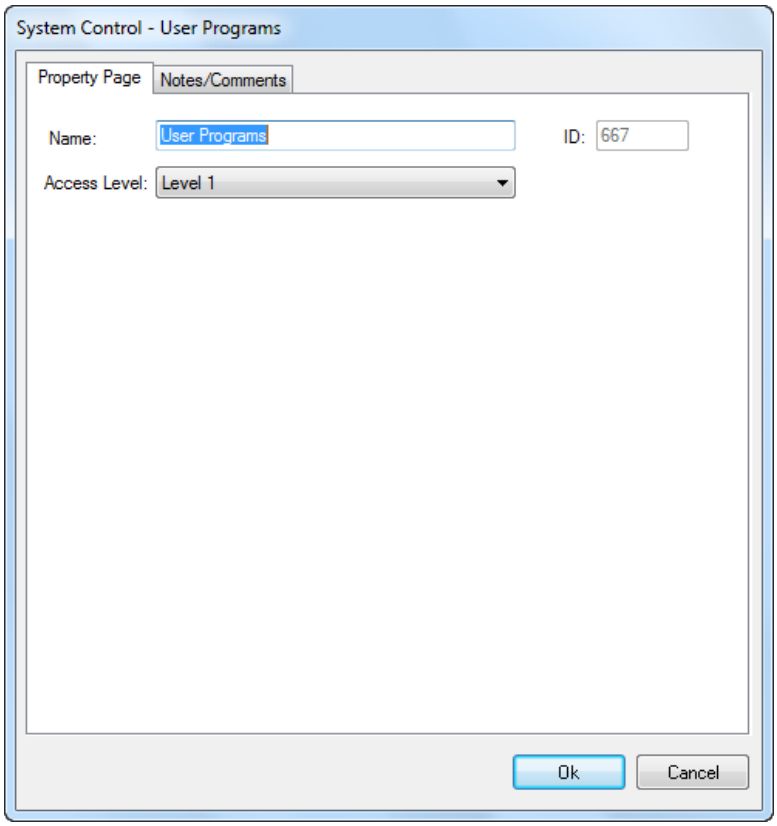
User Programs Sub-Node

4.2.3 - User Programs

The User Programs Node specifies third-party software applications that are available to for launch from within Intelli-Site. As some users may not have privileges to close or minimize Intelli-Site, this is the only way to allow users to execute additional software applications that can be run from the **Application Start** button on the Application Bar or from a user-defined Screen Object.

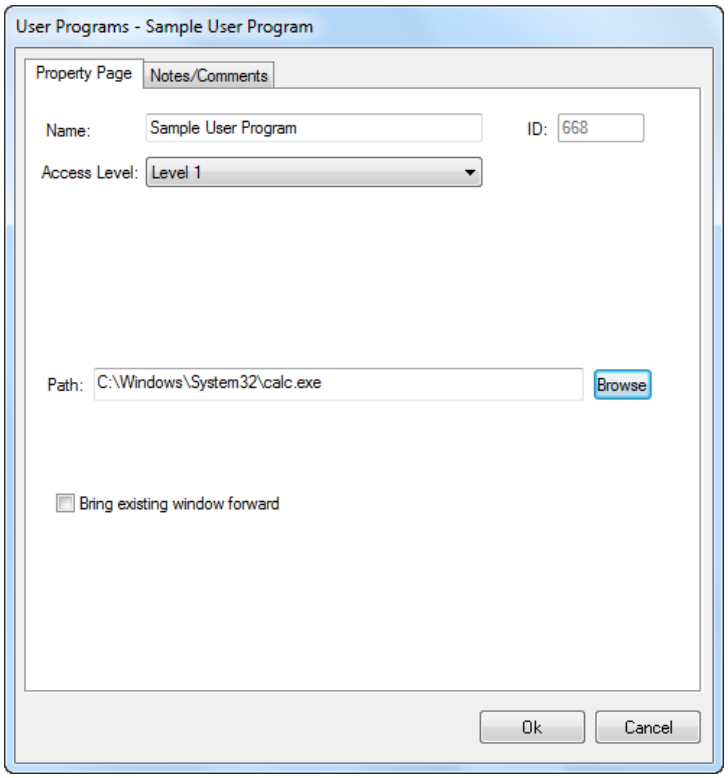
User Programs (Parent Node) Configuration

The following paragraphs describe detailed configuration of the User Programs (parent) Node.



Property Page Tab - Only the Name and Access Level fields are configurable on the Property Page tab.

Notes/Comments Tab – Enter any programming comments applicable to the Project.



User Program (Child Nodes) Configuration

The following paragraphs describe, in detail, how to add and edit System Mask (child) Nodes.

Add, Edit or Delete A User Progrm – Add, edit or delete a User Program as follows:

a. To add a User Program, right-click on the User Programs Node and select Add Node. The new User Program Node displays under the User Programs sub-Node with the name User Program.

b. To edit a User Program, right-click on the user program you wish to edit and select Properties. Configure the Property Page Tab as follows:

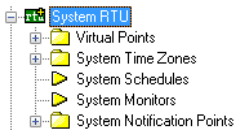
c. Enter the name of the User Program.

d. Enter the full path and name of the program (including extension) or use the Browse button to select a program.

e. Select the Bring existing window forward checkbox if you want the User program to overlay the GUI (if the program is already running in the background).

f. To delete a User Program, right-click on the user program you wish to delete and select Delete. A confirmation dialog, requiring user response, will appear before the Node deletion can take effect.

Notes/Comments Tab – Enter any programming comments applicable to the Project.



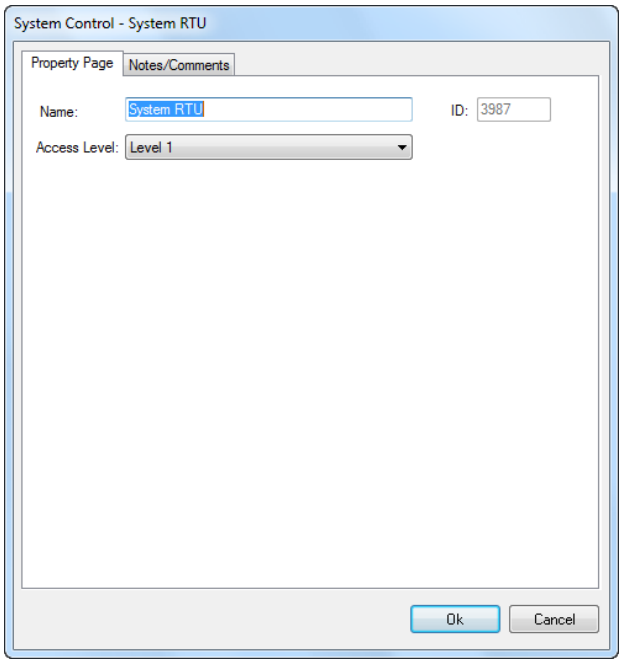
System RTU Sub-Node

4.2.4 - System RTU

The System RTU (Remote Terminal Unit) sub-Node is a collection of groups of user-defined "soft" points. Soft points are not physically associated with any particular hardware or equipment. The soft points included in the System RTU are extremely powerful constructs. Indeed, some system operations would be impossible without their use. Soft points provide the ability to create and maintain system schedules and time zones, and to create and maintain system monitors.

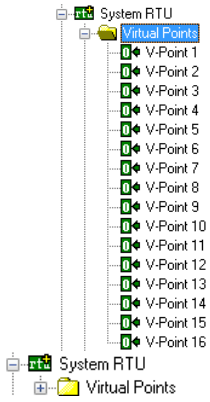
System RTU (Parent Node) Configuration

The following paragraphs describe detailed configuration of the System RTU (parent) Node.



Property Page Tab - Only the Name and Access Level fields are configurable on the Property Page tab.

Notes/Comments Tab – Enter any programming comments applicable to the Project.



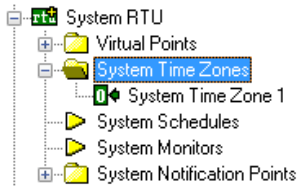
System RTU Virtual Points

The Virtual Points contained in the System RTU are typically used for maintaining and controlling system-wide status functions – usually related to the status of the Servers in an Intelli-Site network.

Note: An excellent use of the System RTU Virtual Points is to maintain and monitor the status of redundant servers. Refer to *Section 7 - Server Redundancy* for a detailed description of this feature.

A Virtual Point operates exactly like any other I/O Point. It can be set on or off, and it is user-configurable to execute actions based on its state. For example, a virtual point might represent "live" computer connection in the Intelli-Site network.

Note: Sixteen Virtual Points are included in the System RTU. Although you cannot add virtual points to the System RTU, you can add an unlimited number of them to the System Layout.



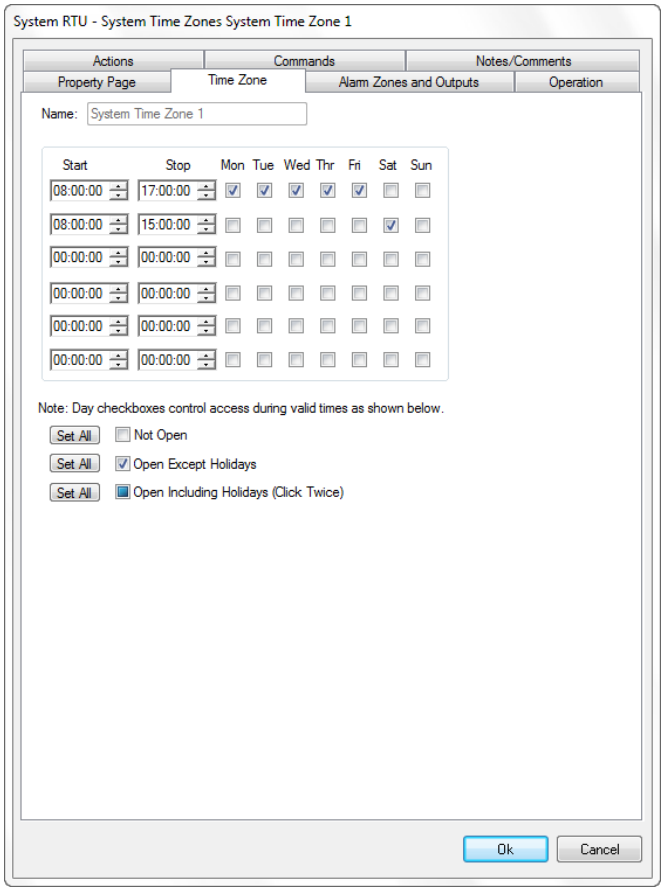
System Time Zones sub-node.

System Time Zones

A System Time Zone is a Virtual Point whose current state (high or low) follows the System Time (time-of-day and day-of-week). When the system's time-of-day and day-of-week match the System Time Zone settings, the System Time Zone sets high. System Time Zones may function as Control Points for other I/O points. In this case, an I/O Point will only execute its actions if the System Time Zone is on.

A System Time Zone consists of up to six Time Periods. A Time Period is comprised of a start and stop time interval coupled with a selection of days-of-week.

Time Zone Tab

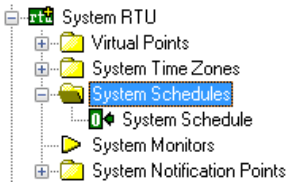


The example above represents business hours: 08:00:00 to 17:00:00, Monday through Friday and 10:00:00 to 15:00:00 on Saturdays during non-holidays and holiday hours are 08:00:00 to 16:00:00 Monday through Friday and closed on Saturday. System Schedules are Holidays See *System Schedules* below.

Enter the start and stop times for each interval, then select the associated day-of-week. An unchecked box indicates that the day-of-week is not selected – the start and stop intervals do not apply. A bold checked box (click once) indicates that the time interval applies to the day-of-week except during holidays. A gray checked box (click twice) indicates that the time period applies to the day-of-week including holidays. Clicking the Set All buttons (adjacent to the example check boxes) will set all days-of-week of all intervals to the state shown.

Add / Edit / Delete a System Time Zone

1. To add a System Time Zone, right-click on the System Time Zones Node and select Add Node. The new System Time Zone Node displays under the System Time Zones sub-Node with the name System Time Zone.
2. To edit a System Time Zone, right-click on the System Time Zone you wish to edit and select Properties. Configure as you wish and click OK to save the System Time Zone.
3. To delete a System Time Zone, right-click on the System Time Zone you wish to delete and select Delete. A confirmation dialog, requiring user response, will appear before the Node deletion can take effect.



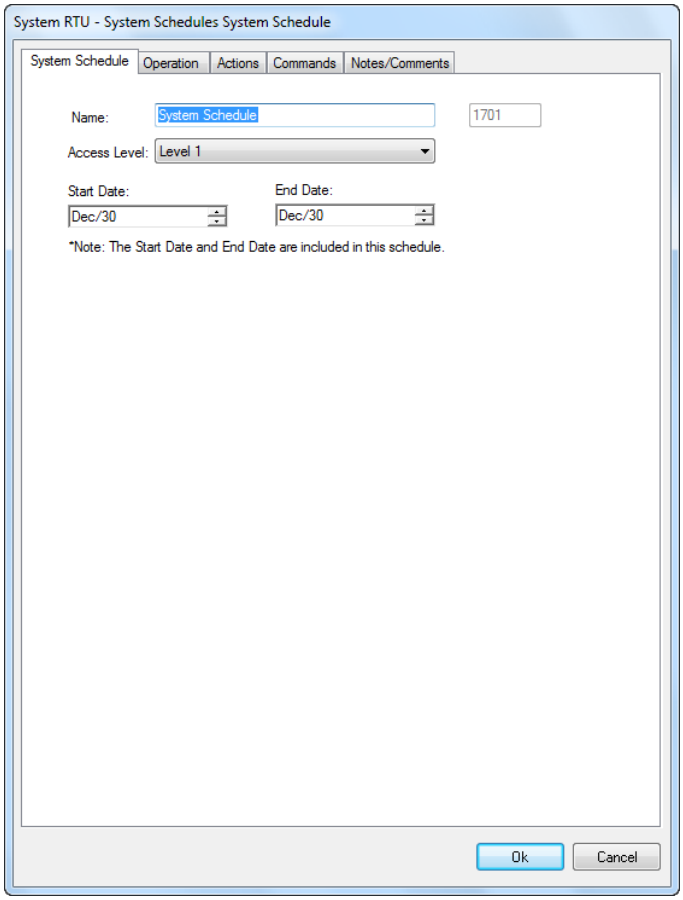
System Schedules sub-node.

System Schedules

A System Schedule is a Virtual Point whose current state (high or low) follows a range of dates. The virtual point is **on** (set high) if the current System Date falls within the range of dates.

Like a System Time Zones, the System Schedule's actions are executed depending on its state and it can be used as a Control Point for other I/O Points.

System Schedule Tab



- **Start Date** – the beginning date.
- **End Date** – the end date.

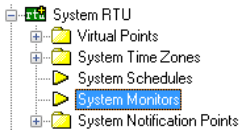
NOTE: System Schedules are inclusive, meaning that the start and end date include the date entered.

For example, if you want a System Schedule to the first Quarter of the year, you would enter Jan/1 as the Start Date and March 31 as the End Date.

Add / Edit / Delete a System Schedules

1. Expand the System Control Node.
2. Expand the System RTU Node.
3. To add a System Schedule, right-click on the System Schedules Node and select Add Node. The new System Schedule Node displays under the System Schedules sub-Node with the name System Schedule.

4. To edit a System Schedule, right-click on the System Schedule you wish to edit and select Properties. Configure as you wish and click OK to save the System Schedule.
5. To delete a System Schedule, right-click on the System Schedule you wish to delete and select Delete. A confirmation dialog, requiring user response, will appear before the Node deletion can take effect.



System Monitor

System Monitors

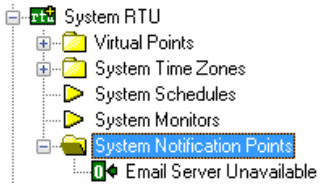
A System Monitor operates as a target for live video. A monitor must be set "hot" to view a video feed. Use a **System Monitor** when a video feed does not originate from a Video Switching RTU such as when you have a camera connected directly to a video capture card. Use a System Monitor to set up "virtual" video targets.

Note: If a workstation is equipped with a video capture device, a System Monitor node adds automatically upon system startup.

The **System Monitor** is an I/O point derivative. It can be set on or off, execute actions based on its state and be used as a control point for a different point.

Add / Edit / Delete a System Monitor

1. Expand the System Control Node.
2. Expand the System RTU Node.
3. To add a System Monitor, right-click on the System Monitors Node and select Add Node. The new System Monitor Node displays under the System Monitors sub-Node with the name System Monitor.
4. To edit a System Monitor, right-click on the System Monitor you wish to edit and select Properties. Configure as you wish and click OK to save the System Monitor.
5. To delete a System Monitor, right-click on the System Monitor you wish to delete and select Delete.



System Notification Points sub-node.

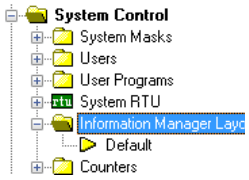
4.2.5 – System Notification Points

The **System Notification Points** node contains virtual alarm points that serve for various system notifications.

Identify the Email Server Alarm point

1. Expand the System Control, System RTU and System Notification Points nodes

The "Email Server Unavailable" point is a virtual point that will be set on when a connection cannot be established to the outgoing mail server specified in the Server Registration dialog. This will notify the operator that alarm notification emails are not being sent. In this event, the system administrator needs to be contacted to resolve the networking issue.



Information Manager Layout sub-node.

4.2.6 - Information Manager Layout

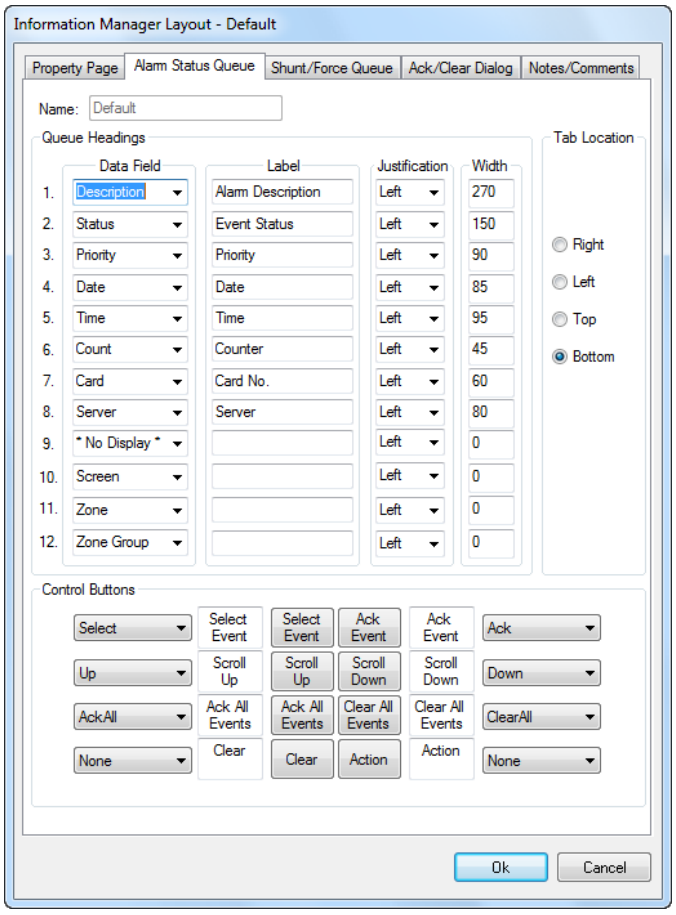
The **Information Manager (IM) Layout** Node assigns the Intelli-Site IM display preferences. Additional IM Layout sub-Nodes can be created to customize an individual user's personal settings.

Add / Edit / Delete an IM Layout

2. Expand the System Control Node.
3. To add an IM Layout, right-click on the Information Manager Layout Node and select Add Node. The new IM Layout Node displays under the Information Manager Layout Node with the name IM Layout.
4. To edit an IM Layout, right-click on the IM Layout you wish to edit and select Properties. Configure as you wish and click OK to save the IM Layout.
5. To delete an IM Layout, right-click on the IM Layout you wish to delete and select Delete.

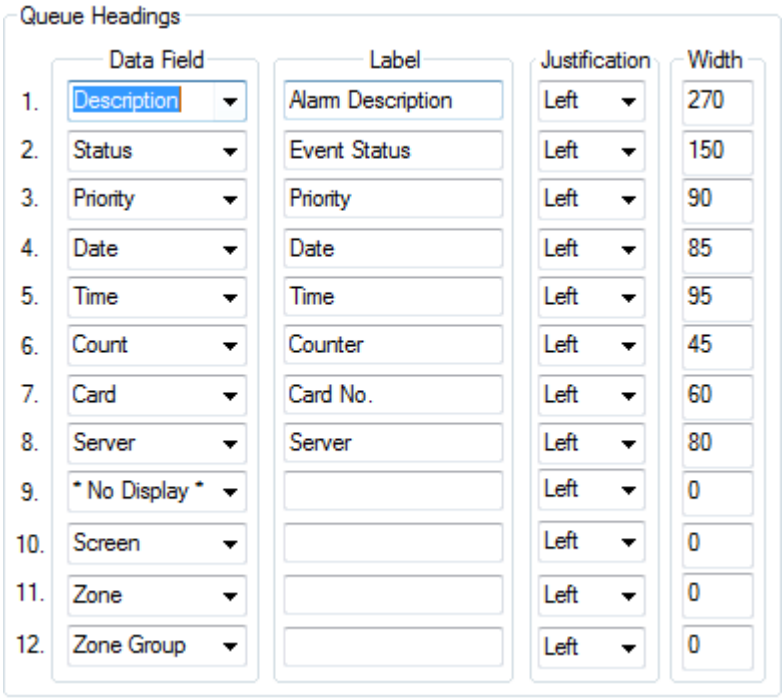
Alarm Status Queue Tab

The **Alarm Status Queue Tab** allows the user to determine how the data for alarms and status of events will display when the **Queue Control** tab is selected.



Name – the name of the IM Layout as defined on the Property Page.

Queue Headings



- **Data Field** – the data field to be displayed in the associated column of the queue. Use the drop-down menu to select. The numbers to the left of the **Data Field** column indicate the order the columns will display (left to right) on the screen. The following are defaults.
  - **Description:** The name of the I/O point.
  - **Status:** The 'Queue Label' text configured for the I/O point.
  - **Priority:** The priority level assigned to the I/O point.
  - **Date:** The date the I/O point was added to the queue.
  - **Time:** The time the I/O point was added to the queue.
  - **Count:** The total number of times this I/O point has gone 'High' while in the queue.
  - **Card:** This is the card number generating the alarm in the queue.
  - **Server:** The Server that has sent this message to the queue.

- **Screen:** If the I/O point has an assigned Alarm Screen (found on the Operation tab of the I/O point's properties page), this chosen Alarm Screen's name will be displayed in this column of the alarm queue.
- **Zone:** If the I/O point is defined as part of a Zone Construct, the name of the Zone will be put in this column of the alarm queue.
- **Group:** If the I/O point is defined as part of a Zone Construct, the name of the Group that the Zone belongs to will be put in this column of the alarm queue.

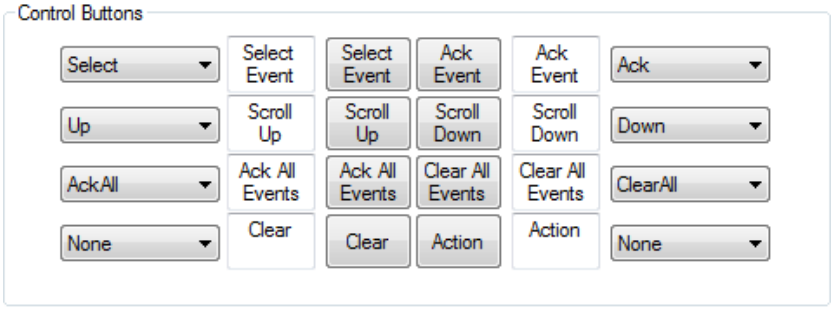
- **Label Field** – the desired label for the data field column on the Alarm Status Queue. The label can be customized here.
- **Justification** – determines the justification of text in the associated column.
- **Width** – determines the width (in characters) of the column. The user may enter this value or it will be automatically-updated by sizing (dragging) the column using the mouse.

Tab Location

The **Tab Location** radio buttons determine the placement of the Control Tabs on the screen. Only the "master" queue will show the Control Tabs whereas all queues will show the Control Buttons.

The User must log off and log in before any changes to the tab locations will be effective.

Control Buttons



- Each combo box lets you specify the type of action (if any) a button will perform when selected. If set to "None", the button will not appear.
- The entry fields for the Control Buttons can be edited to display label text defined for individual systems.
- The Control Button actions available are:

  None – The control button will not appear.

  Select – The highlighted event will be selected.

  Action – The Action On Queue action for the selected event will be executed. See Section 3. – *Node Properties* for detailed information about this feature.

  Ack – Acknowledge the currently selected event.

  AckAll – Acknowledge all events in the queue.

  Clear – Clear the currently selected event.

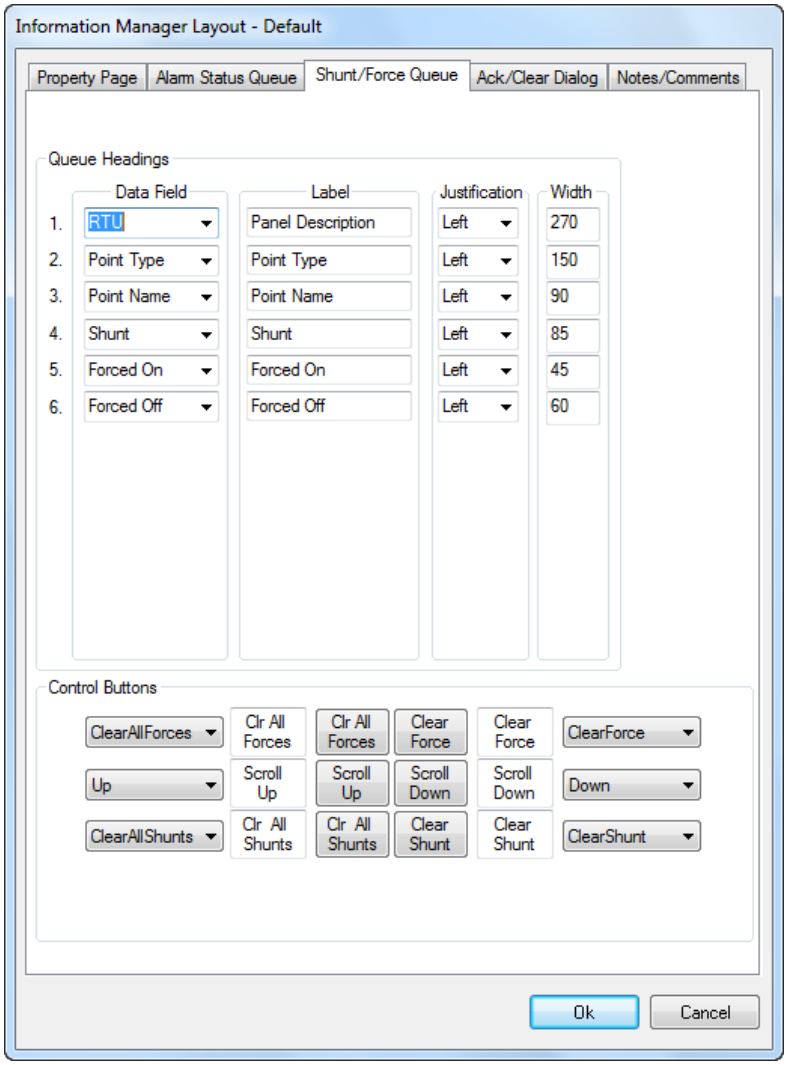
  ClearAll – Clear all events in the queue.

  Up – Move the event selection up one line in the queue.

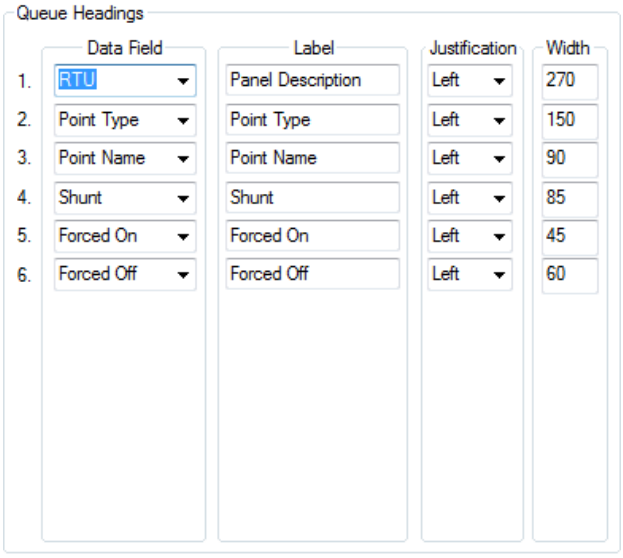
  Down – Move the event selection down one line in the queue.

Shunt/Force Queue Tab

The **Shunt/Force Queue Tab** allows the user to define how Shunted and Forced I/O points display in the queue.

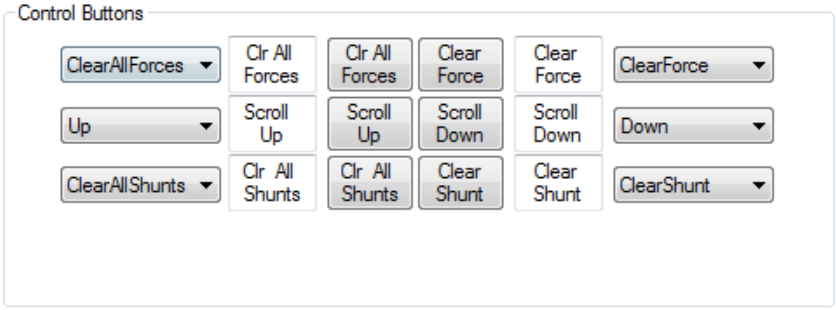


Queue Headings



- **Data Field** – Allows the user to select the data field displayed in the associated column of the queue. Use the drop-down menu to select. The number to the left of the **Data Field** determines the order of display (left to right).
- **Label Field** – Allows the user to modify the label for the data field column on the **Shunt/Force Queue**
- **Justification** – determines the justification of text in the associated column.

Control Buttons

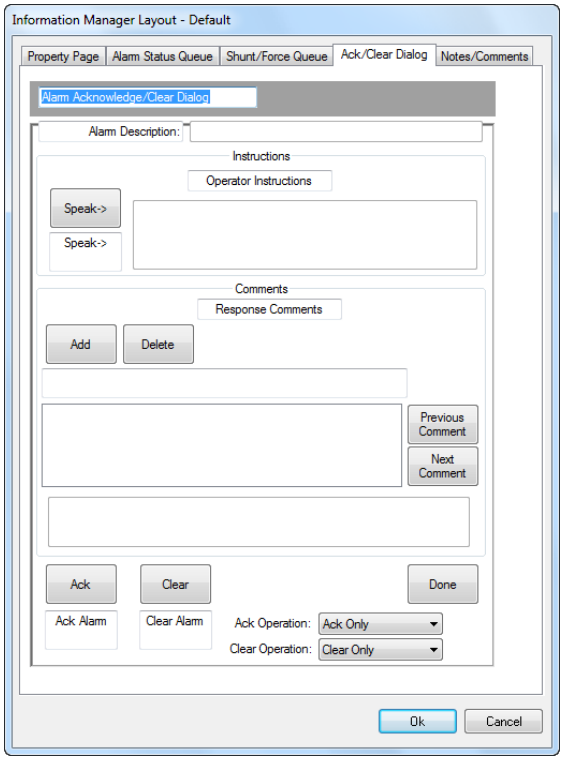


- Each combo box lets you specify the type of action (if any) a given button will perform when selected. If set to “None”, the button will not appear.
- The entry fields for the Control Buttons can be edited to display label text defined for individual systems.

- The Control Button actions available are:
  None – The control button will not appear.
  ClearForce – Clears the currently selected force.
  ClearAllForces – Clears all forces in the queue.
  ClearShunt – Clears the currently selected shunt.
  ClearAllShunts – Clears all shunts in the queue.
  Up – Move the event selection up one line in the queue.
  Down – Move the event selection down one line in the queue.

Ack/Clear Dialog Tab

The **Ack/Clear Dialog** Tab allows the user to define specific functionality for the dialog that displays when an alarm is to be acknowledged or cleared from the Alarm Status Queue.



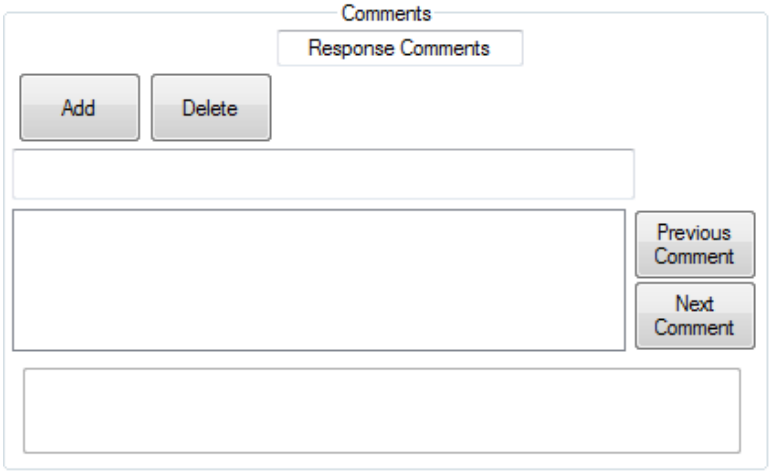
- **Dialog Title Field** – Allows the user to edit the title of the Ack/Clear Dialog. The default text in this field is ***Alarm Acknowledge/Clear Dialog***.

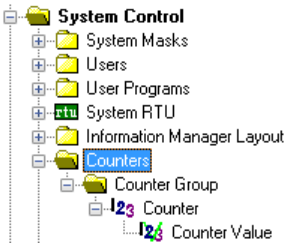
- **Alarm Description Title Field** – Allows the user to edit the title of the Alarm Description Field. The default text in this field is ***Alarm Description:***.
- **Instructions** – Allows the user to edit the Operator Instructions title and the Speak -> button text.
- **Comments** – The Comments area allows the user to Edit the title of the Response Comment Field and to Add/Edit/Delete standard Response Comments.

Add / Edit / Delete Response Comments

Response comments can be added to a list for the operator to select in the event of an alarm. These comments will appear in a list for user selection, and can be edited or appended during the event response process.

1. Change the Response Comments title by typing a new title into the edit box located directly below the Comments line.
2. Type a new Response Comment into the edit box directly below the Add/Delete Buttons.
3. Select the **Add** Button. The new comment will be added to the list.
4. To remove a Response Comment from the list, highlight the comment in the list and select the **Delete** Button.





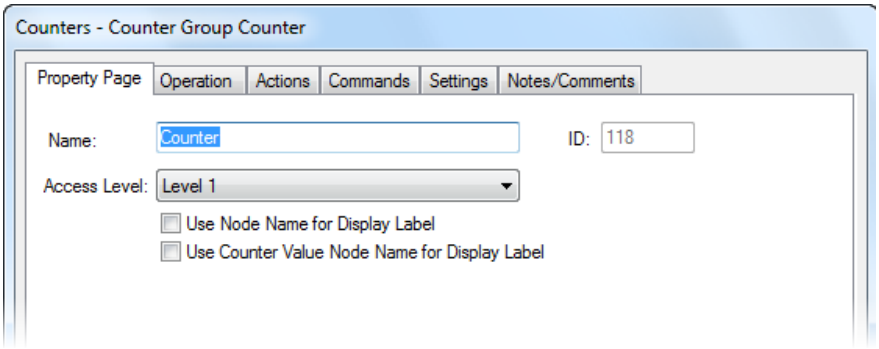
Counters sub-node.

4.2.7 - Counters

A **Counter** is a virtual point whose state is determined by the value of the Counter. The Counter's state is considered Low unless the Counter's value is greater than or equal to the Counter threshold as configured under Counter Properties.

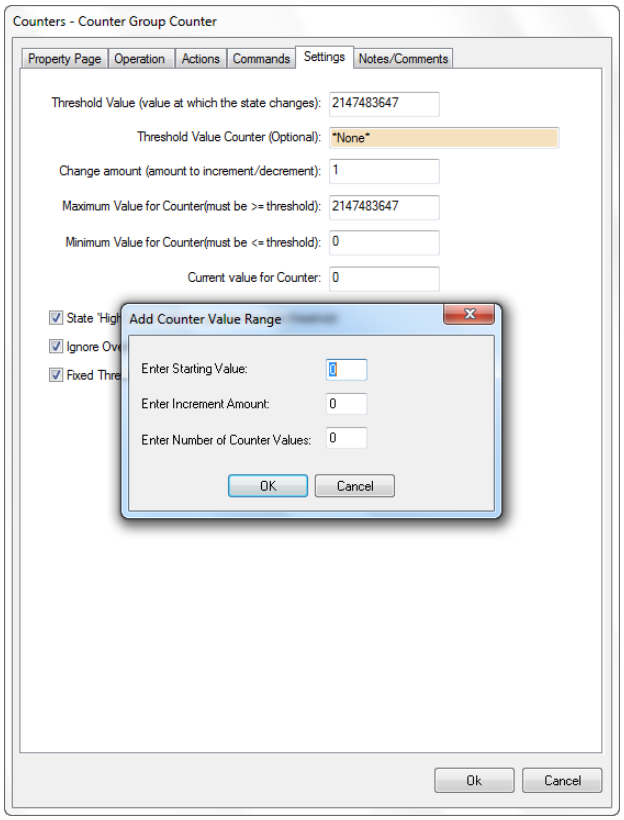
Counter Property Page

A Counter's Property Page differs from other virtual points in that the user may elect to show the counter's value or its label when a counter is used as a state display object. If you want to display a Counter's label, rather than its value, select the "Use Node Name for Display Label" checkbox. If you want the node name to be dynamic, and display the current counter value node 'name' on-the-fly, then select the "Use Counter Value Node Name for Display Label" checkbox.



Counter Settings Tab

The Settings Tab allows the user to set up the Counter with regard to its operating parameters and to create Counter Value sub-nodes.



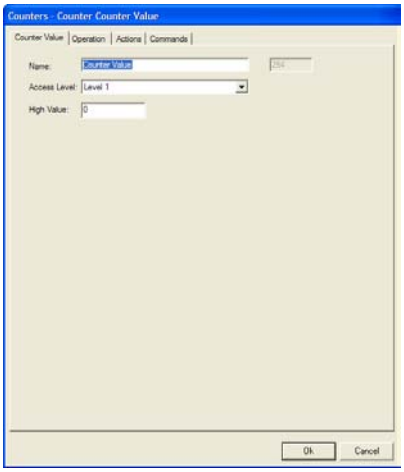
- **Threshold Value –** the value at which this counter's state changes.
- **Threshold Value Counter (Optional) –** You can use another counter to dynamically change the threshold value. For example: Counter 1 has a fixed threshold value of 10, and uses Counter 2 as its Threshold Value Counter. When Counter 2 is set to 5, it changes the threshold value of Counter 1 to 5, thus overriding Counter 1's fixed threshold.
- **Change amount –** the step value at which this counter will be incremented and decremented.
- **Maximum Value –** the value that defines the counter's maximum value.
- **Minimum Value –** the value of this counter when reset.
- **Current Value for Counter –** shows the current value for this counter.
- **State 'High' when value is greater than the threshold** – determines if the Counter's state is high at values past the threshold.

- **Ignore Overflow** – reserved for future use.
- **Fixed Threshold –** prevents the counter value from exceeding the Threshold value.
- **Add Counter Val Range** – allows the user to add a range of Counter Value sub-nodes.

Counter Value

Counter Values are Virtual Points that can be set high when its parent Counter achieves a defined value.

Note: Only one Counter Value (per Counter) may be high at any one time.

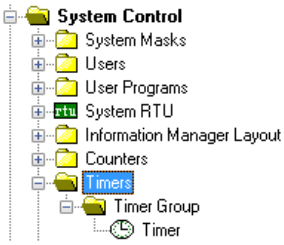


- **High Value** – the value at which this **Counter Value** Point will be set high.

Add / Edit / Delete a Counter or Counter Value

1. Expand the **System Control** Node.
2. To add a **Counter**, right-click on the **Counters** Node and select **Add Node**. The new **Counter** Node displays under the **Counters** sub-Node with the name **Counter**.
3. To add a **Counter Value**, right-click the counter you wish to add an incremental counter value to and select **Add Node**. The new **Counter Value** Node displays under the **Counter** with the name **Counter Value**.

4. To edit a **Counter**, right-click on the counter you wish to edit and select **Properties**. Configure as you wish and click **OK** to save the **Counter**.
5. To delete a **Counter** or **Counter Value**, right-click on the Node you wish to delete and select **Delete**.



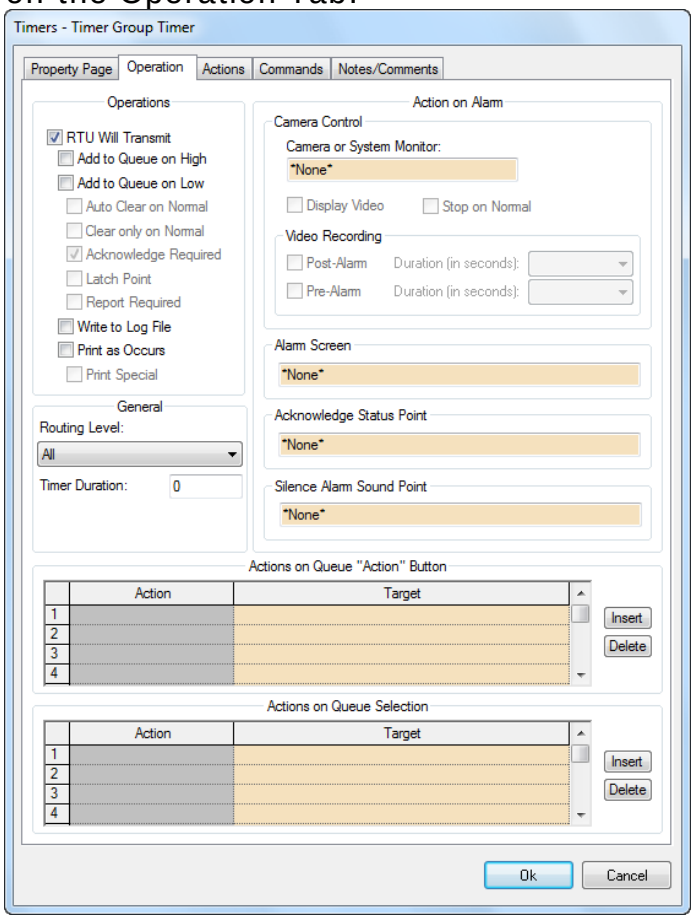
Timers sub-node.

4.2.8 - Timers

A timer is a virtual point whose state is considered High when it is started and low when the timer expires or is killed. As such, any actions on high will be performed when a timer is started. Any actions on low will be performed when a timer expires or is forced. If killed however, actions on low will NOT be executed.

Timer Operations Tab

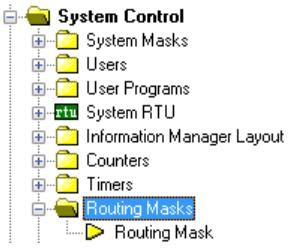
A Timer's configuration differs from other virtual points only in that its duration (in milliseconds) is set on the Operation Tab.



Add / Edit / Delete a Timer

1. Expand the **System Control** Node.
2. To add a **Timer**, right-click on the Timers Node and select **Add Node**. The new **Timer** Node displays under the Timers sub-Node with the name **Timer**.
3. To edit a **Timer**, right-click on the timer you wish to edit and select **Properties**. Configure as you wish and click **OK** to save the **Timer**.
4. To delete a **Timer**, right-click on the timer you wish to delete and select **Delete**.

4.2.9 - Routing Masks



Routing Masks sub-node.

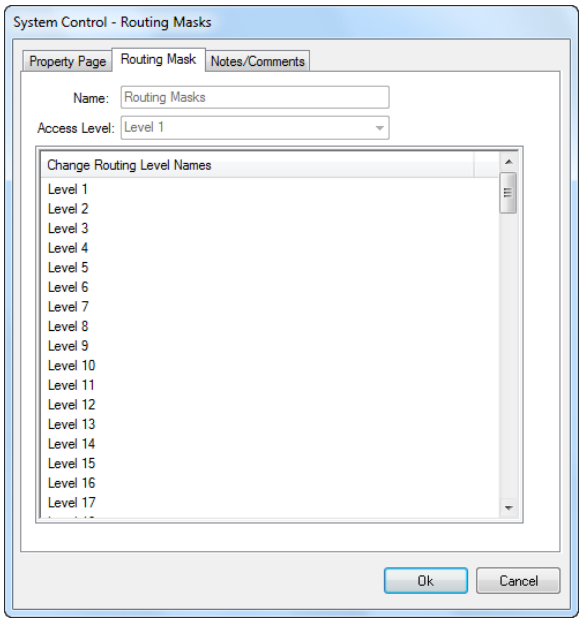
A **Routing Mask** is a collection of Routing Levels. The mask can be "forced" to a Workstation in order to change the Workstation's default routing mask. Each I/O Point is assigned a single Routing Level, only those Workstations whose routing levels or Routing Mask include the same Routing Level will receive activity from that I/O point.

For example: assume I/O Point A has a Routing Level of 5. Only those Workstations with Routing Level 5 (or a Routing Mask which includes Routing Level 5) will receive activity from I/O Point A.

Each Workstation includes a Routing Levels tab in which all the various routing levels are listed and selected. This configuration sets the Workstation's "default" Routing Mask. The action **ForceRoutingMask** can force a Routing Mask to a computer to overwrite its 'default' Routing Mask.

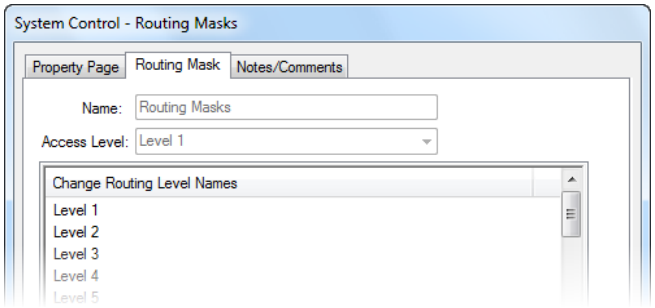
Routing Masks Parent Node

The Routing Mask Tab of the Routing Masks parent node is used to change the names of the Routing Levels. Up to 128 Routing Levels are available.

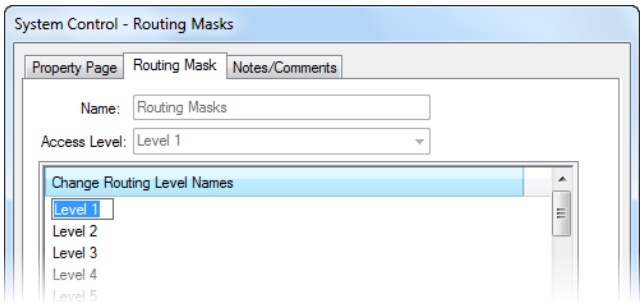


To change the Routing Level names:

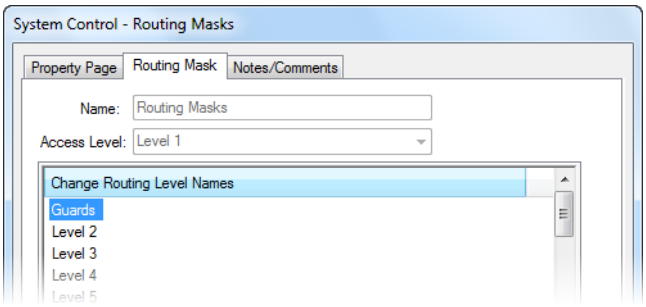
1. At the **Select Routing Levels** fields, select the level to be renamed. The text is highlighted in blue.



2. Select the label again. The highlighted label turns white and the text can be edited.



3. Modify the label as desired and then click the mouse anywhere on the screen. The new label name displays in the **Select Routing Levels** field. The example below shows that Level 1 has been renamed to "Guards."



Add / Edit / Delete a Routing Mask

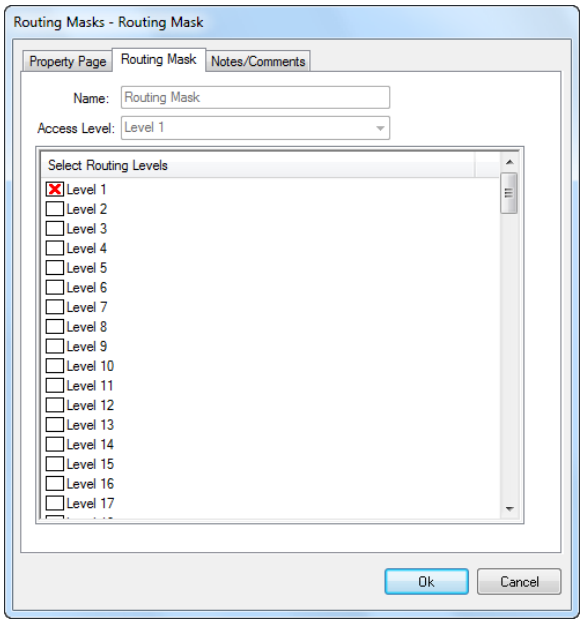
1. Expand the **System Control** sub-Node.
2. To add a **Routing Mask**, right-click on the **Routing Masks** parent node and select **Add Node**. A new sub-Node displays under the **Routing Masks** sub-Node with the name **Routing Mask.**
3. To edit a **Routing Mask**, right-click on the **Routing Mask** you wish to edit and select **Properties**. When complete, click **OK** to close the dialog and save the **Routing Mask**.
4. To delete a **Routing Mask**, right-click on the **Routing Mask** you wish to delete and select **Delete**. You will be asked to confirm the deletion before the Node is deleted.

Note: Planning is extremely important when working with Routing Levels and Routing Masks. Improper application of Routing Masks can produce unexpected results.

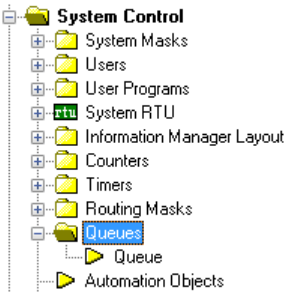
Routing Mask Tab

The Routing Mask tab is used to select the routing levels included in the Routing Mask. The Select Routing Levels field displays a check-box next to the routing level name. Each checkbox selected allows routing to that level.

The Routing Levels are not hierarchical. For example, if the **Level 1** and **Level 2** checkboxes are selected, a computer with this mask will receive point status of all items whose routing levels include **Level 1** or **Level 2**. A **Routing Mask** may include up to 128 Routing Levels.



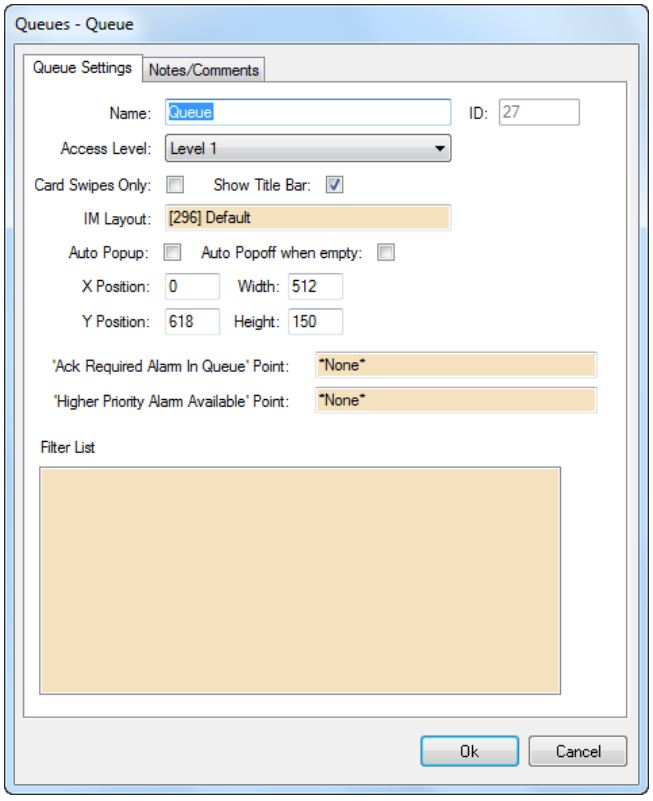
4.2.10 - Queues



Queues sub-node.

The Queues Node is a collection of Queues available to the Project. Inherent to each Project is a "master" queue. All I/O activity set to be shown is displayed here. Queues are filtered versions of the "master" queue such that only items specified in the properties of the Queue will be shown.

Queue Settings Tab

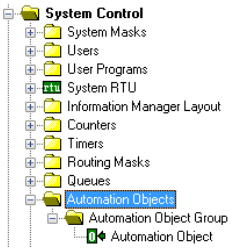


- **Card Swipes Only** – creates a special Card Access Usage Queue that displays only Card Access Activity. Checking this option will disable the **IM Layout** and **Auto Popoff when empty** options.
- **Show Title Bar** – Select this check-box to allows a Title Bar for the Queue.
- **IM Layout** – Drag-and-drop the IM Layout for the Queue.
- **Auto Popup** – Select this check-box to automatically pop-up this Queue when events assigned to the Queue occur.
- **Auto Popoff when empty** – Select this check-box to automatically pop-off this Queue when it has no more events displayed.
- **X Position** – the x location for the pop-up Queue.
- **Width** – the width of the Queue (measured in pixels).
- **Y Position** – the y location for the pop-up Queue.

- **Height** – the height of the Queue (measured in pixels).
- **'Ack Required Alarm in Queue' Point:** This point will be set high if there are any acknowledge required alarms in the popup queue.
- **'Higher Priority Alarm Available' Point:** This point will be set high if there are any acknowledge required alarms in the popup queue of higher priority than the currently selected alarm.
- **Filter List** – items that will be shown in this queue. This is a **Drag-and-Drop** field where you can **Drag-and-Drop** specific I/O points or parent (RTU) Nodes. (*Example: Drag-and-Drop an Access Control Panel RTU to show all queue activity for that RTU.*)

Add/Edit/Delete a Queue

1. Expand the System Control sub-Node.
2. To add a Queue, right-click on the Queues sub-Node and select Add Node. A new sub-Node displays under the Queues sub-Node with the name Queue.
3. To edit a Queue, right-click on the Queue you wish to edit and select Properties. When complete, click OK to close the dialog and save the Queue.
4. To delete a Queue, right-click on the Queue you wish to delete and select Delete. You will be asked to confirm the deletion before the Node is deleted.



Automation Objects sub-node.

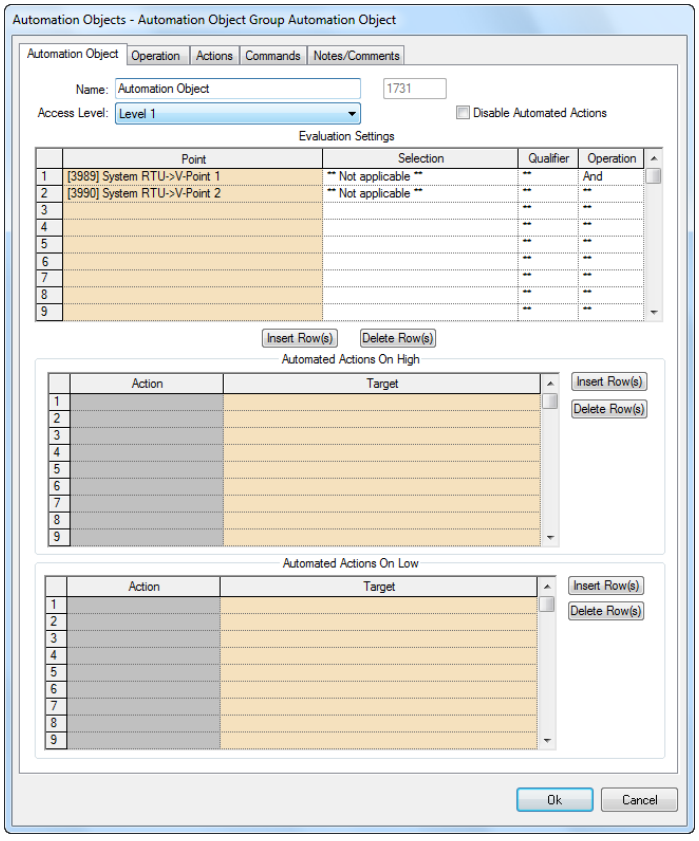
4.2.11 - Automation Objects

An **Automation Object** is an I/O whose state is determined by a collection of **I/O Points and/or Counters and/or Automation Objects.**

Boolean Operators

Boolean operations are logical elements that allow the Automation Object to compare various data values to determine its high or low state. The Boolean operators available for use in an Automation Object are listed below:

- **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.
- **Xor** – indicates that either control point, but not all can be active to initiate this state.



Automation Object Tab

The Automation Object Tab contains all properties for determining the Boolean construct of the Automation Object (its evaluation properties and methods) and the Automated (Server-executed) Actions to be executed when the Automation Object evaluates to its true state.

- **Name** – enter the name of the Automation Object.
- **Access Level** – Drag-and-drop the desired Access Level for the Automation Object.

- **Disable Automated Actions** – check this box if you want to disable the Automated Actions on High or Low.
- **Evaluation Settings** – A list of up to 65,535 points, their selections (if applicable), Qualifiers and Boolean Operations to be applied.

Evaluation Settings

	Point	Selection	Qualifier	Operation
1	[3989] System RTU->V-Point 1	** Not applicable **	**	And
2	[3990] System RTU->V-Point 2	** Not applicable **	**	**
3			**	**
4			**	**
5			**	**
6			**	**
7			**	**
8			**	**
9			**	**

i. **Point –** Drag-and-drop a point in this column to include it in the evaluation. The following types of points are allowed to be dropped in this field:

ii. **I/O Points –** Virtual Points and RTU (Field equipment) I/O points.

iii. **Door Constructs**
   1. **Call Station Constructs**
   2. **Alarm Zone Constructs**
   3. **System Time Zones**
   4. **System Schedules**
   5. **System Monitors**
   6. **Counters**
   7. **Timers**
   8. **Scheduled Events**
   9. **Custom Scripts**

iv. **Selection –** Certain types of points exhibit various selection states. These states may be selected from the drop-down list displayed. The types of points with selection states available are listed below:
   1. **Door Construct**
      a. ** Not applicable ** - evaluates the point as True if any of the following selections states are true.

b. Door Position Switch (DPS) – evaluates this point as True only if the DPS is active.
c. Door Lock) – evaluates this point as True only if the Door Lock is active.
d. Door Forced) – evaluates this point as True only if the Door Forced condition is active.
e. Door Open Too Long (DOTL)) – evaluates this point as True only if the DOTL condition is active.
f. Door Unlocked Too Long (DUTL)) – evaluates this point as True only if the DUTL condition is active.
g. Entry Intercom Call) – evaluates this point as True only if the Entry Intercom is active.
h. Entry Alarm) – evaluates this point as True only if the Entry Alarm condition is active.
i. Exit Intercom Call) – evaluates this point as True only if the Entry Intercom is active.
j. Exit Alarm) – evaluates this point as True only if the Exit Alarm condition is active.
k. Comm (Communications) Failure) – evaluates this point as True only if the Door is in Communications Failure.

2. Call Station Construct

a. ** Not applicable ** - evaluates the point as True if any of the following selections states are true.
b. Call-In – evaluates this point as True only if the Call-In condition is active.
c. Active – evaluates this point as True only if the Active condition is active.
d. Ack Timeout – evaluates this point as True only if the Ack Timeout condition is active.
e. Process Timeout – evaluates this point as True only if the Process Timeout condition is active.
f. Disabled – evaluates this point as True only if the Call Station has been disabled.
g. Selected – evaluates this point as True only if the Call Station has been selected.
h. Tamper – evaluates this point as True only if the Tamper condition is active.
i. Secondary Call-In – evaluates this point as True only if the Secondary Call-In condition is active.

- **Alarm Zone Construct**

a. ** Not applicable ** - evaluates the point as True if any of the following selections states are true.

b. Selected – evaluates this point as True only if the Alarm Zone is selected.
c. Accessed – evaluates this point as True only if the Alarm Zone is Accessed.
d. Alarm – evaluates this point as True only if the Alarm Zone is in Alarm.
e. Multiple Alarm – evaluates this point as True only if the Multiple Alarm condition is active.
f. Tamper – evaluates this point as True only if the Tamper condition is active.
g. Failure – evaluates this point as True only if the Failure condition is active.
h. Ack Timeout – evaluates this point as True only if the Ack Timeout condition is active.
i. Process Timeout – evaluates this point as True only if the Process Timeout condition is active.
j. Sensor 1 Alarm – evaluates this point as True only if the Sensor 1 Alarm condition is active.
k. Sensor 1 Fail – evaluates this point as True only if the Sensor 1 Fail condition is active.
l. Sensor 1 Disable – evaluates this point as True only if the Sensor 1 Disable condition is active.
m. Sensor 2 Alarm – evaluates this point as True only if the Sensor 2 Alarm condition is active.

n. Sensor 2 Fail – evaluates this point as True only if the Sensor 2 Fail condition is active.
o. Sensor 2 Disable – evaluates this point as True only if the Sensor 2 Disable condition is active.
p. Sensor 3 Alarm – evaluates this point as True only if the Sensor 3 Alarm condition is active.
q. Sensor 3 Fail – evaluates this point as True only if the Sensor 3 Fail condition is active.
r. Sensor 3 Disable – evaluates this point as True only if the Sensor 3 Disable condition is active.
s. Sensor 4 Alarm – evaluates this point as True only if the Sensor 4 Alarm condition is active.
t. Sensor 4 Fail – evaluates this point as True only if the Sensor 4 Fail condition is active.
u. Sensor 4 Disable – evaluates this point as True only if the Sensor 4 Disable condition is active.

v. Qualifier – The Qualifier field allow the Point and Selection (if applicable) to be modified as follows:

1. ****** - No modification
2. **Ack** – Evaluate the point as true only if the point is Acknowledged.
3. **Shunt** – Evaluate the point as true only if the point is Shunted.
4. **Not** – Evaluate the point as true only if the point is not in this state (inversion).

vi. **Operation** – The Boolean operator to be applied to the point. Operators are evaluated in the order presented and all operations must evaluate to true in order for the Automation Object itself to evaluate true**.**

vii. **Insert/Delete Row(s**) – Use these buttons to add (insert) rows or delete rows.

Add/Edit/Delete an Automation Object or Automation Object

1. Expand the **System Control** Node.
2. To add an **Automation Object Group**, right-click the **Automation Objects** Node and select **Add Node**. The new **Automation Object Group** Node displays under the **Automation Objects** sub-Node with the name **Automation Object Group**.
3. To add an **Automation Object** to a given **Automation Object Group**, right-click on the **Automation Object Group** Node and select **Add Node**. The new **Automation Object** Node displays under the **Automation Object Group** sub-Node with the name **Automation Object**.
4. To edit the properties of an **Automation Object** or **Automation Object Group**, right-click the Node you wish to edit and select **Properties**. Configure as you wish and click **OK** to save the Node properties.
5. To delete an **Automation Object** or **Automation Object Group**, right-click the Node and select **Delete**.

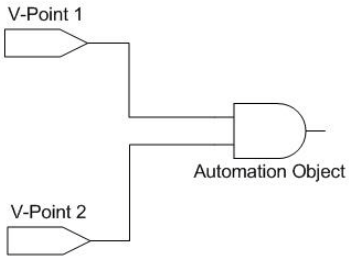
Automation Object Examples

The following are typical examples of Automation Objects. The Automation Object Evaluation Settings are shown first, then the Boolean diagram, and then the truth table.

1. Two input AND function.

Evaluation Settings

	Point	Selection	Qualifier	Operation
1	[3989] System RTU->V-Point 1	** Not applicable **	**	And
2	[3990] System RTU->V-Point 2	** Not applicable **	**	**
3			**	**
4			**	**
5			**	**
6			**	**
7			**	**
8			**	**
9			**	**

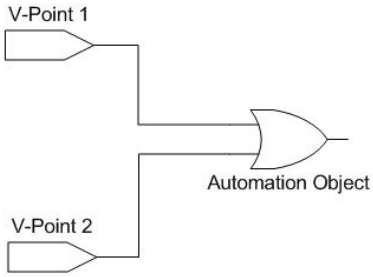


V-Point 1	V-Point 2	Automation Object
Low	Low	Low
High	Low	Low
Low	High	Low
High	High	High

2. Two Input OR function.

Evaluation Settings

	Point	Selection	Qualifier	Operation
1	[3989] System RTU->V-Point 1	** Not applicable **	**	Or
2	[3990] System RTU->V-Point 2	** Not applicable **	**	**
3			**	**
4			**	**
5			**	**
6			**	**
7			**	**
8			**	**
9			**	**

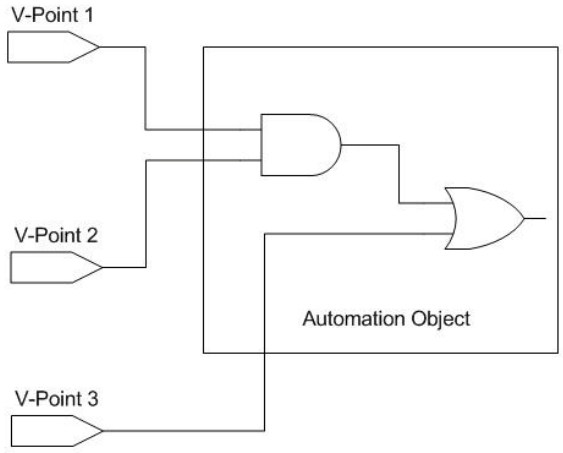


V-Point 1	V-Point 2	Automation Object
Low	Low	Low
High	Low	High
Low	High	High
High	High	High

3. Mixed And/OR function.

Evaluation Settings

	Point	Selection	Qualifier	Operation
1	[3989] System RTU->V-Point 1	** Not applicable **	**	And
2	[3990] System RTU->V-Point 2	** Not applicable **	**	Or
3	[3991] System RTU->V-Point 3	** Not applicable **	**	
4			**	**
5			**	**
6			**	**
7			**	**
8			**	**
9			**	**

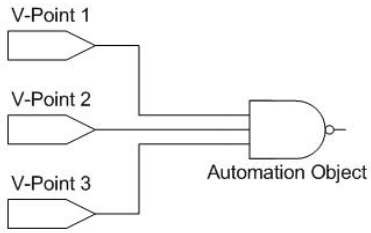


V-Point 1	V-Point 2	V-Point 3	Automation Object
Low	Low	Low	Low
High	Low	Low	Low
High	High	Low	High
High	Low	High	High
Low	High	High	High
High	High	High	High

4. NAND function

Evaluation Settings

	Point	Selection	Qualifier	Operation
1	[3989] System RTU->V-Point 1	** Not applicable **	**	And
2	[3990] System RTU->V-Point 2	** Not applicable **	**	And
3	[3991] System RTU->V-Point 3	** Not applicable **	**	**
4			**	**
5			**	**
6			**	**
7			**	**
8			**	**
9			**	**

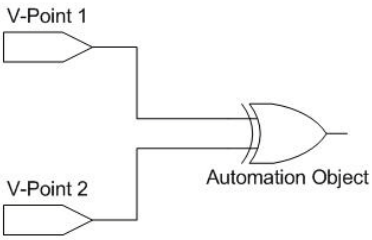


V-Point 1	V-Point 2	V-Point 3	Automation Object
Low	Low	Low	High
High	Low	Low	High
High	High	Low	High
High	Low	High	High
Low	High	High	High
High	High	High	Low

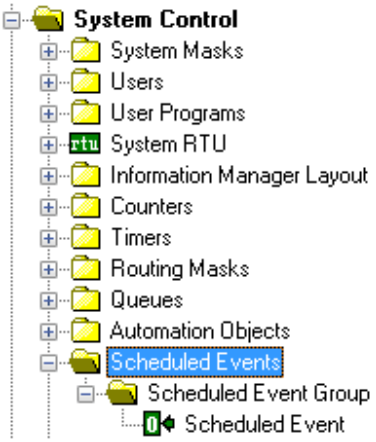
5. XOR function

Evaluation Settings

	Point	Selection	Qualifier	Operation
1	[3989] System RTU->V-Point 1	** Not applicable **	**	Xor
2	[3990] System RTU->V-Point 2	** Not applicable **	**	**
3			**	**
4			**	**
5			**	**
6			**	**
7			**	**
8			**	**
9			**	**



V-Point 1	V-Point 2	Automation Object
Low	Low	Low
High	Low	High
Low	High	High
High	High	Low



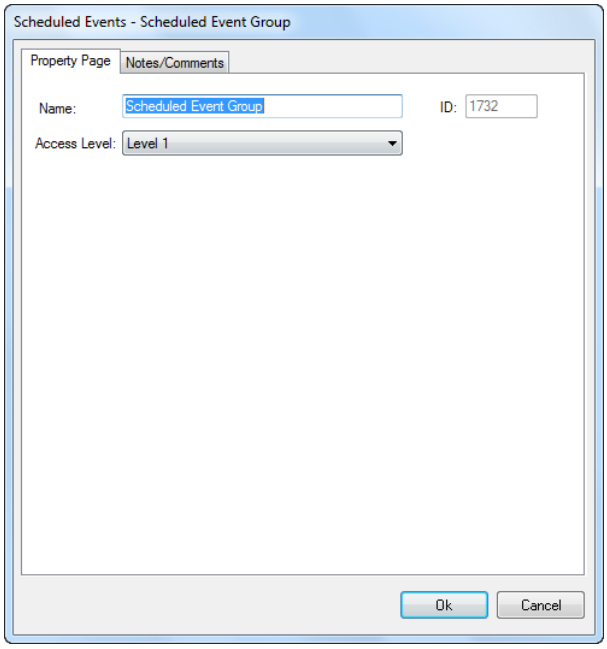
4.2.12 - Scheduled Events

Scheduled events are database-accessible virtual points that can be programmed to activate events based upon time and date parameters entered by the operator while in Run Mode.

Add / Edit / Delete a Scheduled Event

1. Expand the System Control sub-Node.
2. To add a Scheduled Event Group, right-click on the Scheduled Events sub-Node and select Add Node. A new sub-Node displays under the Scheduled Events sub-Node with the name Scheduled Events Group. The group allows you to organize similar events in the Project. You may create up to 255 Scheduled Events Groups. The only editable parameters in a Scheduled Events Group Node are the Name and Access Level on the main Property Page and the Notes/Comments tab.

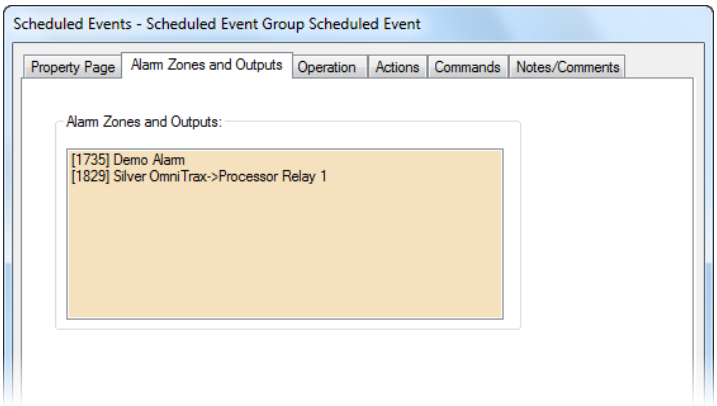
Scheduled Events Group Property Page



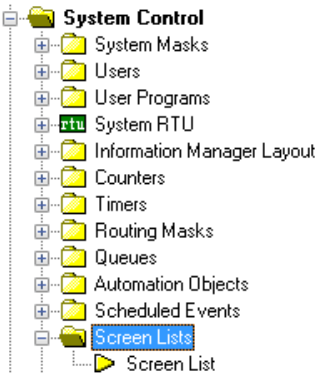
3. To add a Scheduled Event, right-click on the Scheduled Events Group sub-Node and select Add Node. A new sub-Node displays under the Scheduled Events Group sub-Node with the name Scheduled Event.

Scheduled Event Alarm Zones and Outputs

A Scheduled Event's configuration differs from other virtual points only in that it contains an Alarm Zone and Outputs Tab. Alarm Zones and Alarm device relays assigned to this tab (Drag-and-drop) are treated in a specific way: Alarm Zones are Accessed when the Scheduled Event is active and relays (Outputs) are set on when the Scheduled Event is active.



4.2.13 - Screen Lists



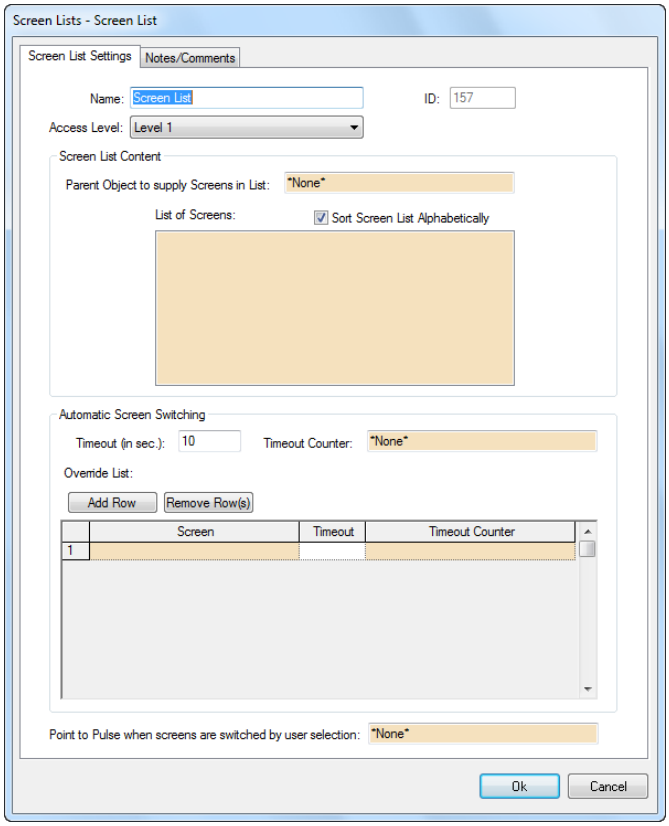
Screen Lists

The Screen List provides 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 / Edit / Delete a Screen List

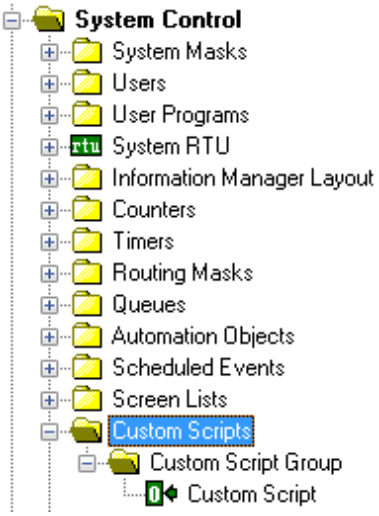
1. Expand the **System Control** sub-Node.
2. To add a **Screen List**, right-click on the **Screen Lists** sub-Node and select **Add Node**. A new sub-Node displays under the **Screen Lists** sub-Node with the name **Screen List.**

Screen List Property Page



- **Parent Object to supply Screens in List**: A user has the ability to create a new top level Screen and drag other Screens on to it, thus creating a screen group. If a parent is dropped here it will disable the 'List of Screens' drop box below. The Screens associated with the Screen Group will be displayed in the list as "greyed-out."
- **Sort Screens List Alphabetically**: Select this check-box to sort all Screens alphabetically..
- **List of Screens**: Drag-and-drop individual Screens here to create a screen list.
- **Timeout**: Amount of dwell time between Screen switching.
- **Timeout Counter**: The default timeout will be overridden if a counter is dropped here. The counters max value will be used instead.

- **Override List**: This list enables the programmer to override the Base Timeout on a per Screen basis. It will be a list with the following components:
  - **Screen:** Screen to be targeted.
  - **Timeout:** Dwell time.
  - **Timeout Counter:** Counter used to override the timeout time.
- **Point to Pulse when screens are switched by user selection:** Drag-and-drop an I/O point into this field. The point will be pulsed on-and-off whenever the user manually selects a Screen from the Screen List.



Custom Scripts

4.2.14 - Custom Scripts

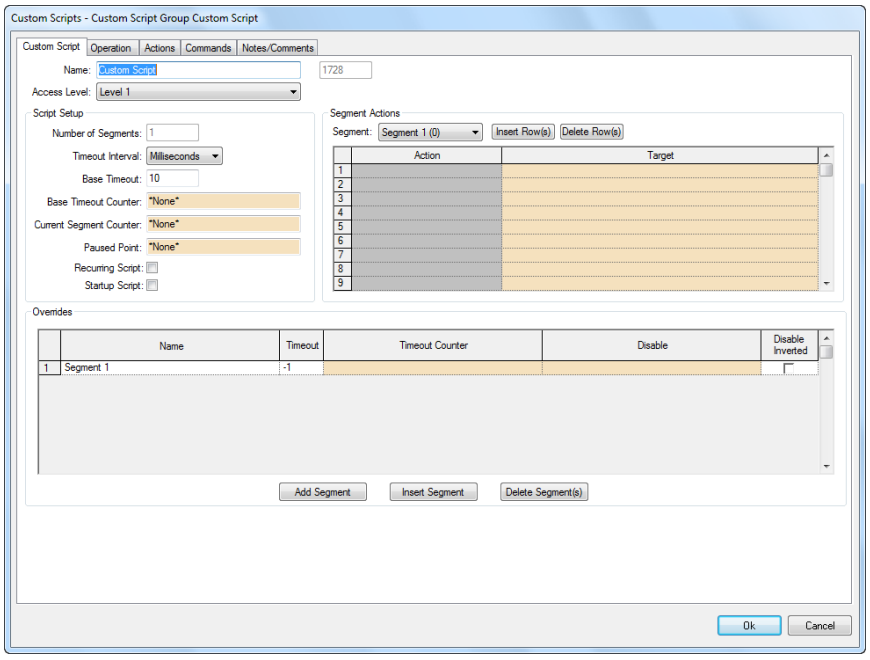
A Custom Script allows the programmer to have a single object to program a recurring series of events.

Add / Edit / Delete a Custom Script

1. Expand the System Control sub-Node.
2. To add a Custom Script Group, right-click on the Custom Scripts sub-Node and select Add Node. A new sub-Node displays under the Custom Scripts sub-Node with the name Custom Script Group. The group allows you to organize similar Custom Scripts in the Project. You may create up to 255 Custom Script Groups. The only editable parameters in a Custom Script Group Node are the Name and Access Level on the main Property Page and the Notes/Comments tab.
3. To add a Custom Script, right-click on the Custom Script Group sub-Node and select Add Node. A new sub-Node displays under the Custom Script Group sub-Node with the name Custom Script.

Custom Script Properties

The Custom Script property page allows the user to define how the Custom Script will behave when it is executed.



- **Number of Segments:** How many segments there are in the script. This number is incremented as each new Segment is added.
- **Timeout Interval:** Determines whether the timeouts for the script are in milliseconds, seconds, or minutes.
- **Base Timeout:** The base number of intervals per segment.
- **Base Timeout Counter:** If present, the value of this counter is used as the base number of intervals per segment.
- **Paused Point:** If this point is high, the script is paused until it goes low again
- **Recurring Script Option:** If checked, the script will automatically restart itself (ie. go back to the first segment) when the end of the last segment is reached.
- **Startup Script Option:** If checked, the script will run only upon Server start-up.
- **Overrides:** This list enables the programmer to Add, Insert and Delete segments and to override the Base Timeout on a per segment basis, as well as the capability to disable individual segments at run time. It provides the following components:

viii. **Name:** Type in the Name of the new Segment (defaults to Segment n – where n = a sequential number).

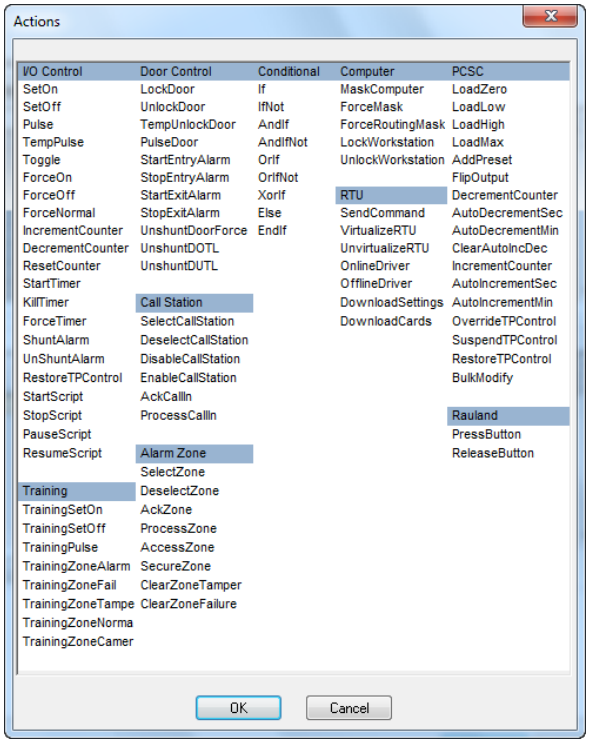
ix. **Segment Timeout:** The individual Segment timeout period. Defaults to -1 which indicates no timeout override.

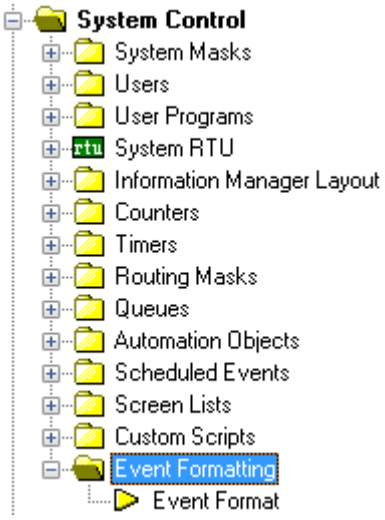
x. **Timeout Counter (Optional):** As the Custom Script goes from segment to segment, this counter's value is updated to be the current segment of the script.

xi. **Disable (Optional):** Drag-and-drop a point here if you want the Segment disabled when this point is high

xii. **Disable Inverted:** Select this check-box if you want the Segment disabled when the Disable point is low.

Segment Actions: The programmer will use this combo-action grid to set a list of actions to be executed when the script goes to an individual segment. Only a subset of the Action Grid is available as shown below:





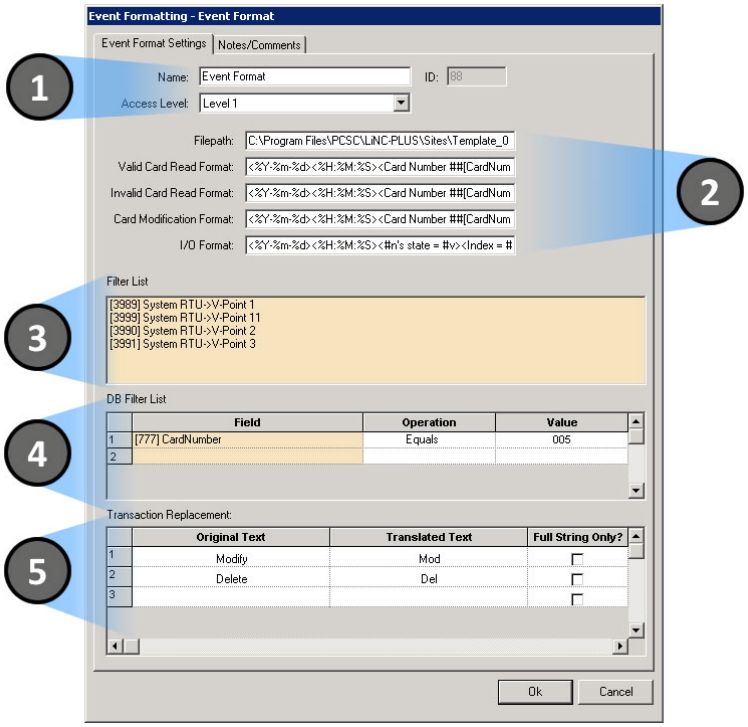
4.2.15 – Event Formatter

The Event Formatting feature is meant to allow the user to have the system automatically create a specially formatted log of events in a user chosen location. This location can be static or dynamic, which will be explained later.

Configuring an Event Formatter

The usual steps for adding and configuring a node, as with any function in the Design Tree, apply to Event Formatting as well.

To begin, we right-click on the "Event Formatting" node in the tree, located under "System Control", then select "Add node." This will add a child node called "Event Format." Right click on this new sub node, and select "Properties." You will now see the figure below (without the settings filled in):



1. **Name and Access Level:** This area contains the name of the node, as shown in the tree, and defines the Access Level. The latter value can be changed to modify user access to the specific Event Format.
2. **File and Format Settings:**
   a. **Filepath:** The operator can specify any location, either local or on the network, as the destination of the file

that is to be created by the Event Format feature. 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 (The "[Department]" notation is a database field, that 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.
5. **Multiple Files in Single Network Location w/ Dated File Names:** \\Server1\[Department]\LogFiles\%Y-%m-%d.txt (This last example would produce one file for each day, in each department folder, with dated file names, like this: \\Server\Accounting\LogFiles\2009-04-23.txt

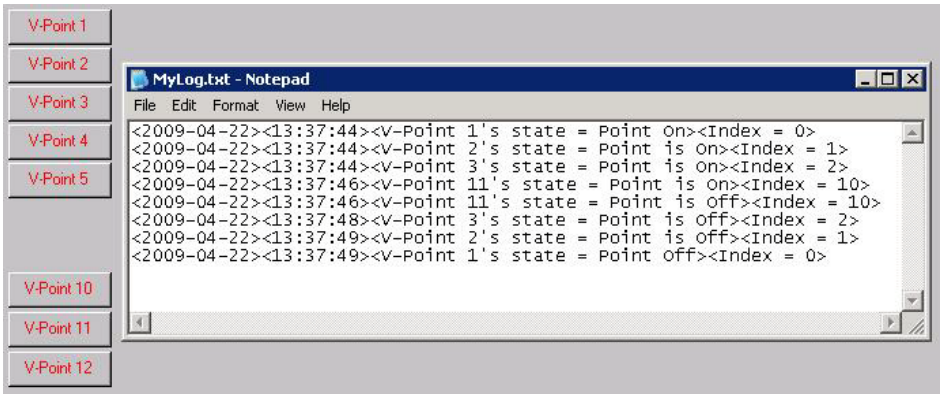
b. **Valid Card Read Format:** This is the area to enter the desired text string notation, that you would like to use/output to the logged file for valid card reads. For example, in the figure above, the notation used is **<%Y-%m-%d><%H:%M:%S><Card Number ##[CardNumber] = VALID READ>** which translates in the log file to the following: **<2009-04-23><13:27:44><Card Number 4693 = VALID READ>**. Any item that is not in the keyword translation list at the end of this document is directly inserted, as typed by the operator. Since the "<" and ">" symbols are not part of the keyword translation list, then they show up in the logged file.

c. **Invalid Card Read Format:** This is the area to enter the desired text string notation that you would like to use/output to the logged file for invalid card reads.

d. **Card Modification Format:** This is the area to enter the desired text string notation that you would like to use/output to the logged file for card modifications that are made from Card Management mode.

e. **I/O Format:** This is the area to enter the desired text string notation that you would like to use/output to the logged file for invalid I/O points.

3. **Filter List:** This is the first of two filters, and can contain any I/O point, dragged and dropped from the tree within the project. This is an exclusive list, meaning that only the I/O points in this list will be monitored for Event format logging. Notice that in the figure below, all the Virtual points have been turned on, however, since the filter list is configured (in the first screenshot) to only log Points 1, 2, 3, and 11, then that is all that the Event Format feature will export:



4. **DB Filter List:** This is the second of two filters, which contains Database fields. Any value from the Database list in the tree can be dragged and dropped to this area, one field per row. Each row contains two qualifications that apply to the "Field" data. The "Value" determines what will be logged to the Event Format file, from the specified Field; while the "Operation" column, determines how to evaluate the Value. So, in the configuration above, the file created will only log Card events that occur relating to Card Number "005". If this filter is left blank, then all database fields relating to Card events will be subject to query by the Event Format.
5. **Transaction Replacement:** This grid allows the user to alter the terminology and wording that get put into the logged file(s). For example if a card is modified or if a point is off, the normal messages for those events are "Card Modify" or "Point is Off" (as seen above in the last figure), respectively. However, an operator and put the default value in the "Original" column, like the word, "Modify," and then put their desired value in the second "Translated" column, so that when a card is modified, it will now read "Card Mod"

Keyword Translation List: All characters that are not in the list below will show up "as typed." For example, the string "**Today is %A**" would read "**Today is Monday**"

1. Time Formatting Keywords:

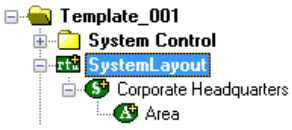
a. **%a** - Abbreviated weekday name
b. **%A** - Full weekday name
c. **%b** - Abbreviated month name
d. **%B** - Full month name
e. **%c** - Date and time representation appropriate for locale
f. **%d** - Day of month as decimal number (01 – 31)
g. **%H** - Hour in 24-hour format (00 – 23)
h. **%I** - Hour in 12-hour format (01 – 12)
i. **%j** - Day of year as decimal number (001 – 366)
j. **%m** - Month as decimal number (01 – 12)
k. **%M** - Minute as decimal number (00 – 59)
l. **%p** - Current locale's A.M./P.M. indicator for 12-hour clock
m. **%S** - Second as decimal number (00 – 59)
n. **%U** - Week of year as decimal number, with Sunday as first day of week (00 – 53)
o. **%w** - Weekday as decimal number (0 – 6; Sunday is 0)
p. **%W** - Week of year as decimal number, with Monday as first day of week (00 – 53)
q. **%x** - Date representation for current locale
r. **%X** - Time representation for current locale
s. **%y** - Year without century, as decimal number (00 – 99)
t. **%Y** - Year with century, as decimal number
u. **%z**, %**Z** - Time-zone name or abbreviation; no characters if time zone is unknown
v. **%%** Percent sign

2. I/O Point & Reader Formatting Keywords:

a. **#n, #N** – The name of the point in the tree either as in the tree, or all upper case.
b. **#x, #X** – The ID of the point in the tree, with or without leading zeroes.
c. **#I** – The index of the point in the tree.
d. **#s, #S** – The name of the substate in the tree as in the tree, or all upper case.
e. **#z, #Z** – The ID of the substate in the tree, with or without leading zeroes.
f. **#i** – The index of the substate in the tree.
g. **#r, #R** – The name of the RTU for the point in the tree as is, or all upper case.
h. **#d, #D** – The domain of the RTU in the tree, with or without leading zeroes.
i. **#e, #E** – The net of the RTU in the tree, with or without leading zeroes.
j. **#o, #O** – The node of the RTU in the tree, with or without leading zeroes.

k. **#u** - The state of the point, 0 for low, 1 for high.
l. **#v, #V** – The textual state of the point, configured on the Actions tab of the point.
m. **#q** – If this is a card read event, this is the status of the card read. If this is a card modification event, this will be "Add", "Delete", or "Modify**".**
n. **##** Pound sign

3. **Backup & Archiving:** The system will neither back up nor archive the formatted files.
4. **Licensing:** A new module will be created for this feature called "Event Formatting"



System Layout

4.2.16 - System Layout

The **System Layout** Node functionally organizes a Project. Sites and Areas must be added to the System Layout Node before hardware devices can be added and configured to work with the system. For example, sites may be separate buildings or floors of a multi-floor facility, and areas may be rooms on a floor or different types of equipment.

When a new Site sub-Node is added, the sub-Node will show the **Site** icon next to the sub-Node name. The Site sub-Node will automatically create an **Area** sub-Node. Area sub-Nodes display the **Area** icon next to the sub-Node name. Additional Area sub-Nodes can be added to define the System Layout. Hardware components are added to Area sub-Nodes.

Site/Area Properties

- **Timezone Offset** – synchronizes event times between remote RTUs and the local Server. This allows users to enter a time offset to account for RTUs that are located in a different time zone from the host computer. Enter the number of hours offset as appropriate (Negative offset must be preceded by a "-" *minus* sign). The Driver for an offset RTU must be manually restarted for the time offset to take effect. The queue and reports will still reflect local Server time.
- **Threat –** allows a threat level number to be assigned to the RTU.
- **Set Threat** – sets the **Threat** number level to all **RTU's** for the Site or Area at one time.

Site / Area Properties for Access Control RTU's

Access Control Panels have additional buttons to configure an Access Control Panel (i.e. configure settings, download cards, etc.). Refer to the specific RTU Guide for information on these buttons.

Add / Edit / Delete a Site or Area Sub-Node

1. To add a **Site** Node, right-click **System Layout** and select **Add Node**.
2. To add an **Area** Node, right-click the parent **Site** Node this area belongs to and select **Add Node**.
3. To edit the Properties of a site or area, right-click the Node and select **Properties**.
4. To delete a site or area, right-click the Node to be deleted and select **Delete**.

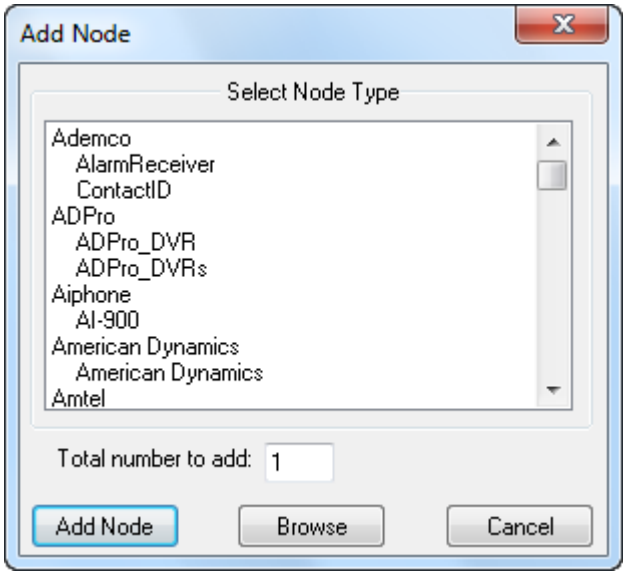
Add / Edit / Delete a RTU

Project hardware is added and configured with Intelli-Site under the **System Layout\Site\Area** sub-Node. The list of devices available is determined by the customer's software license.

1. Expand the System Layout Node. All available sites for the Project will display. Expand the **Site** and **Area** sub-Node where hardware is to be added.
2. To add an RTU, right-click the **Area** to which the RTU will be added and select **Add Node.** A list of available hardware Drivers will display. The listed hardware has been previously selected during the installation and registration of the Intelli-Site software. If the RTU you wish to add is not listed, you must re-run the Intelli-Site install program and add the Driver when prompted.
3. Select the RTU and quantity you wish to add and select **Add Node**. The sub-Node is added and displays the RTU icon next to the sub-Node name.

To edit the properties of an RTU or any of its children, right-click the Node to be modified and select **Properties**. To delete an RTU or any of its children, right-click the Node to be deleted and select **Delete**.

Add hardware Device Dialog



- **Select Node Type** – a list of hardware companies and their respective products.
- **Total number to add** – the number of like RTU Nodes to be added when **Add Node** is clicked (default is 1).

- **Browse** – a means to add a custom RTU such as one that was previously exported. Clicking here will launch a browse window to select the RTU *.exp file you wish to add. After the RTU path is entered, note a new field in the **Select Node Type** list labeled “Custom”.

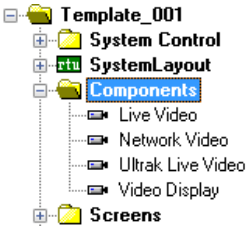
Configuring RTU Hardware

Configuration of RTU’s are specific to each RTU type. Refer to the associated Manufacturer’s Hardware Configuration Guide to input the data unique to the hardware device. Reference our RTU Configuration Guide for information on configuring your particular RTU.

Note: Valid Domain numbers are 1 thru 65535. Domain number “0” is reserved for system functions.

To view the **Properties** of a RTU or any of its children, right-click the Node and select **Properties**.

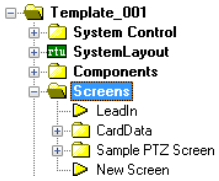
4.2.17 - Components



Components

The Components Node is a repository of Intelli-Site system (video) components. The Components Node has a predefined group of items available to the user for Project design. Nodes in this area are added by the system programmatically and cannot be changed by the user.

4.2.18 - Screens



Screens

Intelli-Site **Screens** define the graphic interface viewed on the monitor when accessing a Project. If no screens are specified, the system operates with a blank-black screen. Screens are different from images or photos, which may be used for other purposes. Each screen used by Intelli-Site is custom created.

The Screen design is based on customer graphic files, graphic images created using the Graphic Design Mode, or a combination of both. For example, icons and floor plans can be created using a third-party software application and imported to the Intelli-Site Project. Additional graphic images can then be used in conjunction with the imported images.

Add / Edit / Delete a Screen

1. Expand the **Screens** sub-Node.
2. To add a screen, right-click select **Add Node**. The new sub-Node will be added as **New Screen** under the **Screens** sub-Node.
3. To edit the properties a screen, right-click the screen you wish edit and select **Properties**. Click **OK** to save your changes.

Note: a complete explanation of the properties of screens and Screen Objects are found in *Section 4 – Managing Graphics*.

To delete a screen, right-click the screen you wish delete and select **Delete**.

Add / Edit / Delete a Screen Object

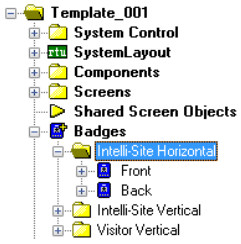
1. To add a Screen Object to a screen, click the mouse at any location on the screen to activate the **Graphics Toolbar**. The Graphics Toolbar is located on right side of the screen. Use the tools to create the new graphic object. A detailed explanation of the tools is explained in *Section 5 – Managing Graphics*.
2. To edit a Screen Object, right-click either the object itself or the Node within the Tree and select **Properties.** Click **OK** to save the information and close the Properties dialog.
3. To delete a Screen Object on a screen, right-click the object or Node within the Tree to be deleted and select **Delete**.

Linking a Shared Screen Object to a Screen

1. To link a shared Screen Object to a screen, simply drag and drop the shared Screen Object onto the screen.
2. To edit the properties of a linked shared Screen Object, right-click the link on the screen itself and select **Properties.** Click **OK** to save the information and close the Properties dialog.
3. To edit the properties of a shared Screen Object, right-click the shared Screen Object in the Tree and select **Properties.** Click **OK** to save the information and close the Properties dialog.
4. To delete a link of a shared Screen Object, right-click the link and select **Delete**.
5. To delete a shared Screen Object, right-click the shared Screen Object in the Tree and select **Delete.**

4.2.19 - Badges

The Badges Node is used to graphically design badge templates that can be assigned to cardholders in the Card Management Database and then printed for use. As the Video Badging Module is optional, it must be enabled to print the badges.

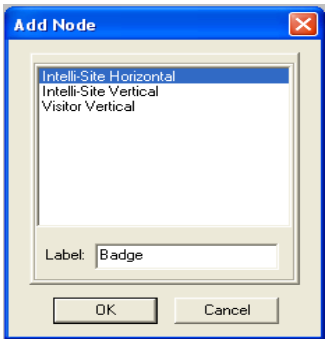


Badges

The physical layout of a badge is typically designed using the Graphic Design Mode. Multiple badge templates can be created to use with the system. See *Section 8 – Managing Badges and Card Data* for detailed instructions on creating a badge template.

Badge templates are available to be assigned to cardholders on the **Card Management Mode – Badge Tab**.

Badges are treated as screens in terms of configuration. As such, refer to *Section 4 – Managing Graphics* for instructions on how to graphically design badges.

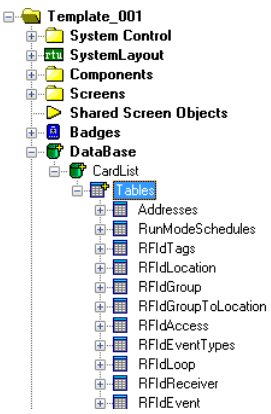


Add Node Dialog for Badges Sub-node

Note: New Badge Templates must be based on an existing Badge Template. Therefore, the following instructions assume that at least one badge template exists.

Add / Edit / Delete a Badge Template

1. To add a **Badge Template**, right-click the **Badges** Node and select **Add Node**. As new badge templates must be based on an existing **Badge Template**, select the base **Badge Template** for which to make the new one.
2. Select the Badge Template to base the new Badge Template and enter a name for it in the Name field. Click OK to add the new Badge Template under the name specified.
3. To edit the properties of a **Badge Template**, right-click the **Badge Template** to be edited and select **Properties**.
4. To delete a **Badge Template**, right-click to the **Badge Template** to be deleted and select **Delete**.



Database

4.2.20 - Database

Intelli-Site contains a database titled Cardlist.mdb to support the Cardholder options.

While data for the Cardholder List is managed in Card Management Mode, modification or additions to the database fields are done in **Database** Node of the Project Node Tree.

The database **Cardlist** is comprised of at least one table: **Addresses.** The **Addresses** table holds all information specific to the card (i.e. first name, last name, card ID, etc.).

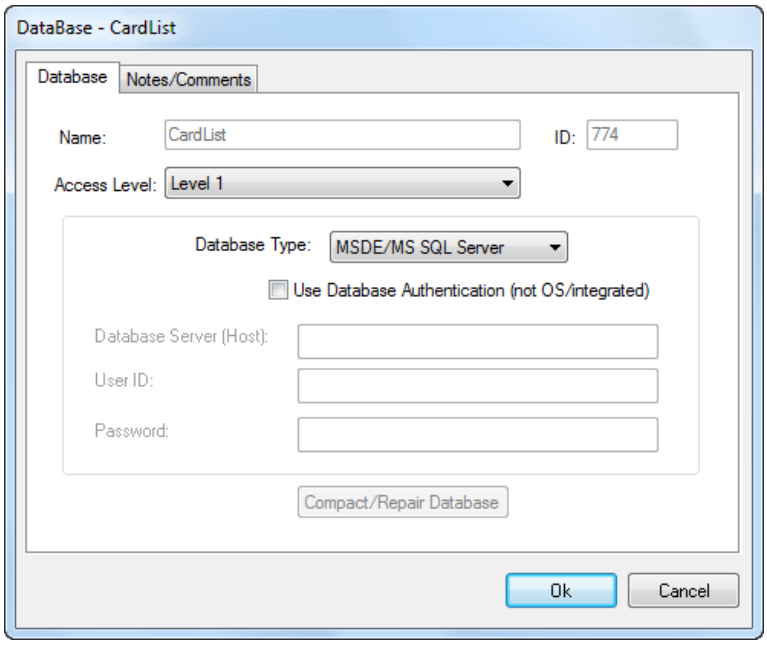
Additional tables may be added, depending on optional multi-database and scheduled events module licensing.

Fields of the database display in two colors in the Project Node Tree. Fields displayed in **Red** cannot be edited, moved or deleted. Fields displayed in **Green** can be edited or deleted but cannot be moved. Additional fields can be added to the database and will display green in the Project Node Tree.

Note: Fields added by the User to the tables will not be included in the Intelli-Site System Reports. Crystal Reports must be used to process reports using the additional data.

Select Database Type

1. Expand Database Node and right-click on the CardList Node
2. The default Database Type selection is MSDE. .If optional database support is licensed, the user has the choice of MS-Access, MS-SQL Server, or Oracle.
3. If MS-SQL Server or Oracle is selected, the database host Server computer must be identified by network name. See Section 16 for additional details on optional database selections.
4. If MSDE/MS SQL Server is selected, then this means that both computers will be running the included installed MSDE, or the user can replace MSDE with SQL Server. This means that both server computers must have SQL Server installed for database redundancy to work, as it already does with MSDE. If a single/external SQL Server is present, then do not select this option.



Add / Edit / Delete a Field to Database

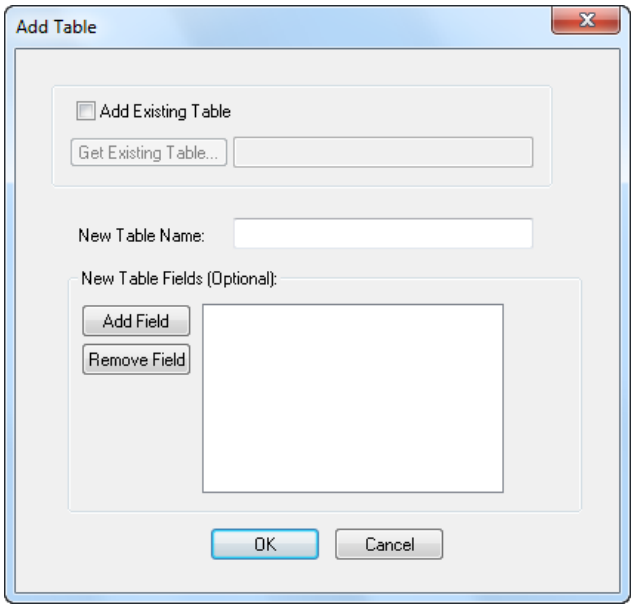
1. Expand the table Node under the Database Node to view existing fields for the database.
2. To add a field, right-click the table you wish to add a field to and select **Add Node**. The **Field Add** dialog will display.
3. After entering the required fields, click OK to save the field. The field will display as a **green** field, meaning it can be edited or deleted, but not moved.
4. To edit a green field, right-click the field and select **Properties**. Click **OK** to save changes.
5. To delete a green field, right-click the field and select **Delete**.

Add / Edit / Delete a Table to Database

1. Expand the table Node under the Database Node to view existing fields for the database.
2. To add a table, right-click on the CardList database and select **Add Node**. The **Add Table** dialog will display.
3. After entering the required fields, click OK to add the table to the Project.
4. To edit the properties of a table, right-click the table and select **Properties**. Click **OK** to save changes.

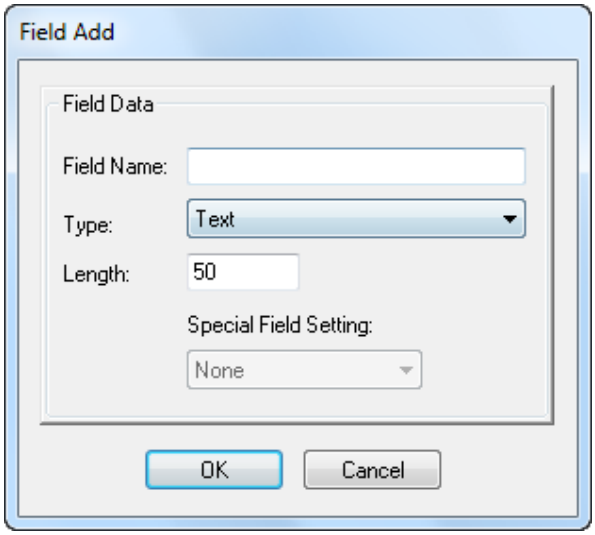
5. To delete a table, right-click the table and select **Delete**.

Database Table Add Dialog



- **Add Existing Table** – allows you to add an existing table to the Project. The Get Existing Table button will assist in finding the tables available.
- **New Table Name** – the name for the table. Only applicable if a new table as opposed to an existing table.
- **New Table Fields (Optional)** – a means to add fields to a table upon table creation. Fields can be added/deleted at a later time.

Field Add Dialog



- **Field Name** – name of the field.
- **Type** – the field type. All standard ODBC field types are available.
- **Length** – the length of the field.
- **Special Field Setting** – used if the given field is a photo or signature.

Important: A user can add fields to the Database Node but these additional fields are not included as part of the predefined Intelli-Site Reports. Additional reports that include data not listed in the Intelli-Site Reports, and reports including user added fields must be generated using Crystal Reports (Version CRW32 7.0.1.192 or lower) if these reports are to be viewed within the Documentation and Reporting Mode.

MSDE

MSDE is the default database solution that is shipped with Intelli-Site and is the default database used for new Projects. Configuration of a Project to use MSDE is detailed in *Section 15 – MSDE Configuration*.

MS-Access

MS-Access database may be found in older Project Files. It is possible to upgrade to MSDE. Procedures are detailed in *Section 15 – MSDE Configuration*.

MS SQL Server / Oracle

MS SQL Server or Oracle databases can be used as an optional feature, but is not shipped with Intelli-Site. Configuration of the MS SQL Server or Oracle is detailed in *Section 16 – MS SQL Server/Oracle*.

4.2.21 - Computers

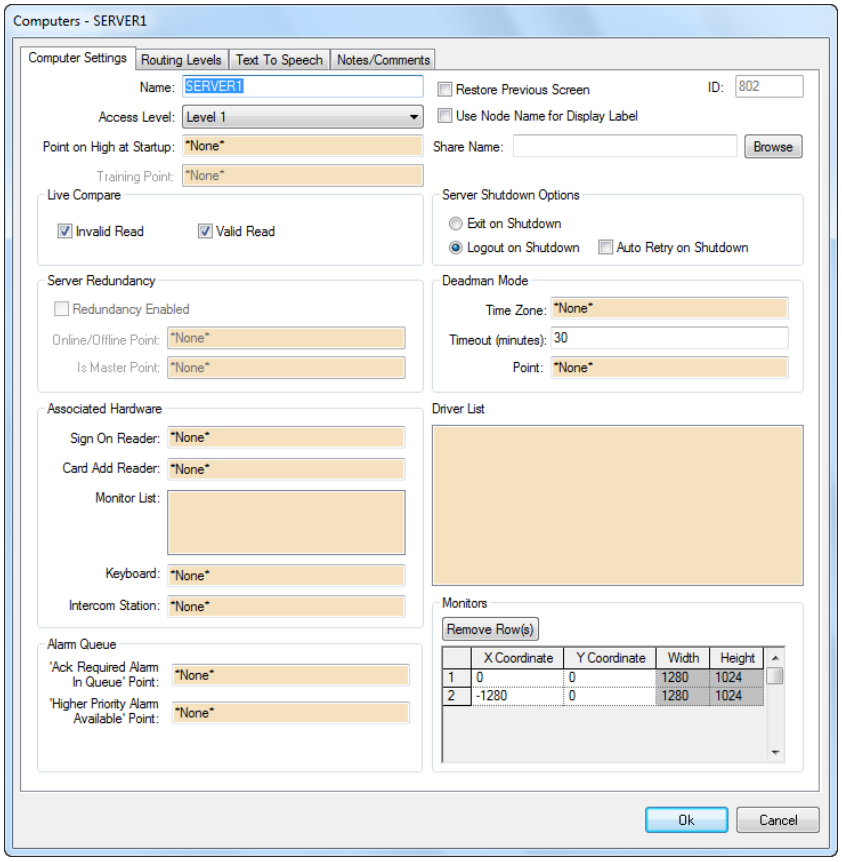
Computers

The Computers Node is a list of Workstations that can access this Project or computers running Intelli-Site Drivers. Each Project automatically places a sub-Node into the Tree for the first Computer configured on the system. This is typically the Server computer. The user configuring the system adds additional computers.

Add / Edit / Delete a Computer

1. Expand the **Computers** Node.
2. To add a computer, right-click and select **Add Node**. The system will add a sub-Node titled **Computer**.
3. To edit a computer's properties, right-click the computer you wish to edit and select **Properties**. Click **OK** to save your changes.
4. To delete a **Computer**, right-click the computer to be deleted and select **Delete**.

Computers Settings Tab



- **Point on High at Startup** – any I/O point dropped in this field will be set **High** whenever this computer Workstation logs in and **Low** whenever this computer Workstation logs off.
- **Share Name** – defines the path for the Server network share, assuming this computer is a Server. If this computer is a Server, its network share MUST be defined here if remote Workstations are to attach to it. Use the **Browse** button to find the path.
- **Training Point** – When this I/O point is set high the Workstation will be placed into Training Mode. All I/O points in the system will be given a Training State. If a Workstation is in Training Mode, its Screen Objects will display as if the Training State was the real state.
    - ***Training Queue****: The Server and Workstation will maintain a new alarm queue, the Training Queue.*

- ***Auto-Exiting Training Mode:***
  If an alarm comes into the real alarm queue for the Workstation, Training Mode will be automatically exited.
- **Restore Previous Screen –** Select this check-box to always return this workstation to its previous screen upon the completion of alarm or event processing.
- **Use Node Name for Display Label –** Select this check-box to set the default for displaying an object's Name rather its value when being used as a display label.
- **Share Name –** Enter the full path name for the Server's Share subdirectory or use the Browse button to select the share.

Live Compare

- **Invalid Read** – will prompt the operator of this computer Workstation to perform a Live Compare when an invalid card is read
- **Valid Read** – will prompt the operator of this computer Workstation to perform a Live Compare when a valid card is read

***Live Compare* is a function that performs a comparison with the CardList database to locate a card photo that matches the current camera view. The Workstation operator can at that time decide to permit or deny access to that user.**

Server Shutdown Options

The Server Shutdown Options control how the Intelli-Site Workstation will respond when the Server shuts down while the Workstation is logged on. Only one radio button can be enabled.

- **Exit on Shutdown** – exits the Workstation when the Server disconnects.
- **Logout on Shutdown** – logs the user out of the Workstation.

- **Auto Retry on Shutdown** – Workstation for this computer will attempt to auto-reconnect with the Intelli-Site Server whenever the connection to the Server is exited or lost.

Server Redundancy

- **Redundancy Enabled** – enables redundancy for this Server. Note: the Network Share MUST be defined. Additionally, if the computer being modified is the local Server, you must restart the Intelli-Site Server for redundancy to be enabled or disabled. For more instructions on Server Redundancy, read *Section 6 – Server Redundancy*.
- **Online/Offline Point –** the I/O Point set high when a redundant Intelli-Site Server is online.
- **Is Master Point** – the I/O Point set high when this Intelli-Site Server is the master Server.

Deadman Mode

- **Time Zone** – drop a System Time Zone here as a Control Point for Deadman Mode.
- **Timeout (In Minutes)** – number of minutes before a computer enters deadman mode.
- **Point** – the I/O point set high when deadman mode is entered.

Associated Hardware

- **Sign On Reader** – allows a specific **Access Card** to be assigned to the computer that will automatically logon to Intelli-Site when the card is presented to a reader.

- **Card Add Reader** – allows a card to be presented to a Card Access Reader and will automatically enter the card number into the **Cardlist** database. If the card already exists in the database, it will search the database to locate the number.
- **Monitor** – the monitor I/O point of the Workstation.
- **Keyboard** – the keyboard I/O point of the Workstation.
- **Intercom Station** – the intercom station I/O point of the Workstation.

Driver List

The Driver List is a drop field where any number of RTU's may be dropped so that Server Redundancy Project Files know which computers are running Drivers for a given RTU. This configuration is required when using Server Redundancy and used for the offline command.

For example: assume the computer *Server01* is running an Intelli-Site Driver Service for PCSC Nodes. In order for the Intelli-Site Server to connect to that Driver, it must know *Server01* is the computer offering service for that RTU.

The user may also drag and drop an "Area" in order to easily and automatically add all RTUs under that area, to the driver list.

Note: Only one RTU per domain is required should you have multiple RTU's all within the same domain.

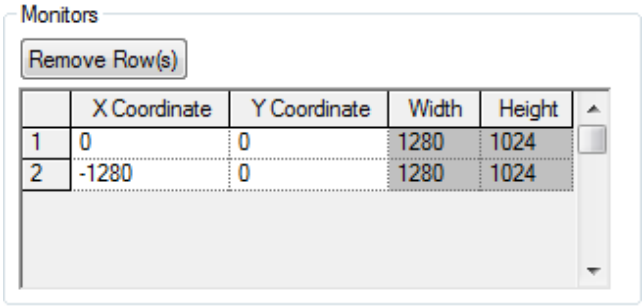
Alarm Queue

- **'Ack Required Alarm in Queue' Point:** This point will be set high if there are any acknowledge required alarms in the master queue for the computer. The second location is on a popup queue. This point will be set high if there are any acknowledge required alarms in the popup queue.

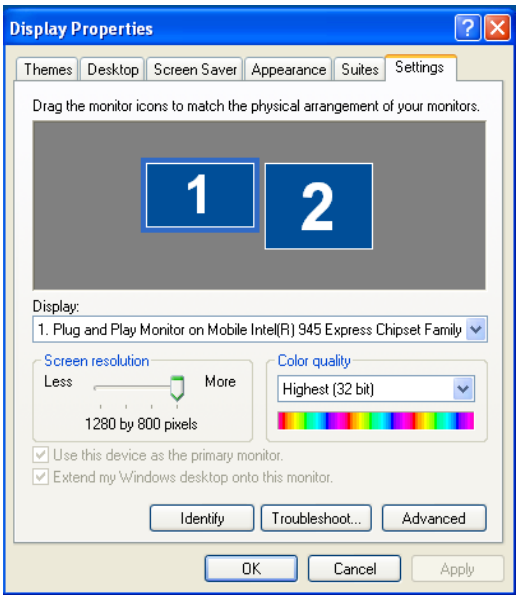
- **'Higher Priority Alarm Available' Point:** This point will be set high if there are any acknowledge required alarms in the master queue for the computer of higher priority than the currently selected alarm. The second location is on a popup queue. This point will be set high if there are any acknowledge required alarms in the popup queue of higher priority than the currently selected alarm.

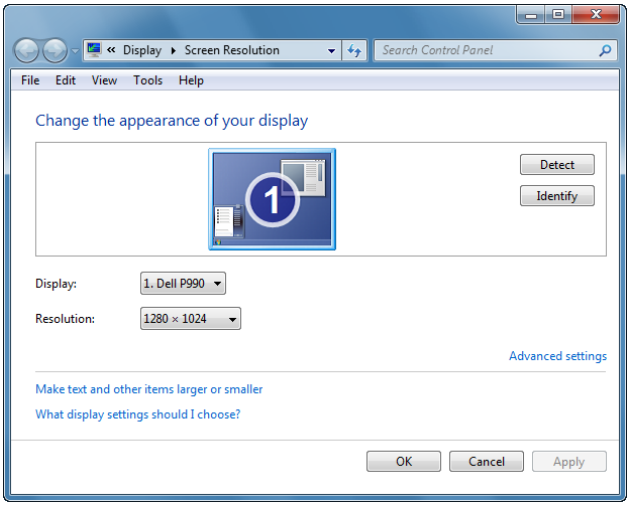
Monitor List

Used in allowing pop ups to target specific monitors in a multi monitor installation.



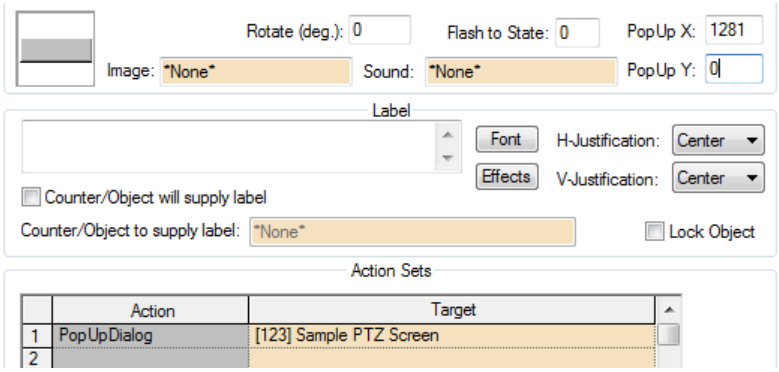
- **Remove Rows:** Select a row(s) and press this button to remove them from the list. If a monitor is unplugged form the computer and the Workstation is re-started it will be removed from this list.
- **X Cord:** This setting will be automatically entered. The user can then change these values to match their values if the monitor configuration has been altered.
- **Y Cord:** This setting will be automatically entered. The user can then change these values to match their values if the monitor configuration has been altered.
- **Width:** This setting will be automatically entered. The user can then change these values to match their values if the monitor configuration has been altered.
- **Height:** This setting will be automatically entered. The user can then change these values to match their values if the monitor configuration has been altered.



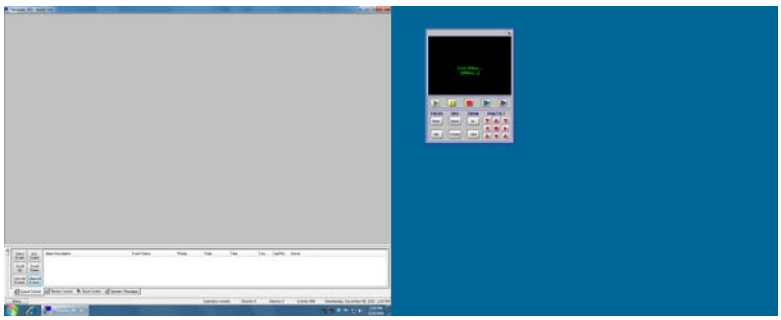


In our example if there is a need to pop up a screen on the second monitor do the following:

- Create a Screen Object and make the PopX 1281.
- Action on mouse down is 'PopUpDialog' and the target is our 'Sample Ptz Screen'.

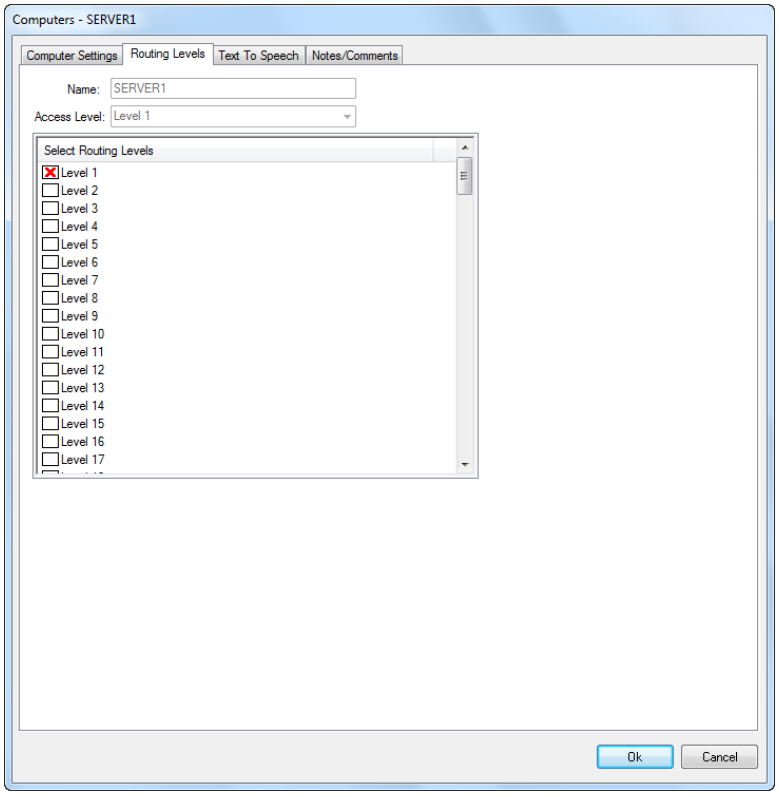


- Go into Run Mode and press our button and it should push our pop up to the top left corner of the second monitor.

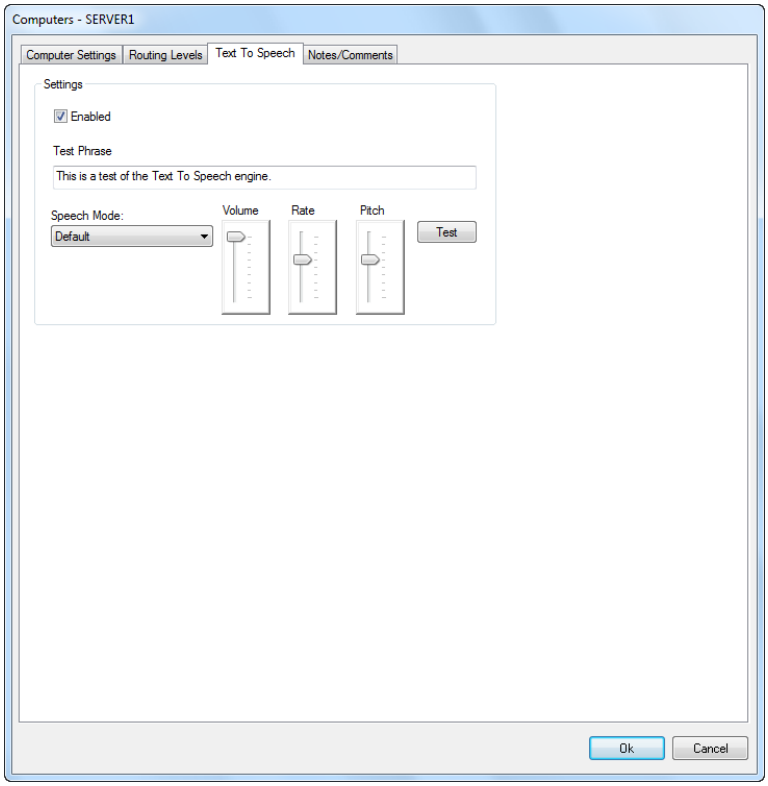


Routing Levels Tab

This tab is where you will configure this Computer's 'default' Routing Mask. Refer to *Routing Masks* in this section for more instructions on Routing Masks and Routing Levels.



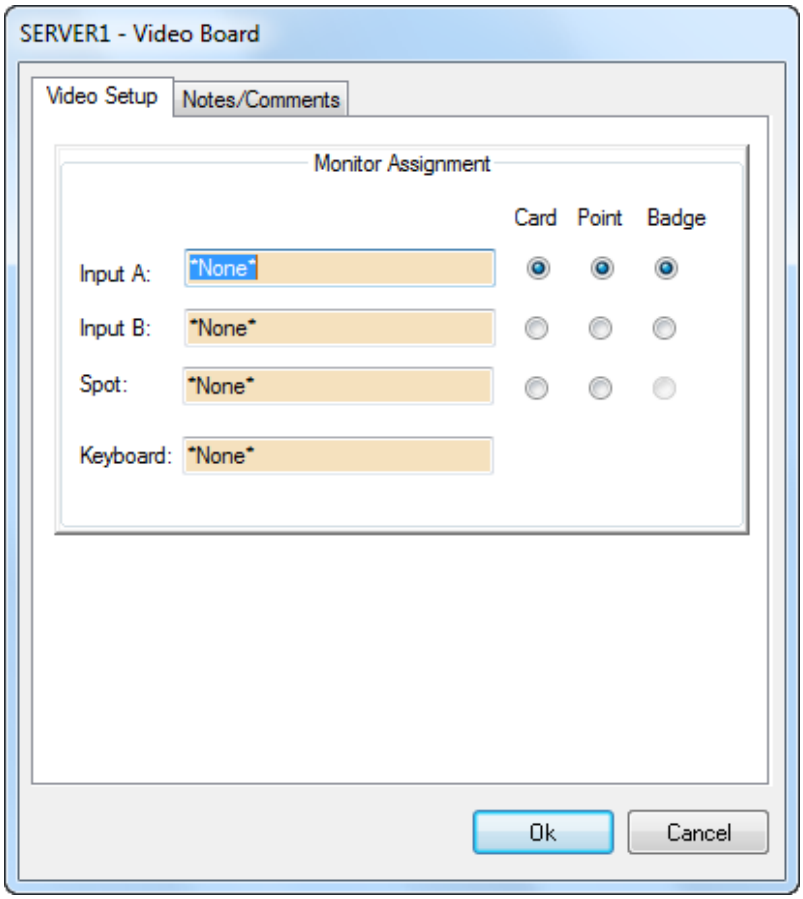
Text To Speech Tab



- **Enabled** – enables TTS on this Computer. This Workstation must also have Play Sounds enabled in its registration.
- **Test Phrase** – type the message you wish to test (by pressing the Test button)
- **Speech Mode** – select the base voice to be used.
- **Volume/Rate/Pitch** – adjust these rates with the slide bars.
- **Test Button** – will speak the Test Phrase.

Video Setup Sub-Node

To edit the Properties of a Video Board, right-click the mouse on the **Video Board** Node and select **Properties**.



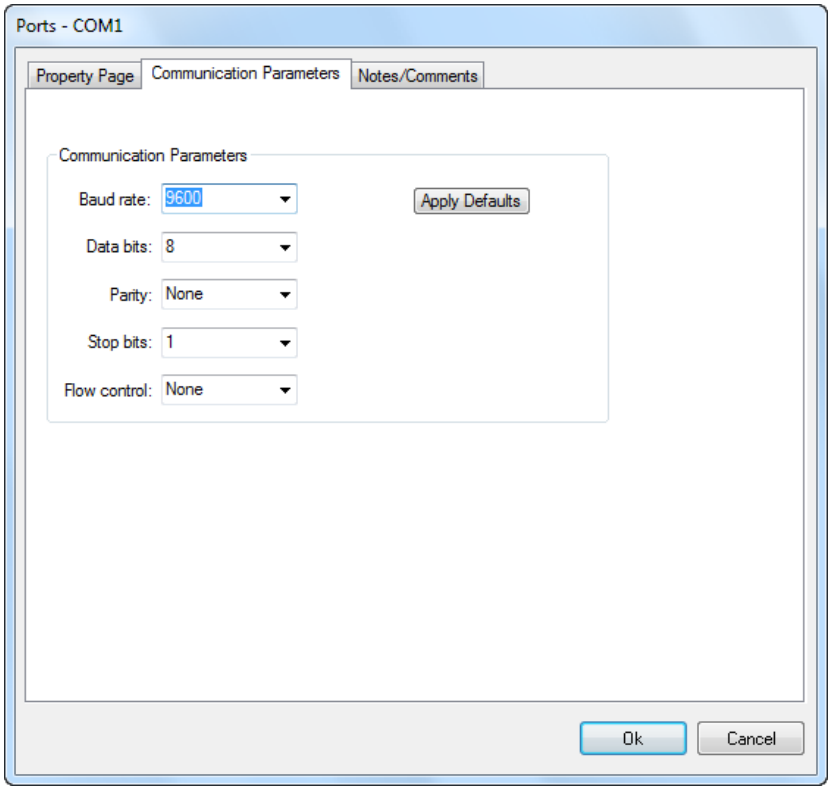
- **Input A** – defines the primary monitor.
- **Input B** – defines the secondary monitor.
- **Spot** – defines the spot monitor.
- **Card** – will perform Live Compare against a card read and/or action. The Live Compare action is enabled for valid or invalid card reads on the Computer Settings.
- **Point** – will display video images when an Alarm Camera is associated to an I/O point (such as an Alarm State).
- **Badge** – will display video images because of card presented to a reader.

Note: All radio buttons can be enabled at the same time. There are no specific default settings. The Video Setup must have entries selected in order for the radio buttons to function.

- **Keyboard** – designates the keyboard that will control the selected camera and monitor when a switch command is issued.

Ports Sub-Node

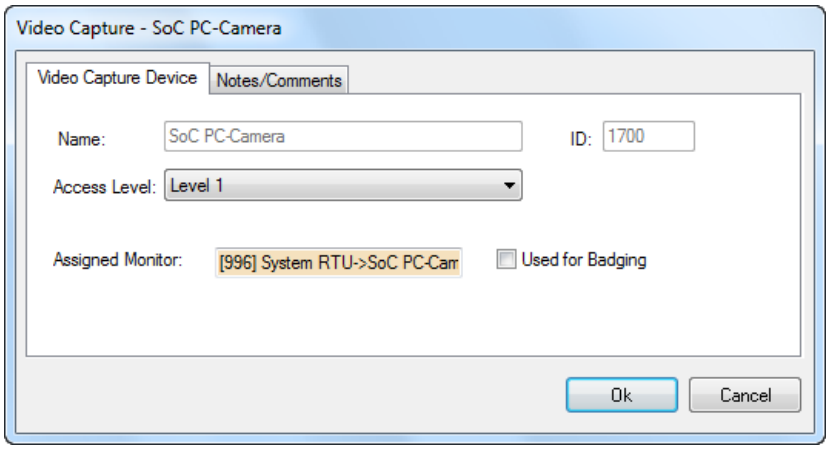
To configure COM Port settings, right click the mouse on the COM Port **you wish to configure** and select **Properties**.



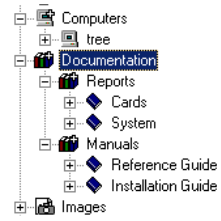
The **Communication Parameters** tab displays default settings assigned to the port. The settings are **Baud rate – 9600, Data bits – 8, Parity – None, Stop bits – 1** and **Flow control – None**. Click **Apply Defaults** to reset these values to their default value (as listed).

Video Capture

If a video capture device is installed on the PC in which the Workstation resides, Intelli-Site will place this sub-Node under the computers entry. Refer to *Video Capture Basics* in *Section 11 – Video Management* for detailed instructions on configuring video capturing.



- **Assigned Monitor** – the associated monitor feed for this capture device.
- **Used for Badging** – restricts this video capture device for badging functionality alone. If checked, this video capture device cannot view live video objects.



Documentation

4.2.22 - Documentation

The **Documentation** Node lists the default reports available for the Intelli-Site system as well as Intelli-Site Manuals. The data provided through the reporting feature is derived from the Project Node Tree.

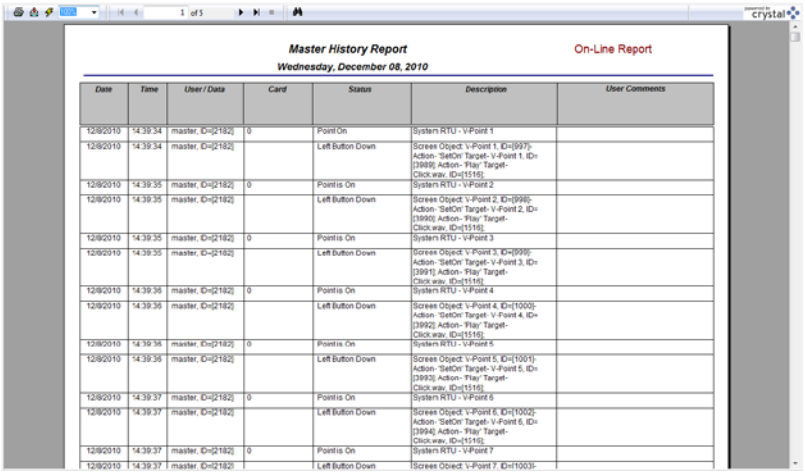
Some of the reports are predefined and cannot be changed and others require a value to be input by the user before it can be completed. Reports are displayed on the screen but can also be printed. The History Report under the System sub-Node requires multiple entries from the user before it can be run and displayed.

Documentation for the Intelli-Site software and other third party software can be stored under the **Manuals** folder. The default path to this folder is **..\Sites\<Project_Name>\Documentation\Manuals**. The document formats the system will automatically display are HTML, HTM, RTF and RPT. Documents stored in Microsoft Word (*.doc) format require Microsoft Word be installed on that computer. Documents stored in Adobe Acrobat (*.pdf) format require Adobe Acrobat Reader be installed.

When adding items to the Manuals directory to make them available from within Intelli-Site, you must exit and restart the Intelli-Site Workstation connection.

Run a System Report

1. Click the mouse to select the **Documentation and Reporting Mode** from the Menu Applications Bar. The Project Tree will display showing the **Reports** sub-Node.
2. Expand the **Reports** and **Cards** sub-Nodes.
3. Double click the mouse to select the **"Report Name"** to run the report. If it is one of the predefined reports, the final report will display on the screen. The following is an example of the Company Card Report that does not require user input.



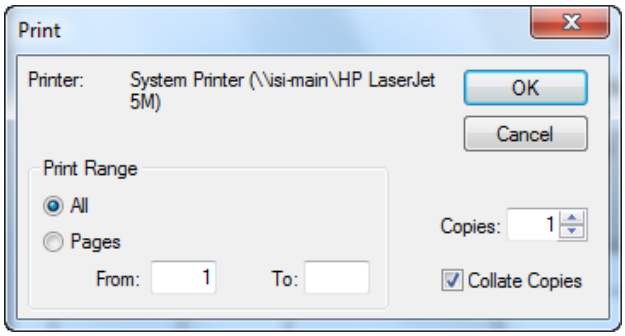
Master History Report — On-Line Report

Wednesday, December 08, 2010

Date	Time	User / Data	Card	Status	Description	User Comments
12/8/2010	14:39:34	master, ID=[2182]	0	Point On	System RTU - V-Point 1	
12/8/2010	14:39:34	master, ID=[2182]		Left Button Down	Screen Object: V-Point 1, ID=[997]- Action- 'SetOn' Target- V-Point 1, ID= [3989]; Action- 'Play' Target- Click.wav, ID=[1516];	
12/8/2010	14:39:35	master, ID=[2182]	0	Point is On	System RTU - V-Point 2	
12/8/2010	14:39:35	master, ID=[2182]		Left Button Down	Screen Object: V-Point 2, ID=[998]- Action- 'SetOn' Target- V-Point 2, ID= [3990]; Action- 'Play' Target- Click.wav, ID=[1516];	
12/8/2010	14:39:35	master, ID=[2182]	0	Point is On	System RTU - V-Point 3	
12/8/2010	14:39:35	master, ID=[2182]		Left Button Down	Screen Object: V-Point 3, ID=[999]- Action- 'SetOn' Target- V-Point 3, ID= [3991]; Action- 'Play' Target- Click.wav, ID=[1516];	
12/8/2010	14:39:36	master, ID=[2182]	0	Point is On	System RTU - V-Point 4	
12/8/2010	14:39:36	master, ID=[2182]		Left Button Down	Screen Object: V-Point 4, ID=[1000]- Action- 'SetOn' Target- V-Point 4, ID= [3992]; Action- 'Play' Target- Click.wav, ID=[1516];	
12/8/2010	14:39:36	master, ID=[2182]	0	Point is On	System RTU - V-Point 5	
12/8/2010	14:39:36	master, ID=[2182]		Left Button Down	Screen Object: V-Point 5, ID=[1001]- Action- 'SetOn' Target- V-Point 5, ID= [3993]; Action- 'Play' Target- Click.wav, ID=[1516];	
12/8/2010	14:39:37	master, ID=[2182]	0	Point is On	System RTU - V-Point 6	
12/8/2010	14:39:37	master, ID=[2182]		Left Button Down	Screen Object: V-Point 6, ID=[1002]- Action- 'SetOn' Target- V-Point 6, ID= [3994]; Action- 'Play' Target- Click.wav, ID=[1516];	
12/8/2010	14:39:37	master, ID=[2182]	0	Point is On	System RTU - V-Point 7	
12/8/2010	14:39:37	master, ID=[2182]		Left Button Down	Screen Object: V-Point 7, ID=[1003]-	

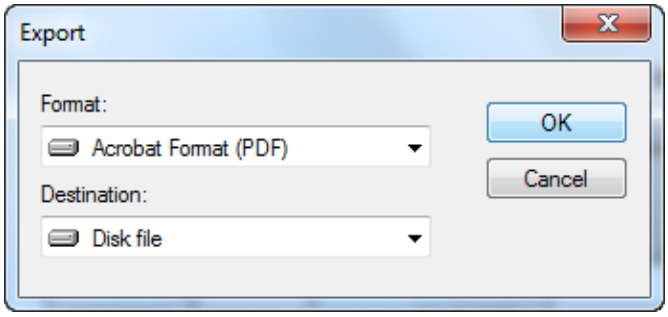
To select the percent of screen magnification for the report display on the screen, click the down-arrow next to the default display of 100%. The report can be displayed with ten different sizing options.

To print the report, click the mouse on the **Printer** icon. The **Print Options** box will display.



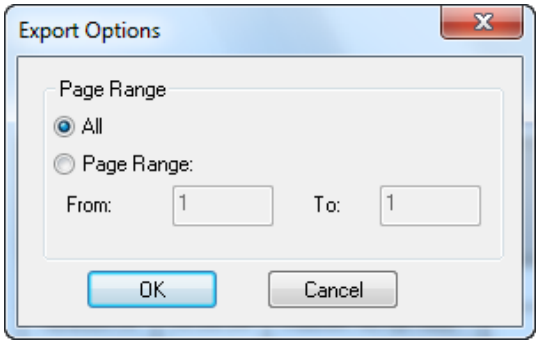
Select the **Print Options** for the report and click the **OK** button. The report will print on the default printer listed at the top of the Print box.

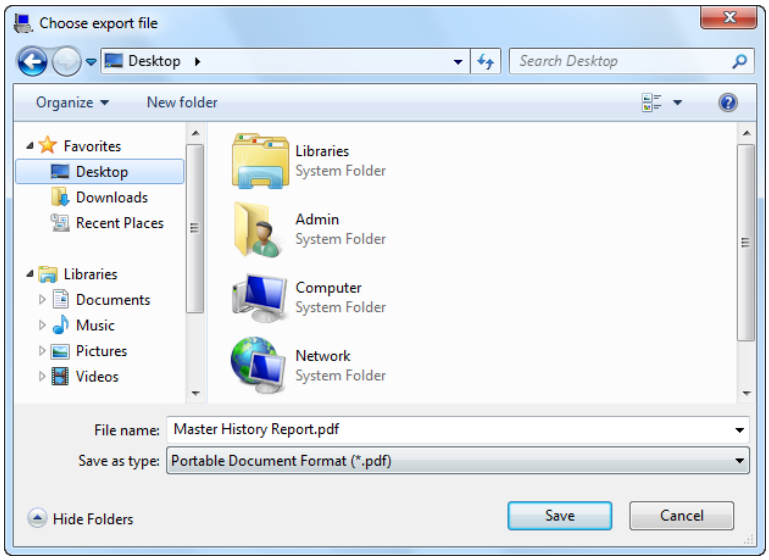
To Export the report, click the mouse on the **Export** icon  . The **Export** Options box will display.

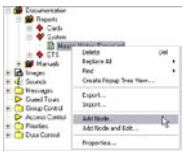


Reports can be exported into the following formats: Adobe Acrobat, Microsoft Excel 97-2000, Microsoft Word and rich text format.

Select the page ranges to be exported and the location for the export file to be saved.



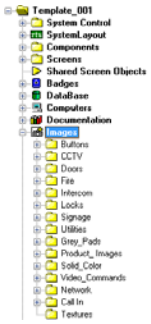




Add Report

Add a System Report

1. Right click on the Master History Report in the Tree and choose 'Add Node'.
2. To change the settings of the report, go to the properties and select the options needed.



Images

4.2.23 - Images

The Images sub-Node stores all the image files associated with a Project. Intelli-Site loads some base images but allows for a variety of image types to be imported into a Project. The images stored under this sub-Node can be used to design screens and badges.

Image files can also be copied to the Image sub-Node folder via the Windows Explorer copy function. The files will be stored on the Intelli-Site Server drive path **..\<Project_Name>\Images**. All images used by a Project must reside on the Server.

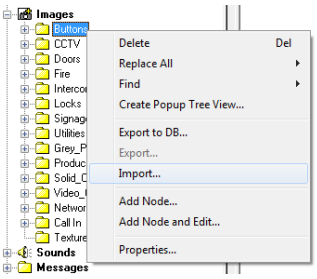
Use Node Tree Images

1. Expand the **Images** sub-Node.
2. Locate the graphic file to be used and drag and drop the image to the **Graphic Mode** screen and resize accordingly. The image will display in the mode window.

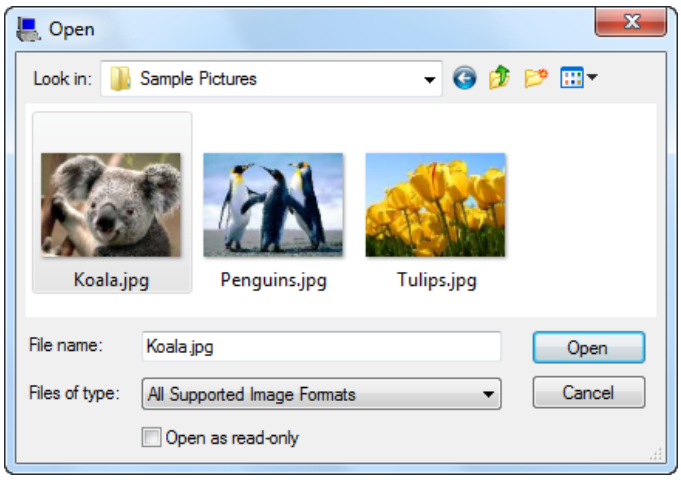
3. To edit the Properties of an image, right-click on the "new image" and select **Properties**. Click **OK** to save.

Add / Edit / Delete Images

1. Expand the **Images** sub-Node on the Project Node Tree.
2. To add an image, right-click the mouse button on the Images sub-Node and select **Import**. A windows dialog will display to locate the graphic file to be imported, similar to the following example.



Popup Shortcut Menu
Import Image



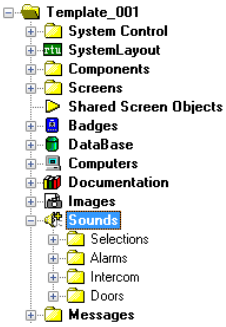
3. Locate and click to highlight the **"graphic filename"**. For example, it might be the **Live.jpg** file in the above window.
4. Click the **Open** button to import the image. The system will display the file under the **Images** sub-Node. The graphic file is now available to add to the Project.
5. To edit the Properties of an image, right-click the Node and select **Properties**. Click **OK** to save changes.
6. To delete an image, right-click the Node and select **Delete**.

Add / Edit / Delete an Image Folder

1. Expand the **Images** Node.
2. To add an Images folder, right-click the parent Node for the folder and select **Add Node**. After naming the Folder, click **OK** to save the Node.

3. To edit the properties of an Images Folder, right-click the folder and select **Properties**. Click **OK** to save changes.
4. To delete an Images folder, right-click the Node and select **Delete**.

4.2.24 - Sounds



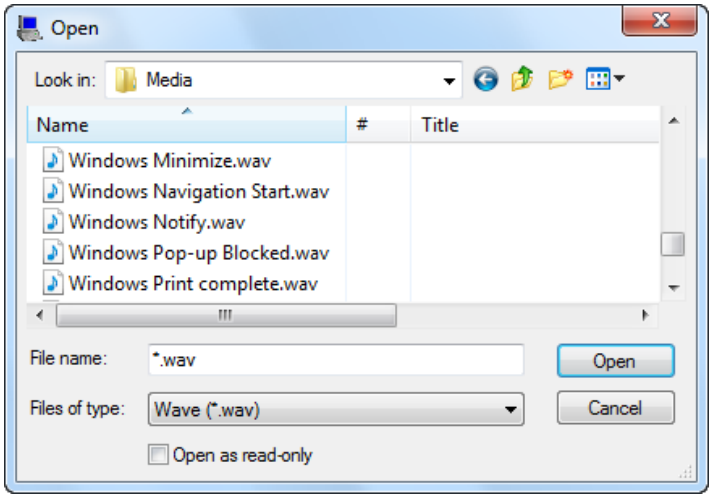
Sounds

The **Sounds Node** contains the sounds associated with the Project. Sound files are stored as **waveform-audio (wav)** files. Sounds are assigned to graphic objects and alarms in the Project.

Intelli-Site installs with four predefined Sound sub-Nodes. These four sub-Nodes are **Selections, Alarms, Intercom** and **Doors**. Additional sound files (wav) can be copied or imported into to Sounds sub-Node for use with a Project.

Add / Edit / Delete a Sound File

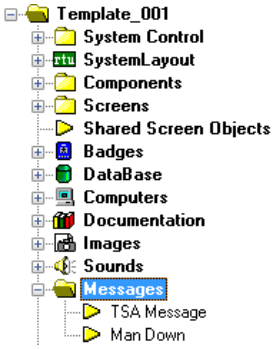
1. Expand the **Sounds** Node in the Project Node Tree.
2. To add a sound file, right-click the mouse button and select **Import**. A windows dialog similar to the following will display to locate the file to be imported.



3. Locate the .wav file to be imported into the Sounds Node. Select the filename and click the Open button to import the file. The wav file will display under the Sounds Node in the Project Node Tree.

4. To edit the Properties of a sound, right-click the sound and select **Properties**. Click **OK** to save changes.

5. To delete a sound, right-click the sound and select **Delete**.



Messages

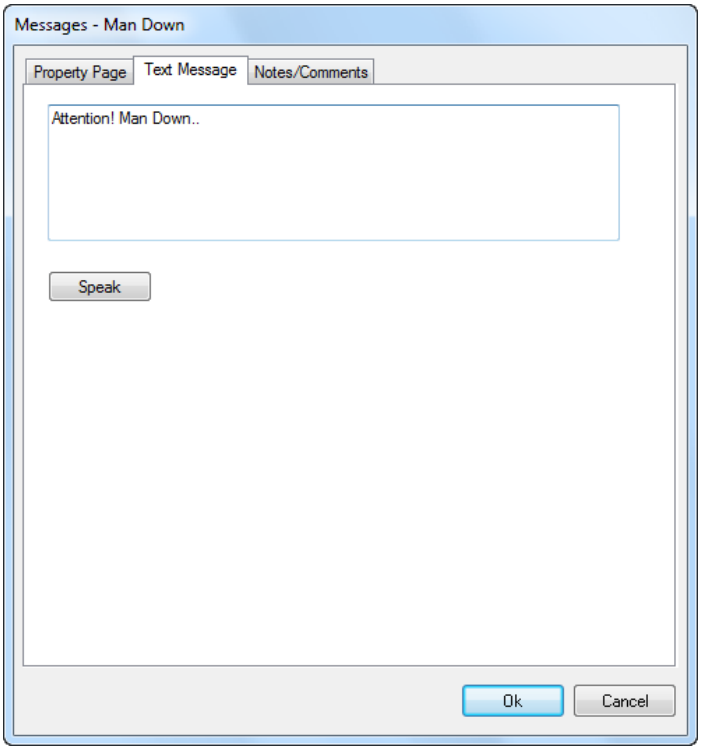
4.2.25 - Messages

Intelli-Site has the ability to convert text messages stored under the **Messages** Node to spoken prompts through the **Text-to-Speech (TTS)** module. The message can be associated with graphic objects and alarm conditions in a Project.

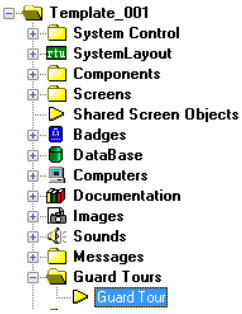
Add / Edit / Delete a Message

1. Expand the **Messages** Node.
2. To add a message, right click the parent Node and select **Add Node**.
3. To edit the properties of a message, right-click the Node and select **Properties**. Click OK to save changes.
4. To delete a message, right-click the Node and select **Delete**.

Messages – Text Message Tab



- **New Message** – type the text to be converted to speech.
- **Speak Button** – to test the message entered above.



Guard Tours

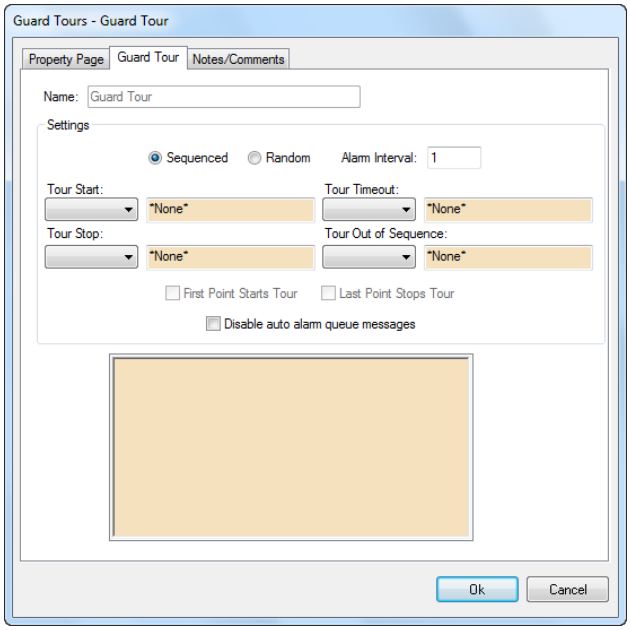
4.2.26 - Guard Tours

The **Guard Tours** Node contains the defined guard tours associated with the Project. Several tours can be defined and associated with a user. Using Guard Tours, a system can be designed to have a user follow a random or sequenced path of area access. Alarm intervals can be set and will sound an alarm if the next point associated with the interval timing is not activated.

Add / Edit / Delete a Guard Tour

1. Expand the **Guard Tours** Node.
2. To add a Guard Tour, right-click the Guard Tours Node and select **Add Node.** The system will add the Node and display it in the Project Node Tree as **Guard Tour**.
3. To edit the properties of a Guard Tour, right-click on the Node to be edited and select **Properties**

Guard Tour Tab



- **Name** – the name of the Guard Tour as defined on the Property Page. This field is grayed out on this tab.

Settings

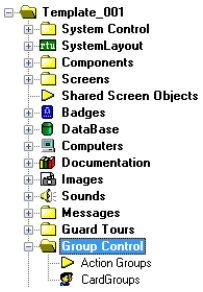
- **Sequenced** – select this radio button if the guard will follow the specifically defined path each tour. The tour points are defined and displayed in the large entry box below the Settings section. The tour must be completed in the order displayed or an alarm will be generated. The default for this button is selected.
- **Random** – indicates there will be no set path for access; each location's access will be on a random basis. If this button is selected the tour can be completed in any order. The tour does not have to be completed in the order the points are displayed in the large entry box. The default for this button is unselected.

- **Alarm Interval** – defines the number of minutes to transpire before the guard activates the next point in the tour. For example, if the Alarm Interval is 5 minutes, the guard must move and activate the next point within 5 minutes or an alarm sounds. The default setting is zero minutes.
- **Tour Start** and **Tour Stop** – define the point established for the guard to start and stop the tour. Drag and drop the points into the associated fields to the right of the Start and Stop fields. Use the drop-down menus define the start and stop methods for the indicated points.
- **Disable auto alarm queue messages -** The Guard tour facility is designed to automatically generate Alarm Queue Events whenever a Guard Tour Violation occurs. It may be desirable for the user to be able to disable these automatically-generated Alarms in favor of user-defined Alarm Events. This feature allows the user to disable the automatically-generated Alarms.
- **Large Drag and Drop Field** – used to drag and drop the points being activated during the tour. The points should be placed in the order they will be activated if the Sequenced radio button is selected. The guard must activate all points in the field or a **"tour incomplete"** alarm indication is produced. The Sequential or Random radio buttons are associated with this field.

I/O Points in Guard Tour

I/O Actions have special functionality as they relate to Guard Tours and therefore merits a quick mention of those characteristics:

- Select **Set On** to define the time zone when the tour will start. The point will remain energized until it is set to the **Set Off** state at the end of the tour. This is useful when the guard will be starting and stopping the tour from the same input point. Set Off must be selected to reset the device.
- Select **Set Off** to define the time zone when the tour will stop. This point stops a guard tour initiated using the **Set On** selection. This is useful when the guard will be starting and stopping the tour from the same input point.
- Select **Pulse** to momentarily start and stop the input device. This is useful when the guard may be starting a tour, but not returning to the same location where the tour started. For example, the guard performs the tour and then exits the site to go on break.



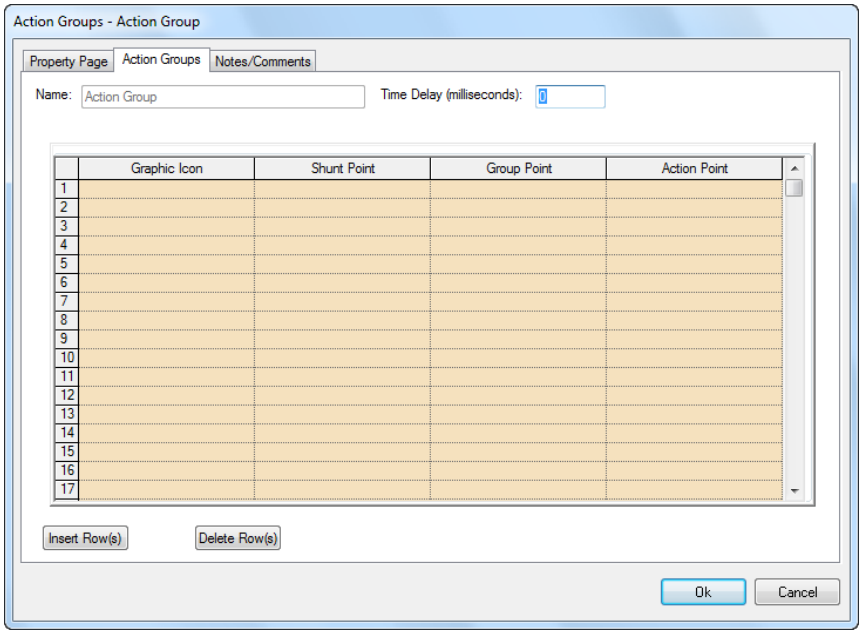
Group Control

4.2.27 - Group Control

The Group Control Node contains the group controls to be associated with the Project. The Node is comprised of three default sub-Nodes that allow group control to be applied to a Project.

The Group Control is used to control multiple I/O Points with the click of one button. A group of points can be shunted with one icon, multiple doors can be opened and closed with one icon, and the same icon can perform group door unlock and lock functions.

Action Group Sub-Node



- **Name** – name of the action group. This field is grayed out as it is entered on the Property Page.
- **Time Delay Milliseconds** – used to enter a numerical value for the number of milliseconds between each output turning on (or off).
- **Graphic Icon** – used to drag and drop the graphic file name of the icon included in the action group. It is a screen graphic icon to be used with group unlocks and locks.
- **Shunt Point** – used to drag and drop the name of the point for the action to be shunted. It is a DPS point to shunt during group unlocks and lock.
- **Group Point** – used to drag and drop the name of the action to be included in the group. When this field is used, the point must be high in order for the output to set on and the point must be low for the output to be set off.

- **Action Point** – used to drag and drop the name of the action to be associated with the Graphic Icon field entry. The output associated with the graphic icon, shunt point or group point. When all are true, this point can be set high or low.
- **Insert Row** – to insert row(s). The number of lines highlighted determines how many rows will be inserted as well as where they will be inserted.
- **Delete Row** – to delete row(s).

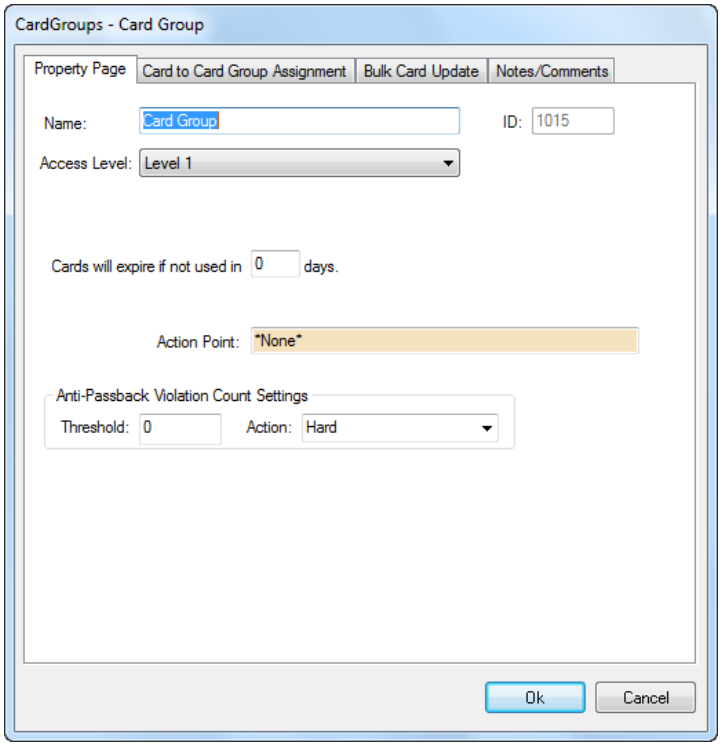
Card Groups Sub-Node

The Card Groups Sub-Node contains a collection of card groups defined by the user. Each group can contain as many cards as user would like within the group.

Add / Edit / Delete a Card Group

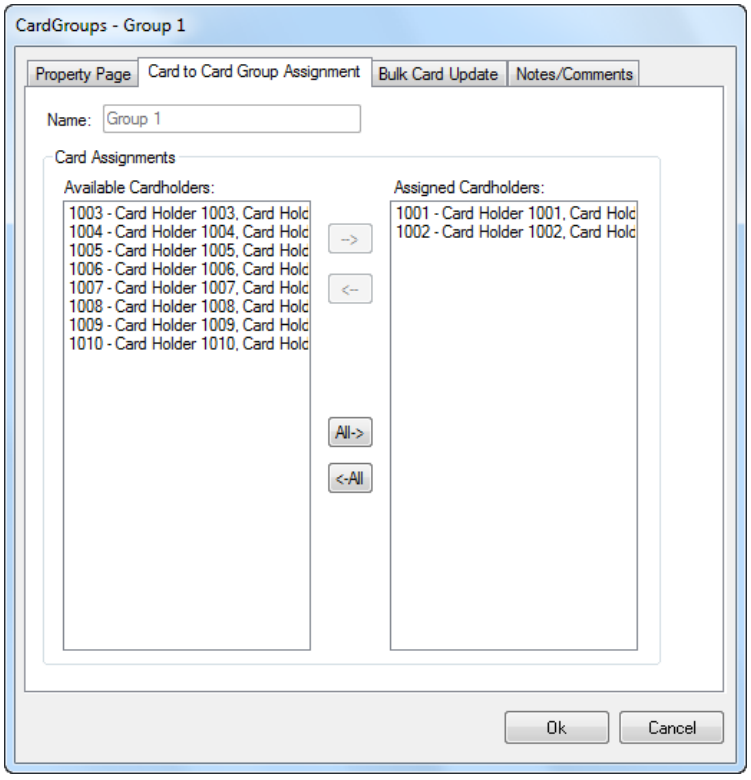
1. To add a **Card Group**, right-click on **Card Group** and select **Add Node**.
2. To edit a **Card Group**, right-click the card group and select **Properties**.
3. To delete a **Card Group**, right-click the card group to be deleted and select **Delete**.

Card Group Property Page Tab

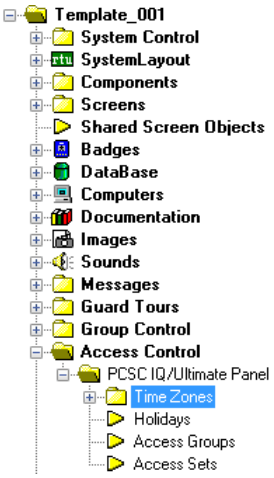


- **Cards will expire if not used in __ days** – the number of days cards of this card group will expire if unused.
- **Action Point** – an I/O Point that is pulsed whenever a card of this card group is used.
- **Anti-Passback Violation Count Settings** – the corresponding Anti-Passback action to occur when a member of this card group exceeds the violation count (read *Section 14 – Anti-Passback* for information on Anti-Passback).

Card to Card Group Assignment Tab



- **Name** – the name of the card group. This field is grayed out as it is entered on the Property Page.
- **Available Cardholders** – list of available cardholders that currently do not belong to this card group.
- **Assigned Cardholders** – list of cardholders that belong to this card group.
- **Right or Left Arrow** – use these arrows to move selected card holders from one list to the other.
- **All Right or Left Arrow** – use these to move all cardholders from one list to the next.



Access Control

4.2.28 - Access Control

The **Access Control Node** contains the access controls associated with devices connected to the system. The Node contains a sub-Node for each device. Each device has four default sub-Nodes that allow **Time Schedules, Holiday Schedules, Access Controls** and **Access Sets** to be defined. Access groups are used to link card readers into convenient groups to allow several readers to be controlled at one time.

Add Access Control Node

Access Control sub-Nodes are automatically added to the Access Control Node when the device is added and configured under the System Layout Node of the Project Tree. Only one sub-Node will be generated per device type. For example, one sub-Node will be added to control ten of the same type access control panel. If another type of access control panel is added to the System Layout Node, it will add a new sub-Node with a different name to the Access Control Node.

Time Zones Sub-Node

The **Time Zones** sub-Node allows employee access schedules to be defined and then associated with a user. The Time Zones define a user's access to a facility.

Important: Different manufacturer's devices will have unique entry screens for the Time Zones to be configured.

Modify an Existing Time Zone

1. Expand the Access Control → Time Schedules sub-Node.
2. Right-click on the **Time Schedule** and select **Properties**.
3. At the **Properties** Page, click the **Time Zone** tab to access the time setting options.
4. At the **Field**(s), entry to modified click in the field and make the appropriate changes to the data, and verify the data is correct.

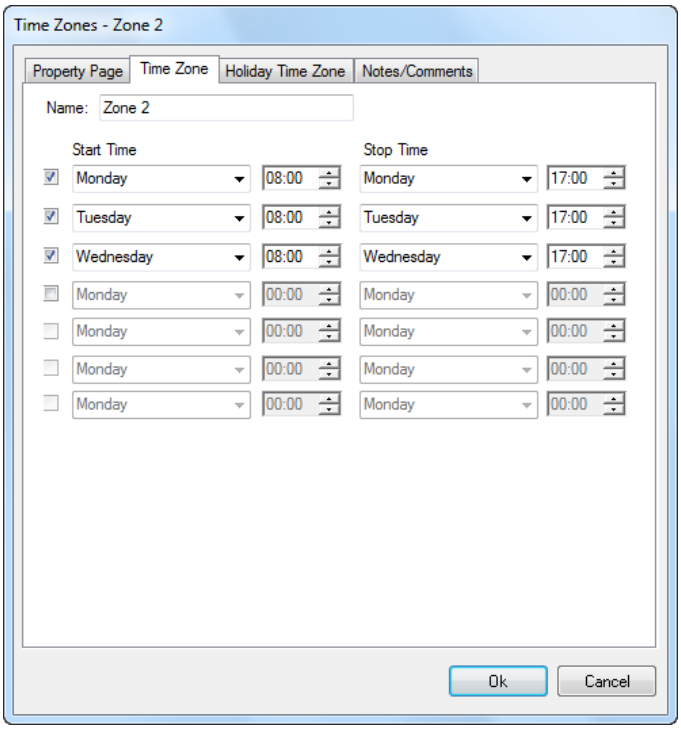
5. Click the **OK** button to save the data and close the **Properties** dialog.

Example Schedule

The following example shows set up of a six-day-a-week rotating work shift called Rotating Shift. In this example, a 15- minute period before the start time has been set so the employees can enter the building and be at their Workstation on the hour. It also has a 30- minute grace period after the shift set. The work hours each day will be as follows:

- Monday and Tuesday – 6 hours from 8:00AM to 2:00 PM
- Wednesday and Thursday – 6 hours from 2:00PM to 8:00 PM
- Friday – 6 hours from 9:00AM to 3:00PM.
- Saturday – 8 hours from 11:00AM to 7:00PM.

The completed Rotating Shift time zone tab looks like the following:

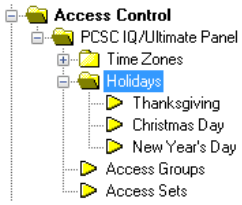


The Start and Stop fields use a 24 –hour clock to reference times.

This example represents one manufacturer's device. Other manufacturer's devices will display unique entry screens for setup of their hardware.

Holidays

The **Holidays** sub-Node allows unique Holiday Schedules to be defined and used in conjunction with the typical time schedule associated with a user. Holidays can be treated like an off-work period or times when a minimal crew may be working instead of a full staff.

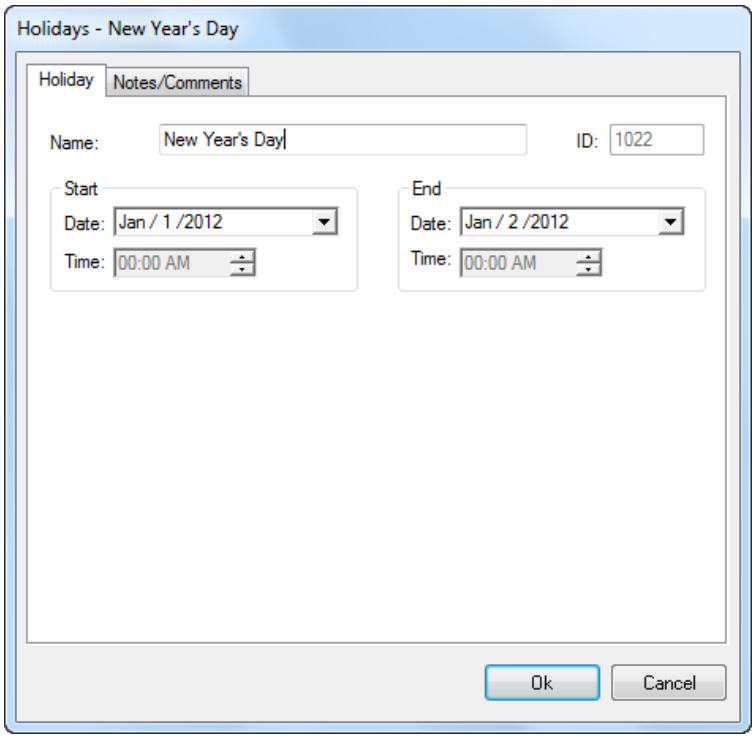


Holidays Sub-node

Some Holiday tabs may have different input fields but will work in the same manner with the Project.

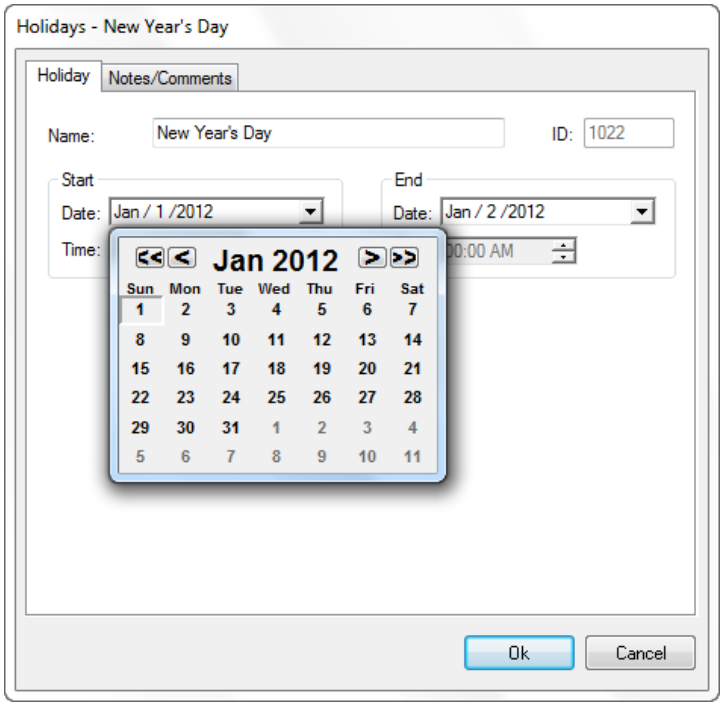
Add a Holiday Sub-Node

1. Expand the **Access Control** Node.
2. Right click the mouse on the **Holidays** sub-Node and select the **Add Node** option from the Shortcut menu. A Node titled **Holiday** will be added to the Project Node Tree.
3. Right click the mouse on the **Holiday** sub-Node and click to select **Properties** from the Shortcut menu. A screen similar to the following will display.



- **Start** and **End** – used to input the beginning date and time, and the ending date and time for the holiday to apply. The down arrow on the **Date** field will display a **Calendar** like the following to select the dates to apply to the Holiday sub-Node entry.
- **Time** – based on a 24-hour clock. The up and down arrows scroll through the time entries from 01:00 to 23:00 and will move to AM or PM accordingly.

Popup Calendar Menu



- Click the double left pointing arrows to display the previous year.
- Click the single left pointing arrow to display the previous month.
- Click the single right pointing arrow to display the next month.
- Click the double right pointing arrow to display the next year.
- Click the desired date to enter the date in the field and close the calendar display.

When all entries are completed, click the **OK** button to save the entries and close the **Holiday** dialog.

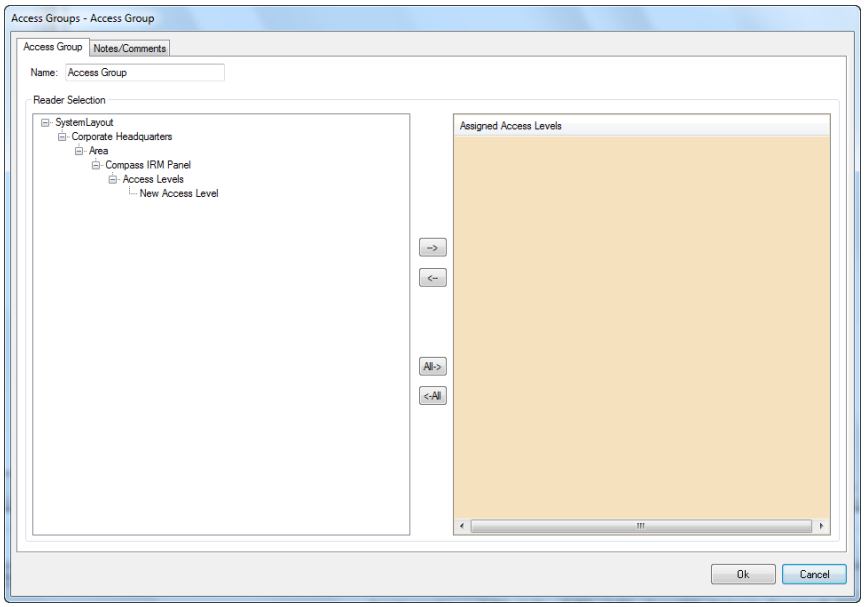
Access Groups Sub-Node

The **Access Control** sub-Node associates time zones with access card readers to develop an Access Group that can be associated with a user. Unique Access Groups can be created to customize varying employee needs. An example of an Access Group might be readers grouped to allow entry to all entrances of a building instead of one allowed entrance.

Add / Edit / Delete an Access Group

1. To add an **Access Group**, right-click the mouse on the **Access Groups** sub-Node and select **Add Node**. The system will add the sub-Node to the Project Tree and display it as **Access Group.**
2. To edit an **Access Group**, right-click on the **Access Group** sub-Node and select **Properties**.
3. To delete an **Access Group**, right-click on the **Access Group** sub-Node and select **Delete**.

Access Group Tab



- **Name** – assigns a name to the access group.
- **Default Time Zone** – used to drag and drop a time zone and define it as the default time zone for this Access Group. The Time Zones sub-Node is just above the Holidays sub-Node in the Project Node Tree.

Note: No entries will be available to the Readers Selection if hardware has not previously been configured under the System Layout Node.

- **Available Readers** – door readers not currently assigned to this Access Group. The Readers are displayed under the corresponding **RTU** sub-Node under the Project Node Tree **System Layout** Node.
- **Assigned Readers** – door readers assigned to this Access Group.

NOTE: Time Zones can be assigned to specific readers to further restrict access. Just drag and drop the time zone to the appropriate reader. If no time zone is specified, the default time zone will be used.

- **Right/Left Arrow** – used to move selected readers from one list to the next.
- **All Right/Left Arrow** – used to move all readers from one list to the next.

NOTE: If a card has access assigned to a panel it will be downloaded regardless of any settings a card might have.

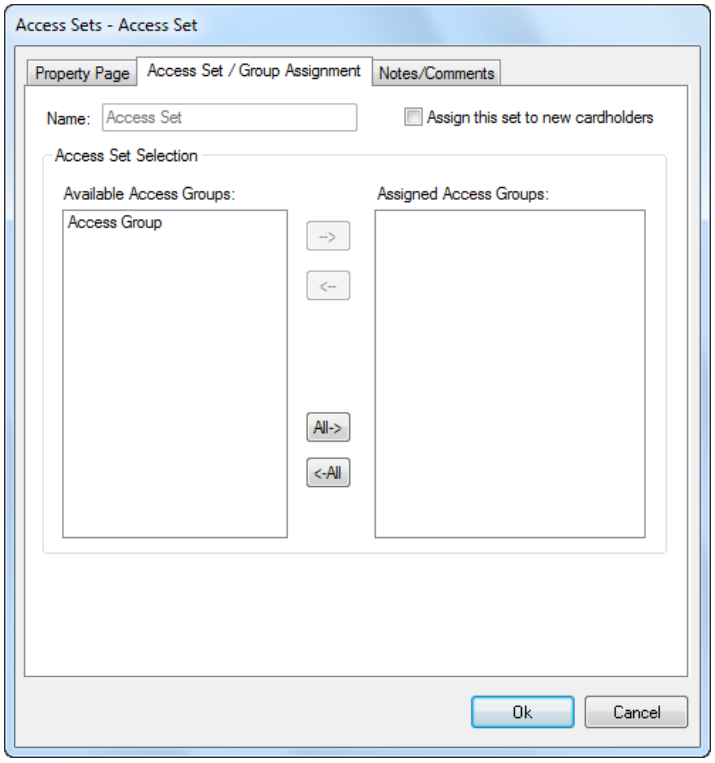
Access Sets Sub-Node

The **Access Set** sub-Node stores the unique access control groups that have been defined within the Access Groups sub-Node to specific Access Sets sub-Nodes.

Add/Edit/Delete an Access Set

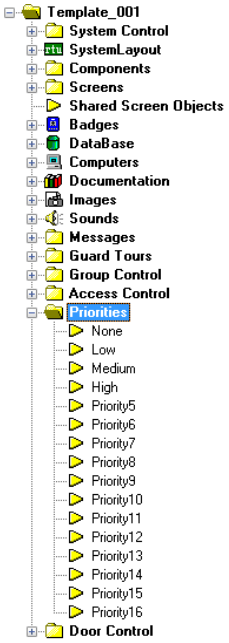
1. To add an **Access Set**, right-click on the **Access Sets** sub-Node and select **Add Node**. The system will add the sub-Node to the Project Tree and display **Access Set** on the screen.
2. To edit an **Access Set**, right-click the **Access Set** to edit and select **Properties**.
3. To delete an **Access Set**, right-click the **Access Set** to be deleted and select **Delete**.

Access Set / Group Assignment Tab



- **Available Access Groups** – Access Groups available to be assigned to this access set.
- **Assigned Access Groups** – Access Groups that are assigned to this access set.
- **Right/Left Arrow** – used to move selected readers from one list to the next.
- **All Right/Left Arrow** – used to move all readers from one list to the next.

NOTE: If a card has access assigned to a panel it will be downloaded regardless of any settings a card might have.



Priorities

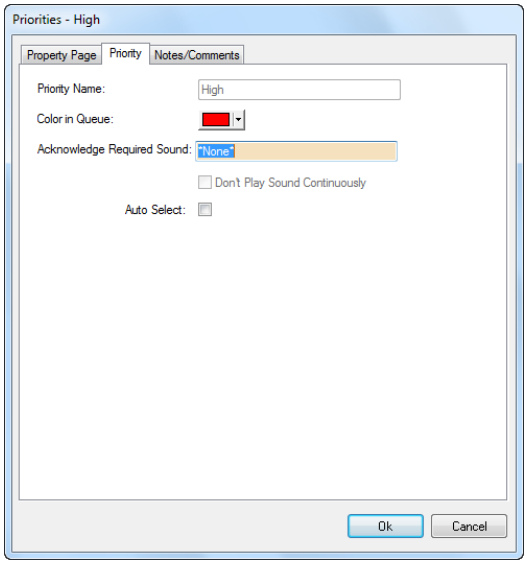
4.2.29 - Priorities

The **Priorities** Node contains the priorities associated to the Project. The priorities establish a hierarchy of alarms that are displayed within the **Information Manager's (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 end user's awareness of alarms. Any given alarm showing in the Queue Control will list its Priority.

Add / Edit / Delete a Priority

1. To add a new **Priority**, right-click on the **Priorities** Node and select **Add Node**.
2. To edit a **Priority**, right-click on the **Priority** Sub-Node you wish to edit and click to select **Properties**.
3. To delete a **Priority**, right-click on the **Priority** to delete and select **Delete**.

Priorities – Priority Tab



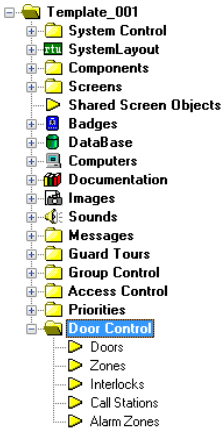
- **Color in Queue** – the display color for the priority in the Queue. The default setting is **Black**. Click the down arrow to select a **Color** for the queue display.

Note: When planning the color scheme for the priorities, try to keep colors consistent with level of the priority. An example might be Duress and Panic priorities would both display red in the queue but an Intercom Call priority would display green.

- **Acknowledge Required Sound** – the sound played when an alarm condition of this priority is displayed. When several alarms display at the same time, the highest priority alarm will sound first and the other alarms will step until all are sounded. The default setting is **None**. To set the sound, drag and drop a **"Sound File Name (.wav)"** into the **Acknowledge Required Sound** field.

Note: The alarm sounds will continue in a loop until they are acknowledged in the queue.

- **Don't Play Sound Continuously** – will sound the alarm once rather than play continuously.
- **Auto Select** – the alarm in the queue will be auto-selected.



Door Control

4.2.30 - Door Control

The **Door Control** Node contains the access control Door Construct sub Node, the Zones sub Node, and the Interlock Groups sub Node.

Doors

The Door Constructs represent collections of hardware and actions that constitute a door.

Add / Edit / Delete a Door

1. Expand the **Doors** sub-Node. To add a door, right-click the doors sub-Node and select **Add Node**. The new sub-Node will be added as **New Door** under the **Doors** sub-Node.

If creating a PCSC door, you can take advantage of an auto-configuration feature. See *Auto-configuration of PCSC Door* further in this section.

2. To edit the properties a **Door**, right-click the door you wish edit and select **Properties**. Click **OK** to save your changes. To delete a **Door**, right-click the door you wish to delete and select **Delete**.

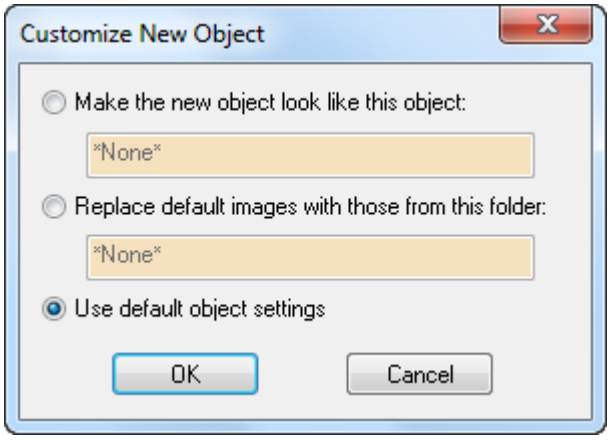
Auto-Configuration of PCSC Door

To auto-configure PCSC doors, drag the PCSC RTU onto the Doors sub-Node.

If dragging the entire RTU, the number of doors supported by that RTU will be auto-configured. If dragging a single I/O point of an RTU, a single door will be created.

Auto-Configuration of Door Display Object

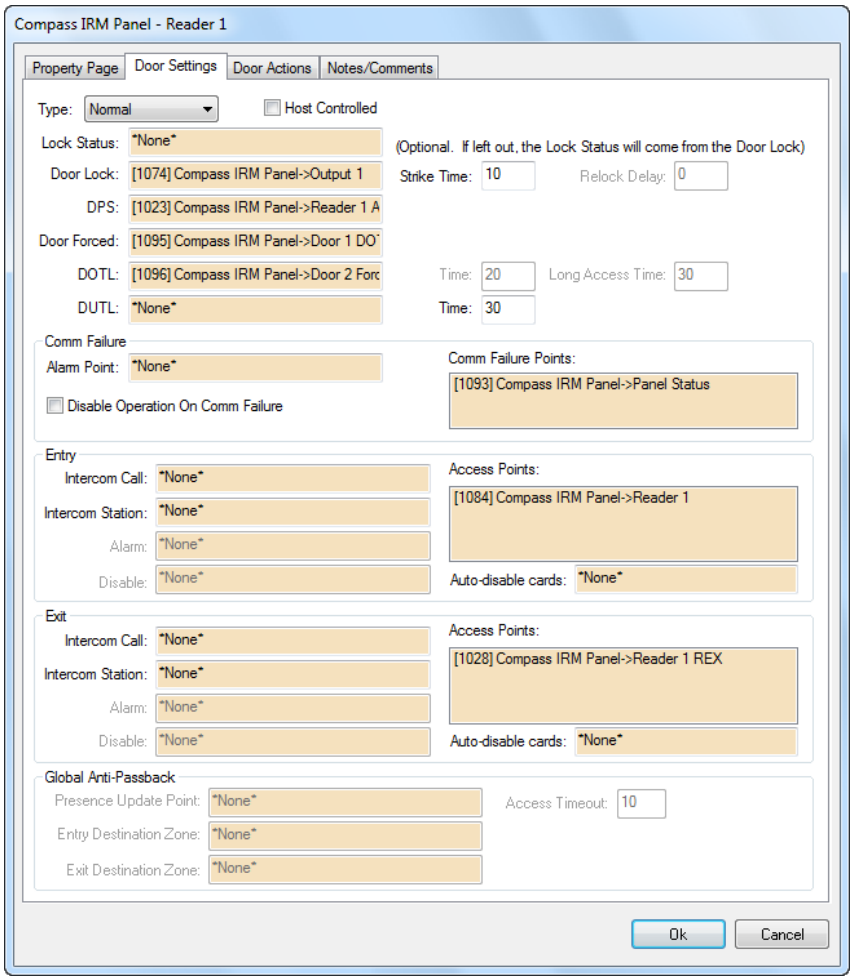
To auto-configure a door display object, drag the door onto the desired screen. Select which type of object settings the new door display object will be based upon. Click OK to create the new Door Display Object.



- **Make the new object look like this object** – select here to create a door display object to looks like an existing display object (drop a display object from the screen Tree).
- **Replace default images with those from this folder** – select to create a door display object using images from an images folder.

- **Use default object settings** – to use the default object settings.

Door Properties – Door Settings Tab



- **Type –** the type of door: Normal, Anti-Passback, or Mustering.

Types Anti-Passback and Mustering are only available if the optional feature Anti-Passback is enabled on your license. Read *Section 13 – Anti-Passback* for instructions on Anti-Passback.

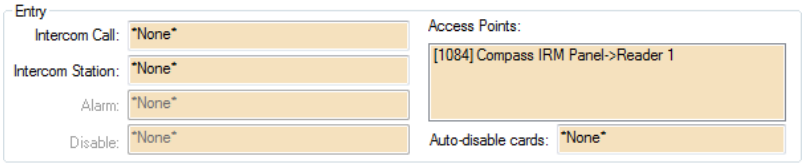
- **Host Controlled** – sets this door to be controlled by the Intelli-Site host rather than the RTU.
- **DPS –** the DPS point of the door.
- **Lock Status** – an optional point to show the state of a door lock. If left to *none*, the Door Lock field will be used to determine a door lock state.

- **Door Lock –** the door lock point of the door.
- **Strike Time –** the amount of time to open a door before locking.
- **Relock Delay –** the amount of time to wait before relocking a door.
- **Door Forced –** the door forced point of the door.
- **DOTL –** the Door Opened Too Long point of the door.
- **DOTL Time –** number in seconds before setting the DOTL alarm high.
- **DUTL –** the Door Unlocked Too Long point of the door.
- **DUTL Time –** number in seconds before setting the DUTL alarm high.

Comm Failure

- **Alarm Point** – the alarm point to set high in the event of Comm failure.
- **Disable Operation on Comm Failure** – disables operation on comm failure.
- **Comm Failure Points** – the points that will trigger the corresponding alarm point in the event of a Comm Failure.

Entry (or Exit)



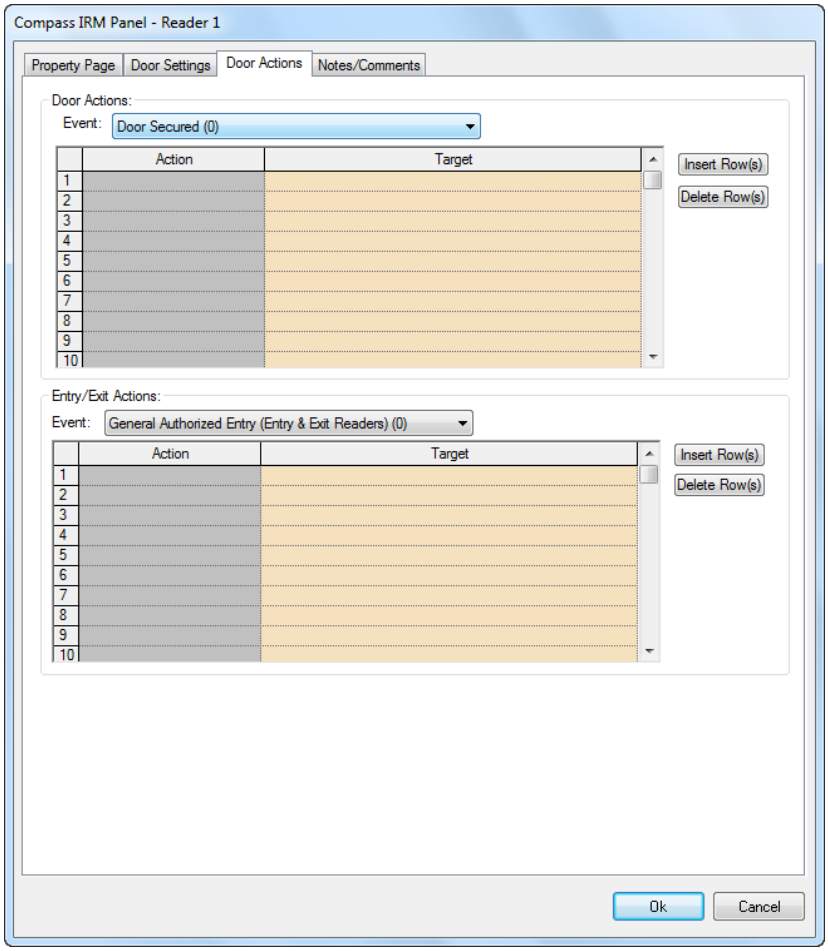
- **Intercom Call** – the intercom point to designate a call request for the entry/exit reader of the door.
- **Intercom Station** – the intercom station for the entry/exit reader of the door.
- **Alarm** – the alarm point for the entry/exit point of the door.

- **Access Points** – access points for entry/exit of this door such as reader or REX.
- **Auto-disable Cards** – when this I/O point is set high cards with the auto-disable feature enabled will be disabled automatically during the card read to the individual reader.

Global Anti-Passback

- **Presence Update Point** – the point that goes high (the DPS for that door) to update a cardholder's presence.
- **Access Timeout** – the amount of time to enter a zone after approved entry. If the timeout exceeds, the system will log the attempt as *Access Granted: Unused* and not update the presence point.
- **Entry Destination Zone** – the destination zone of the entry reader.
- **Exit Destination Zone** – the destination zone of the exit reader.

Door Properties – Door Actions Tab



Door Actions

- **Event** – the event that corresponds to the following actions. Events also include entry and exiting of doors. Valid events include: Door Secured, Door Open Too Long, Door Forced, Door Unlocked, Door Opened, Comm Failure, and Camera General to name a few. The number next to the given event shows the number of actions associated with that event.
- **Action** – the action to occur during the given event.
- **Target** – the applicable target for a given action.
- **Insert Row(s)** – inserts the number of rows selected.
- **Delete Row(s)** – deletes the number of rows selected.

Entry/Exit Actions

- **Event** – the event that corresponds to the following actions. Valid events include: General Authorized Entry (Exit & Entry Readers), Authorized Entry, Authorized Exit, General Denied Entry (Entry & Exit Readers), Denied Entry, Denied Exit, Camera Entry, and Camera Exit. Additional events exist for specific card read types for PCSC panels. The number next to the event shows the number of actions associated with a given event.
- **Action** – the action to occur during the given event.
- **Target** – the applicable target for a given action.
- **Insert Row(s)** – inserts the number of rows selected.
- **Delete Row(s)** – deletes the number of rows selected.

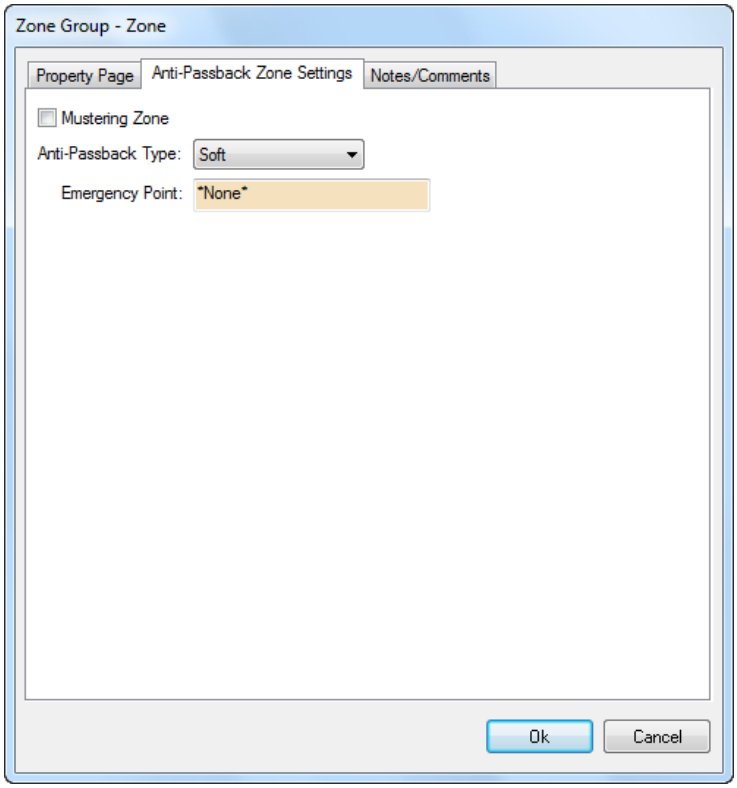
Zones

The Zones define hard or soft anti-pass back conditions for global (as opposed to panel-based) anti-passback enforcement, and define mustering areas for emergency mustering events.

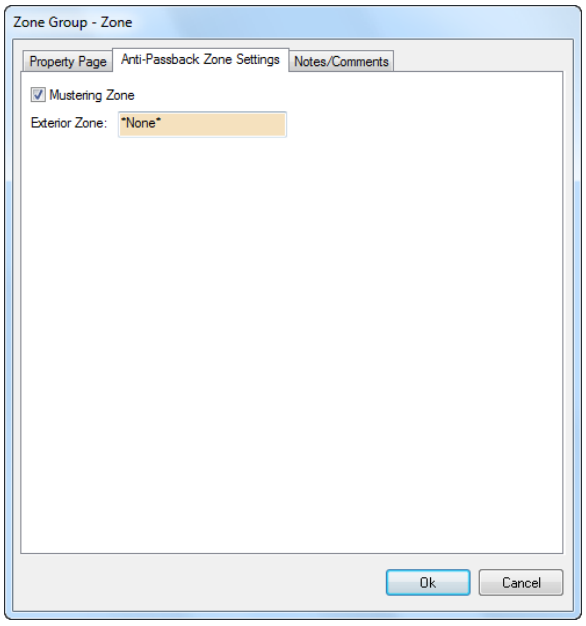
Add/Edit/Delete a Zone or Zone Group

1. Expand the **Zones** sub-Node.
2. To add a Zone Group, right-click the Zones sub-Node and select **Add Node**. The new sub-Node will be added as **New Zone Group** under the **Zones** sub-Node.
3. To edit the properties a **Zone Group**, right-click the Zone Group you wish edit and select **Properties**. Click **OK** to save your changes.
4. To delete a **Zone Group**, right-click the Zone Group you wish to delete and select **Delete**.

Anti-Passback Zone Settings



- **Mustering Zone** – sets this zone to be a mustering zone.
- **Anti-Passback Type** – sets this zone to either Soft Anti-Passback (violations are logged, but access granted) or Hard Anti-Passback (violations deny access).
- **Emergency Point** – an optional I/O point to set high should a zone detect an unauthorized user within the zone.



- **Mustering Zone** – declares this Anti-Passback zone to be a Mustering Zone.
- **Exterior Zone** – the Anti-Passback zone to place card holders within the Mustering Zone when the Mustering Event ends where *None* is considered outside.

Interlock Groups

Interlock Groups are a collection of doors so that should any one door be open, other doors belonging to the same Interlock Group cannot be opened.

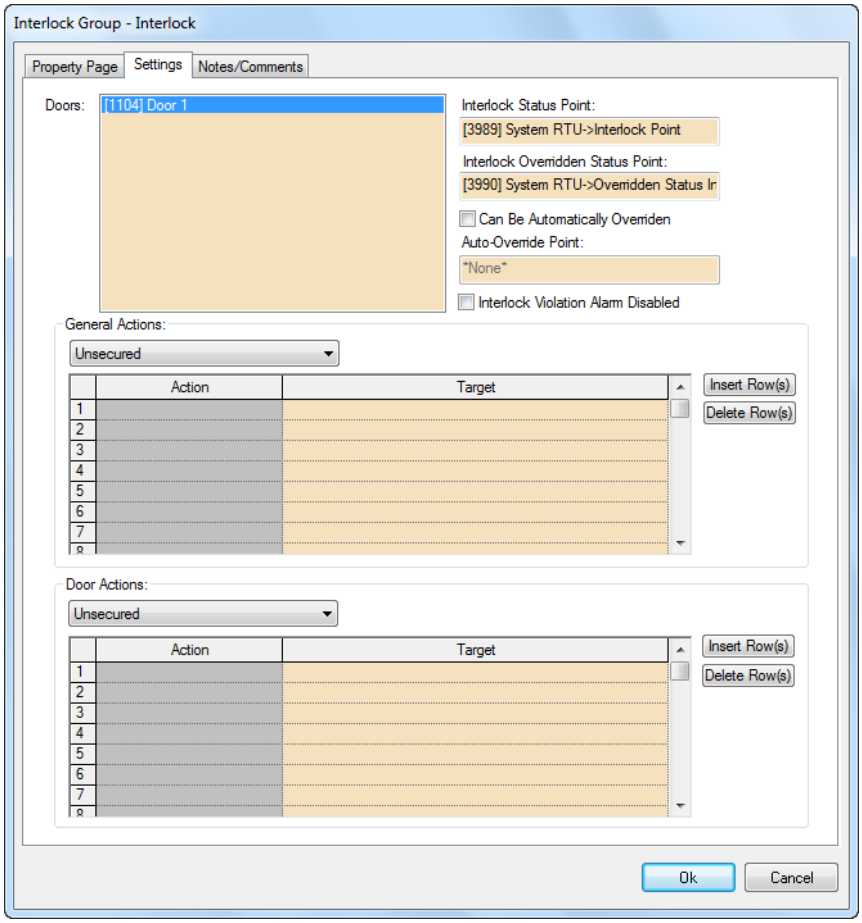
To use Interlock Groups, the doors to be members of the Interlock Group must be host controlled under the properties of each door OR be Anti-Passback doors.

Add/Edit/Delete a Interlock Group or Group of Interlocks

1. Expand the **Interlock Groups** sub-Node.
2. To add a Group of Interlocks, right-click the Interlock Groups sub-Node and select **Add Node**. The new sub-Node will be added as **Group** under the **Interlock Groups** sub-Node.

3. To add an **Interlock Group**, right-click the Group of Interlocks you wish it to be a child of and select **Add Node**. The new sub-Node will be added as **Interlock Group** under the Groups sub-Node.
4. To edit the properties a **Group** or **Interlock Group**, right-click the sub-Node you wish edit and select **Properties**. Click **OK** to save your changes.
5. To delete a child Node of Interlock Groups, right-click the sub-Node you wish to delete and select **Delete**.

Interlock Group Settings



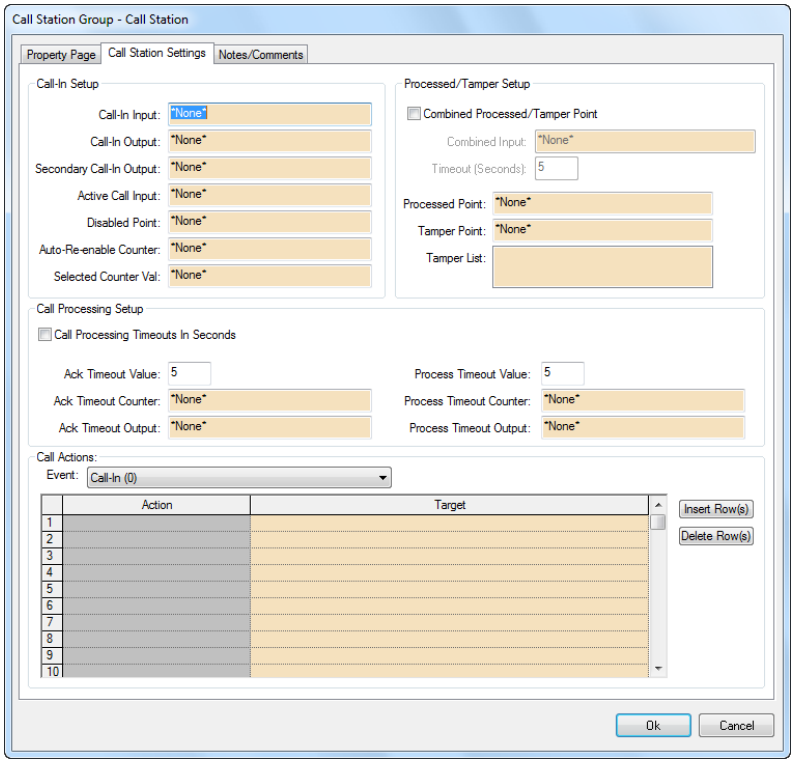
- **Doors** – the doors as defined under the doors Node which build this Interlock Group.

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!).

- **Interlock Status Point** – an optional I/O point to show the state of the Interlock group. This point will show high when the Interlock group is unsecure.
- **Can be Automatically Overridden** – an I/O point that when high will automatically override security settings of an Interlock Group.

- **Auto Override Point** – the corresponding I/O point to automatically override Interlock controls.
- **General Actions** –actions to executed when an Interlock Group violation occurs.
- **Door Actions** – door specific actions to execute when on a given door when an Interlock Group violation occurs. Unsecured Door Actions are actions executed on the unsecured door(s) whereas Violating Door Actions are the actions executed on the violating door(s).

Call Station Construct



Call Station Setup

- **Call-In Input:** When this point is high, the call station will set the Call-In Latch Output and Call-In Secondary Latch Output high, and execute the Call-In Actions.

- **Call-In Output:** (Optional) This point will be set high when the Call-In Input goes high. It will be set low when the call-in is Processed. If this point is present, the Call-Station will be considered to be in the Call-In state when this point is high, instead of when the Call-In Input point is high. This is most often used when the Call-In Input is a momentary point, and the system wants to retain the Call-In state. Additional Call-In Input state changes will be ignored until the Call-In is processed (ie. the Processed Point is high).
- **Call-In Secondary Output:** (Optional) This point acts the same as the Call-In Output, except that it will not be used as the Call-In state. This is most often used as an acknowledgement point for a secondary call processing Workstation.
- **Active Call Input:** If this point is high, there is an active call to this call station.
- **Disabled Point:** If this point is high, all new Call-In events are ignored. If there is an active call-in using the Call-In Output when the Call Station is disabled, 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) If present, the Server will automatically re-enable a disabled Call Station in the number of minutes specified in the current value of the counter.
- **Selected Counter Val:** If this point is high, this Call Station is currently selected. This is mainly for used for UI purposes.
- **Combined Processed/Tamper:** If set on, the Processed and Tamper Input Points are the same point, and whether the input is a Processed or Tamper event is determined by a timeout process.

- **Combined Processed/Tamper Input:** When this point is high, a timer is started. If the timer expires before the point goes low, the Tamper Point will be set high; otherwise the Processed Point will be pulsed.
- **Combined Processed/Tamper Timeout:** This is the number of seconds for the Processed/Tamper point timer expiration .
- **Processed Point:** When this point is 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 system automatically pulses, otherwise it is an input point. When this point goes high, the Call-In Output and Call-In Secondary Outputs are set off, and the Processed Actions are executed.
- **Tamper Point:** When this point is 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 system will turn on when the timer expires, and turn off when the Tamper point goes off. When this point is set on, the Tamper Actions will be executed, when it is turned off, the Tamper Restore Actions will be executed.

Call Processing Settings

- **Timeout In Seconds:** This determines whether the Values/Counter are in increments of seconds or minutes.
- **Call-In Ack Timeout Value:** A static timeout value for acknowledging a call-in.
- **Call-In Ack Timeout Counter:** (Optional) If present, the timeout for acknowledging a call-in is taken from the value of the counter.
- **Call-In Ack Timeout Output:** This point is set high if the call station is in an acknowledge timeout state, otherwise it is low.

- **Call-In Process Timeout Value:** A static timeout value for processing a call-in.
- **Call-In Process Timeout Counter:** (Optional) If present the timeout for processing a call-in is taken from the value of the counter.
- **Call-In Process Timeout Output:** This point is set high if the call station is in a process timeout state, otherwise it is low.

Call Station Server-Based Action Grids

- **Call-In Actions:** These actions are executed when a Call-In event occurs.
- **Call-In Ack Actions:** These actions are executed when a Call-In event is acknowledged.
- **Call-In Ack Timeout Actions:** These actions are executed when a Call-In is not acknowledged in the specified timeout period.
- **Active Call Actions:** These actions are executed when the Active Call Input goes high.
- **Inactive Call Actions:** These actions are executed when the Active Call Input goes low.
- **Disabled Actions:** These actions are executed when a Call Station becomes Disabled.
- **Enabled Actions:** These actions are executed when a Call Station becomes Enabled.
- **Selected Actions:** These actions are executed when the Call Station is Selected.
- **Deselected Actions:** These actions are executed when the Call Station is Deselected.
- **Processed Actions:** These actions are executed when a call-in is Processed.
- **Processed Timeout Actions:** These actions are executed when a call-in is not Processed in the specified timeout period.

- **Tamper Actions:** These actions are executed when the Call Station goes into a Tamper state.
- **Tamper Restore Actions:** These actions are executed when the Call Station returns from a Tamper state.

Call Station Actions

- **Select Call Station:** This action will execute a ResetCounter with the target of the Selected Counter Val.
- **Deselect Call Station:** This action will execute a ResetCounter with the target of the Selected Counter Val's parent counter.
- **Disable Call Station:** This action will set on the Disabled Point.
- **Enable Call Station:** This action will set off the Disabled Point.
- **Acknowledge Call-In:** This action will acknowledge the Call-In Output and the Secondary Call-In Output.
- **Process Call-In:** This action will pulse the Processed Point.

Call Station Selections

- **Call-In Active:** This will evaluate to true if there is an active (non-processed) call-in for the target Call Station.
- **Call-In Acked:** This will evaluate to true if there is an acknowledged call-in for the target Call Station.
- **Ack Timeout:** This will evaluate to true if the Call-In Ack Timeout Output is high for the target Call Station.
- **Process Timeout:** This will evaluate to true if the Call-In Process Timeout Output is high for the target Call Station.
- **Disabled:** This will evaluate to true if the target Call Station is Disabled.
- **Selected:** This will evaluate to true if the target Call Station is Enabled.
- **Tamper:** This will evaluate to true if the target Call Station's Tamper point is on.

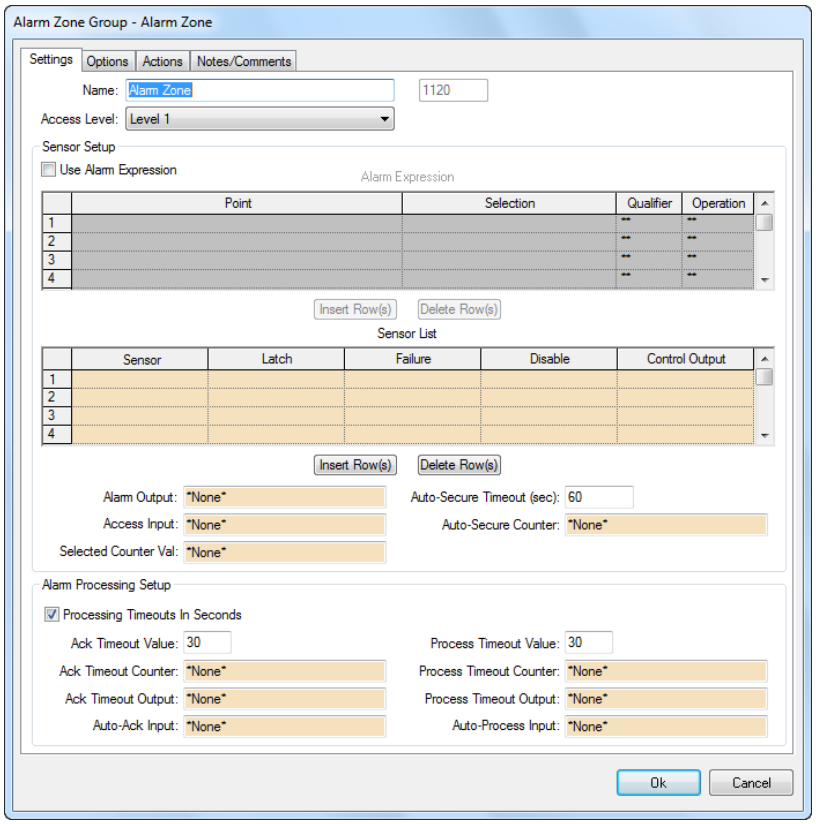
Alarm Zones

Discussion: The Alarm Zone Construct will be especially useful in the following deployment environments:

5. **Perimeter Security:** In this environment, the programmer may have more than one sensor that may represent a single alarm zone. This alarm zone may have tamper and failure states, as well as conditions that modify whether certain parts of the zone should be included in the determination of whether a zone is in alarm or not. Doing this in the standard Intelli-Site offering is possible, but requires the creation of many automations objects, timers, and counters to accomplish. The Alarm Zone Construct will allow the programmer to configure all of the necessary settings for an alarm zone in one location. It will also simplify Screen Object programming by allowing them to be auto-created based on an existing Alarm Zone Construct, and will allow the Alarm Zone Construct to be used in evaluation grids that exist in other construct such as Automation Objects, Door Constructs, Call Station Constructs and even other Alarm Zone Constructs.
6. **Internal Security:** The Alarm Zone Construct will allow the programmer to create alarm zones for internal security applications, with all of the advantages described for a Perimeter Security environment.

If no Alarm Zone is selected a Group Accessed Evaluation will be true if all Zones in the Group are Accessed.

Settings Tab



- **Use Alarm Expression:** If checked, the Alarm Zone will be considered to be in alarm if the Alarm Expression entered evaluates to true.
- **Alarm Expression:** This will be displayed as an evaluation grid that will allow the user to enter a Boolean expression with as many steps as they want to use for determining if the Alarm Zone is in alarm. The Alarm Expression will be disabled if the User Alarm Expression option is disabled.
- **Sensor List:** A list of sensors (max 4) that comprise the alarm zone. The Sensor List will be disabled if the Use Alarm Expression option is enabled. Each sensor in the list has the following selections:

    a. **Sensor:** An I/O point that is high when the sensor is in alarm
    b. **Latch (Optional):** An I/O point that the Server sets high when the sensor goes into alarm. If present, the latch point will

be used to determine the alarm state of the zone.

c. **Failure (Optional):** An I/O point that is high when the sensor is in a failure state.
d. **Disable (Optional):** An I/O point that is high when the sensor is disabled.
e. **Control Output (Optional);** An I/O point that which may be set high when the Control Alarm Outputs, Control All Outputs, Control Accessed Outputs and/or Control Secured Outputs points are high.

- **Alarm Output:** An I/O point that the Server sets high when it detects the zone is in alarm.
- **Access Input:** An I/O point that is high when the zone is in an Access state.
- **Auto-Secure Timeout (Seconds):** If non-zero, an Accessed zone will return to the secure state in this time period. If zero, then this feature will be disabled.
- **Auto-Secure Counter:** A counter whose value is the number of seconds to Auto-Secure an Accessed zone.
- **Selected Counter Val:** A counter value that when high indicates that the zone is selected.

Alarm Processing Setup

- **Processing Timeout In Seconds:** If checked, the processing timeouts are in seconds. If unchecked, the processing timeouts are in minutes.
- **Ack Timeout Value:** The number of seconds/minutes the user has to acknowledge an alarm before the Ack Timeout state is reached.
- **Ack Timeout Counter:** A counter whose value is the number of intervals to detect an Ack Timeout.
- **Ack Timeout Point:** A I/O point that the Server sets high when the zone is in an Ack Timeout state.
- **Auto-Ack Input:** An I/O point that, when high, causes an AckZone command to be executed.

- **Process Timeout Value:** The number of intervals the user has to process an alarm before the Process Timeout state is reached.
- **Process Timeout Counter:** A counter whose value is the number of intervals to detect a Process Timeout.
- **Process Timeout Point:** An I/O point that the Server sets high when the zone is in a Process Timeout state.
- **Auto-Process Input:** An I/O point that, when high, causes a ProcessZone command to be executed.

Options Tab

Alarm Options

- **Pre-Alarm Delay (Milliseconds):** If this is non-zero, the zone will not go into alarm unless the sensor stays in alarm for this time. This option only applies to pre-alarm for the Alarm Point, not the Multiple Sensor Alarm Point.
- **Pre-Alarm Point:** An I/O point for that the Server automatically sets high/low when the zone is in a pre-alarm state. If the Pre-Alarm Delay is zero, the Server will not change the state of this point, which may be useful if the device has its own pre-alarm point, or if the user wants to use the pre-alarm state for a purpose other than pre-alarm.
- **All Sensors Option:** If checked, the zone only goes into alarm if all sensors have been in alarm within the Multiple Sensor Timeout period. If unchecked, any sensor in the zone can put the zone in alarm. If there is only one sensor in the sensor list, this option is disabled.
- **Multiple Sensor Timeout (Seconds):** If multiple (or all) sensors have gone high within this timeframe, the zone goes into alarm (or Multiple Sensor Alarm).
- **Multiple Sensor Alarm Point:** An I/O point that is automatically set high by the Server if multiple sensors in the sensor list have been in

alarm within the Multiple Sensor Timeout period. If the All Sensors Option is selected, this option is disabled.

- **Adjacent Zone List:** A list of zones whose sensors are included as part of this zone's Multiple Sensor Alarm evaluation. If the All Sensors Option is selected, this option is disabled.

Camera Views

The Camera Views on the Alarm Zone Construct will be used to automatically update video views based on incoming alarms. There will be a list of monitors (in priority order) on a computer Node that will be used as the targets for video switching for that Workstation. The cameras and monitors may be associated with a DVR and thus could be displayed on a popup screen on the Workstation. The monitors will be updated with active alarms in priority & time order. If there are not enough available monitors to show all views for all alarms, cameras will be removed from display in reverse order of the best view (ie. worst view is removed first).

- **Camera:** Select a camera(s) from the Tree associated with this zone.
- **Preset (Optional):** Select a preset for the camera selected.

Tamper Options

- **Tamper List:** A list of I/O points that when high indicate a tamper state.
- **Tamper Point:** An I/O point that is automatically set high by the Server when any point in the Tamper List is high.

Failure Options

- **Failure List:** A list of I/O points that when high indicate a failure state.
- **Failure Point:** An I/O point that is automatically set high by the Server when any failure point is high.

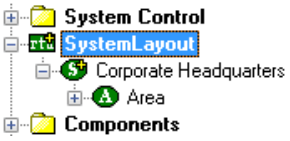
- **Include Sensor Failure Points:** If checked, the Failure points in the Sensor List are included in the Failure List.
- **Disable Zone On Failure:** If checked, zone alarm operation is disabled when the zone is in a Failure state.

I/O Points On the Alarm Zones and Alarm Zone Group Nodes

- **Control Alarm Outputs:** The Server will set the Control Output for all sensors in all child Alarm Zones that are in alarm high/low based on this I/O point's state.
- **Control All Outputs:** The Server will set the Control Output for all sensors in all child Alarm Zones high/low based on this I/O point's state.
- **Control Access Outputs:** The Server will set the Control Output for all sensors in all child Alarm Zones that are Accessed high/low based on this I/O point's state.
- **Control Alarm Outputs:** The Server will set the Control Output for all sensors in all Alarm Zones that are in Alarm high/low based on this I/O point's state.

Important note regarding Alarm Zone evaluation as Display Control Points

- When using Alarm Zones in Accessed states as display control points on screen objects, the Alarm Zone Group can also be used. If any of the child Alarm Zones from the group Accessed, then the parent group will evaluate also as Accessed. Only one of the sub nodes under the group needs to be Accessed for this Group Accessed evaluation to be true



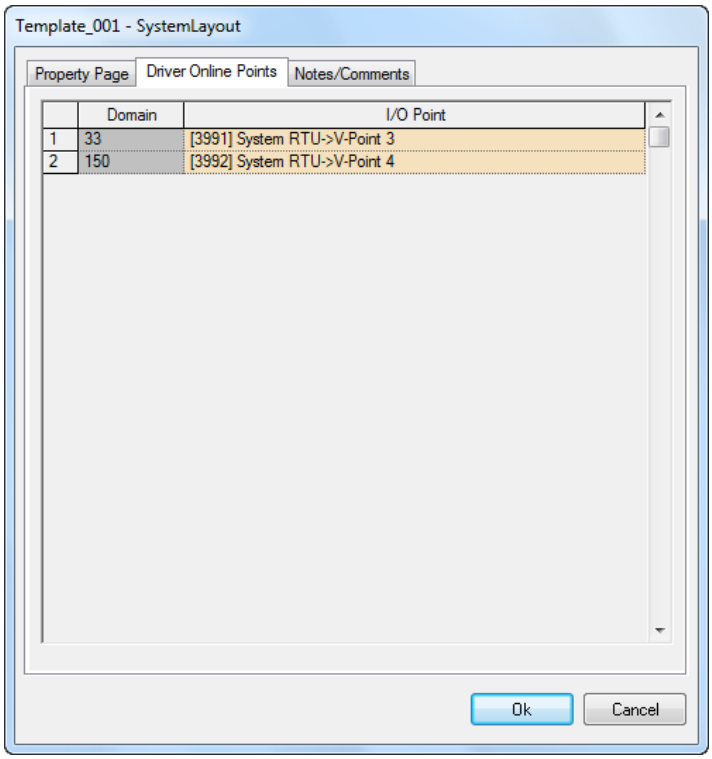
System Layout

4.3 System Layout

The **System Layout** Node functionally organizes a Project. Sites and Areas must be added to the System Layout Node before hardware devices can be added and configured to work with the system. For example, sites may be separate buildings or floors of a multi-floor facility, and areas may be rooms on a floor or different types of equipment.

4.3.1 – System Layout Node Driver Online Points Configuration

The System Layout parent node includes a Driver Online Points property that is used to monitor the connection state of equipment drivers in the system. As RTUs are added to the System Layout, the Driver Online Points grid will automatically add a field that represents the new domain of the driver added. Drag-and-drop any I/O point into the I/O Point field associated with the Domain.



This I/O point will be set high whenever the driver associated with the Domain is connected to the Server.

4.3.2 – Sites and Areas

When a new Site sub-Node is added, the sub-Node will show the **Site** icon next to the sub-Node name. The Site sub-Node will automatically create an **Area** sub-Node. Area sub-Nodes display the **Area** icon next to the sub-Node name. Additional Area sub-Nodes can be added to each Site. Hardware components (RTUs) are added to Area sub-Nodes.

Site / Area Properties

- **Timezone Offset** – synchronizes event times between remote RTUs and the local Server. This allows users to enter a time offset to account for RTUs that are located in a different time zone from the host computer. Enter the number of hours offset as appropriate (Negative offset must be preceded by a "-" *minus* sign). The Driver for an offset RTU must be manually restarted for the time offset to take effect. The queue and reports will still reflect local Server time.
- **Threat –** allows a threat level number to be assigned to the RTU.
- **Set Threat** – sets the **Threat** number level to all **RTU's** for the Site or Area at one time.

Site / Area Properties for Access Control RTU's

Access Control Panels have additional buttons to configure an Access Control Panel (i.e. configure settings, download cards, etc.). Refer to the specific RTU Guide for information on these buttons.

Add / Edit / Delete a Site or Area Sub-Node

1. To add a **Site** Node, right-click **System Layout** and select **Add Node**.

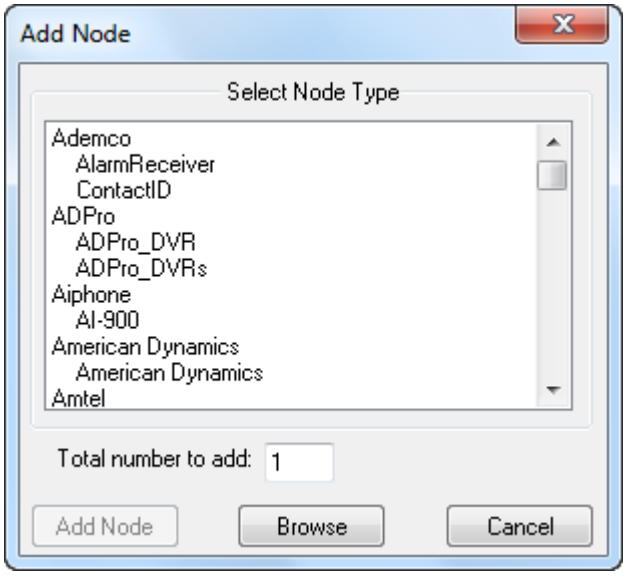
2. To add an **Area** Node, right-click the parent **Site** Node this area belongs to and select **Add Node**.
3. To edit the Properties of a site or area, right-click the Node and select **Properties**.
4. To delete a site or area, right-click the Node to be deleted and select **Delete**.

Add/Edit/Delete a RTU

Project hardware is added and configured with Intelli-Site under the **System Layout\Site\Area** sub-Node. The list of devices available is determined by the customer's software license.

1. Expand the System Layout Node. All available sites for the Project will display. Expand the **Site** and **Area** sub-Node where hardware is to be added.
2. To add an RTU, right-click the **Area** to which the RTU will be added and select **Add Node.** A list of available hardware Drivers will display. The listed hardware has been previously selected during the installation and registration of the Intelli-Site software. If the RTU you wish to add is not listed, you must re-run the Intelli-Site install program and add the Driver when prompted.
3. Select the RTU and quantity you wish to add and select **Add Node**. The sub-Node is added and displays the RTU  icon next to the sub-Node name.
4. To edit the properties of an RTU or any of its children, right-click the Node to be modified and select **Properties**.
5. To delete an RTU or any of its children, right-click the Node to be deleted and select **Delete**.

Add hardware Device Dialog



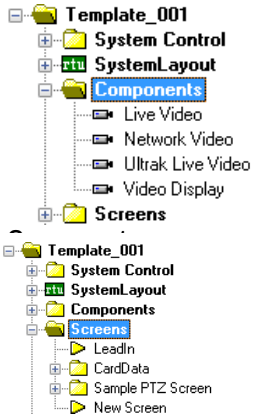
- **Select Node Type** – a list of hardware companies and their respective products.
- **Total number to add** – the number of like RTU Nodes to be added when **Add Node** is clicked (default is 1).
- **Browse** – a means to add a custom RTU such as one that was previously exported. Clicking here will launch a browse window to select the RTU *.exp file you wish to add. After the RTU path is entered, note a new field in the **Select Node Type** list labeled “Custom”.

Configuring RTU Hardware

Configuration of RTU’s are specific to each RTU type. Refer to the associated Manufacturer’s Hardware Configuration Guide to input the data unique to the hardware device. Reference our RTU Configuration Guide for information on configuring your particular RTU.

Note: Valid Domain numbers are 1 thru 65535. Domain number “0” is reserved for system functions.

To view the **Properties** of a RTU or any of its children, right-click the Node and select **Properties**.



Screens

4.4 Components

The Components Node is a repository of Intelli-Site system (video) components. The Components Node has a predefined group of items available to the user for Project design.

4.5 - Screens

Intelli-Site **Screens** define the graphic interface viewed on the monitor when accessing a Project. If no screens are specified, the system operates with a blank-black screen. Screens are different from images or photos, which may be used for other purposes. Each screen used by Intelli-Site is custom created.

The Screen design is based on customer graphic files, graphic images created using the Graphic Design Mode, or a combination of both. For example, icons and floor plans can be created using third-party software application and imported into the Intelli-Site Project. Additional graphic images can then be used in conjunction with the imported images.

4.5.1 - Add / Edit / Delete a Screen

1. Expand the **Screens** sub-Node.
2. To add a screen, right-click select **Add Node**. The new sub-Node will be added as **New Screen** under the **Screens** sub-Node.
3. To edit the properties a screen, right-click the screen you wish edit and select **Properties**. Click **OK** to save your changes.

Note: a complete explanation of the properties of screens and Screen Objects are found in *Section 5 – Managing Graphics*.

To delete a screen, right-click the screen you wish delete and select **Delete**.

Graphics Toolbar

4.5.2 - Add / Edit / Delete a Screen Object

1. To add a Screen Object to a screen, click the mouse at any location on the screen to activate the **Graphics Toolbar**. The Graphics Toolbar is located on right side of the screen. Use the tools to create the new graphic object. A detailed explanation of the tools is explained in *Section 5 – Managing Graphics*.
2. To edit a Screen Object, right-click either the object itself or the Node within the Tree and select **Properties.** Click **OK** to save the information and close the Properties dialog.
3. To delete a Screen Object on a screen, right-click the object or Node within the Tree to be deleted and select **Delete**.

4.5.3 - Linking a Shared Screen Object to a Screen

1. To link a shared Screen Object to a screen, simply drag and drop the shared Screen Object onto the screen.
2. To edit the properties of a linked shared Screen Object, right-click the link on the screen itself and select **Properties.** Click **OK** to save the information and close the Properties dialog.
3. To edit the properties of a shared Screen Object, right-click the shared Screen Object in the Tree and select **Properties.** Click **OK** to save the information and close the Properties dialog.
4. To delete a link of a shared Screen Object, right-click the link and select **Delete**.
5. To delete a shared Screen Object, right-click the shared Screen Object in the Tree and select **Delete**.

Section 5 – Managing Graphics

This section describes managing graphics using Graphic Design Mode.

- Graphic Design Mode
- Graphics Toolbar
- Creating Graphic Objects
- Creating New Screens
- Graphic Object Properties
- Database Object Properties

5.1 - Graphic Design Mode

Graphics Toolbar

Graphic Design Mode provides tools for creating and programming graphic images for use with Intelli-Site. These graphics typically include floor plans, buttons, and pop-up button panels etc. The images are created in Graphic Design Mode and viewed in Run Mode. Graphics can be added, modified, or tested quickly by toggling to Run Mode.

When Graphic Design Mode is started, the Project Node Tree, Mode Window, Information Manager Window, and Graphics Toolbar all display. The Information Manager remains active and will continue to display alarms as they occur.

5.2 - Graphics Toolbar

When Graphic Design Mode is selected from the menu the Graphics Toolbar displays on the right side of the screen. It contains the tools necessary to create and modify graphics.

Pick button displays the arrow cursor. It is used to select items on the display screen.

Bounding Box allows selection of multiple objects by dragging a bounding box over an area of the screen. All objects fully contained within the bounding box will be selected.


Text button creates a text box. The text box can be further formatted as necessary. Creates a button with a pre-designed bevel.


Field button creates a database field to display database information.


Poly Line Control is used to draw polygon and poly-line objects.


Square Rectangle Frame is used to draw a square or rectangle frame.


Round Rectangle Frame draws a rounded-corner square or rectangle frame.


Ellipse/Circle Frame draws an ellipse or circular frame.


Database Grid Control draws a database grid window.


Screen List Control draws a list control for creating a screens list.


Card Activity Screen Control draws a card activity (card data trace) window.


Align Bottom option is used to align the bottom edges of all the selected objects. Objects will align to the first object selected.


Align Left option on is used to align the left edges of all the selected objects. Objects will align to the first object selected.


Align Right option is used to align the right edges of all the selected objects. Objects will align to the first object selected.


Align Top option is used to align the top edges of all the selected objects. Objects will align to the first object selected.


Align Center Vertically option is used to align objects on their vertical centers. Objects will align to the first object selected.

 **Align Center Horizontally** option is used to align objects on their horizontal centers. Objects will align to the first object selected.

 **Space Evenly Vertically** option is used to vertically space selected objects evenly between the first and the last selected objects.

 **Space Evenly Horizontally** option is used to horizontally space selected objects evenly between the first and the last selected object.

 **Sizing** option is used to size selected objects to be same size as object selected first.

 **Size Controls Equally** option is used to make multiple objects all the same size as the object selected first.

 **Make Same Height** option is used to make multiple objects all the same height as the object selected first.

 **Make Same Width** option is used to make multiple objects all the same width as the object selected first.

 **Zoom In** button magnifies the displayed view.

 **Zoom Out** button shrinks the displayed view.

Move to Back arrow is used to move the selected object to the back-most layer.

 **Move Back One Layer** arrow moves the selected object back one layer.

 **Move Forward One Layer** arrow moves the selected object one layer forward.

 **Move to Front** arrow moves the selected object to the front-most layer.

 **Display Hidden Objects** button is used to display graphic elements that may be hidden. For example, objects that have not had a frame selected.

 **Make Same Font** button is used to make the font on multiple objects the same as the object selected first.

 **Make Same Effects** button is used to make the appearance of multiple objects the same as the object selected first.

5.3 - Creating Graphic Objects

The toolbar options allow creation of graphic images that can be used to operate Intelli-Site. Floor plan images, site elevations, and mechanical representations can be imported and combined with the graphics. Any shape necessary to operate a fully functional security system can be generated.

An important feature of Intelli-Site is the ability to assign an action to a graphic object. Instead of just showing a picture of a button, actions can be assigned to the image. If the button is selected, the action (or list of actions) is performed.

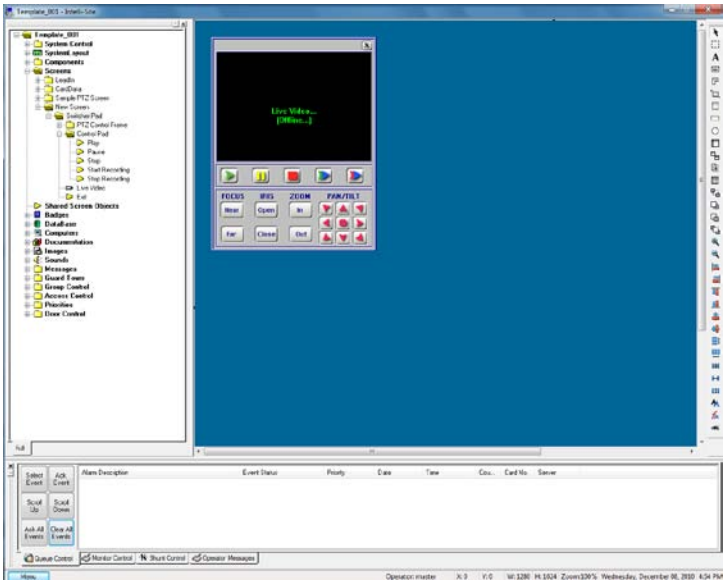
To make the graphic interface easier to implement, some pre-programmed objects can added to a Project screen. These objects include buttons, badges, and sounds.

This section describes how to use some of the more common graphic features and their operation to provide an understanding of how more sophisticated programming can be performed with Intelli-Site.

5.3.1 - Creating New Screens

When using Intelli-Site, screens define the graphic interface that is viewed on the monitor. If no screens are specified, Intelli-Site operates with a blank, black screen. Screens are different from images or photos used for other purposes. Each screen used by Intelli-Site is custom created.

The screen design can be based on custom images, graphic images created using the Graphic Toolbar, or a combination of both. For example, icons and floor plans can be created using a third-party software application and then imported into the Intelli-Site Project. Additional graphic images can then be used in conjunction with the imported images.



Add / Edit / Delete a Screen

1. Expand the **Screens** sub-Node.
2. To add a **Screen**, right-click on the **Screens** sub-Node and select **Add Node**.
3. To edit a Screen's Properties, right-click the Node and select **Properties**. Click **OK** to save changes.
4. To delete a **Screen**, right-click the Node and select **Delete**.

Note: Details for defining Graphic Screen Properties can be found later in this section under Graphic Object Properties.

5.3.2 - Add Label using Screen Label Tool

Use the Text Button on the Graphics Toolbar to add a text label, callout, directions, etc. to any graphic or window.

1. At the Graphics Toolbar, click the **Text Field**  button.
2. At the Mode window, drag a box the approximate size of the text to be inserted. A gray rectangle with the word **Text** displays.
3. Right-click on the gray rectangle and the Text screen's properties dialog displays. Click the **States** tab.
4. In the white entry box under the **Label** section, type the text to display for the box and click **OK** to finish. The **Font** and **Justification** entries allow the text be defined from the States tab.

5.3.3 - Add A Graphic Object to A Screen

1. At the Project Node Tree, expand the **Screens** sub-Node and double-click the screen name where graphics are to be added. The screen displays in the Mode window.
2. Using the Graphics Toolbar, add the new graphic object using the objects available in the bar.
3. For each object, display the Properties window and change the object properties as needed. (See the details for Graphic Object Properties in this section).
4. Click **OK** to close the properties dialog.

5.3.4 - Using Project Node Tree Images

1. At the Project Node Tree, expand the **Images** sub-Node.
2. Locate the file to add, drag and drop the filename to the Mode window. The graphic image displays in the Mode window and is added as a sub-Node under the displayed screen.
3. Click the right mouse button on the new image. The Properties dialog displays.
4. Define the object properties and click **OK**.

5.3.5 - Using the Replicate Function

1. At the Project Node Tree, expand the Screens sub Node to reveal existing Screen Objects.
2. Right click on a Screen Object that needs to be replicated.
3. A table will appear where the number of objects, rows, etc can be specified.
4. Selecting the Replicate button at this point will create the number of specified objects.

5.3.6 - Importing Custom Graphic Files

Custom graphic files can be imported into the Project Node Tree **Images** sub-Node. Imported graphics can be saved in a wide-variety of formats, including:

Graphics Interchange Format (*.gif)

Tagged Image File Format (*.tif)

Windows Icons (*.ico)

Windows Cursors (*.cur)

TrueVision Targa Format (*.tga)

Encapsulated Postscript (*.eps)

PhotoShop 3.0 Format (*.psd)

Portable Network Graphics Format (*.png)

SUN Raster Format (*.ras)

WordPerfect Format (*.wpg)

Macintosh Picture Format (*.pic)

JPEG Format (*.jpg)

Windows Bitmap Format (*.bmp)

Windows Metafile Format (*.wmf)

Note: Windows Metafile Format (*.wmf) is the only vector-based image format supported.

Images can be added to the Project File either by copying or moving the images to the **..\Sites\Project_0##\Images** folder on the Intelli-Site Server (the Project_0## represents the Project name.) or by right-clicking on the Images Node and importing images.

5.3.7 - Add a Graphic TTS Message

Graphics can be designed to speak a custom text message using the Text-to-Speech (TTS) module.

1. Create a **Message** as described in *Messages* of *Section 3 – Project Structure*.
2. Right-click the graphic to open its Properties and select the **Actions** tab.
3. Select Play from the **Action** field.
4. At the **Target** field, drag and drop the **Message** into the cell. Click **OK** to save.

5.3.9 - Selecting Multiple Graphic Objects

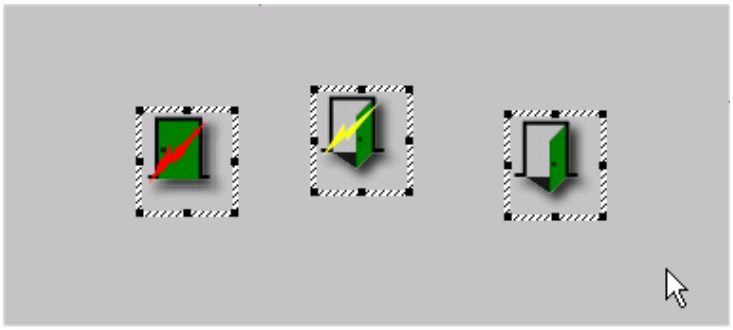
The two methods available for selecting graphic objects are the **Bounding Box** tool and the point-and-click method.

Bounding Box

The **Bounding Box**  tool is located on the Graphics Toolbar.

1. To use the tool, click the left mouse button down on the outside of the imaginary boundary of the objects to be selected.
2. While holding down the mouse button, drag the mouse to the other fields, creating a bounding box that contains all of the objects to be selected.

3. Release the mouse button. All of the objects selected by the bounding box will be highlighted.



If one of the selected objects does not appear highlighted, the bounding box did not fully include the object. Repeat the process to select all three fields.

Point and Click

The point-and-click method of selecting objects is performed by holding down the [**Shift**] or [**Ctrl**] key and individually clicking the left mouse button each of the objects to be selected. As each field is selected, it is highlighted.

Note that when using the alignment & size controls available, the order in which objects are selected is important due to the first object selected becomes the anchor.

Arrow Keys

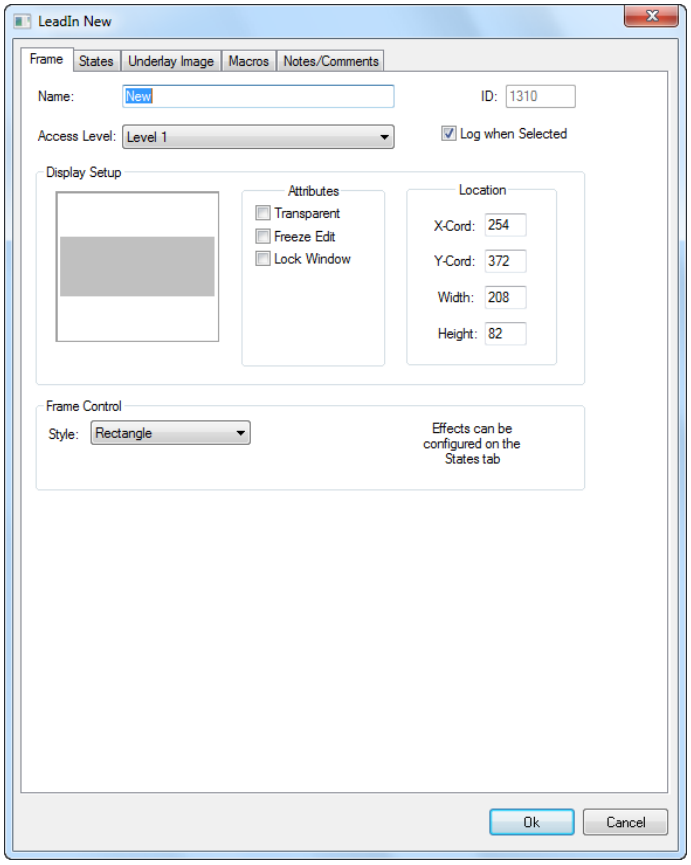
The arrow keys can be used to move the selected item just as using the mouse can. If the [**Shift**] key is held while using the arrow keys, the selected object will be resized.

5.4 - Graphic Object Properties

After a graphic object has been designed, programming and performance information is assigned to the object through the Properties - **Frame**, **States**, **Overlay, Macro and Notes/Comments** tabs.

5.4.1 - Frame Tab

The Frame Tab assigns the base characteristics of an object. It is used to assign an access level, the type of object frame, frame attributes, size, and position of the object.

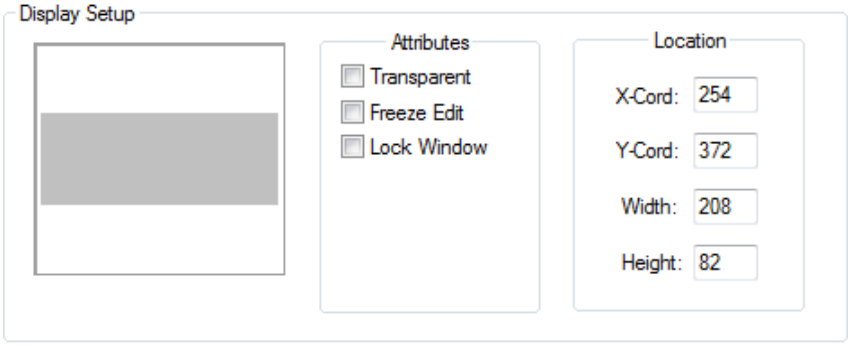


- **Name** – assigns a name to the object. The name will appear in the Project Node Tree. This is not the same as an object label.
- **Access Level** – assigns an access level to the object sub-Node. Use the access level to define the degree of access for a user. The default value is **Level 1**.

- **ID** – displays an identification number assigned by Intelli-Site to track the contents of the Project Node Tree. It cannot be edited as it is a system-defined value.
- **Log When Selected** – logs all actions associated with this Screen Object to the History Log when activated on the Frame tab.

Display Setup

The Display Setup represents the associated graphic object and assignment of the object's attributes and location on the screen. A thumbnail of the graphic displays in the large field to the left of the **Attributes** selections.



Attributes

- **Transparent** – will set the object to transparent for display. This attribute must be checked when an object will be configured to flash to state (read below).
- **Freeze Edit** – will lock the object's screen position so that it cannot be moved. This feature is useful when building a display. A screen can be designed without accidentally moving an object.

- **Lock Window** – prevents the object from being redrawn each time the window is displayed. Each time Intelli-Site displays the screen, it redraws the entire screen. Under normal conditions, this is unnecessary. Selecting this option prevents the system from redrawing the object, eliminating a pause and flash when the screen is displayed.
- The default setting for Attributes entries is unselected.

Location

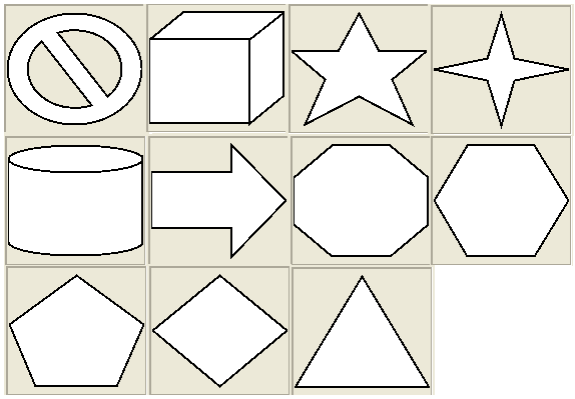
- **X-Cord** – assigns the horizontal starting location for the object on the screen. The value is based on a horizontal state of 1024 pixels. This field automatically displays the starting horizontal pixel location. For example, a value of 600 would put the top left corner 600 pixels from the left.
- **Y-Cord** – assigns the vertical starting location for the object on the screen. The value is based on a vertical value of 768 pixels. This field automatically displays the starting vertical pixel location. For example, a value of 400 would put the top left corner 400 pixels from the top.
- **Width** – sets the width, in pixels, of the object.
- **Height** – sets the height, in pixels, of the object.

Frame Control

The Frame Control options are used to select the type of frame to be displayed.

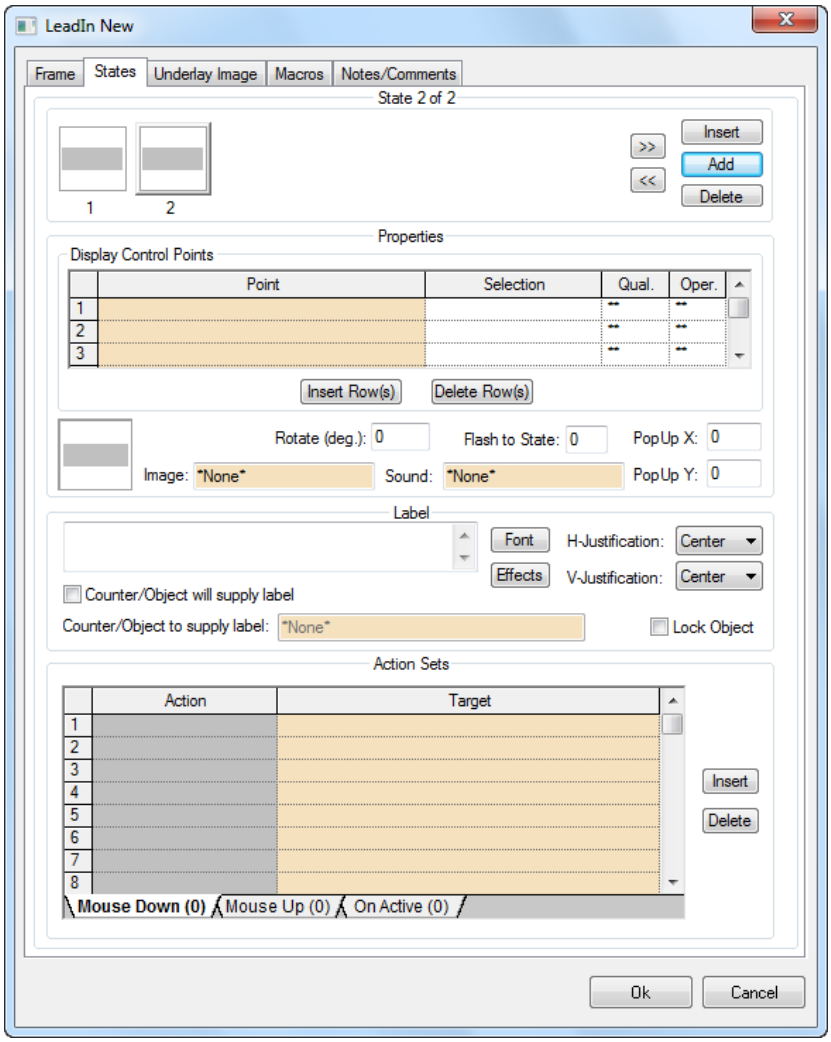
Select one of the sixteen frame styles listed in the combo-box on the left to define the basic shape of the object. The default setting for the radio button depends on the tool that was used to draw the object. The radio button selection will match the selected tool. For example, if the **Square Rectangle** tool was used to draw the object, the **Square Rect** frame style will automatically be selected.

- **None** – the object will not have a frame at all. This type of object is typically used as a label.
- **Frame** – the object will have a frame, as opposed to having a shape. Frames are typically used to create buttons. Frames allow for the setup of three-dimensional effects, such as raised or depressed beveled edges. Three-dimensional effects cannot be assigned to any other shape frame.
- **Square Rectangle** – the object will have a rectangular or square shape with square corners, like: ▭ or □.
- **Round Rectangle** – the object will have a rounded rectangular or square shape with rounded corners, like: ▢ or ▢.
- **Ellipse / Circle** – the object will have an elliptical or circular shape, like this: o⬭r ○.
- **Triangle**
- **Diamond**
- **Pentagon**
- **Hexagon**
- **Octagon**
- **Arrow**
- **4-pointed**
- **5-pointed**
- **Cube**
- **Cylinder**
- **Circle-Sla**



5.4.2 - States Tab

The **States** tab allows definition of all of the states assigned to an object. The tab displays all of the associated data and graphical effects for the selected state.



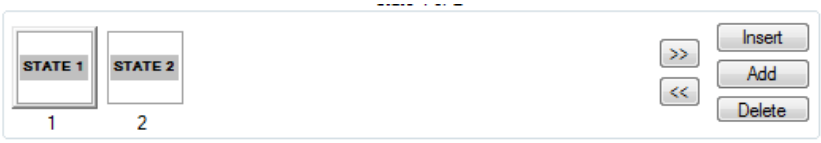
A state is defined as a programmed condition under which the equipment and the Intelli-Site interface. In its simplest form, a change of state could be something like opening a door. For a door position switch, one condition has its relay open, indicating a door is open, or in another condition the relay is closed, indicating the door is closed.

Other conditions could exist, for example, if a door is forced open. This type of indication would exist if there were a card access system that needed to verify entry was permitted for a specific access card. If the access card was not permitted entry and yet the door position switch shows open, then the system could assume the door was forced open and an alarm condition would exist.

State Entries

In the example below six states are displayed. The buttons on the right are used to manage the states and the order the states are assigned to an object.

States Icons



The thumbnail images show a graphic display of each state associated with the object. Click on the thumbnail image to display the selected state's characteristics.

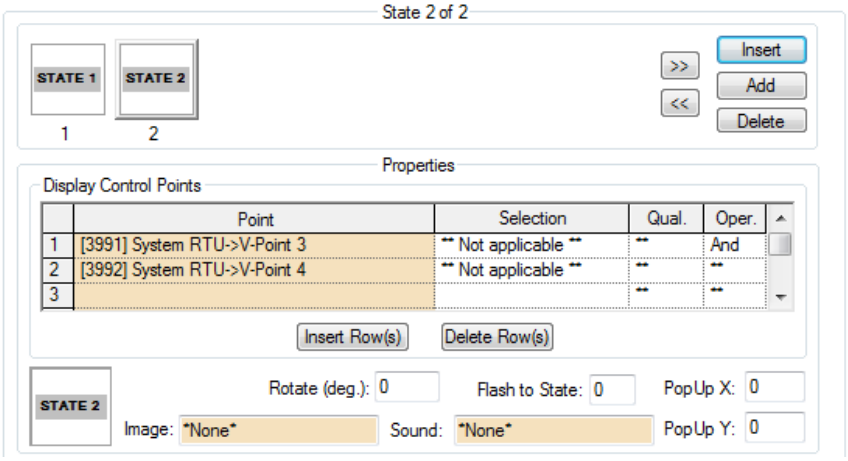
Scroll through the displayed states using the **Previous** << and **Next** >> buttons.

Note: The "Highest" number state will be set active if two or more states resolve to "True" in the Display Control Points.

- **Insert** – used to insert a new state and copy all of the data associated from the previous state. The state will occupy the displayed state's location (thereby pushing all following states back one number).
- **Add** – adds a new state to the end of the existing sequential order of states. A dialog displays asking if the previous state's data is to be copied.
- **Delete** – used to delete a state. The remaining states will be renumbered automatically.

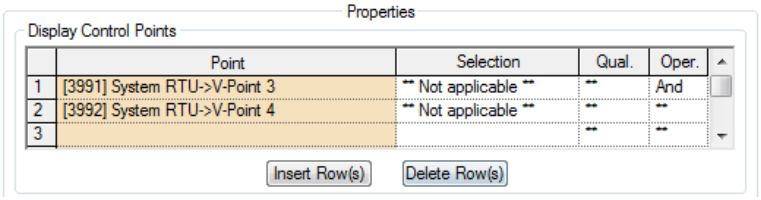
Properties

The Properties fields are used to define the image file name, associated sound, associated control points and some display parameters. The state's specific parameters are displayed one at time. The state's number and its order when associated with other states is displayed at the top of the fields.



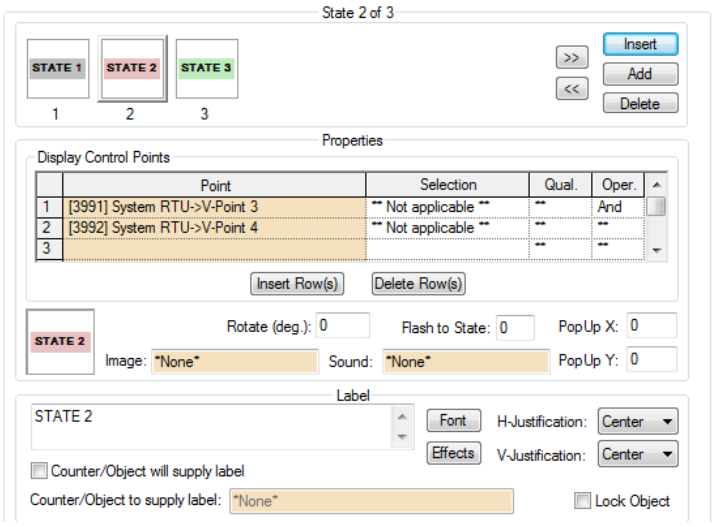
- **Graphic Display Window** – shows a preview of the given state's graphic properties.
- **Image** – used to drag and drop an image into this field to be used as a graphic object. Graphic files can be copied from the Image sub-Node or imported from a folder on a disk or hard drive.
- **Sound** – used to drag and drop a sound file to be played upon activation of the state. The default setting **None**. A wave file can be copied from the Sounds sub-Node.
- **Rotate (deg)** – assigns an angular rotation to the object shown in the drag and drop field. Enter a numerical value between 0 and 359, corresponding to the number of degrees of rotation. The default setting is **0**.

- **Flash to State** – used to indicate the number of the state in which the object should flash. The object will continue to flash between the two assigned states. The object has to be a transparent object, chosen on the Frame tab.
- **PopUp X** – used to define the horizontal starting pixel location of an associated popup window. For example, if the value is 450, then the graphic's top left-most edge will start 450 pixels from the left. The default setting is **0**.
- **PopUp Y –** used to define the vertical starting pixel location of an associated popup window. For example, if the value is 303, then the graphic's top left-most edge will start 303 pixels from the top. The default setting is 0.

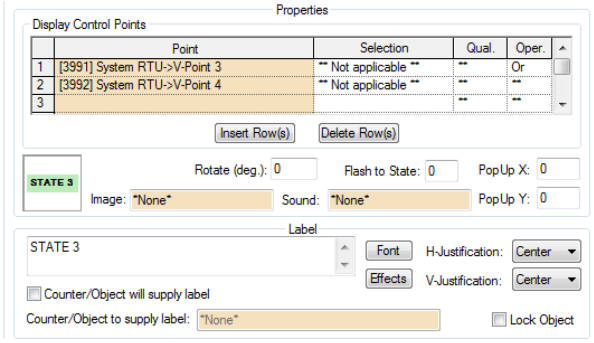


- **Display Control Points** – fields dropped here determine the state of the Screen Object. In the above example, the Door 1 DPS will cause this Screen Object to change to this state. It is possible to assign multiple display control points to a state. Each display control point may be qualified by ACK (when the point has been acknowledged), Shunt (when the point has been shunted) or NOT (the inverted state of the point), then associated to the other point by Boolean functions: Or, And, Not and XOr.
- **Examples of Qualifiers and Boolean Associations for States**:

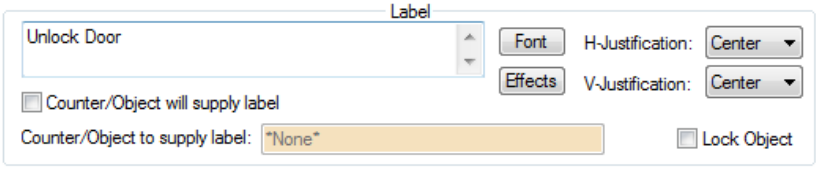
1. In the example below, the Zone Alarm Active state will only be satisfied when the Perimeter Zone 1 point is high and the Workday System Time Zone is Not high.



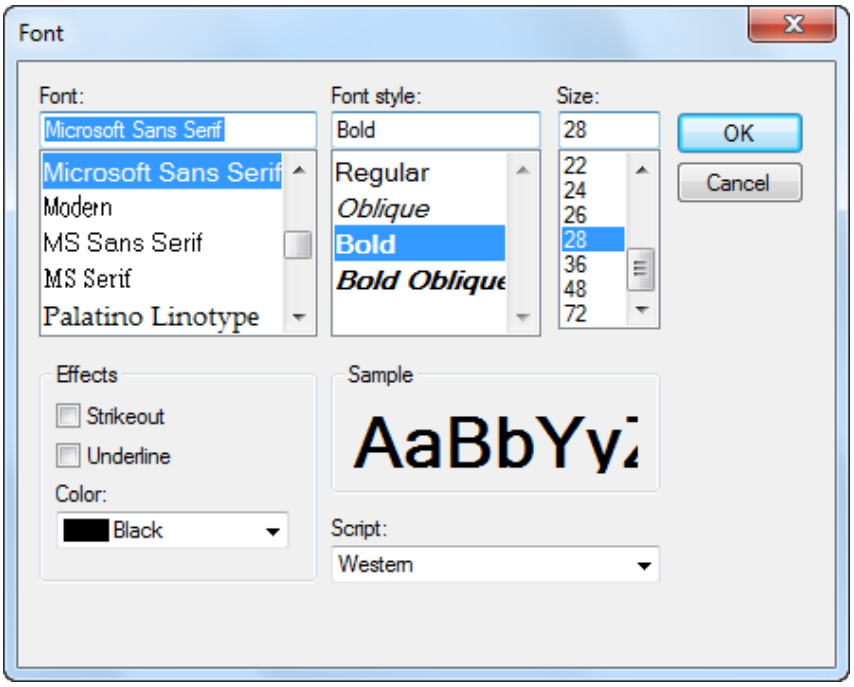
2. In the example below, the Unlock Door Active state will only be satisfied when the Main Entrance is unlocked or the Rear Entrance is unlocked.



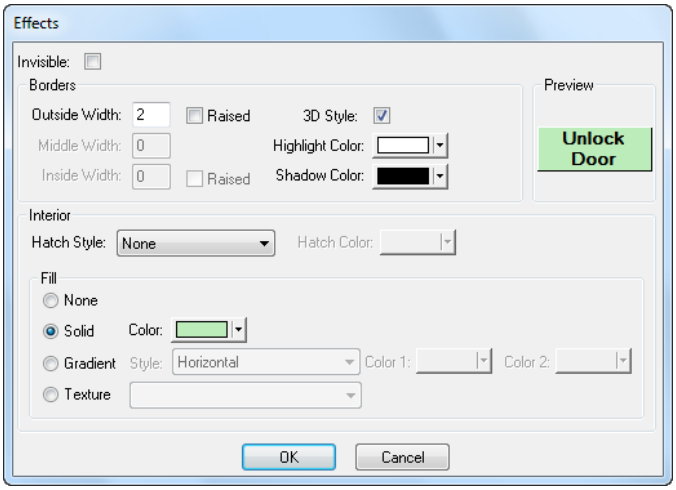
Label



- **Label Entry** – specifies the label and its format for the Screen Object when in the indicated state. The large data entry field is used to enter the label text to be associated with the object.
- **Font** – used to display the Font dialog. The label text can be formatted as to size, font, font style, color, and effects. The Sample box displays how the text will look.



- **H-Justification** – used to select the horizontal justification for the label within the object.
- **V-Justification** – used to select the vertical justification for the label within the object.
- The **Counter/Object will supply label** check box will allow a counter, database field and computer to be dropped to supply an analog display of there current value. If chosen this will overwrite any text entered in the label field.
- **Effects** – used to determine the graphical effects to be applied to the state.



Invisible
If checked, the Screen Object will be invisible while in this state.

Borders

Border Widths

When an object is defined with a frame style, borders can be added around it. There are three types of borders associated with the frame style "frame" -outside, middle, and inside.

To create three-dimensional effects, raise the inside and/or outside borders. This effect makes the frame look like a popped up or pushed in button. If the inside and outside borders are raised, the effect will be that of a popped up button on top of a button. These effects are achieved by using different colors to show a highlighted border edge and a shadowed border edge.

- **Outside** – defines the width of the outside border in pixels. The default setting is **two** with the **Raised** checkbox unselected. Select the **Raised** checkbox to show the outside of the border having a raised edge, producing a three-dimensional effect of the button being popped up.
- **Middle** – defines the width of the middle of the border in pixels. A value of zero will not show a middle to the border. The default setting is **zero**.
- **Inside** – option defines the width of the inside border in pixels. Select the **Raised** checkbox to show the border with a raised inside edge, producing a three-dimensional effect of a button being pushed in. The default setting is **zero** with the Raised checkbox unselected.

Creating 3D effects for all other object frame types can be accomplished by checking the 3D Style checkbox.

Note: **IF 3D Style is checked for a frame type of Cylinder or Cube it is recommended that an Outside Border Width of 1 be used.**

Highlight Color and Shadow Color

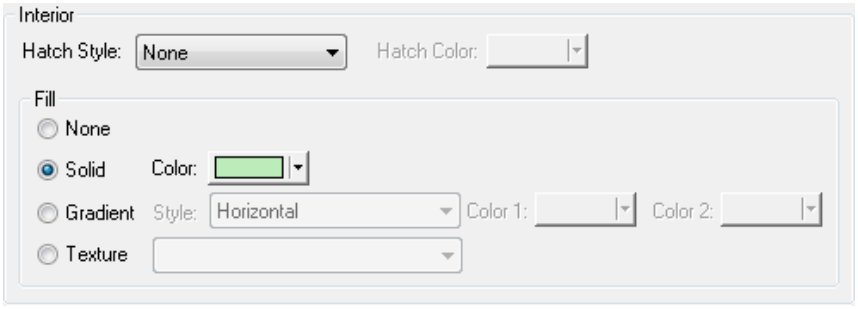
Highlight and Shadow colors may be adjusted by choosing the Highlight and Shadow color buttons:

Preview

This is a thumbnail preview of the state. It is automatically updated when changes are made.

Interior

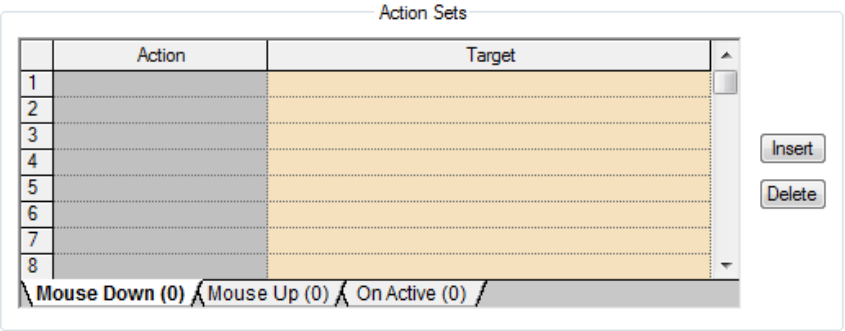
This user may select a broad-range of graphical effects for the interior of the state.



- **Hatch Style –** select from 54 different interior hatch patterns.

- **Hatch Color –** select the color of the hatch pattern
- **Fill –** select either **None** (no fill), **Solid**, **Gradient** (9 gradient types available), or **Texture** (uses any bitmapped image file for texture (these files must be located in the **Textures** folder under **Images** in the Project File Tree).

Action Sets



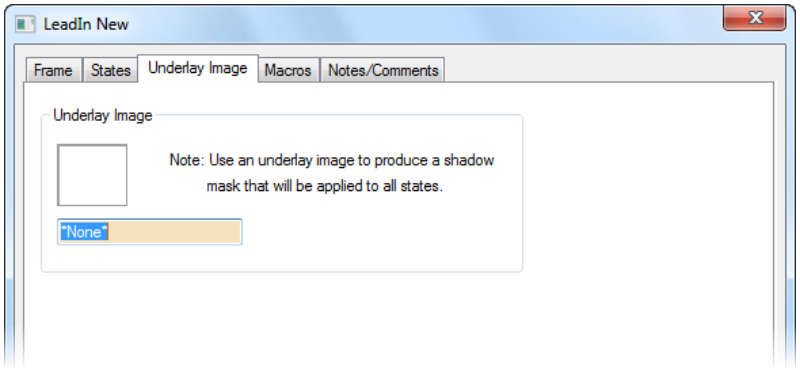
There are three ways actions are initiated: on **Mouse Down**, on **Mouse Up**, and when a point is **Active**. The actions assigned to each are displayed by clicking the associated tab. The number of actions assigned to the tab are displayed next to the tab title in parentheses.

- **Mouse Down** – displays the list of actions to be performed when the mouse button is clicked down. Only those actions assigned to **Mouse Down** display when this tab is active. This tab is the default display.
- **Mouse Up** – displays the list of actions to be performed when the mouse button is released (up). Only those actions assigned to **Mouse Up** display when this tab is active.
- **On Active** – displays the list of actions performed when an associated point is active. This initiation method is used to have a point set off a system action or display automatically.

Note: To select and copy (Cut and Paste) multiple Actions Sets from one tab to another, use the Ctrl-c [Copy] and then Ctrl-v [Paste] key combinations. When selecting multiple rows of actions to copy, the same amount of rows must be highlighted prior to pasting.

- **Action** – the action to be performed on a given event (Mouse Down, Mouse Up, On Active). Multiple actions can be assigned for each state, and the order in which the actions appear in the **Action** column is the order the actions are carried out. To display the list of Actions, click the mouse in the numbered entry box for the **Actions Column**. The list of Actions will display on the screen. Read *Action Popup Grid* in *Section 2 – Getting Started* for details regarding actions and their expected targets.
- **Target** – the target of a given action. Some actions require no target, though most do.

5.4.3 - Underlay Image Tab

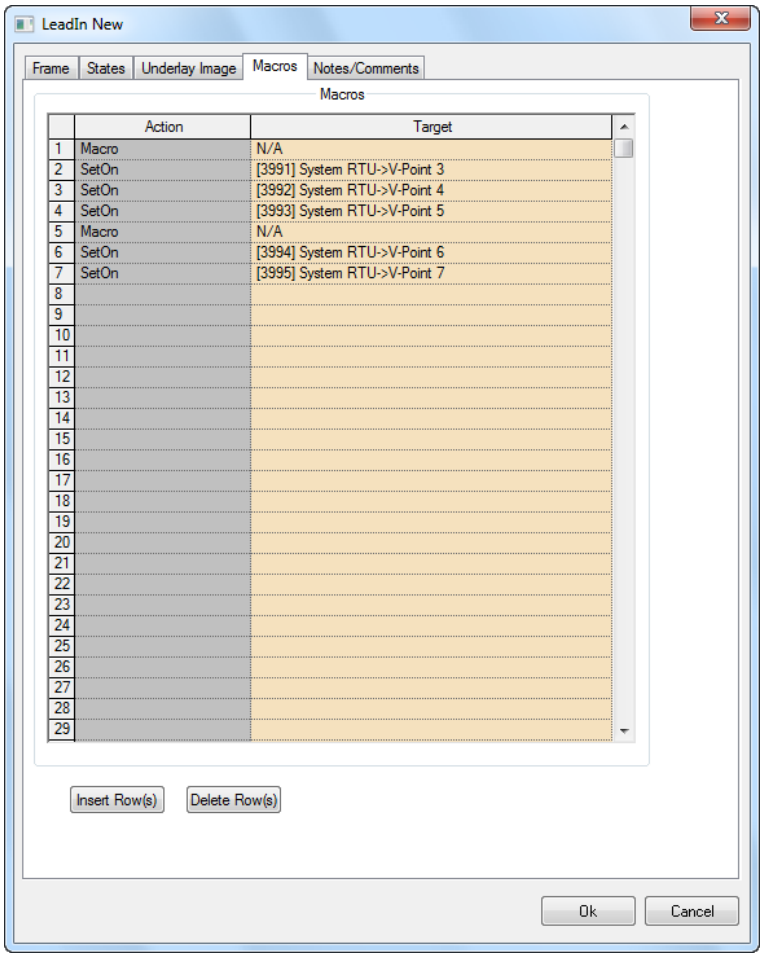


The **Underlay Image** tab allows for a graphic file to be added and will display as an underlay or background shadow image when the screen displays. It is applied to all states of the Node.

Note: Only "jpeg" formatted files will successfully work with this option.

5.4.4 - Macro Tab

The **Macro** tab assigns programming macros to actions. When using this tab, several macros can be listed, sequentially following each other. The macro number listed in options for actions relates to the order the macro is defined on the Macro tab. As up to 8 Macro's can be defined for any given object, the **Macro** action is used to define the boundaries for each macro (**RunMacro1** will process all actions listed under the 1st **Macro** action until the second **Macro** action [if applicable], **RunMacro2** will process all actions listed under the 2nd **Macro** action until the 3rd **Macro** action [again, if applicable], etc.).



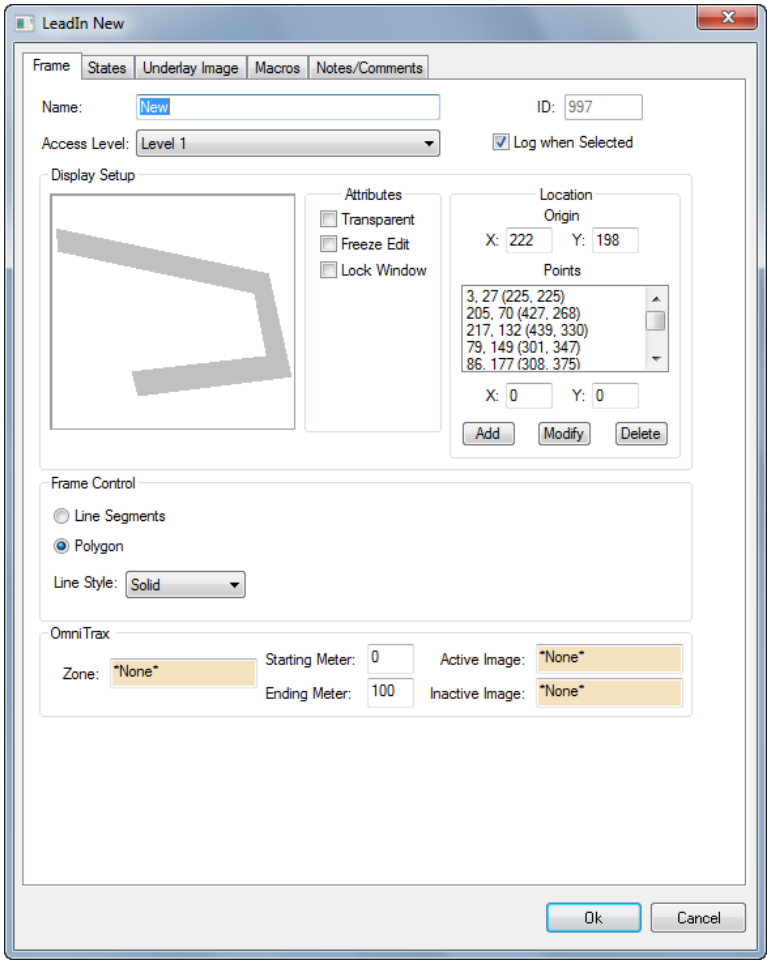
- **Action** – the action to be performed. To display the list of Actions, click the mouse in the numbered entry box for the **Actions Column**. The list of Actions will display on the screen. Read *Action Popup Grid* in *Section 2 – Getting Started* for details regarding actions and their expected targets.
- **Target** – the target of a given action. Some actions require no target, though most do.
- **Insert Row** – inserts a new row in the macros table. The row will be inserted above the selected row.
- **Delete Row** – deletes the selected row(s) in the macros table.

5.4.5 - Polyline Object Properties

Polyline objects differ from **Graphic Screen Objects** in a number of ways. Once the **Polyline** object is selected from the graphics tool bar, the object is drawn on the screen by left-mouse clicking the vector point locations, then hitting the **[ESC]** key to complete the object. After the **Polyline** object has been designed, programming and performance information is assigned to the object through the Properties - **Frame**, **States**, **Overlay** and **Macro** tabs.

Frame Tab

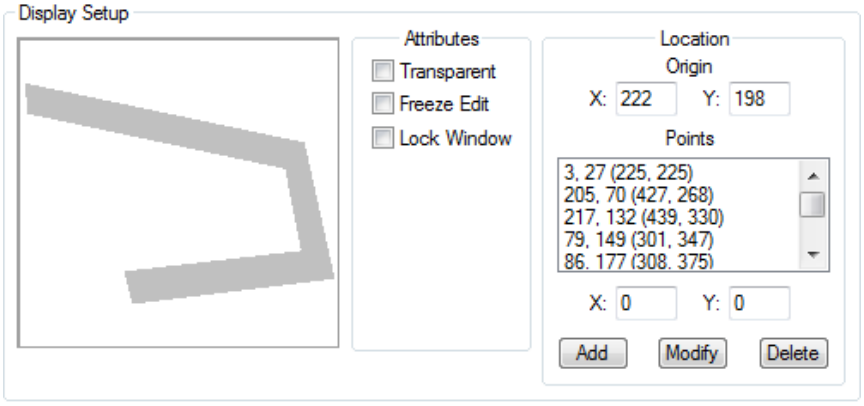
The Frame Tab assigns the base characteristics of the **Polyline** object. It is used to assign an access level, the type of object frame, line attributes, origin, and position of the object's vector points.



- **Name** – assigns a name to the object. The name will appear in the Project Node Tree. This is not the same as an object label.
- **Access Level** – assigns an access level to the object sub-Node. Use the access level to define the degree of access for a user. The default value is **Level 1**.
- **ID** – displays an identification number assigned by Intelli-Site to track the contents of the Project Node Tree. It cannot be edited as it is a system-defined value.
- **Log When Selected** – logs all actions associated with this Screen Object to the History Log when activated on the Frame tab.

Display Setup

The Display Setup represents the associated graphic object and assignment of the object's attributes and location on the screen. A thumbnail of the graphic displays in the large field to the left of the **Attributes** selections.



Attributes

- **Transparent** – will set the object to transparent for display. This attribute must be checked when an object will be configured to flash to state (read below).

- **Freeze Edit** – will lock the object's screen position so that it cannot be moved. This feature is useful when building a display. A screen can be designed without accidentally moving an object.
- **Lock Window** – prevents the object from being redrawn each time the window is displayed. Each time Intelli-Site displays the screen, it redraws the entire screen. Under normal conditions, this is unnecessary. Selecting this option prevents the system from redrawing the object, eliminating a pause and flash when the screen is displayed.
- The default setting for Attributes entries is unselected.

Location

- **Origin –** assigns the upper-left-most point of the object – all vectors are calculated from this point.
  - **X-Cord** – assigns the horizontal starting location for the origin point of the object on the screen. The value is based on a horizontal state of 1024 pixels. This field automatically displays the starting horizontal pixel location. For example, a value of 600 would put the top left corner 600 pixels from the left.
  - **Y-Cord** – assigns the vertical starting location for the origin point of the object on the screen. The value is based on a vertical value of 768 pixels. This field automatically displays the starting vertical pixel location. For example, a value of 400 would put the top left corner 400 pixels from the top.
- **Points –** the list of vector definitions that make up the object. These can be added, modified or deleted individually to adjust the shape of the Polyline.

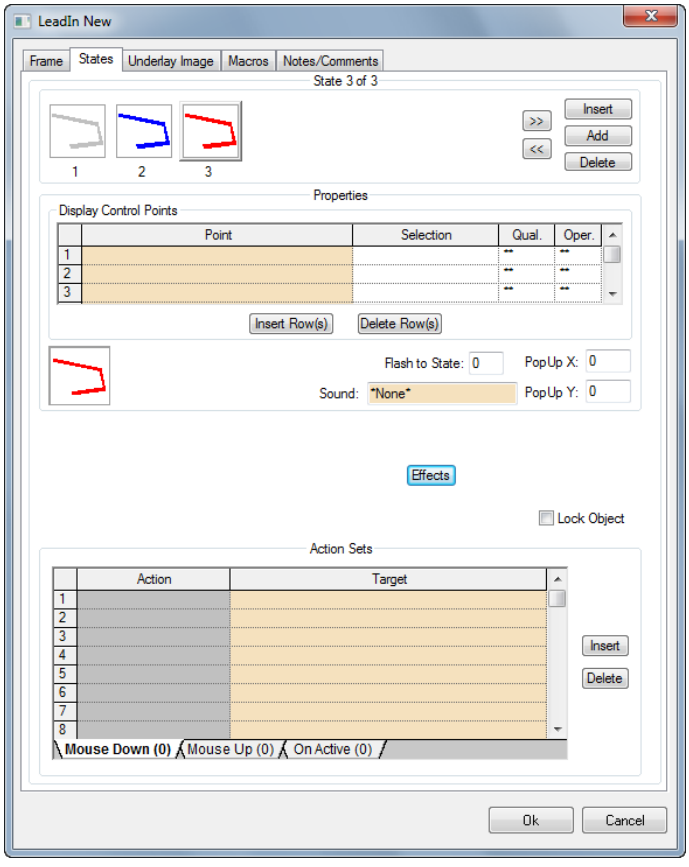
Frame Control

The Frame Control options are used to select whether the Polyline object displays as Line Segments or a filled Polygon.

Select one of the five Line styles to define the outside line of the Polyline object: Solid, Dashed, Dot, Dash-Dot or Dash-Dot-Dot.

5.4.6 Polygon Object States Tab

The **States** tab allows definition of all of the states assigned to an object. The tab displays all of the associated data and graphical effects for the selected state.

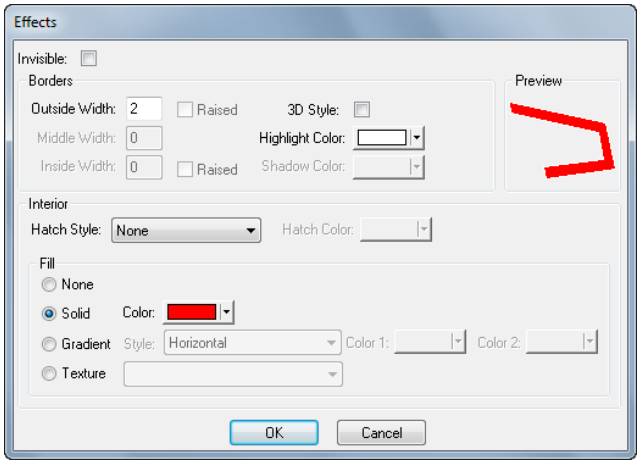


States of polylines are set up just like graphics objects except for the available effects options and the fact that Polylines cannot have a label.

Effects

Only the Outside Width, 3D Style and Highlight Color options are available when the Polyline object is set to line segments style.

Note: The Invisible checkbox has no effect on a Polyline object that is set up as a line segments style. If the Polyline is set up as a solid, then the invisible checkbox will cause the polylines line to become invisible. In order to make a Polyline invisible, the Outside Width must be set to 0.



Other Polyline Graphic Properties

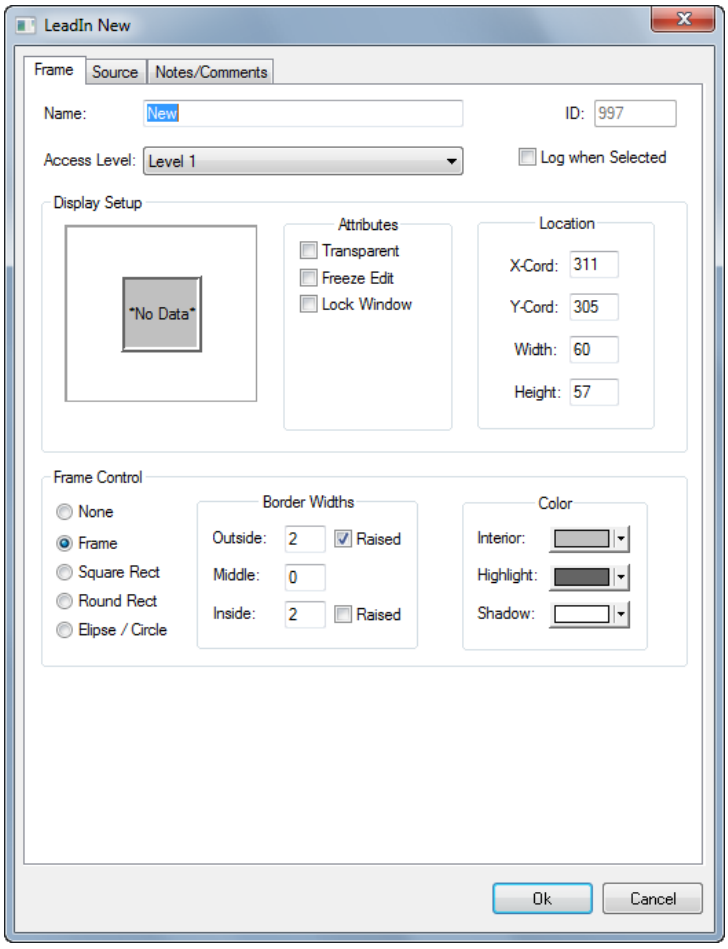
All other graphic properties are set in the same way as a Graphical Screen Object.

5.4.7 - Database Object Properties

Database Objects behave a bit differently than Graphic Objects. Database Grid Objects have a Frame Tab where their graphic properties are defined, and a Source tab, by which database properties are configured.

Frame Tab

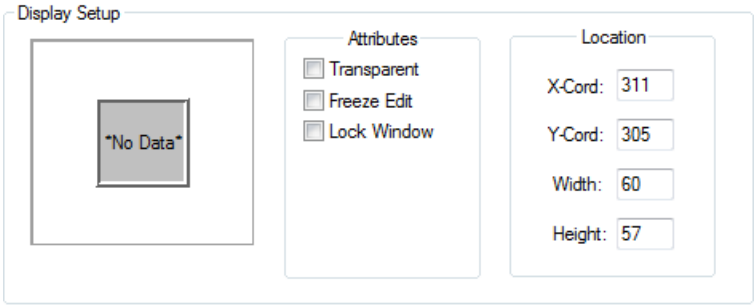
The Frame Tab assigns the characteristics of an object's frame. It is used to assign an access level, attributes of the screen frame, and position of the object, frame control and widths, and color of the object frame.



- **Name** – assigns a name to the object. The name will appear in the Project Node Tree. This is not the same as an object label.
- **Access Level** – assigns an access level to the object sub-Node. Use the access level to define the degree of access for a user. The default value is **Level 1**.
- **ID** – displays an identification number assigned by Intelli-Site to track the contents of the Project Node Tree. It cannot be edited as it is a system-defined value.
- **Log When Selected** – logs all actions associated with this Screen Object to the History Log when activated on the Frame tab.

Display Setup

The Display Setup represents the associated graphic object and assignment of the object's attributes and location on the screen. A thumbnail of the graphic displays in the large field to the left of the **Attributes** selections.



Attributes

- **Transparent** – will set the object to transparent for display. This attribute must be checked when an object will be configured to flash to state (read below).
- **Freeze Edit** – will lock the object's screen position so that it cannot be moved. This feature is useful when building a display. A screen can be designed without accidentally moving an object.
- **Lock Window** – prevents the object from being redrawn each time the window is displayed. Each time Intelli-Site displays the screen, it redraws the entire screen. Under normal conditions, this is unnecessary. Selecting this option prevents the system from redrawing the object, eliminating a pause and flash when the screen is displayed.
- The default setting for Attributes entries is unselected.

Location

- **X-Cord** – assigns the horizontal starting location for the object on the screen. The value is based on a horizontal state of 1024 pixels. This field automatically displays the starting horizontal pixel location. For example, a value of 600 would put the top left corner 600 pixels from the left.
- **Y-Cord** – assigns the vertical starting location for the object on the screen. The value is based on a vertical value of 768 pixels. This field automatically displays the starting vertical pixel location. For example, a value of 400 would put the top left corner 400 pixels from the top.
- **Width** – sets the width, in pixels, of the object.
- **Height** – sets the height, in pixels, of the object.

Frame Control

The Frame Control options are used to select the type of frame to be displayed and the format and color of the object and its border.

Select one of the five frame style radio buttons listed on the left to define the shape of the object. The default setting for the radio button depends on the tool that was used to draw the object. The radio button selection will match the selected tool. For example, if the **Square Rectangle** tool was used to draw the object, the **Square Rect** radio button will automatically be selected.

- **None** – the object will not have a frame at all. This type of object is typically used as a label.

- **Frame** – the object will have a frame, as opposed to having a shape. Frames are typically used to create buttons. Frames allow for the setup of three-dimensional effects, such as raised or depressed beveled edges. Three-dimensional effects cannot be assigned to any other shape frame.
- **Square Rect** – the object will have a rectangular or square shape with square corners, like:  or  .
- **Round Rect** – the object will have a rounded rectangular or square shape with rounded corners, like:  or  .
- **Ellipse / Circle** – the object will have an elliptical or circular shape, like this:  or  .

Border Widths

When an object is defined as a frame, borders can be added around it. There are three types of borders associated with frames -outside, middle, and inside.

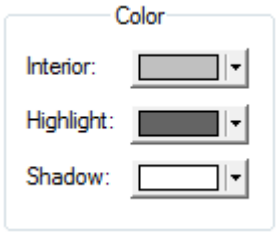
To create three-dimensional effects, raise the inside and/or outside borders. This effect makes the frame look like a popped up or pushed in button. If the inside and outside borders are raised, the effect will be that of a popped up button on top of a button. These effects are achieved by using different colors to show a highlighted border edge and a shadowed border edge.

- **Outside** – defines the width of the outside border in pixels. The default setting is **two** with the **Raised** checkbox unselected. Select the **Raised** checkbox to show the outside of the border having a raised edge, producing a three-dimensional effect of the button being popped up.
- **Middle** – defines the width of the middle of the border in pixels. A value of zero will not show a middle to the border. The default setting is **zero**.

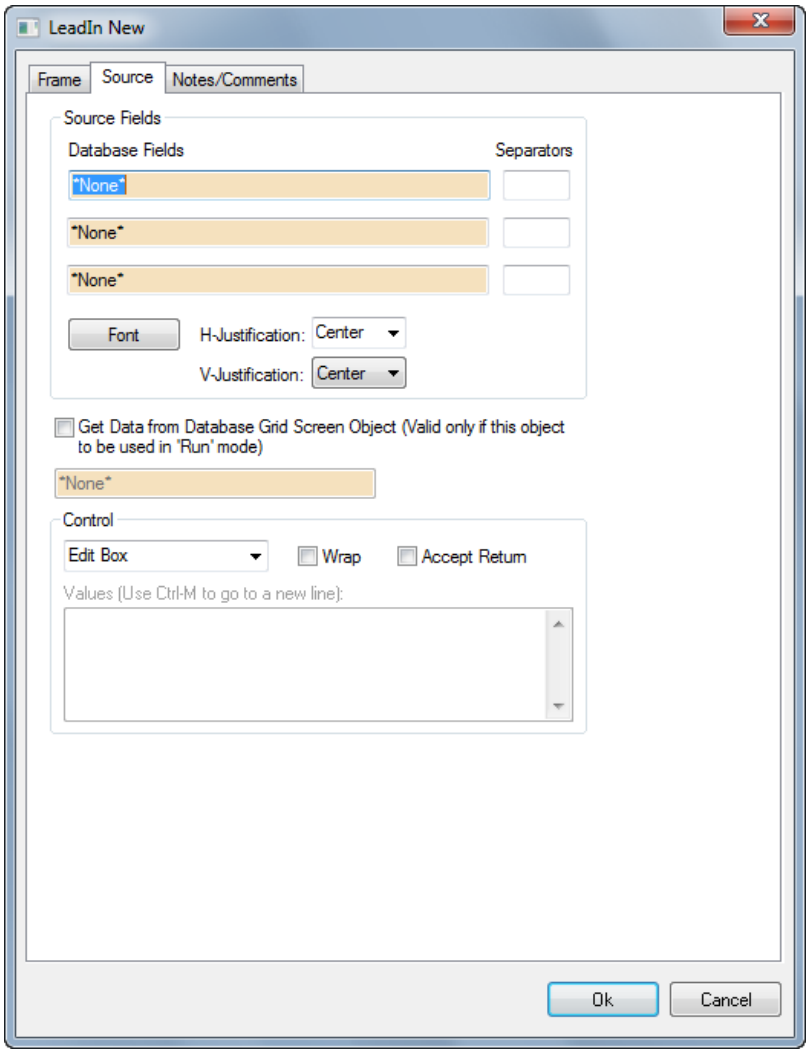
- **Inside** – option defines the width of the inside border in pixels. Select the **Raised** checkbox to show the border with a raised inside edge, producing a three-dimensional effect of a button being pushed in. The default setting is **zero** with the Raised checkbox unselected.

Color

Allows the user to configure Interior, Highlight and Shadow colors for the Database Grid object.



Source Tab



- **Source Fields** – the database fields to be displayed.
- **Separators** – allows you to place a text separator between source fields when multiple source fields are used. For example, if the 1st source field were "lastname" and the 2nd "firstname", you might place a comma "," in the top separator box.
- **Font** – set the font type and size for the field to be displayed.
- **Justification** – set the justification of the text (left, right, center)
- **Get Data…** – retrieves the data from the associated database grid control in the adjacent drop field.

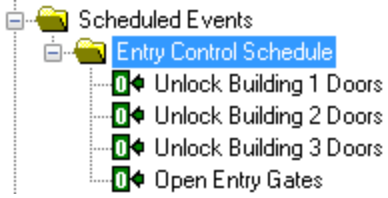
- **Control** – the type of control this database field will be. Edit Box allows the user to edit the content of this field from this control. Combo Box enables the user to select from defined values (configured in the list window below). A combo box can have many values.
- **Values** – when the control type is Combo Box, you can list the options available. Each line is an available value. Use Ctrl+M to go to a new line and add a new option. In addition to the "display";;"store" format, two additional formats have been added: #ChildIndex# [idnumber] and #ChildIDNum# [idnumber] If a combo value has these formats, the Tree Node with the ID "idnumber" is found, and its children are filled into the combo. #Database# [displayID][storeID] StoreID is optional. If displayID and store ID are database fields, and they have the same parent, the combo will be filled with values from the database.

5.4.8 - Scheduled Events Screen Control Properties

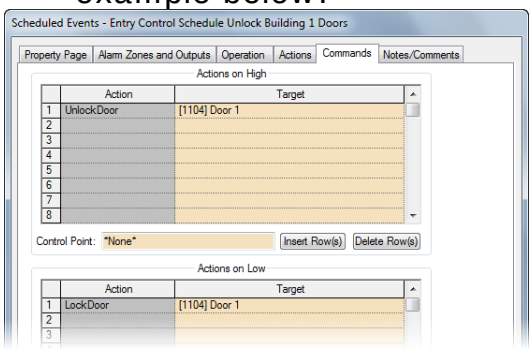
This feature allows the user to create, modify and manipulate run-mode accessible scheduled events. These Scheduled Events may be used to initiate a wide-variety of actions on a run-mode adjustable schedule.

Programming Example: In the example below the user has created a Scheduled Event Group called Entry Control Schedule and a number of Scheduled Events that control various Door Groups.

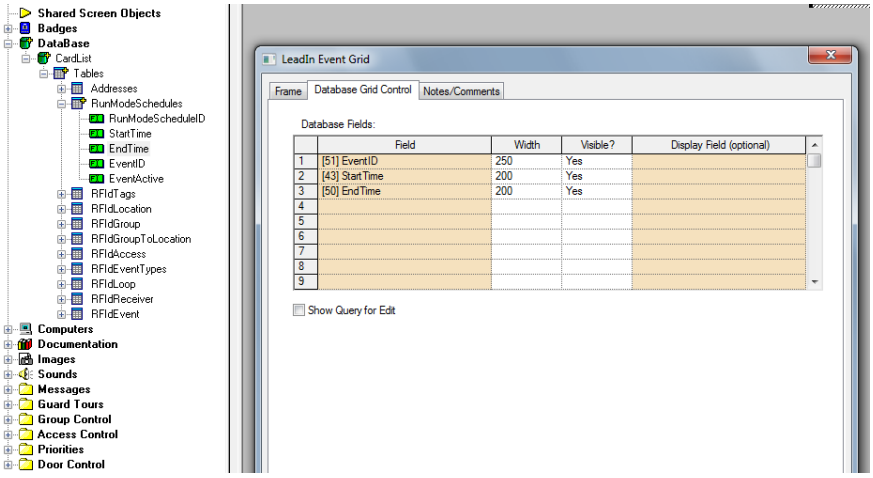
1. In Design Mode you must first create a Scheduled Event Group then one or more Scheduled Events:



2. The Scheduled Events within the group have door control actions assigned to their Commands Tab as shown in the example below:



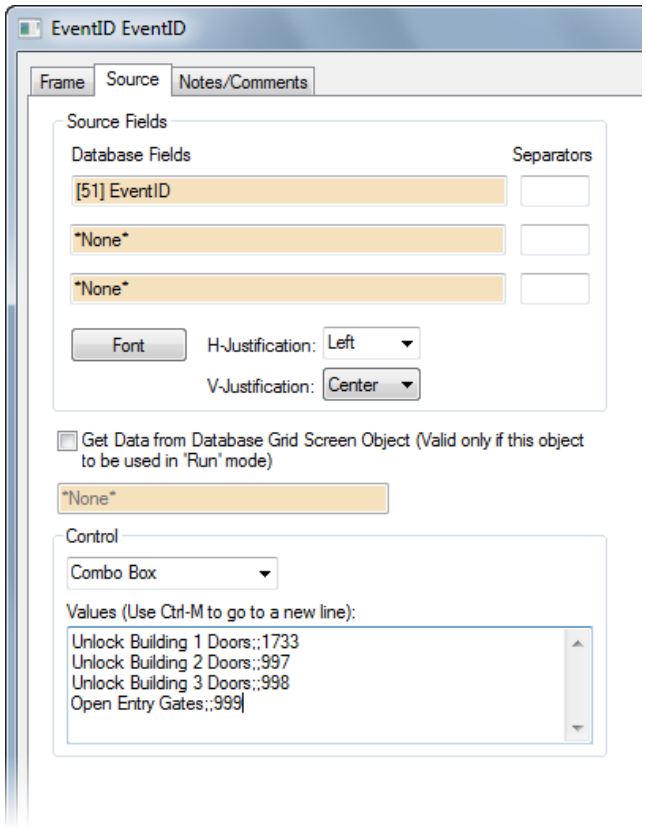
3. Create a Database Grid Screen Object with the following parameter in the Database Grid Control Tab. The fields are derived from the **RunModeSchedules** Table:



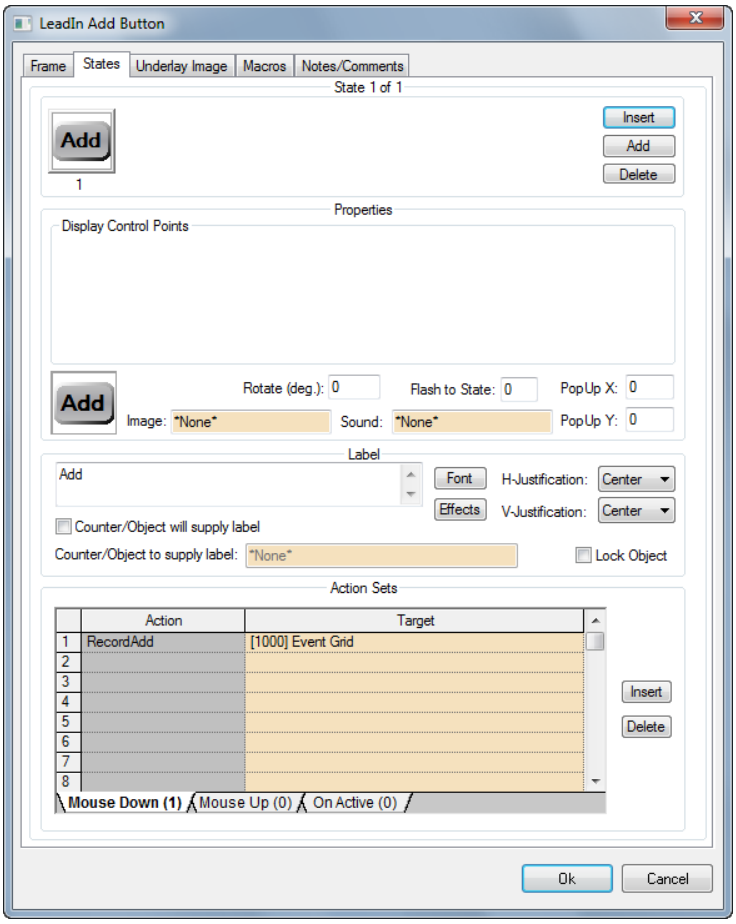
- RunModeSchuduleID – an index field that identifies the RunModeSchedule.
- StartTime – a Date/Time field that contains the start-date and start-time of the schedule.
- EndTime - a Date/Time field that contains the end-date and end-time of the schedule.
- EventID – a field that contains the Node ID number and Name of the Scheduled Event.

- EventActive – Boolean field that indicates whether a schedule is currently active (-1) or inactive (0).

4. Drag-and-Drop Database Field Screen Objects for EventID, StartTime and EndTime. The EventID Field should be set up as a combo box that references the Node ID number of the Scheduled Events. All input field Screen Objects must be set to Get data from the Event Grid Database Grid:

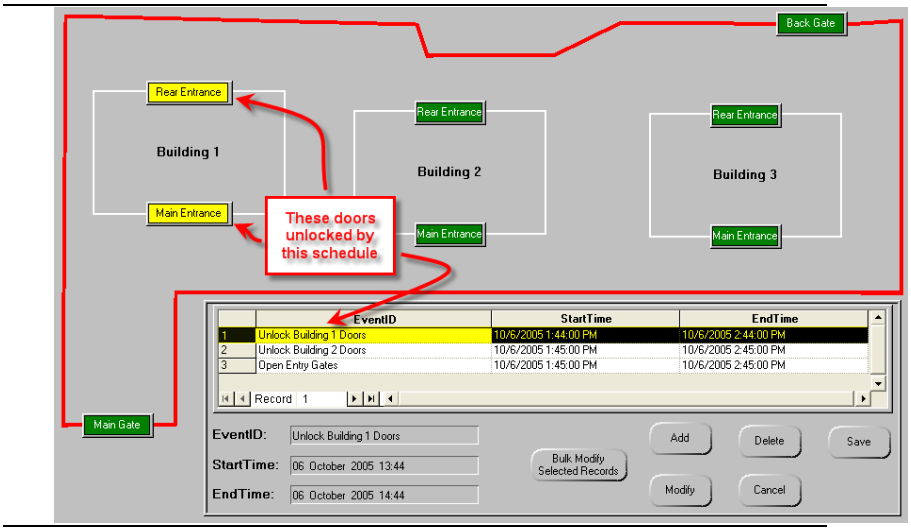


5. Create Screen Objects to Add, Delete, Modify, Save and Bulk Modify the records in the Event Grid:



6. While in Run Mode the operator would Add and Event by mouse-down on the Add button, selecting the event from the EventID combo box, setting the start and end date/times in the StartTime and EndTime edit fields, then mouse down on Save. At this point the Scheduled Event would be displayed in the Event Grid. Passed events (events that have reached their end date/time) will be erased from the Event Grid whenever the screen is refresh, i.e., whenever the screen is switched:

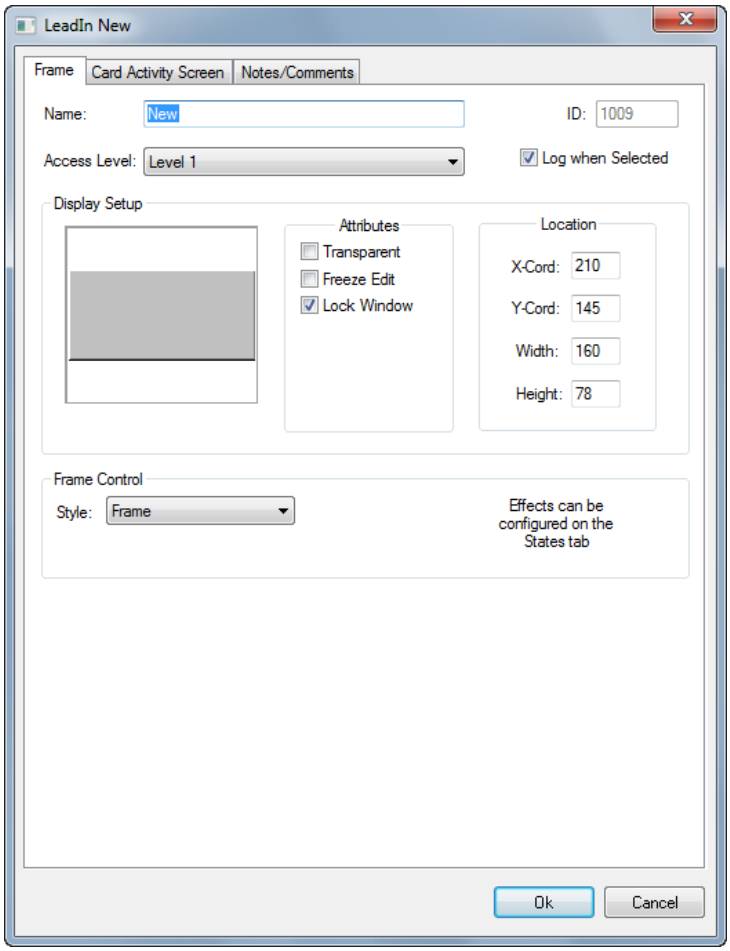
Note: It is recommended that some graphical representation (in this example the active state of a Screen Object) always be used to indicate the active state of the Scheduled Event.



5.4.9 - Card Activity Screen Control Properties

Frame Tab

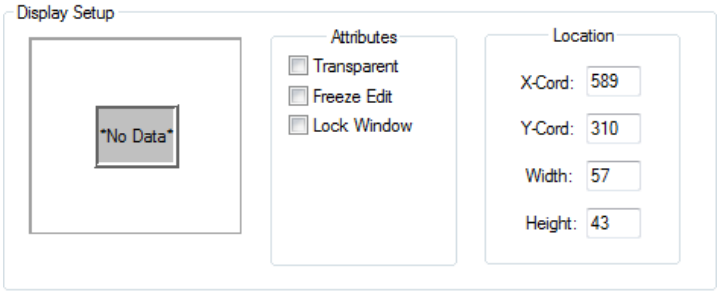
The Frame Tab assigns the base characteristics of an object. It is used to assign an access level, the type of object frame, frame attributes, size, and position of the object.



- **Name** – assigns a name to the object. The name will appear in the Project Node Tree. This is not the same as an object label.
- **Access Level** – assigns an access level to the object sub-Node. Use the access level to define the degree of access for a user. The default value is **Level 1**.
- **ID** – displays an identification number assigned by Intelli-Site to track the contents of the Project Node Tree. It cannot be edited as it is a system-defined value.
- **Log When Selected** – logs all actions associated with this Screen Object to the History Log when activated on the Frame tab.

Display Setup

The Display Setup represents the associated graphic object and assignment of the object's attributes and location on the screen. A thumbnail of the graphic displays in the large field to the left of the **Attributes** selections.



Attributes

- **Transparent** – will set the object to transparent for display. This attribute must be checked when an object will be configured to flash to state (read below).
- **Freeze Edit** – will lock the object's screen position so that it cannot be moved. This feature is useful when building a display. A screen can be designed without accidentally moving an object.
- **Lock Window** – prevents the object from being redrawn each time the window is displayed. Each time Intelli-Site displays the screen, it redraws the entire screen. Under normal conditions, this is unnecessary. Selecting this option prevents the system from redrawing the object, eliminating a pause and flash when the screen is displayed.
- The default setting for Attributes entries is unselected.

Location

- **X-Cord** – assigns the horizontal starting location for the object on the screen. The value is based on a horizontal state of 1024 pixels. This field automatically displays the starting horizontal pixel location. For example, a value of 600 would put the top left corner 600 pixels from the left.
- **Y-Cord** – assigns the vertical starting location for the object on the screen. The value is based on a vertical value of 768 pixels. This field automatically displays the starting vertical pixel location. For example, a value of 400 would put the top left corner 400 pixels from the top.
- **Width** – sets the width, in pixels, of the object.
- **Height** – sets the height, in pixels, of the object.

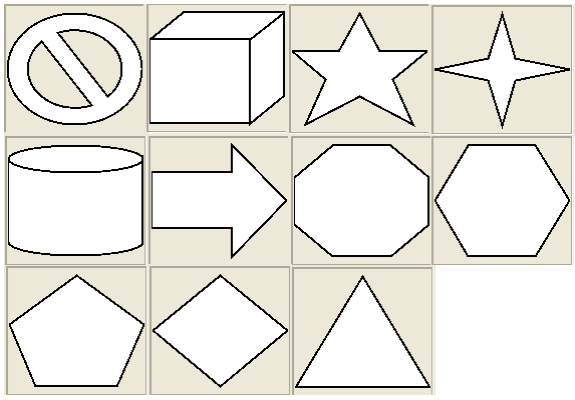
Frame Control

The Frame Control options are used to select the type of frame to be displayed.

Select one of the sixteen frame styles listed in the combo-box on the left to define the basic shape of the object. The default setting for the radio button depends on the tool that was used to draw the object. The radio button selection will match the selected tool. For example, if the **Square Rectangle** tool was used to draw the object, the **Square Rect** frame style will automatically be selected.

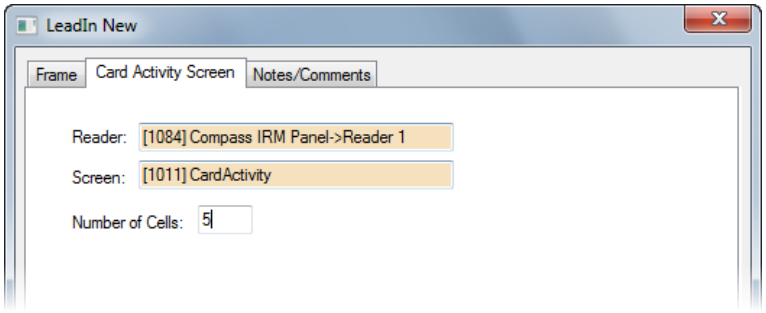
- **None** – the object will not have a frame at all. This type of object is typically used as a label.

- **Frame** – the object will have a frame, as opposed to having a shape. Frames are typically used to create buttons. Frames allow for the setup of three-dimensional effects, such as raised or depressed beveled edges. Three-dimensional effects cannot be assigned to any other shape frame.
- **Square Rectangle** – the object will have a rectangular or square shape with square corners, like: ▭ or □.
- **Round Rectangle** – the object will have a rounded rectangular or square shape with rounded corners, like: ▢ or ▢.
- **Ellipse / Circle** – the object will have an elliptical or circular shape, like this: ⬭ or ○.
- **Triangle**
- **Diamond**
- **Pentagon**
- **Hexagor**
- **Octagon**
- **Arrow**
- **4-pointe**
- **5-pointe**
- **Cube**
- **Cylinder**
- **Circle-Sl**



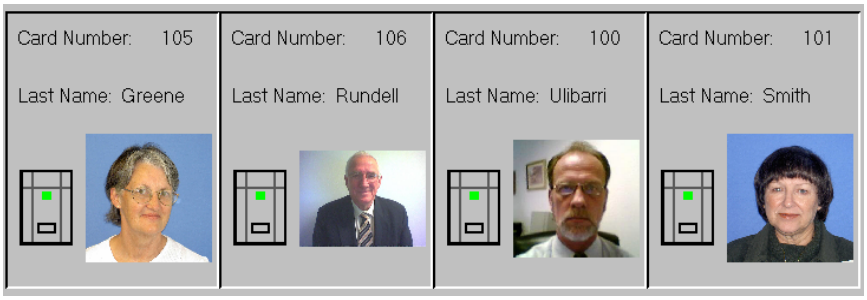
5.4.10 - Card Activity Screen Tab

This tab allows the user to configure how the Card Activity Screen Object will display in Run Mode.



- **Reader:** Select a card access reader from the Tree to be used in the activity screen.
- **Screen:** The pre-configured screen designed to give the needed information.
- **Number of Cells:** The number of the above screens that will be shown in the card activity screen.

.Note: In Design Mode you must first create a screen that contains objects that derive their data from the card record database (use Counter/Object to provide data on the states tab) and associate these objects with a card reader. Next, create a Card Activity Screen Object, assign the reader and previously-created screen to the object and select the number of transactions to be displayed. The most recent activity will be displayed in the left-most cell of the object with older activities shifted to the left.



Example Card Activity Screen

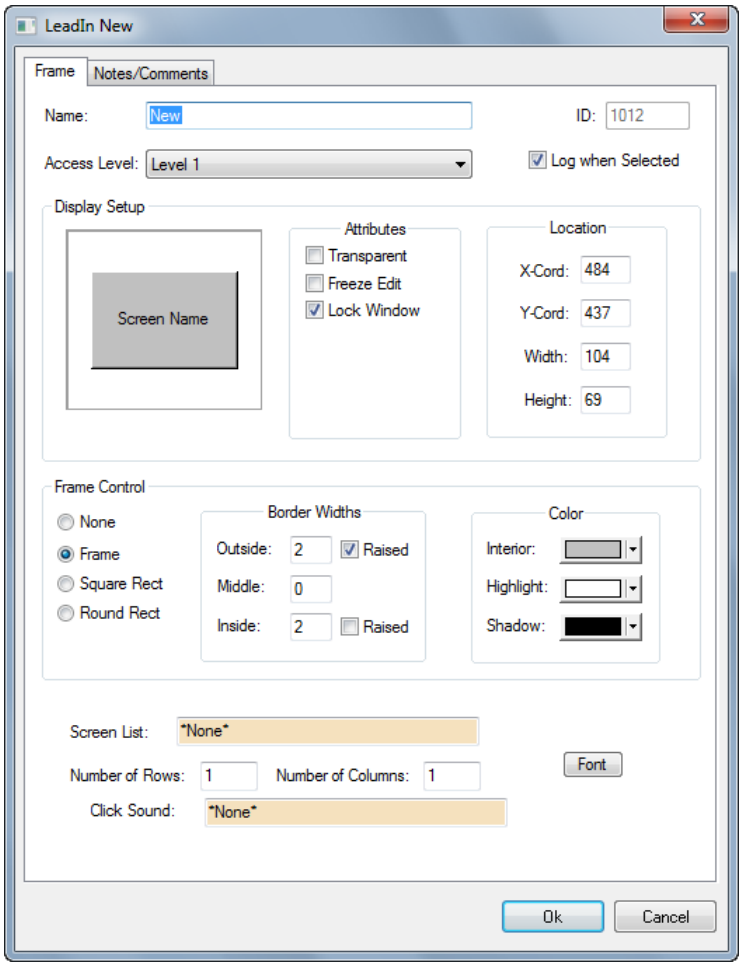
If using a Card Activity Screen the whole page will be refreshed. Any multi-state icons may not show the proper state. Using only two-state icons on a Card Activity Screen is recommended.

5.5 - Screen List Programming

Screen List Screen Objects are unique in that they grab information stored in the Tree to create a list of screens.

5.5.1 – Screen List Frame Tab

The Frame Tab assigns the base characteristics of an object. It is used to assign an access level, the type of object frame, frame attributes, size, and position of the object.

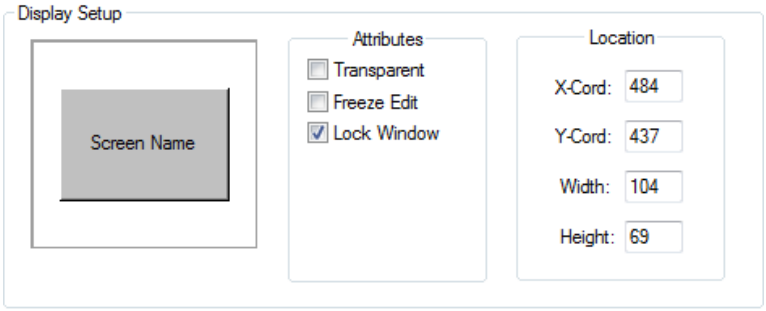


- **Name** – assigns a name to the object. The name will appear in the Project Node Tree. This is not the same as an object label.
- **Access Level** – assigns an access level to the object sub-Node. Use the access level to define the degree of access for a user. The default value is **Level 1**.
- **ID** – displays an identification number assigned by Intelli-Site to track the contents of the Project Node Tree. It cannot be edited as it is a system-defined value.

- **Log When Selected** – logs all actions associated with this Screen Object to the History Log when activated on the Frame tab.

Display Setup

The Display Setup represents the associated graphic object and assignment of the object's attributes and location on the screen. A thumbnail of the graphic displays in the large field to the left of the **Attributes** selections.



Attributes

- **Transparent** – will set the object to transparent for display. This attribute must be checked when an object will be configured to flash to state (read below).
- **Freeze Edit** – will lock the object's screen position so that it cannot be moved. This feature is useful when building a display. A screen can be designed without accidentally moving an object.
- **Lock Window** – prevents the object from being redrawn each time the window is displayed. Each time Intelli-Site displays the screen, it redraws the entire screen. Under normal conditions, this is unnecessary. Selecting this option prevents the system from redrawing the object, eliminating a pause and flash when the screen is displayed.
- The default setting for Attributes entries is unselected.

Location

- **X-Cord** – assigns the horizontal starting location for the object on the screen. The value is based on a horizontal state of 1024 pixels. This field automatically displays the starting horizontal pixel location. For example, a value of 600 would put the top left corner 600 pixels from the left.
- **Y-Cord** – assigns the vertical starting location for the object on the screen. The value is based on a vertical value of 768 pixels. This field automatically displays the starting vertical pixel location. For example, a value of 400 would put the top left corner 400 pixels from the top.
- **Width** – sets the width, in pixels, of the object.
- **Height** – sets the height, in pixels, of the object.

Frame Control

The Frame Control options are used to select the type of frame to be displayed and the format and color of the object and its border.

Select one of the five frame style radio buttons listed on the left to define the shape of the object. The default setting for the radio button depends on the tool that was used to draw the object. The radio button selection will match the selected tool. For example, if the **Square Rectangle** tool was used to draw the object, the **Square Rect** radio button will automatically be selected.

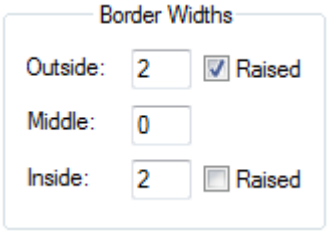
- **None** – the object will not have a frame at all. This type of object is typically used as a label.

- **Frame** – the object will have a frame, as opposed to having a shape. Frames are typically used to create buttons. Frames allow for the setup of three-dimensional effects, such as raised or depressed beveled edges. Three-dimensional effects cannot be assigned to any other shape frame.
- **Square Rect** – the object will have a rectangular or square shape with square corners, like: ▭ or □.
- **Round Rect** – the object will have a rounded rectangular or square shape with rounded corners, like: ▢ or ▢.

Border Widths

When an object is defined as a frame, borders can be added around it. There are three types of borders associated with frames -outside, middle, and inside.

To create three-dimensional effects, raise the inside and/or outside borders. This effect makes the frame look like a popped up or pushed in button. If the inside and outside borders are raised, the effect will be that of a popped up button on top of a button. These effects are achieved by using different colors to show a highlighted border edge and a shadowed border edge.

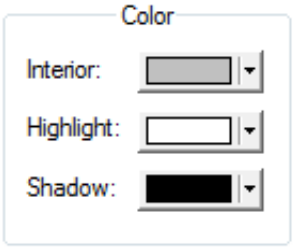


- **Outside** – defines the width of the outside border in pixels. The default setting is **two** with the **Raised** checkbox unselected. Select the **Raised** checkbox to show the outside of the border having a raised edge, producing a three-dimensional effect of the button being popped up.

- **Middle** – defines the width of the middle of the border in pixels. A value of zero will not show a middle to the border. The default setting is **zero**.
- **Inside** – option defines the width of the inside border in pixels. Select the **Raised** checkbox to show the border with a raised inside edge, producing a three-dimensional effect of a button being pushed in. The default setting is **zero** with the Raised checkbox unselected.

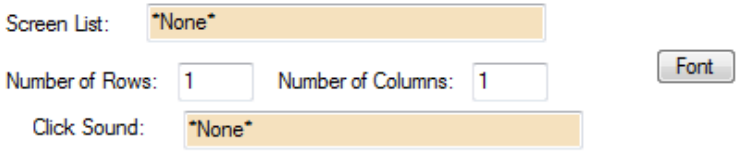
Color

Allows the user to configure Interior, Highlight and Shadow colors for the Database Grid object.



5.5.2 - Screen List Settings

The Screen List Settings options are used to configure how the screen list will be displayed according to rows, columns and font .

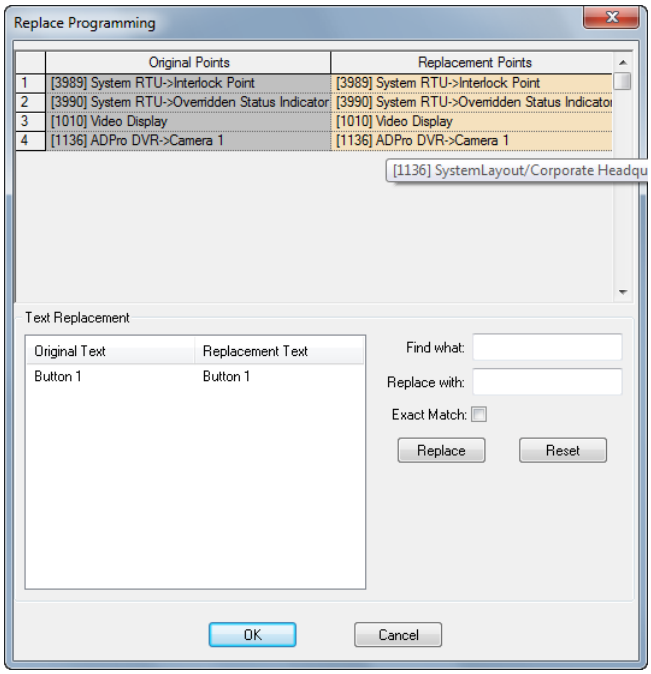


- **Screen List:** The screen list selected from the Tree to be used.
- **Number of Rows:** Number of rows to be displayed.
- **Number of Columns:** Number of columns to be displayed.
- **Font:** Brings up the typical font dialog. This selected font will be used in the screen list text.

- **Click Sound:** Drag-and-drop a sound into this field that will play when a screen is selected by the operator.

5.6 - Replace Programming Wizard

Graphic objects may be dragged from the Tree onto the screen to create a copy of the graphic object. In so doing, a Replace Programming Wizard dialog will pop up. The Replace Programming Wizard may also be executed by right-clicking on any Screen Object or Screen in the Tree in order to reprogram one or more Screen Objects at once.



- **Original Points/Replacement Points** – the original point of the existing graphic object and which point to replace it with.
- **Original Text/Replacement Text** – shows the original text of the graphic object and what it will be replaced with.
- **Find what/Replace with** – text to find for replacement.
- **Exact Match** – requires the full text strings to be exact.
- **Replace** – replace text in the "Find what" box with the "Replace with" box.
- **Reset** – resets all text changes made.

Section 6 – System Monitoring

This section discusses System Monitoring and provides details on how monitoring is enabled and used.

- Information Manager (IM)
- Queue Control
- Monitor Control
- Shunt Control
- Operator Messages

6.1 - Information Manager (IM)

Intelli-Site allows the user to monitor system activity and alarm conditions on a real-time basis through the **Information Manager (IM)**. The layout of the IM is fully configurable. For complete instructions on configuring the layout of the IM and assigning layouts to users, see *Information Manager Layout* found in *Section 4 – Project Structure*.

The IM is typically displayed in all operating modes, allowing alarms to be monitored while using other system features. The IM displays in the bottom portion of the screen and provides four tabs to view and respond to monitoring activity. They are:

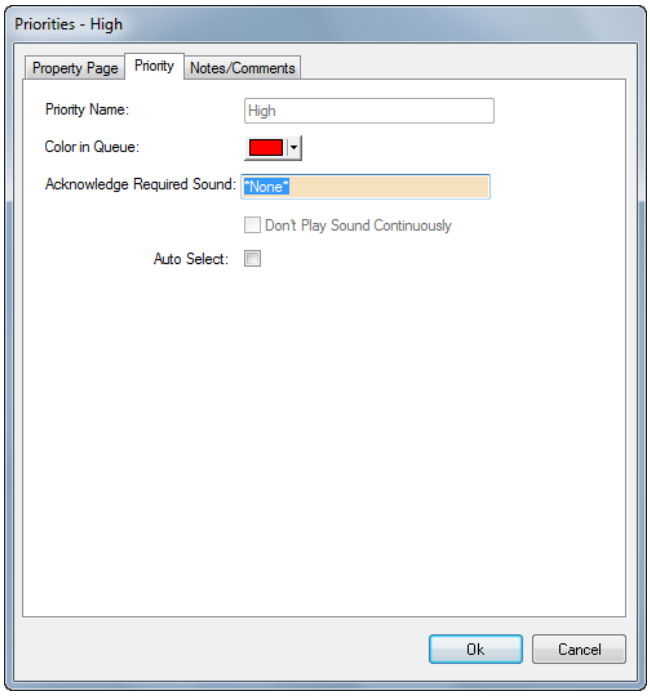
- Queue Control
- Monitor Control
- Shunt Control
- Operator Messages

The following example shows the IM with the Control buttons on the right, the Queue Headings and queue data left justified, and the Tabs displayed on the right. The IM example shown below is the system default.

The Tabs at the right of the window will toggle between the four IM queues.

6.1.1 - Assign Priorities for Monitoring

The **Priorities** sub-Node contains the priorities assigned to conditions associated with a Project. Colors, messages, auto selection and sounds can be defined for each priority and conditions of a higher priority display first in the IM Layout window queue. See *Section 4 — Project Structure* for details on defining priorities.



The system will display Project-monitoring data to the Information Manager Layout window after the System Layout; System RTU and Users sub-Nodes have been configured. The Priorities determine how it and what order it will display in the queues.

6.2 - Queue Control

Click the Information Manager window **Queue Control (Alarm Status)** tab to display all of the alarms that have been triggered and acknowledged. The Queue Control tab is the default display for this window. Conditions may also be displayed that are not alarm conditions, but are events that need to be displayed, like presenting an access card to a reader for door access.

When the Queue Control tab is selected, the Control buttons display. The buttons are used to select, acknowledge and clear events from the queue.

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).

6.2.1 - 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 **Select Event** button will open the selected event's dialog window. The Clear button on the dialog window will clear the event.

The **Ack Event** button acknowledges the event and silences an audible alert (if configured to sound alert), but does not display a dialog.

The **Scroll Up** button moves the highlight bar up the list of events in the Queue Control window.

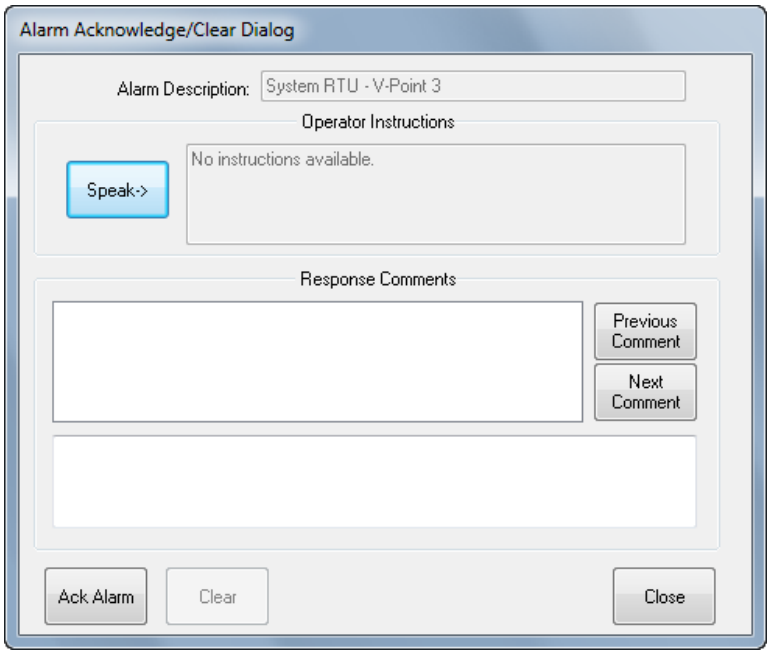
The **Scroll Down** button moves the highlight bar down the list of events in the Queue Control window.

The **Ack All Events** button acknowledges all unacknowledged events and silences audible alerts in the Queue Control window.

The **Clear All Events** button clears all events in the Queue Control window and silences any associated audible alerts.

6.2.2 - Acknowledge/Clear Dialog

The Acknowledge/Clear dialog will display when the right mouse button is clicked on a highlighted event entry. A window similar to the following will display.



The dialog will show the Alarm Description, Operator Instructions, Response Comments along with the Ack Alarm, Clear and Close buttons. An event must be acknowledged before it can be cleared.

Anti-Passback Violations

Special rules apply when the selected alarm is a Hard Anti-Passback violation. Read *Section 14 – Anti-Passback* for more information on Anti-Passback.

Interlock Violations

Special rules apply when the selected alarm is an interlock violation. If the alarm is unacknowledged, there will be a button labeled **Override Interlock Violation**. Selecting this button will override the interlock violation and permit the violating door to be opened though the interlock group is unsecure. It will also automatically Acknowledge the alarm.

Once an interlock violation has been acknowledged either by acknowledging the alarm or overriding the violation, the **Override Interlock Violation** button is removed.

6.2.3 - Queue Control Data

The Queue Control data displays in columns, which can be formatted to suit individual users. The column data is sorted by clicking on the column heading. 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.

The Queue Headings (Data Field and Label) can be user defined. The Column types explained in the following bullets are system default settings.

- **Alarm Description** – displays the text description of the alarm (event). The text for the alarm is defined on the Properties dialog **Actions** tab **Queue Label** fields.

This text is user-defined and can be changed at any time.

- **Event Status** – displays the status of the condition: for example, “Door is Open” displayed above.
- **Priority** – displays the priority assigned to the event (alarm). Priorities can be defined to with different colors and sounds associated with them from the Project Node Tree Priorities sub-Node.
- **Date** – displays the date of the occurrence.
- **Time** – displays the time of day of the occurrence.
- **Counter** – displays the number of times the alarm has been activated.
- **Card No** – displays the card number of the card causing the alarm, assuming the alarm condition is initiated from a card reader.

- **Intelli-Site Server** – displays the name of the Project connected to the point displaying the alarm condition (used mostly for multi-Server Projects).

6.2.4 - Event Displays

If a point has a state change displayed, the display occurs on the Queue Control. Having a state change displayed in the queue is defined at the point's Properties dialog **Operation** tab. Text identifying the device will be displayed in the Queue Control window and an audible alarm may sound (if configured) each time the event is activated.

6.2.5 - Responding to Events

When a system device is configured to display in the Queue Control on a high or low condition, an audible alarm sounds (if configured) and a text message displays in the Queue Control window.

A **Red Speaker**  icon displays at the beginning of the event alert in the Queue Control window. The red speaker represents an event that **has not** been acknowledged by the operator. When an event is acknowledged, the red speaker changes to a **Green Check Mark** ☑ icon. The event can then be cleared from the queue.

Managing the Queue

1. At the Queue Control, select the desired alarm to highlight it
2. Click the **Ack** button to acknowledge the event's audible alert. The audible alert stops and the ☑ icon displays.
3. Click the **Select** button to open the Acknowledgement/Clear dialog that is used to display special instructions and/or operator comments.
4. At the event dialog **Comments** field enter any necessary comments.

This dialog can be configured to not close unless comments are added.

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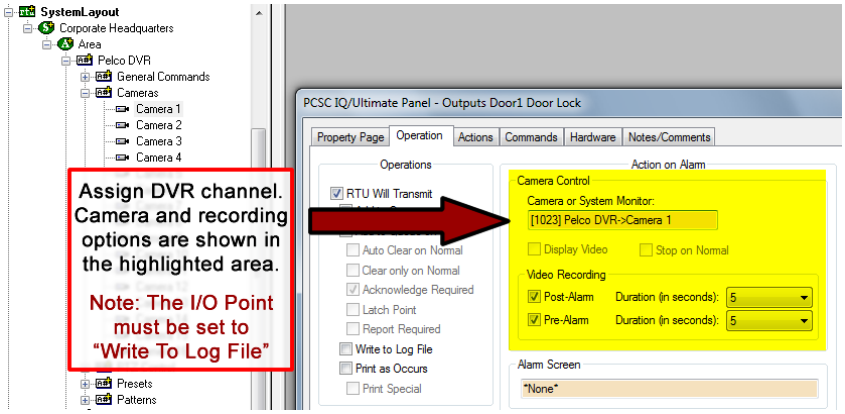
5. Click one of the dialog buttons to complete the action. To acknowledge all audible events, click the **Ack / All** button.

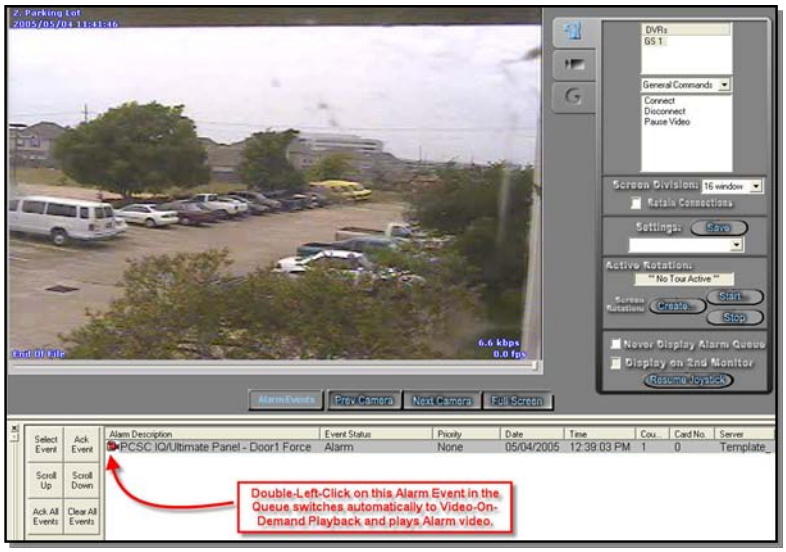
6.2.6 - Video-On-Demand Events

This feature allows the user to program a DVR channel as the active video recording source for an IO point when in its alarm state. Additionally, the user may double-Left-click on an appropriately-configured alarm in the Queue in order to automatically switch to, and retrieve a playback from, the alarm video source associated with the IO point or the user may switch to DVR View Mode and retrieve previously-recorded alarm video based on IO point alarm activity. This feature has been implemented for use with General Solutions (Digiop), Loronix, and NICE DVRs (all supported models).

In Design Mode modify the properties of the IO point as shown in the figure below. Drag-and-drop a DVR channel (Camera) into the Camera or System Monitor field and set recording parameters as required.



On Alarm Event, the user may Double-Left-Click on the Alarm. The view will automatically switch to Video-On-Demand (VOD) Mode and replay the video fragment associated with the Alarm Event. See the figure below:

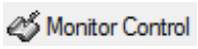


In DVR View Mode (General Solutions, Loronix or NICE) select Alarm Events to display the Video Alarm Events Queue then select Retrieve to list all Video Alarm Events within the Date Range defined. See the figure below. Note: It is not necessary that there be an Alarm Event in the Queue to use this feature.

6.2.7 - Multiple Queues

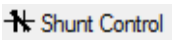
Additional queues can be spawned to show filtered information. For example, you may desire a dedicated queue for Anti-Passback Violations. For more on adding queues, read *Section 4 – Project Structure – Queues*.

6.3 - Monitor Control



The **Monitor Control** tab displays a continuous list of activity associated with a Project. Items listed in this queue are viewed but cannot be selected or acted on. Not every device input/output will be an event. Only points selected as alarms in the system are viewed from this queue.

6.4 - Shunt Control



The **Shunt Control** tab displays the status of points that are under manual control. At times, some points are purposefully selected to be shunted or forced to display on another monitor. Shunted and forced points are considered under manual control because the system did not automatically put them in this condition. The status of these points can be monitored, or points can be selected for manual control, by using the Shunt Control - Control buttons. Following is an explanation of the Control buttons.

The **Clr All Forces** button clears all the forced points under manual control.

The **Clear Force** button clears the force for the selected (highlighted) point under manual control.

The **Scroll Up** button moves the highlight bar up the item list.

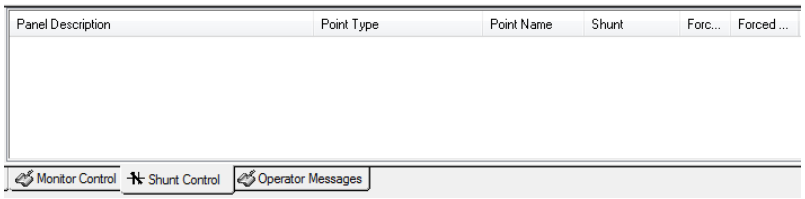
The **Scroll Down** button moves the highlight bar down the item list.

The **Clr All Shunts** button clears all shunts under manual control.

The **Clear Shunt** button clears the shunt for the selected shunt under manual control.

Additionally, when the “Action” button is added to any IM Layout, this will invoke the Actions on Queue “Action” button events that are configured in the specified I/O Point properties.

The Shunt Control Queue displays the following data. These headings represent the system defaults but the headings and associated data can be user defined for the window.



- **Panel Description** – displays the RTU for which data is being displayed. This RTU name is the same as the name provided in the Project Node Tree **System Layout** sub-Node.
- **Point Type** – displays if the point is for input or output.
- **Point Name** – displays the name of the point.
- **Alarm Shunt** – displays if the alarm has been shunted.
- **Point Shunt** – displays if the point has been shunted.
- **Forced On** – displays if the point has been forced on.
- **Forced Off** – displays if the point has been forced off.

6.5 - Operator Messages

The **Operator Messages** tab displays all messages to the User logged to a Project. Items listed in this queue are viewed and cannot be selected, or acted on.

Section 7 – Server Redundancy

This section discusses Server Redundancy and its configuration.

- Server Redundancy
- Definitions
- Setup
- Server Status
- Workstation Configuration
- Driver Configuration

7.1 - Server Redundancy

Intelli-Site Servers can be configured to operate redundantly: that is, to have a "Master" Server online with a "Slave" Server standing by. In the event of a Master Server Failure, the Slave Server will go online as the new Master. As everything done on the Master Server is saved to the Slave Server, you gain fault tolerance with this optional module.

When an Intelli-Site Server with a redundancy enabled Project is first started, it will broadcast to locate a Master Server. If no Master Server responds within the Keep Alive Timeout (as configured in Server Registration; default 90 seconds), the Server will assume the role of Master Server. If a Master Server responds within the Keep Alive Timeout, the Server will assume the role as a Slave Server and copy the Project from the Master Server.

Given the nature of Server Redundancy, when an Intelli-Site Server is managing a redundant Project, it can only serve that single Project.

7.2 - Definitions

Terminology with Server Redundancy can be a bit confusing, especially considering the context of the terminology is significant. For example, the meaning of Master Server varies in the context of operations vs. configuration. As such, let's quickly define their meanings within the appropriate context.

7.2.1 - Operations

- **Master Server** – the Master Server is the current Intelli-Site Server managing the Project. All Workstations and Drivers are connected to this Server.
- **Slave Server** – the Slave Server is not currently serving the Project, but is online in standby mode so that in the event of a Master Server failure, it will become the new Master Server.

While both Servers are functionally equivalent in ability to serve a Project, there is precedence to resolve conflicts with Intelli-Site Servers going online simultaneously. This is where within the context of Configuration the terminology differs.

7.2.2 - Configuration

- **Master Server** – the Master Server is the 1st computer listed within the Project Node Tree under the Computers sub-Node. This Master Server takes precedence over all other redundant Servers should a conflict arise. All pre-production configuration should be completed on this Master Server with the Slave Server offline. Once the Master Server is completely configured, the Slave Server is then brought online.
- **Slave Server** – the Slave Server is intended to be offline during the pre-production configuration process. Only as a final step will it be brought online.

7.3 - Setup

The general idea to configuring redundant Intelli-Site Servers is to first completely configure the Master Server. Once the Project configuration is completed and Server Redundancy enabled, you must manually copy the Project directory to the Slave Server.

7.3.1 - Step One – Before Starting Intelli-Site

There are two critical steps to complete prior to starting Intelli-Site:

1. **Rename Master Server Project** – the Project on the Master Server cannot be named Template_001 as that Project name is reserved for a special function within Server Redundancy. To rename the Project, open Windows Explorer and locate Template_001 in the ..\Sites directory. Renaming the folder Template_001 (perhaps Project_001 or companyname_001) will automatically rename the Project.

Template_001 will NOT load if your License Key has Server Redundancy enabled. ENSURE THAT MSDE SERVER IS STOPPED BEFORE YOU RENAME OR COPY A PROJECT FILE.

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2. **Create Windows Network Share** – a Windows network share of the Intelli-Site directory in which the Server executable resides is required on BOTH Intelli-Site Servers. Consult your Windows Documentation for instructions on setting up a network share.

A valid network share must be configured on BOTH Master and Slave Servers.

7.3.2 - Step Two – Intelli-Site Setup

Now that the Master Server Project has been renamed and the network shares set up on both Intelli-Site Servers, the following steps are needed:

1. **Virtual Points** – Server Redundancy allows four virtual points to be used by the Project to determine the state of the Server through a visual display. The 1st pair of virtual points are used to determine if the Intelli-Site Server is online or offline. The 2nd pair of virtual points are used to show a given Server is the current Master Server. We recommend the following names: ServerAOnline, ServerBOnline, ServerAMaster, and ServerBMaster.

NOTE: these four Virtual Points don't need to be named that exactly, but that will be the function of these virtual points.

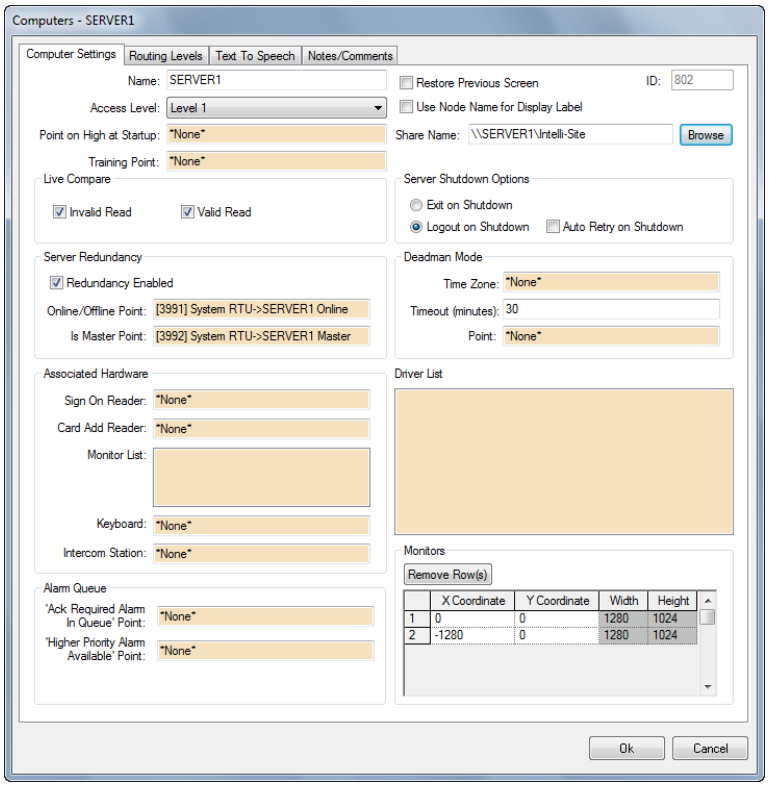
2. **Configure the Project** – at this point, we recommend you fully configure the Project 'Master' Server before ever bringing the Slave Server online. This recommendation is both to save time and to prevent loss of configuration should a failover occur in mid-configuration.

7.3.3 - Step Three – Enable Server Redundancy

Once the Project is completed on the Master Server, you're ready to enable Server Redundancy.

Master Server Properties

1. Right-click the Master Server and select **Properties**. The Master Server will be the first computer listed in the Project Node Tree.

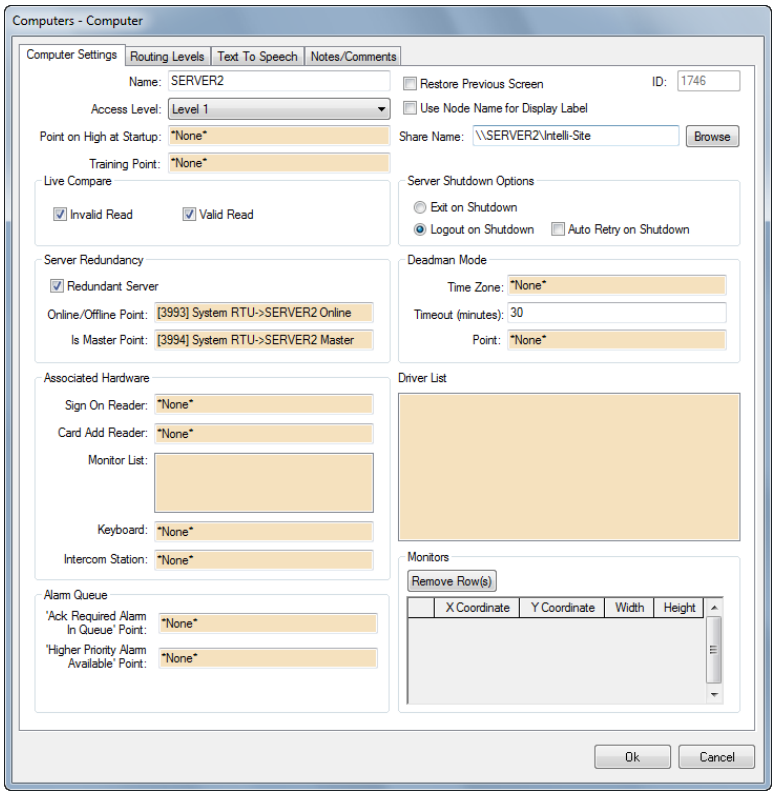


2. Define the network share for the Master Server in the **Share Name** field. Use the **Browse** button to browse for the network share.
3. Check the **Redundancy Enabled** checkbox. A Notice will pop to inform the Intelli-Site Server must be restarted prior to enabling/disabling Server Redundancy. Click **OK** to close this dialog.
4. Drop the online virtual point (Server01Online as shown above) into the **Online / Offline Point** field.
5. Drop the master virtual point (Server01Master as shown above) into the **IsMaster Point** field. Click **OK** to save.

Slave Server Properties

1. Right-click the Slave Server and select **Properties**. The Master Server will be the first computer listed in the Project Node Tree. If the Slave Server is not listed within the Project, be sure to add by following the *Add/Edit/Delete Computer* instructions found in *Section 4 – Project Structure*.

NOTE: this configuration is done on the Master Server.



2. Define the network share for the Slave Server in the **Share Name** field. Use the Browse button to browse for the network share.
3. Check the **Redundancy Enabled** checkbox. A Notice will pop to inform the Intelli-Site Server must be restarted prior to enabling/disabling Server Redundancy. Click **OK** to close this dialog.
4. Drop the online virtual point (Server02Online as shown above) into the **Online / Offline Point** field.
5. Drop the master virtual point (Server02Master as shown above) into the **IsMaster Point** field. Click **OK** to save.

Restart the Master Server

As a final step to enabling Server Redundancy, we must restart the Intelli-Site Server.

1. Right-click the Server icon in the tray and select **Exit**.
2. Select Immediate Shutdown.

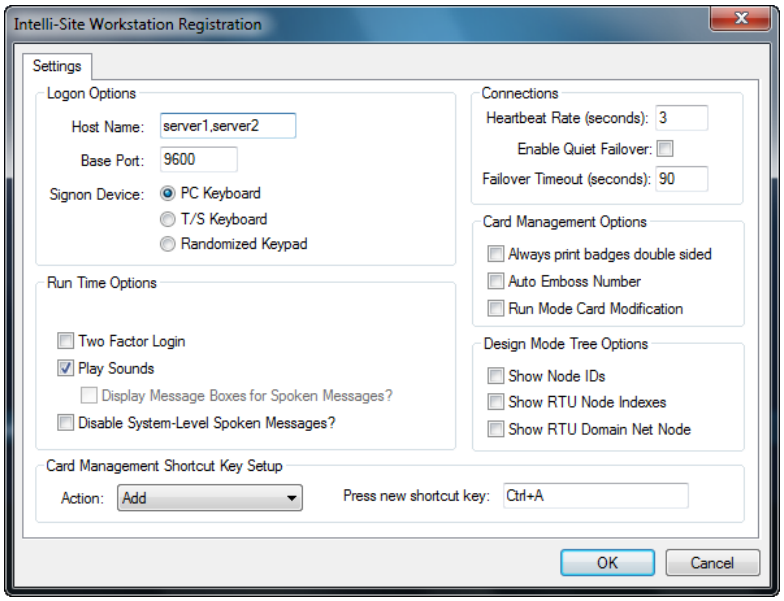
3. Once the Server is offline, start the Intelli-Site Server.

The Server will wait the Keep Alive Timeout duration as configured in Server Registration (default 90 seconds) as it attempts to locate an existing Master Server. After the timeout occurs, the Server will assume there is no existing Master Server and as such assume the Master Server functions (within the context of operations now).

7.3.4 - Step Four – Workstation Registration

Each Workstation must be registered to each Server.

1. Open Workstation Registration (Start the Intelli-Site Workstation, cancel the logon, and select Menu → Registration).
2. In the Default Server field, enter both Server computer names, separated by a comma and no spaces (see below for example).
3. Enter appropriate settings for Heartbeat Rate, Enable Quiet Failover, and Failover Timeout. Click **OK** to save changes.



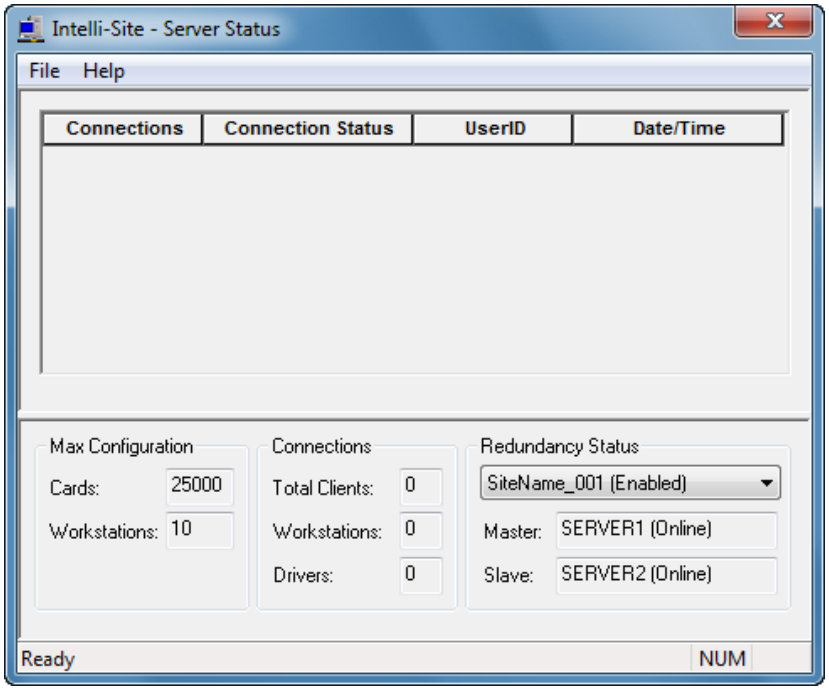
7.3.5 - Step Five – Copy the Project File

Shut down the Master Server then copy the entire Project folder on the Master Server into the Slave Server's Sites folder. Once the Project has been copied, start the Master Server then start Slave Server.

ENSURE THAT THE MASTER SERVER AND MSDE SERVER IS STOPPED BEFORE YOU RENAME OR COPY A PROJECT FILE.

7.4 - Server Status

The state of the Redundant Servers is listed in the **Server Status** window. Under the section titled **Redundancy Status**, select from the available Projects to show the Redundant Project.



- **Master** – shows the computer name of the current Master Server (within the context of Operations). It also shows the precise state of that Server.
- **Slave** – shows the computer name of the current Slave Server and its state.

7.4.1 - Redundancy States

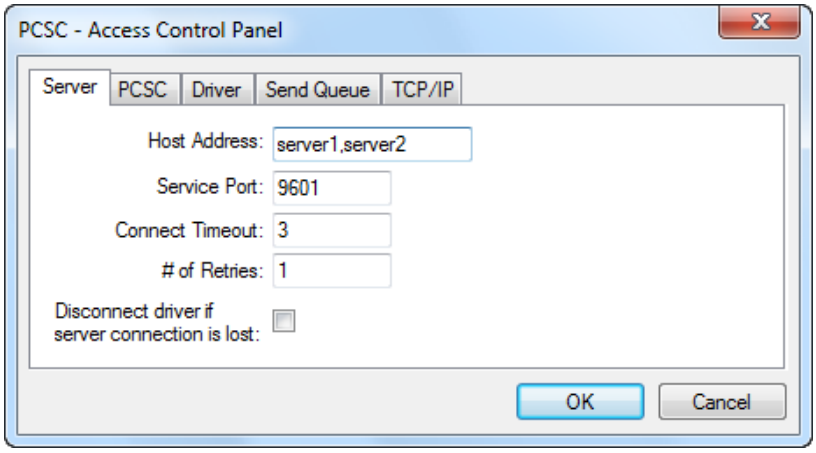
Following is a list with brief description of the possible states of a redundant Server.

- **Online** – this Server is online. If listed by the Master Server, this Server is serving the Project. If listed by the Slave Server, this Server is ready to assume Master functions in the event of a Master failure.
- **Offline** – this Server is offline.
- **Init** – this Server is initializing. Part of this function is determining if a Master Server currently exists.
- **Load** – this Server is loading the Project.
- **Copy** – this Server is copying the Project from the Master Server.

7.5 - Driver Configuration

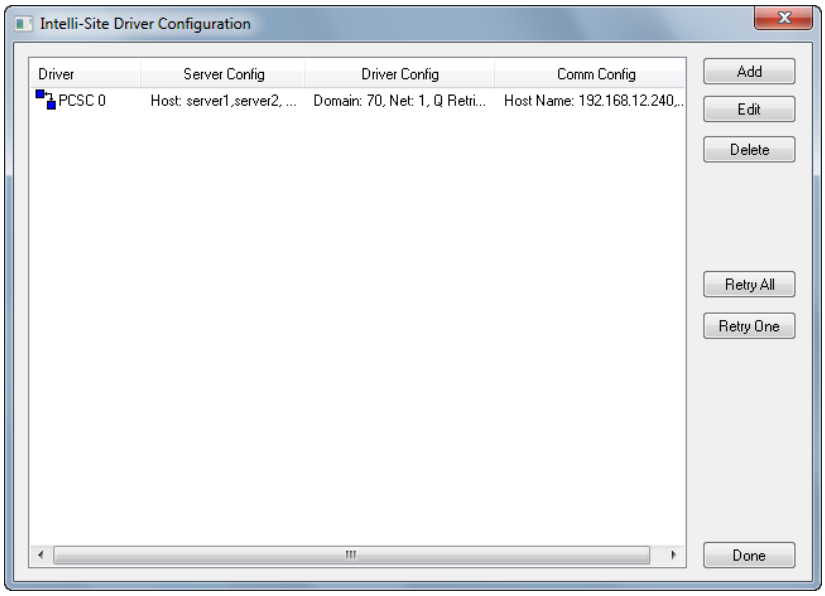
Only new architecture Drivers that use the Driver Service can be used in Server Redundancy. There are two critical differences in Driver configuration when being used by a redundant Project:

1. Like Workstation configuration, all Drivers must list both Intelli-Site Servers in the Project Node Tree. The Server computer names are separated by a comma with no spaces as seen below.



2. The computer running the Drivers must be listed in the Project Computer's Node.
3. On the Computer Settings Tab of the Computer Node's Properties, make sure the corresponding RTU (one per domain) is listed in the Driver List field.

4. All Drivers must be configured to an **offline** state. This is necessary as the Server that controls the online/offline state of the Driver.



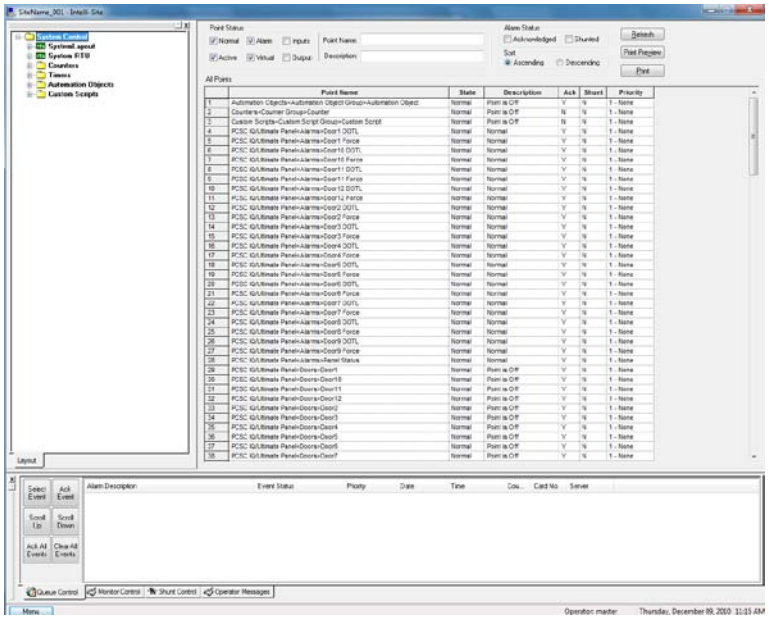
Section 8 – Point Status Mode

This section discusses the Point Status Mode.

8.1 - Point Status

The **Point Status Mode**  is a tool used by the operator to quickly identify and simulate the state of I/O points. The user can filter out which items are displayed with a combination of clicking a RTU or Virtual Point in the Tree as well as checkboxes. The results displayed in the **All Points** window.

8.1.1 - Point Status



- **Normal** – show only points in a normal state.
- **Alarm** – show only points in an alarm state.
- **Inputs** – show inputs.
- **Active** – show only active points.
- **Virtual** – show only virtual points.
- **Outputs** – show outputs.
- **Point Name** – search for a specific point name.
- **Description** – search by description.

Alarm Status

- **Acknowledged** – show only acknowledged alarms.

- **Shunted** – show only alarms in a shunted state.

Sort

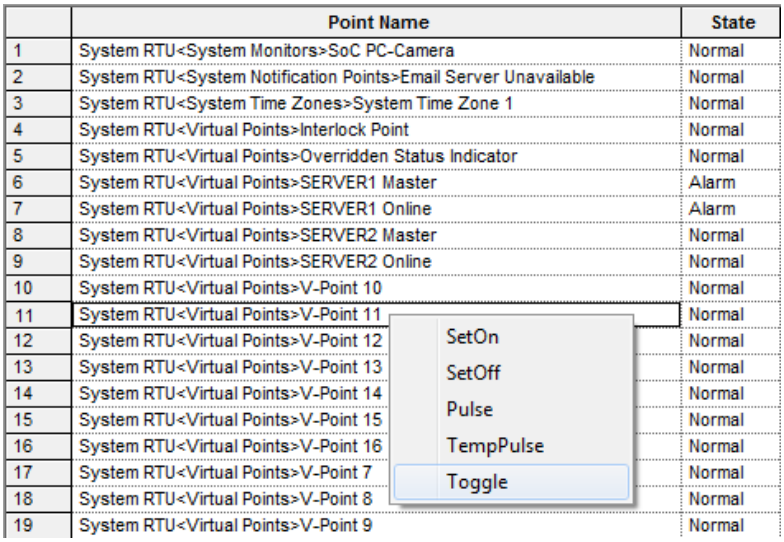
- **Ascending** – sort items in the All points pane in ascending order.
- **Descending** – sort items in the All points pane in descending order.

Buttons

- **Refresh** – refresh the Point Status display.
- **Print Preview** – show print preview of Point Status report.
- **Print** – print the Point Status report.

8.1.2 - Simulation Mode

If the 'Allow Point Status Simulation' is enabled on the user tab, some right click functionality will be enabled. This is useful in simulating I/O point activity for testing programming. This functionality extends to all types of I/O points including Timers, Counters and Custom Scripts.



Section 9 – Managing Badges and Card Data

This chapter describes managing cardholder information and badges including:

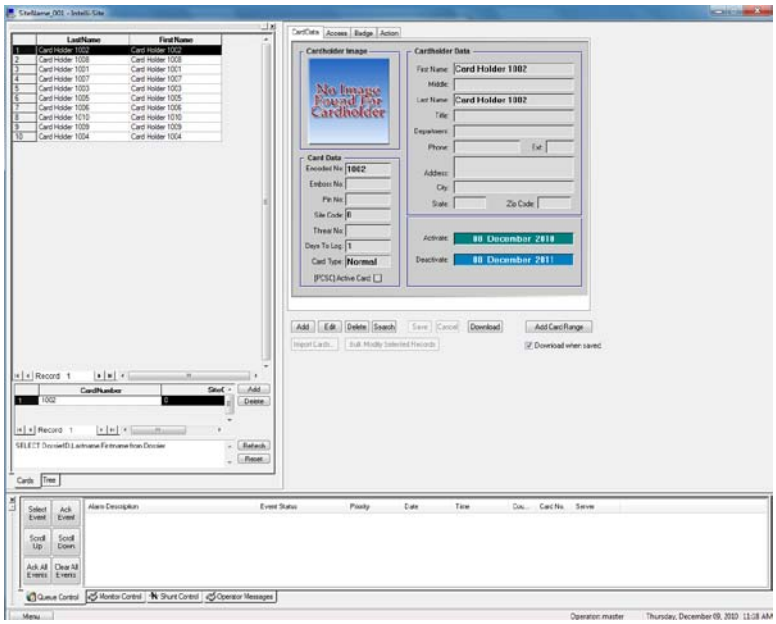
- Card Management
- Card Holder List
- Using the Intelli-Site Database
- Card Database Tabs
- Run-Mode Card Modification

9.1 - Card Management

Intelli-Site contains a database that can be used to maintain users. The database stores data used for generating employee badges but can be used without the badging feature. Additional database fields can easily be added. The optional video badging module must be installed to print badges.

To display the database data, click the **Card Management Mode**  button. The Card Management Mode control screen will display.

By default, the MSDE CardList is used. As an optional feature, the CardList database can be put on a MS SQL Server, Oracle database, or Microsoft Access database. Read *Section 16 – MS SQL Server/Oracle* for instructions on how to use MS SQL Server/Oracle.



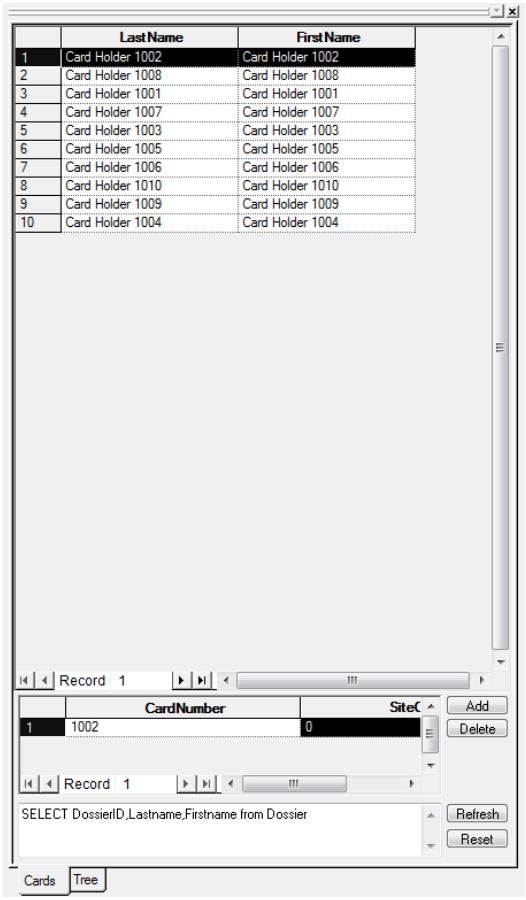
A Card Holder is selected from the list on the left side of the screen. The data for the selected Card Holder is displayed on the data tabs to the right.

Five types of data tabs are used to manage the database and badges: **Data**, **Access**, **Card Groups**, **Badge**, and **Action**. Click on a tab to access each tab's fields and display the entries for the selected tab.

NOTE: Additional user-created tabs can be added. Read *Users* in Section 4 – *Project Structure* for instructions.

9.2 - Card Holder List

The **Card Holder List**, located on the left side of the screen, displays a shortened version of Cardlist data. The default columns displayed in this window are the card number, and the user's last and first name. The column titles (**Cardnumber, Lastname** and **Firstname** in the example below) are the names provided from the Cardlist Database.

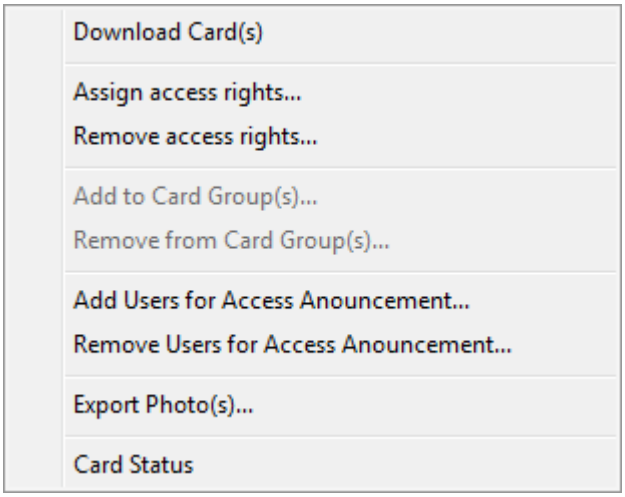


The bottom of the screen displays the highlighted record's number and the arrows that allow moving through the list one record at a time or to the beginning and end quickly. The slide bar allows moving through the displayed list vertically and horizontally. The **Refresh** button will do a complete screen refresh and sets the first record active. The **Reset** button resets the list display to the original default display screen.

The table can be sorted by column. To sort the list by column, double-click the column heading. The entire list will sort by the contents of the selected column, numerically and alphabetically, as needed. For example, click the **Card** column heading to sort the list by card number, starting with the lowest number at the top. Click the **Last Name** column heading to sort the list alphabetically by cardholder last name.

9.2.1 - Card Holder Actions Popup

The table also has a lot of right-click functionality within the grid itself. Choose a record, or multiple records, right-click and the menu below will appear. If multiple records are selected assignment of access rights, card groups, export photo etc… will apply to all cards that are highlighted.



- **Download Card(s) –** downloads cards selected from the table.
- **Assign access rights –** pops up a dialog box where the user can assign access rights from the existing access sets defined within Intelli-Site.
- **Remove access rights –** pops up a dialog box where the user can remove access rights from the existing access sets defined within Intelli-Site.

Read *Access Rights* below for detailed instructions on managing Access Rights.

- **Add to Card Group(s) –** pops up a dialog where the user can assign the selected card to their choice of Card Groups.
- **Remove from Card Group(s) –** pops up a dialog where the user can assign the selected card to their choice of Card Groups.

Read *Card Groups* below for detailed instructions on managing Card Groups.

- **Add Users to Access Announcement –** pops up a dialog box that a user can assign announcement to a user chosen from a list.
- **Remove Users from Access Announcement –** pops up a dialog box that a user can un-assign announcement to a user chosen from a list.

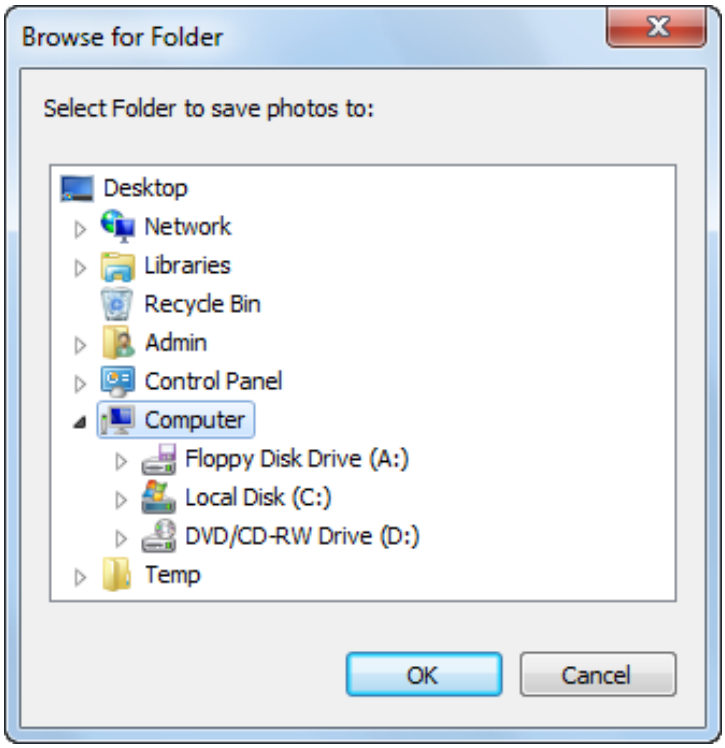
Read *User Announcements* below for detailed instructions on managing User Announcements.

- **Export Photo(s) –** allows a user to export the photos associated with a card record in the form of a .jpeg.
- **Delete Card(s) –** allows a user to delete all the card records chosen from the table.
- **Select All –** selects all records within the database.
- **Card Status –** displays the PCSC card status dialog.

9.2.2 - Export a Cardholder Image

The Export Images selection shown on the **Card Holder Action Popup** allows an image or images associated with the **Card Holder List** to be exported to a (jpeg) graphic file format for use with other applications.

Right-click on the card record within the table, and select export images. A screen similar to the following will display to select the location to export the graphic file (jpeg).

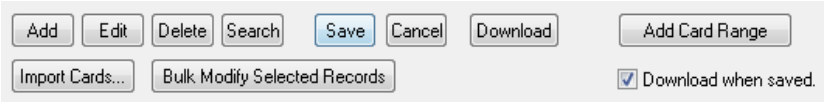


Select the path on the computer where the file is to be stored and click the **OK** button to complete the export. The file will be stored with the filename equal to the card number, for example (101.jpg).

9.3 - Using the Intelli-Site Database

When Intelli-Site is started for the first time, a library for the database will already exist. It is located under the **Database** sub-Node of the Project Node Tree. When Card Management Mode is started, the displayed information will be from the existing library.

The database can be customized to suit the needs of specific applications. A new data entry screen can be created similar to a Project screen. From this screen, data is entered and maintained. Changes to the data entry screens are completed using Graphic Design Mode. Buttons like the following example are displayed at the bottom of all four data entry tabs.



- **Add** – clears the entry screen and allows input of new information to the tab.
- **Edit** – unlocks the entries displayed on the tab for making necessary changes.
- **Delete** – deletes the record from the database. An acknowledgement dialog will display to verify the record has been deleted.
- **Search** – allows a specific record or group of records to be located.
- **Save** – saves the record to the database.
- **Cancel** – cancels the current entry.
- **Download** – downloads all the Cardlist data for the current card record to the associated hardware panels.
- **Import Cards**... - allows the user to import cardholder data from any delimited format.
- **Add Card Range** – allows the user to add a range of cards starting with a specified number and how many to add.
- **Bulk Modify Selected Records** – allows the user to modify multiple card record parameters when multiple records are selected via the grid.
- **Download when saved** – will automatically download new card settings to applicable access control panels when changes are saved.

A database record can contain more than individual employee information. It can contain data pertaining to the type of access permitted to the Card Holder, badge information (if used) including a picture of the Card Holder, and any action commands that are to be associated with the Card Holder.

9.3.1 - Add Card Holder Data

Regardless if the default or a custom database screen is used, the method for adding cardholder data is the same. For new Projects, many database entries may be required. Use the following procedure to add new cardholders to an existing Project.

1. At the **Data** tab, click the **Add** button. The data fields clear, the color changes to white and is ready for new data to be input. The default **Active** and **Deactivate** dates display.
3. Complete the **Data** tab fields as necessary. If data is not entered into fields, those fields will remain blank when the database record is saved.
4. Click the **Save** button to save the cardholder information.
5. At the cardholder list, click the **Refresh** button to display the new database record.

9.3.2 - Modify Card Holder Data

1. Click to highlight Cardholder Name from the list. Click to select the **Edit** button.
2. Click on the **"field"** to edit and type the changes.
3. Click to select the **Save** button to save the changes to the cardholder file. The new Cardholder data displays in the Cardholder list and on the Data tab to the right.

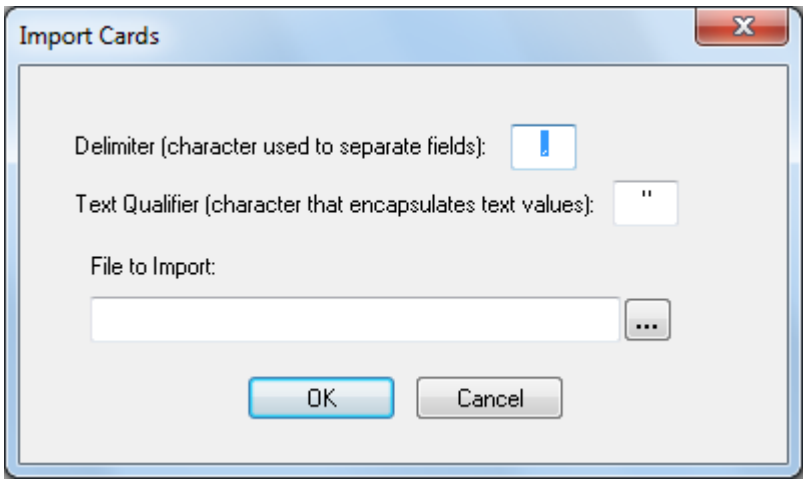
9.3.3 - Delete Card Holder Data

1. Click to highlight **Cardholder Name** from the list.
2. Click to select the **Delete** button. A popup window will display to verify deletion of the record.
3. Click **Yes** to delete the record.

The system will verify the record is queued for deletion from the system through a voice message.

9.3.4 - Importing Card Data

1. This feature allows the user to import Cardholder data from any properly-formatted delimited file. The delimeter character and text qualifier is user-definable. If a given card record being imported via the 'Import Cards' routine contains a .jpg file in the same folder as the .csv file, the photo is automatically imported. The files should take the form of "cardnumber">.jpg.



Cardholder data to be imported must match the Intelli-Site-acceptable database schema. Refer to the table below for the MSDE/SQL database schema required.

```
CREATE TABLE [dbo].[Addresses] (
	[CardNumber] [nvarchar] (24) COLLATE SQL_Latin1_General_CP1_CI_AS NOT NULL ,
	[SiteCode] [smallint] NULL ,
	[Threat] [smallint] NULL ,
	[CardLabel] [nvarchar] (24) COLLATE SQL_Latin1_General_CP1_CI_AS NULL ,
	[PinNumber] [nvarchar] (4) COLLATE SQL_Latin1_General_CP1_CI_AS NULL ,
	[CardType] [tinyint] NULL ,
	[ActivateDate] [smalldatetime] NULL ,
	[DeactivateDate] [smalldatetime] NULL ,
	[AccessLevel] [int] NULL ,
	[DefaultTime] [int] NULL ,
	[Department] [nvarchar] (50) COLLATE SQL_Latin1_General_CP1_CI_AS NULL ,
	[FirstName] [nvarchar] (50) COLLATE SQL_Latin1_General_CP1_CI_AS NULL ,
	[LastName] [nvarchar] (50) COLLATE SQL_Latin1_General_CP1_CI_AS NULL ,
	[Address] [nvarchar] (255) COLLATE SQL_Latin1_General_CP1_CI_AS NULL ,
	[City] [nvarchar] (50) COLLATE SQL_Latin1_General_CP1_CI_AS NULL ,
	[StateOrProvince] [nvarchar] (20) COLLATE SQL_Latin1_General_CP1_CI_AS NULL ,
	[PostalCode] [nvarchar] (20) COLLATE SQL_Latin1_General_CP1_CI_AS NULL ,
	[Country] [nvarchar] (50) COLLATE SQL_Latin1_General_CP1_CI_AS NULL ,
	[HomePhone] [nvarchar] (30) COLLATE SQL_Latin1_General_CP1_CI_AS NULL ,
	[WorkPhone] [nvarchar] (30) COLLATE SQL_Latin1_General_CP1_CI_AS NULL ,
	[WorkExtension] [nvarchar] (20) COLLATE SQL_Latin1_General_CP1_CI_AS NULL ,
	[Notes] [ntext] COLLATE SQL_Latin1_General_CP1_CI_AS NULL ,
	[Badge] [smallint] NULL ,
	[Title] [nvarchar] (50) COLLATE SQL_Latin1_General_CP1_CI_AS NULL ,
	[CardEmbossNumber] [nvarchar] (10) COLLATE SQL_Latin1_General_CP1_CI_AS NULL ,
	[MiddleInitial] [nvarchar] (3) COLLATE SQL_Latin1_General_CP1_CI_AS NULL ,
	[DepartmentText] [nvarchar] (50) COLLATE SQL_Latin1_General_CP1_CI_AS NULL ,
	[Company] [nvarchar] (50) COLLATE SQL_Latin1_General_CP1_CI_AS NULL ,
	[Photo] [image] NULL ,
	[LastModificationBy] [nvarchar] (255) COLLATE SQL_Latin1_General_CP1_CI_AS NULL ,
	[NumDaysToLog] [smallint] NULL ,
	[Signature] [image] NULL ,
	[ExpireDays] [smallint] NULL ,
	[GrantLongAccessTime] [bit] NULL ,
	[APBType] [smallint] NULL ,
	[APBZone] [nvarchar] (255) COLLATE SQL_Latin1_General_CP1_CI_AS NULL ,
	[APBZoneID] [int] NULL ,
	[ViolationCount] [smallint] NULL ,
	[CardValid] [bit] NULL ,
	[EventLockOverrideCapable] [bit] NULL ,
	[AccessCostOverrideCapable] [bit] NULL ,
	[EscortVisitorCapable] [bit] NULL ,
	[BuildingPassbackExemption] [bit] NULL ,
	[ParkingPassbackExemption] [bit] NULL ,
	[CardHolderGroups] [tinyint] NULL ,
	[ActivationGroup] [tinyint] NULL ,
	[OnAccessOutput] [tinyint] NULL ,
	[SecondaryExpDate] [smalldatetime] NULL ,
	[ActionPointID] [int] NULL ,
	[DoorTekHardAPB] [bit] NULL ,
	[DoorTekSoftAPB] [bit] NULL ,
	[DoorTekCardUseCount] [smallint] NULL ,
	[DoorTekActionID] [smallint] NULL ,
	[AccessLevelFilter] [smallint] NULL
) ON [PRIMARY] TEXTIMAGE_ON [PRIMARY]
GO
ALTER TABLE [dbo].[Addresses] ADD
	CONSTRAINT [DF__DbaMgr_Tm__CardT__21B6055D] DEFAULT (1) FOR [CardType],
	CONSTRAINT [DF__DbaMgr_Tm__Activ__22AA2996] DEFAULT (getdate()) FOR [ActivateDate],
	CONSTRAINT [DF__DbaMgr_Tm__Deact__239E4DCF] DEFAULT (dateadd(year,1,getdate())) FOR
[DeactivateDate],
	CONSTRAINT [DF__DbaMgr_Tm__NumDa__24927208] DEFAULT (1) FOR [NumDaysToLog],
	CONSTRAINT [DF__DbaMgr_Tm__Expir__25869641] DEFAULT (0) FOR [ExpireDays],
	CONSTRAINT [DF__DbaMgr_Tm__CardV__267ABA7A] DEFAULT (0) FOR [CardValid],
	CONSTRAINT [DF__DbaMgr_Tm__DoorT__276EDEB3] DEFAULT (255) FOR
[DoorTekCardUseCount],
	CONSTRAINT [PK_Addresses] PRIMARY KEY  CLUSTERED
	(
		[CardNumber]
	)  ON [PRIMARY]
GO
```

9.3.5 - Bulk Modify Card Holder Data

1. Click to highlight multiple Cardholder Names from the list or run a query to select multiple cardholders. Click to select the **Bulk Modify Selected Records** button.
2. Click on the **"field"** to edit and type the changes.
3. Click to select the **Save** button to save the changes to the cardholder file. The new Cardholder data displays in the Cardholder list and on the Data tab to the right. All records selected in Step 1 (above) will be modified.

9.3.6 - Assign User Defined Screens

Screens to be used for the card access database (and displayed as a data tab) are assigned through the **System Control, Users** sub-Node. The screens are assigned as part of a user's privileges.

The User Defined Screens section of the Users tab listed under the Users Node contains a drop list. As many screens as you desire can be assigned to display Cardlist data. These additional **User Defined Screens** display in addition to **System Screen** selections.

Adding Database Fields to Screens

The default Card Data screen does not hold all database fields. As such, there may arise occasion to add fields to the Card Data Screen so that certain records (such as Anti-Passback Violation Count) can be viewed within Card Management Mode and edited. Simply edit the Card Data Screen in Graphic Design Mode to have the needed field and it will appear in Card Management Mode.

Rather than modify the Card Data Screen, you may opt to create a new screen that houses the fields you desire to view/edit. After the custom screen has been created in Graphic Design mode, you can add that screen to be displayed in Card Management Mode as described in the previous sub-section *Assign User Defined Screens*.

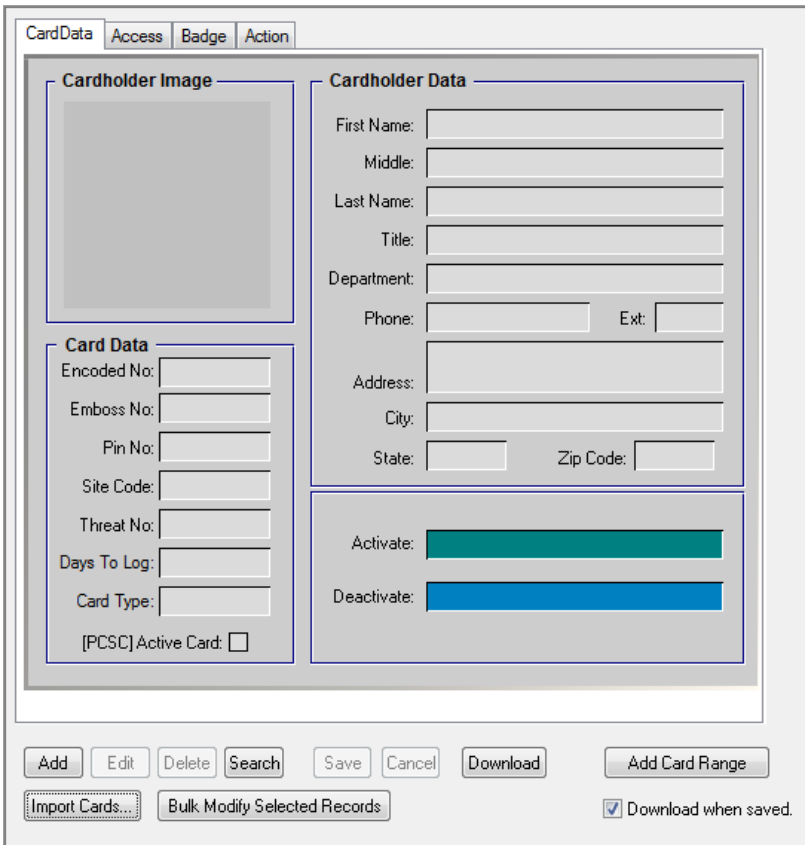
Review *Section 5 – Managing Graphics* for instructions on adding database fields to screens.

Searching the Database

Intelli-Site uses two search utilities for querying the database: Structured Query Language (SQL) and Simple Field-Parameter Search. The **SQL Search** entry box is located under the Card Holder list. The SQL feature is accessed using the **Query** button. The **Simple Field-Parameter Search** feature is accessed through the **Search** button under the Data tab.

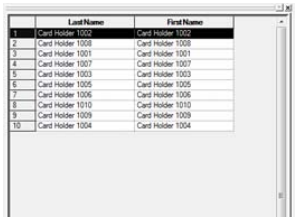
Perform a Simple Search of the Database

1. Click the Search button located at the bottom of the screen. The data fields are unlocked and any displayed data is cleared. The Save button changes to a Query button.
2. Enter “Search Parameters” into one or more data fields. The more detailed the search parameters, the more defined the search result will be. The fields are not case sensitive.



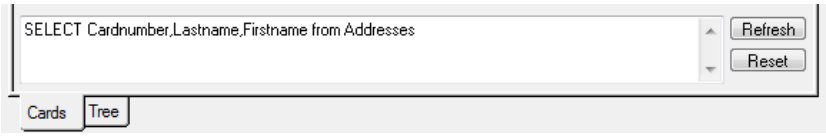
3. Click the **Query**  button to start the search.

The search results will display in the Card Holder List and Cardholder's Data Tab on the right. The entry box below the Card Holder List s displays the equivalent SQL syntax of the simple search feature. The first displayed database record will display on the data tab after the search results are displayed.



Card Holder List

Perform a SQL Database Search



Type the SQL query for the search and click the **Refresh** button.

The results of the query will display in the Cardholder List directly above the search entry box.

Verify the field names to be used in your SQL query exist precisely with field names found in the Addresses Table. A list of field names can be found in the Project Node Tree → Databases → Cardlist → Addresses → Table. These field names must be matched exactly to perform the query.

Basic SQL Search Strings

This section describes the some of the basic SQL syntax and examples of SQL type search strings. Multiple reference guides are available on the SQL language in book and computer stores.

The following examples are using the **Addresses** database table.

SELECT Statement

The **SELECT** statement is used to extract data from a table. An example of the syntax would be: SELECT * FROM addresses. The asterisk **(*)** requests all columns in the table entitled "**Addresses**".

Individual columns can be extracted by naming the column. If multiple columns are entered, commas must separate them. An example of the syntax would be: SELECT column_1, column_2 from addresses.

The **SELECT DISTINCT** statement allows duplicate records to easily be eliminated. An example of the syntax would be: SELECT DISTINCT column_a, column_b from addresses. This statement will eliminate all duplicate records in the result set based on "column_a AND column_b". *(If two records have the same values for column_a and column_b, then only the first record will be displayed.)*

Use the **WHERE** clause within the SELECT statement if only certain values from a table are desired. An example of the syntax would be: SELECT column_1,column_3 FROM addresses WHERE column_4 = some value.

Note: Whenever possible, it is best to restrict the data by requesting a subset of columns and using a WHERE clause. This allows the database engine to reduce the amount of processing to return the result set.

Use the **ORDER BY** clause to sort the records within a table. An example of the syntax would be: SELECT column_1, column_2 FROM addresses ORDER BY column_1 **or** SELECT column_1, column_1 FROM addresses ORDER BY column_1 DESC.

INSERT Statement

The **INSERT** statement is used to place new records into a table. Use commas to separate the individual column and data values. An example of the syntax would be: INSERT into addresses (column_1, column_2, column_3) VALUES (first value, second value, third value).

UPDATE Statement

The **UPDATE** statement is used to change a record that is in the table. The syntax would be: UPDATE addresses SET column_1 = 'new value' WHERE column_2 = 'some value".

DELETE Statement

The **DELETE** statement is used to remove a record from a table. An example of the syntax would be: DELETE FROM addresses WHERE column_1 = 'some value'.

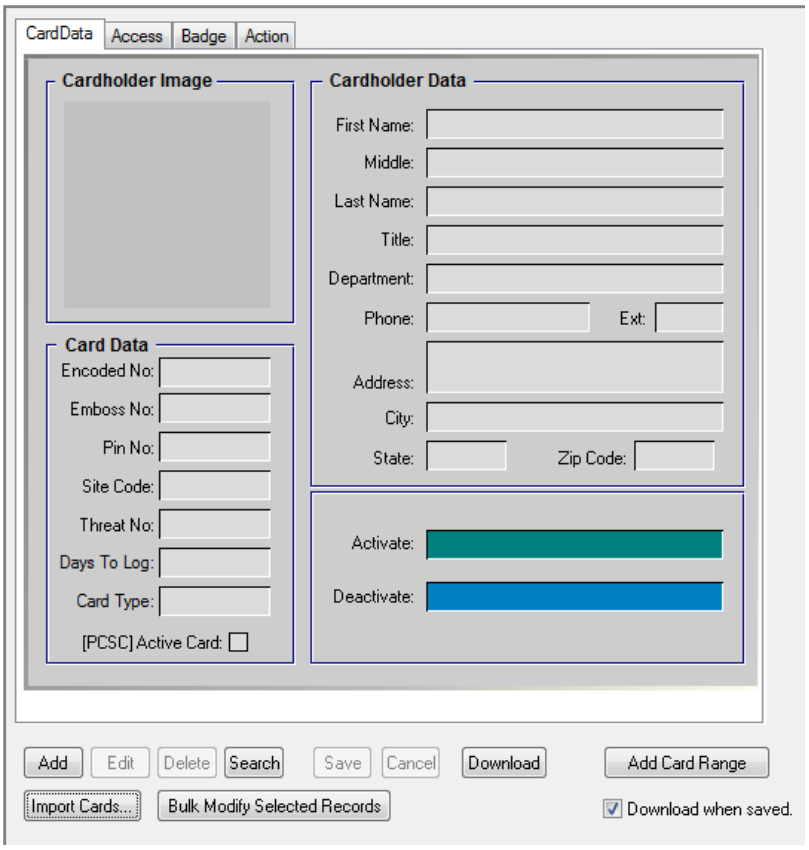
IMPORTANT: Once a record is deleted, it cannot be recovered. A WHERE clause must be used or all of the records in the table will be deleted.

9.4 - Card Database Tabs

In the right pane of the Card Management Mode are five tabs (by default; custom screens can be added as noted earlier in *Using the Intelli-Site Database – Assign User Defined Screens*). Each tab holds groups relevant card holder information that can be displayed & edited, based on the card holder record selected in the card holder list.

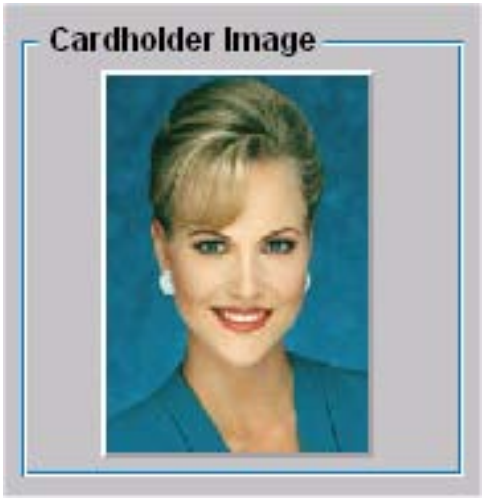
9.4.1 - Data Tab

The **Data** tab is used to enter and manage individual cardholder information. Data is entered into the database using the default data entry screen named **Card Data** (shown below). This screen can be modified within **Graphic Design Mode**.



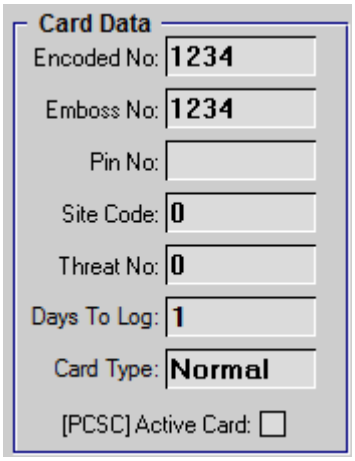
Template Fields

All of the data entered into these fields will be stored to the cardholder database. The data can be viewed from Card Management Mode, and using the Card Report from Documentation and Reporting Mode.



Cardholder Image – used to display the image associated with the database record. The image is typically a photograph, but it could also be a logo or some other type of image. Images are associated, captured, or imported using the **Badge** tab. The default setting is blank.

Card Data

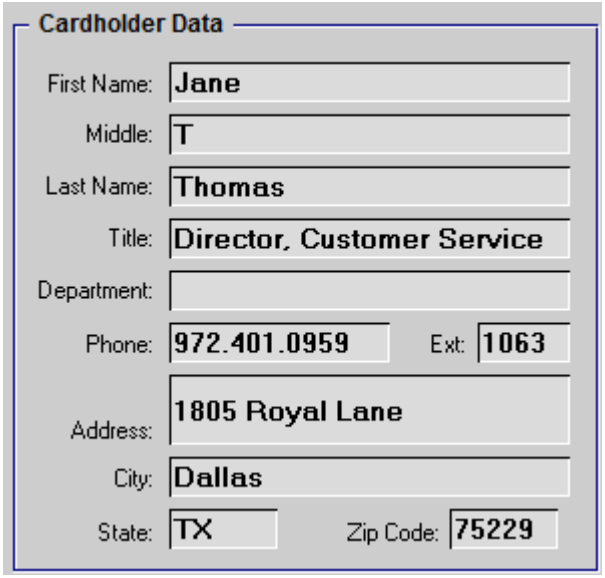


- **Encoded No** – the number programmed into the access card. This number is not visible on the card, but is part of the card's programming.
- **Emboss No** – the printed number that appears on the access card.
- **Pin No** – a three-digit (maximum) personal identification number. This code should be unique for each user. Valid values are 0 to 999.

- **Site Code** – a number from 0 to 255 to be a numerical designation for a site. This number is used since a finite number of three digit Pin numbers can be used. This code, along with the Pin number, provides a large number of access codes.
- **Threat No** – a numerical threat designation between 0 and 16. This number is used as an added security lockout feature. Although two people may have identical access levels, the person with a higher threat number will have lockout privileges the other person will not have.
- **Active Card** – a check is needed to activate a card record within the PCSC Access Control panel. This field is not needed with any other OEM and can be removed in Graphic Design Mode.

Note: The Threat No. Field applies only to one specific hardware manufacturer's components.

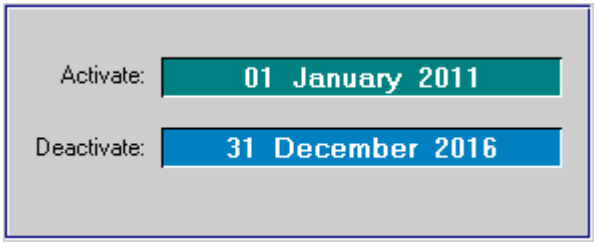
Cardholder Data



- **First Name** – the cardholder's first name.
- **Middle** – the cardholder's middle initial.

- **Last Name** – the cardholder's last name.
- **Title** – the cardholder's title within the company.
- **Department** – the department to which the cardholder belongs.
- **Phone** – the cardholder's telephone number. This field can be used for a personal or business number.
- **Ext** – the cardholder's business telephone number extension.
- **Address** – the cardholder's business or organizational sTreet address.
- **City** – the cardholder's city.
- **State** – the cardholder's state.
- **Zip Code** – the cardholder's zip code. The five-digit or nine-digit code can be entered.

Activate / Deactivate Fields



- **Activate** – the card's activation date.
- **Deactivate** – the card's deactivation date.

The time entries for both fields are based on 12:00 am (midnight) for beginning and ending access time and dates. Both fields operate identically. Click the field to display the calendar and select the date.

Calendar Display

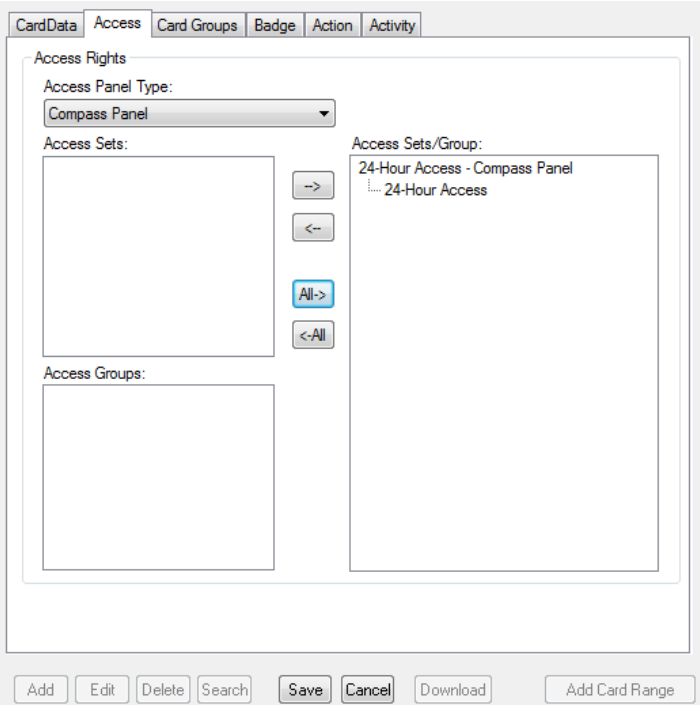
- Click the << button to display the previous year.
- Click the < button to display the previous month.
- Click the > button to display the next month.
- Click the >> button to display the next year.
- Click the desired date to enter the date in the field and close the calendar.

9.4.2 - Access Tab

The **Access** tab is used to define the type of access card, time zones (when the badge can be used), and access rights, including access groups. Access groups are functionally grouped points that can be assigned to a user, allowing varying levels of security.

Access Rights

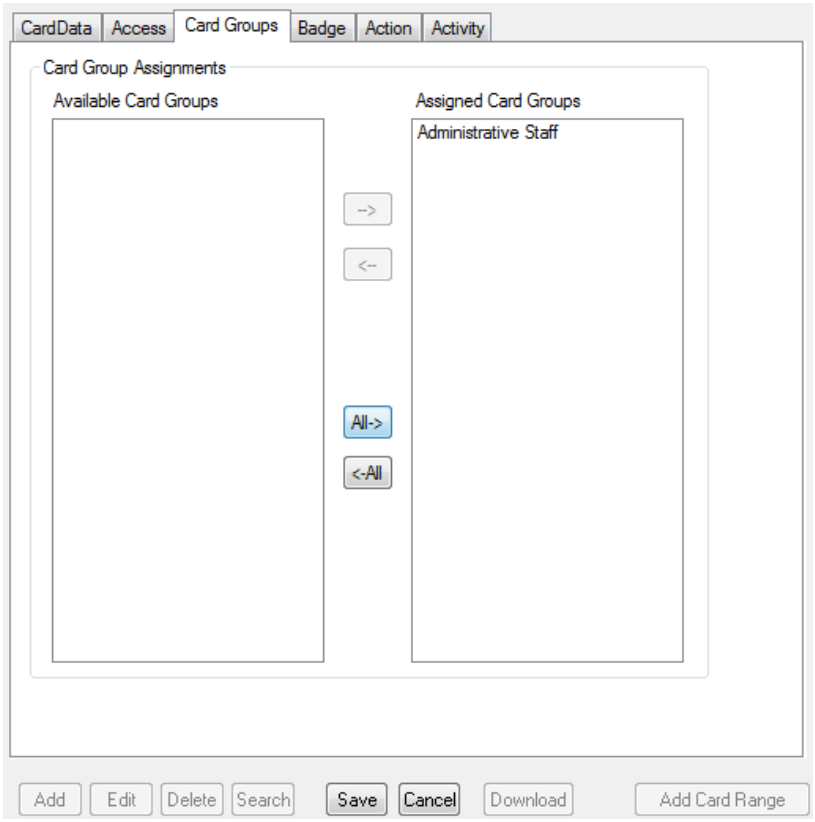
The **Access Rights** section gives selections for Access Panel types and associated Access Sets. This field can be used to assign a common or unique access group. The system automatically enters the name of the access set if the selected access matches an access set already configured in the Intelli-Site system. If the access set is unique, the system will blank out the name for the access set. This name can be changed at any time.



- **Access Panel Type** – lists the Access Panels that are available to associate with system. These panels are setup when Intelli-Site is installed.
- **Access Sets** – displays the names of all available sets. These sets have been previously created using the Project Node Tree **Access Sets** Node.
- **Access Groups** – displays the names of all available groups. These groups have been previously created using the Project Node Tree **Access Groups** Node.
- **Access Sets/Group** – displays all of the groups that have been assigned to the cardholder. If the selected groups match a set of groups already assigned in the system, Intelli-Site will automatically display the name of the access set in the **Access Set** field. If the access set is unique, the system will enter a default name for the set in this field. A name should be assigned for unique access sets so that they can be monitored.
- **Right/Left Arrows** – moves the selected item from one list to the next.
- **All Right/Left Arrows** – moves all items from one list to the next.

9.4.3 - Card Groups Tab

This tab is used to assign a cardholder to card group(s).



- **Available Card Groups** – lists card groups currently unassigned.
- **Assigned Card Groups** – lists card groups currently assigned.
- **Right/Left Arrows** – moves the selected card group from one list to the next.
- **All Right/Left Arrows** – moves all card groups from one list to the next.

9.4.4 - Badge Tab

The Intelli-Site software provides optional Video Badging features to enhance a card access security system. Photo identification (ID) permits verifying the identification of a card user and recognizing unauthorized personnel.

The **Badge** tab allows creation of a badge, with or without a photo. The photo used on the badge may be the same or a different photo than the one stored in the cardholder database. After a badge is created, a photo can be added via several different methods: **Video Capture, Photo Import**, or **Image Scanning**.

Assign a Badge Template to a Cardholder

1. From the **Cardholder List** view on the left, select the **"User Name"** to create a badge. Click to select the **Badge** tab.
2. Click the **Edit** button to unlock the record. The entry fields will change to white and the control buttons redisplay.

3. Select the **Badge Template** desired in the **Type** drop-down box. Only badge templates saved under the Project Node Tree **Badges** sub-Node will display. Read *Badges* in *Section 4 – Project Structure* for more information on adding/editing **Badge Templates**. Select **Save** to save your changes.

Modes

Various Modes are available when a card is being added or edited:

- **View Badge** – displays the badge in the view pane.
- **Video Capture** – enables you to take pictures for saving if you have the required video capture equipment installed.
- **Signature** – enables you to record a signature if you have an approved electronic signature-recording device. **Model: Symbol iPOS 3100** http://www.symbol.com/products/transactionsys/ipos_3100.html
- **Twain Import** – enables you to capture video images via a Twain device.
- **Edit Photo** – enables you to edit a photo.

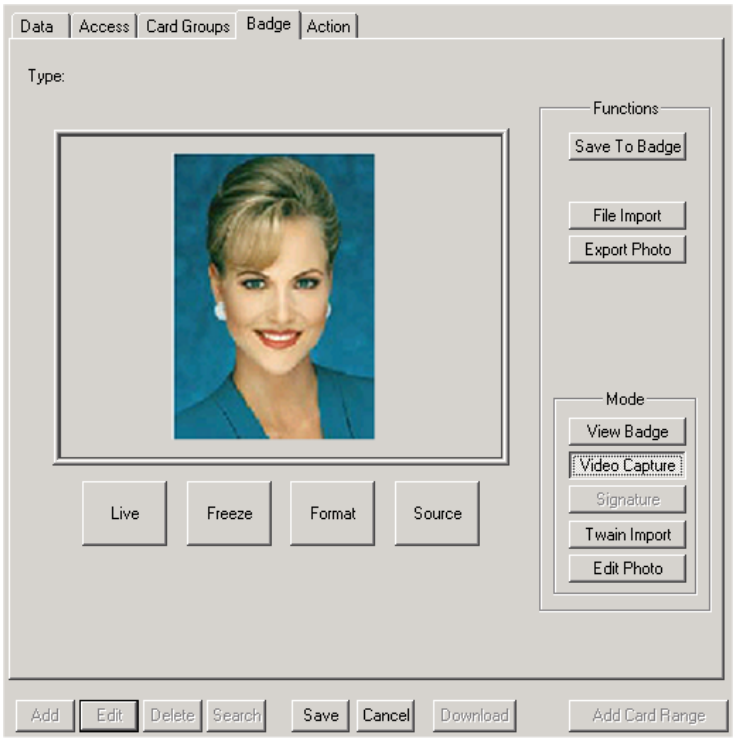
Edit Badge Mode

- **Print Badge** – will print the badge to a printer connected to the computer or to a system badge printer.
- **View Back/Front** – toggles to show a view of the badge.
- **File Import** – opens the file import dialog.

- **Export Photo** – opens the file export dialog.

Video Capture Mode

Video Capture Mode is a means to take digital pictures assuming you have the required video capture equipment installed. Such equipment includes a Video Capture Card and a Camera (see *Additional Requirements → Video Badging* in *Section 1 – Introduction* for full requirements).



- **Save To Badge** – saves the photo taken to the cardholder record.
- **Live** – starts the video feed.
- **Freeze** – takes a snapshot of the video feed.
- **Format** – opens the video formatting of your video capture card. As each video card's configuration is unique, review their documentation for instructions on setting up the format.

- **Source** – sets the source for the video feed. Again, as each video card different in its configuration, review your Video Capture Card's manufacturer's documentation for instructions on setting up the source.
- **File Import** – opens the file import dialog.
- **Export Photo** – exports the picture to an image file.

Capture and Save a Picture

1. Click the **Source** button. The video source dialog displays.
2. Select the **Camera** to be used to capture the video image.
3. Click the **Live** button to view a live video image from the source camera.
4. When the live image is ready, click the **Freeze** button to capture a still image from the source camera.
5. If the displayed image is unacceptable, click the **Live** button again and recompose the image. Then click the **Freeze** button again to freeze another frame. Continue this process until the desired image is displayed.
6. Click the **Format** button. The Video Format dialog displays.
7. Format the image as needed.
8. When complete, click the **Exit** button to exit.
9. Click the **Save** button to save the captured video image to the badge in the field designated to display the image.

Signature Mode

The **Signature** mode opens a window to view and save digital signature to the cardholder record, assuming of course a Signature pad is properly connected to the computer's serial port. **(Model: Symbol iPOS 3100** http://www.symbol.com/products/transactionsys/ipos_3100.html **)**

- **OK** – saves the digital signature.
- **Cancel** – closes the Enter Signature window without saving changes.
- **Clear** – clears the current signature.

Twain Import Mode

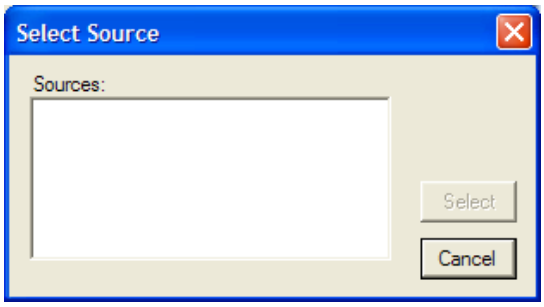
The Twain Import mode is used to import images from an external device, such as a scanner, digital camera, or Twain-compatible live camera.

Note: The system must be physically connected to the Twain device for this mode to be operational. The procedure to acquire a twain image only links Intelli-Site to the twain device. This manual does not cover operation of Twain devices.

- **Select Source** – opens the Select Source dialog which lists all system detected Twain devices.
- **Twain Acquire** – opens the Twain Capture dialog.
- **File Import** – opens the file import dialog.
- **Export Photo** – exports the picture to an image file.
- **Save To Badge** – saves the photo taken to the cardholder record.

Selecting a Twain Source

1. Click the **Twain Import** button. The functions screen for the Twain device will display.
2. Click the **Select Source** button. The Select Source dialog displays listing all system detected Twain devices.



3. Select the desired Twain device from the displayed list. The **Select Source** dialog closes.

Capture an Image from a Twain Device

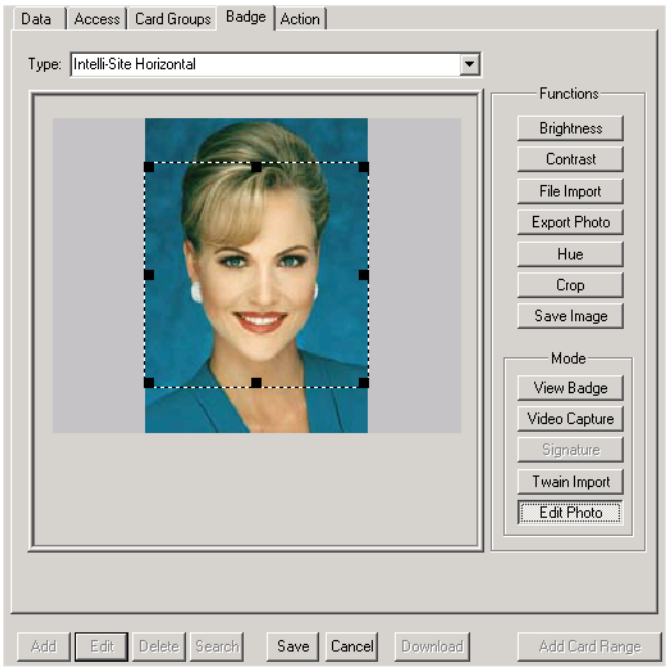
1. Click the **Twain Acquire** button. The operating system for the Twain device starts.

Note: The following step requires knowledge of the operation of the Twain device.

2. Using the Twain device software, capture the image.
3. Close the Twain device software. The captured image displays in the **Badge** tab window.
4. If necessary, using the image cropping handles, crop the image.
5. Click the **Save** button to save the image to the database.

Edit Photo Mode

The **Edit Photo** mode is used to modify an image's brightness, contrast, hue and size.

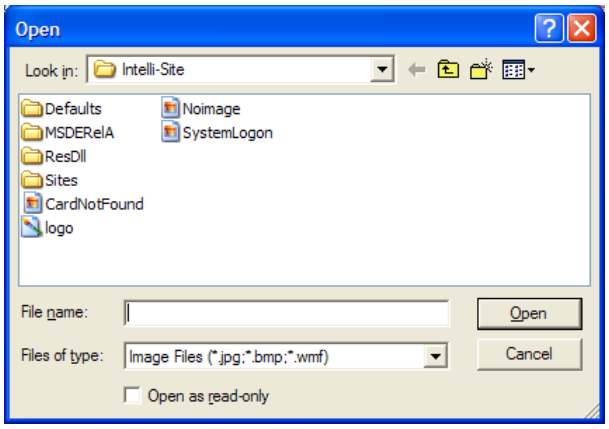


- **Brightness** – adjust the brightness of the picture.
- **Contrast** – adjust the contrast of the picture.
- **Hue** – adjust the hue of the picture.
- **Crop** – allows you to crop the picture.
- **Save Image** – will save the Image.

Importing Files

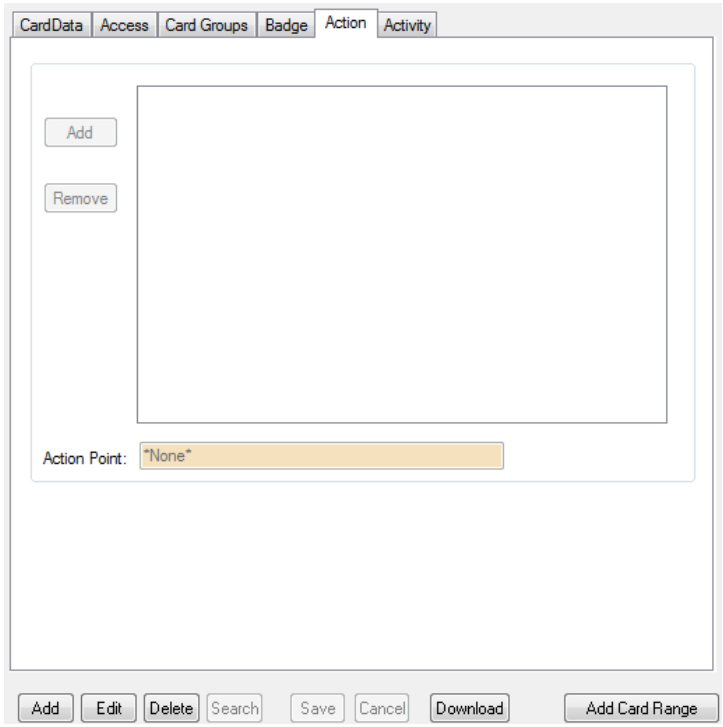
The **File Import** mode allows an electronically stored image file to be imported from a source, such as a floppy disk, compact disc, computer hard drive etc.

1. From the Badge tab screen, click the **Add** or **Edit** button and select the **File Import** mode button. The standard Windows Open dialog will display.



2. Navigate to the location of the file to import and select the file name.
3. Click the **Open** button. The Open dialog and the image displays on the Badge tab.

9.4.5 - Action Tab



The **Action** tab serves two functions:

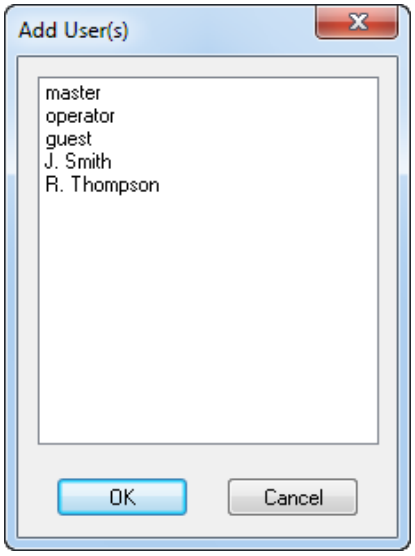
- Configure user announcements – Intelli-Site users can be placed on an announce list so that when an action occurs for this Card Holder, all users in listed will hear this action announced on their computers.
- Action Point – pulses an I/O point when this card is used.

User Announcements

As mentioned above, Intelli-Site users can be configured to hear an announcement whenever a given card is used. Users configured to hear such announcements are listed here.

Configuring User Announcements

1. At the Action tab screen, click the Edit button, the Add button will the un-gray and is able to be pressed. Press the Add button and a screen similar to the following dialog will display.



2. To select **(a User)** to be added to the **Announce** list for the current cardholder, click to highlight the name and click the **OK** button to save the entries and close the dialog.
3. To select **(all Users)** in the list, click to be added to the **Announce** to highlight the (**first User)**, hold down the **[SHIFT]** key and click the (**last User)** to be selected. The system will highlight and select all names between the first selected name and the last selected name. Click the **OK** button to save the entries and close the dialog.

4. To select **(multiple Users)** in the list, click to highlight the **(first User)**, hold down the **[CTRL]** key and click on additional names to be selected. Only the names highlighted will be added. Click the **OK** button to save the entries and close the dialog.

Action Point

The **Action Point** drop field will also be enabled upon pressing the **Edit** button. An I/O point can now be dropped that will be pulsed every time this cardholder uses his card. For example: the actions on high for the I/O point could be to increment a counter, start a timer or pop up a screen to announce the user.

9.4.6 – Run Mode Card Modification

The Run Mode Card Modification feature will allow the user to right-click on a door icon and automatically see a list of cards that have recently used that door, and be able to modify those cards:

- If the screen object that has been right-clicked has no door constructs or more than one door construct the right-click will be ignored. If the grid is already visible, the data for the new door will be loaded.
- A secondary option is available for invoking the Run Mode Card Modification popup dialog. This approach involves using a new Action, 'PopupRunModeCardMod', which the user can program into a screen icon.

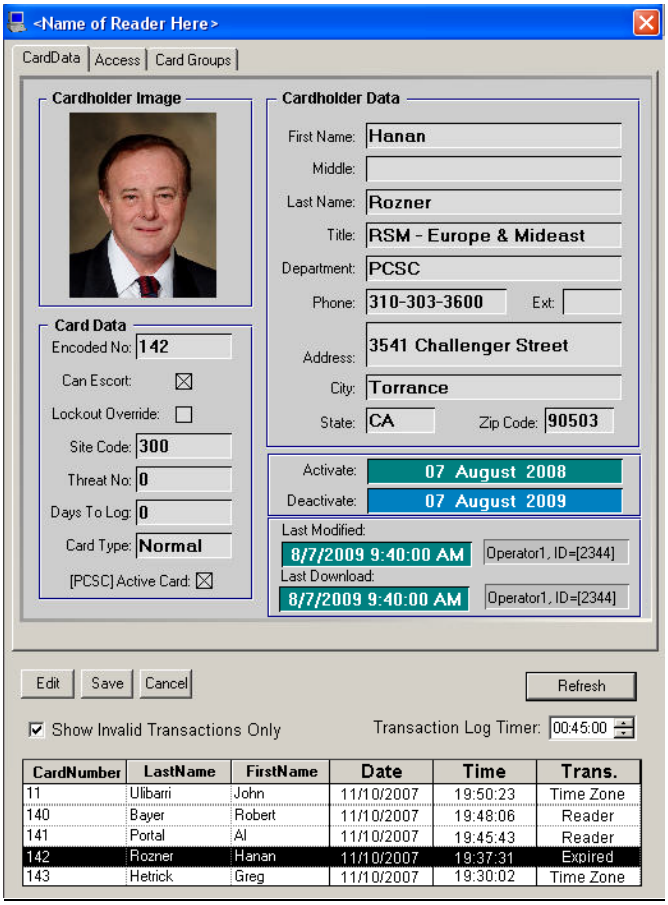
Popup Dialog:

The popup dialog for this feature will appear the same as Card Management Mode with the following differences and restrictions (See Figure below):

- The card grid on the left will not be visible.
- The only tabs that may be displayed are the Card Data pages, the Access tab, and the Card

Groups tab. All tabs and fields on the tabs will be restricted as normal (per access level and user rights settings).

- Only the Edit, Save, and Cancel buttons will be visible. When card changes are saved they will be immediately downloaded to the appropriate panel(s).
- Beneath the tabbed portion of the dialog will be a list control showing the card transactions for the chosen door. The grid will contain columns for Date/Time, Event/Status, Reader Name, Card Number, First Name, and Last Name. The grid will be filtered by access level as the standard card grid is. When the user selects a card from the grid, the tabs above will show the data for that card, and allow it to be changed if the user has rights to do so.
- Near the grid will be a selection for the number of minutes of reads to display and a checkbox to filter invalid card reads only, or all card reads. There will also be a Refresh button. This dialog will not update as live data comes in.



- **Enable / Disable:** By default, this feature will be disabled. In order to enable this feature, the user will check a new “Run Mode Card Modification” checkbox on the Workstation registration dialog
- **‘Date / Time’ and ‘User’ fields for Card Modifications and Downloads:** New fields will be added to the ‘Addresses’ table to include this information on a card holder by card holder basis. These fields, like any other fields in the ‘Addresses’ table, may be displayed in a Card Data page used in Card Management or in the Run Mode Card Modification popup dialog.

Section 10 – Documentation and Reporting Mode

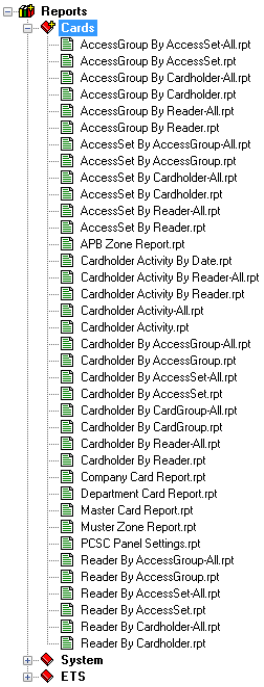
This section describes the Documentation and Reporting Mode.

- Intelli-Site Reports
- Intelli-Site Software and Third Party Manuals
- Activity Logging

The **Documentation and Reporting Mode** button opens the Documentation control screen. The two documentation tabs available at the bottom of the left-hand window are **Reports** and **Manuals**.

10.1 - Intelli-Site Reports

There are basically two types of Intelli-Site Reports: Cards Reports that are, essentially, useful for Card Access Management, and System Reports that are useful for providing information on event history, statistics and detailed system information.



Reports Tab

10.1.1 - Reports Tab

The **Reports** tab is used to view and print the default reports included with Intelli-Site. In addition to the default system reports, custom reports can be created and viewed from the **Reports** tab. The Reports tab automatically displays when Documentation and Reports Mode is started. The **Cards** and **System** sub-Nodes display the default reports.

Reports are saved in the (RPT) format to be read by Intelli-Site. **Crystal Reports** is a third-party reporting product used to create additional reports from the database. Intelli-Site is fully compatible with Crystal Report documents.

Listed under the Cards sub-Node are more than thirty predefined reports. Some of the reports require User input to run.

Listed under the Systems sub-node are, at minimum, the Event Statistics Report, Master History Report, Project Notes Report and the System Information Report. All reports are displayed to the screen and can be printed or exported to various file formats.

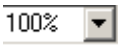
For reports requiring User input, a value entry dialog necessary to run the report will display. Values may be entered explicitly, or "wildcard" search parameters may be used.

Tip: Run a report with (All) as part of the title to see how the data values were input. The data can also be viewed from the Card Management Mode – Data tab.

10.1.2 – Pre-Configured Reports (Cards)

1. Expand the **Cards** sub-Node under the Reports Node.
2. To start a report, double-click on the **"Report Name"**. The report will display on the screen. A toolbar like the example on the next page will display at the top of the report screen.

- The **Bar with Left Arrow** button displays the first page of the report.
- The **Left Arrow** button displays the previous page of the report
- In the example above, the **(1 of 1)** means page 1 is displayed and that the report has 1 page.
- The **Right Arrow** button displays the next page of the report.
- The **Right Arrow-with Bar** button displays the last page of the report
- The **Square Box** button (stop report) is **not enabled** with this application.
- The **Printer** icon will open the standard Windows Print dialog to print the report.
- The **Export** icon will open the Export Options dialog to export the report.

- The **Drop-Down**  box allows selection of the screen magnification options to size the report display.

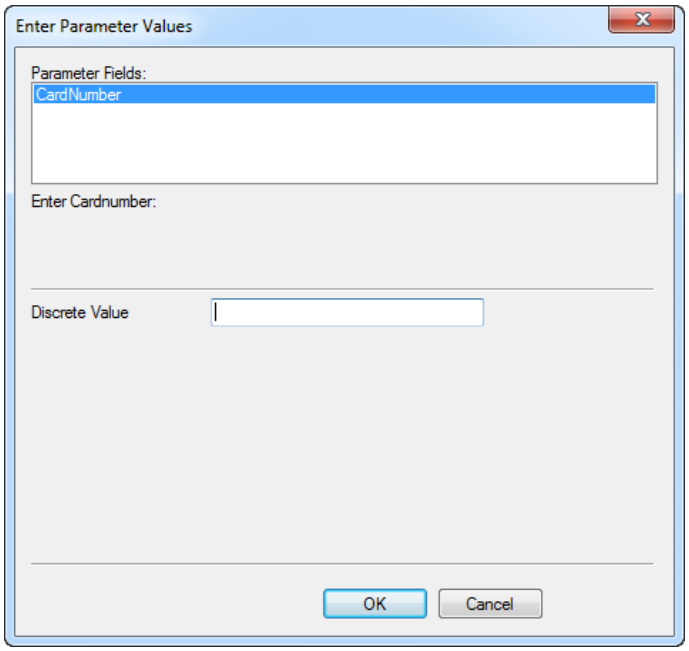
In the above example, the **(Total 456)** displays the total number of records in the report. As the report is running the percentage text and numbers on the right of the above example will give a continuous count as the report processes

Note: The screen magnification drop-down options apply only to the screen display of the report and do not affect how it will print if sent to a printer. The "Whole Page" option displays the report, as it will look when printed.

Run a Report with User Input

Of the reports under the Cards sub-Node, the following reports require the User to enter a value (parameter):

- AccessGroup By AccessSet.rpt
- AccessGroup By Cardholder.rpt
- AccessGroup By Reader.rpt
- AccessSet By AccessGroup.rpt
- AccessSet By Cardholder.rpt
- AccessSet By Reader.rpt
- CardHolder Activity By Reader.rpt
- CardHolder Activity.rpt
- CardHolder Activity-By Date.rpt
- CardHolder By AccessGroup.rpt
- CardHolder By AccesssSet.rpt
- CardHolder By Reader.rpt
- Reader By AccessGroup.rpt
- Reader By AccessSet.rpt
- Reader By Cardholder.rpt



- **Discrete Value** – the value relates to a field in the database and acts as a filter. Only report data that meets the criteria specified will display in the final report. The value must be entered exactly as it was input into the database. The entry is not case sensitive and the wildcard (*) character can be used to expand the report output.

For example, if you want a report using an Access Group named (Door_1), then the value entered must be (Door_1). A value of (Door*) would display a report listing all Access Group Tree sub-Nodes that have a label beginning with "Door" followed by any sequence of characters.

Note: Most report categories have a report on (All) the entries for that category. A report on all items for a category will identify the specific spelling and case of a sub-Node value.

10.1.3 - System Activity Reports

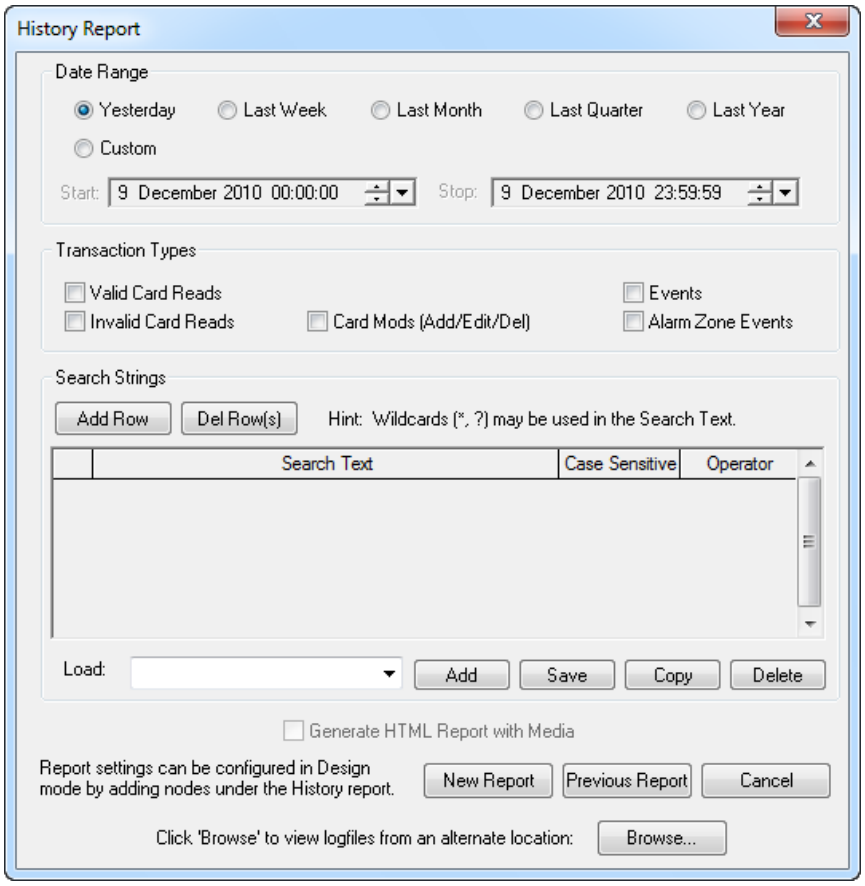
The Intelli-Site software allows the daily log files of system activity to be viewed. These log files are generated daily on a midnight-to-midnight time frame. Date ranges, transaction types, and search strings can be entered to produce a specific report of system activity. The data is defined using the History Report dialog.

The Master History Report is located under the System sub-Node of the Reports sub-Node in the Project Node Tree. This report is generated from the history log files created by the system. The History Log files are located in the LogFiles folder for the Project. The filename format will be "HYYYYMMDD.txt". For example, H20021031.txt would be the logfile for 10/31/2002.

Master History Report

Run a Master History Report

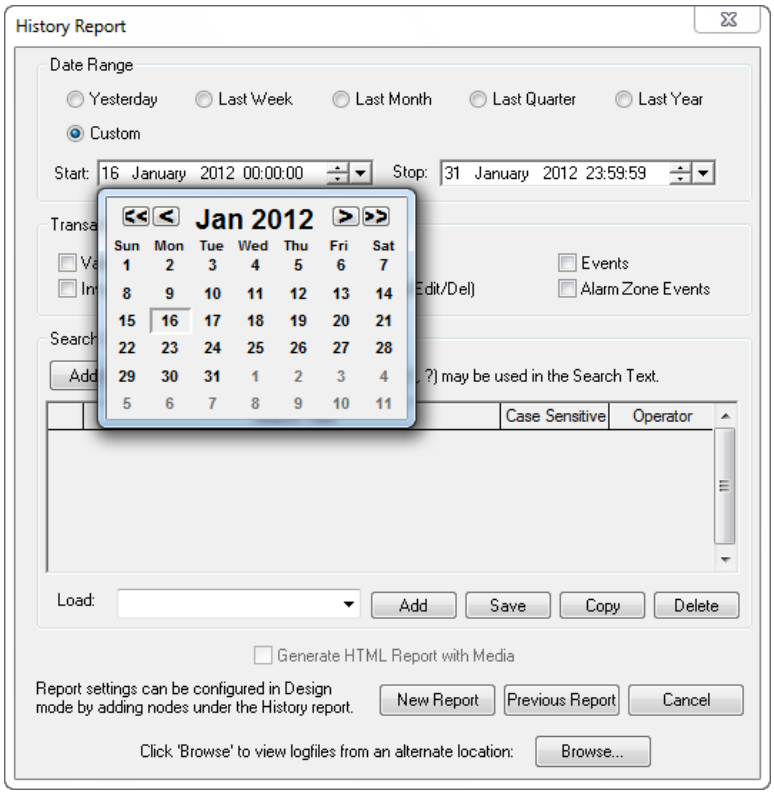
1. Expand the Reports and System sub-Nodes.
2. Double-click on the **Master History Report.rpt**. An input screen similar to the following will display.
3. Enter the **Date Range,** select the **Transaction Types** and enter **Search Strings** (if needed) to define the parameters of the report.
4. Click the **New Report** button to generate the report. The report will display in the Mode window.
5. Click the **Print** icon  to send a copy of the report to a printer.



The user can pick from various report ranges or choose custom and save the parameters of the report to file. The user can then recall that same report pressing the **Load Settings** button and choosing from saved report parameters.

Date Range Fields

The **Start** and **Stop** fields are used to enter the start and stop dates and times for the logfile search. Only those activities occurring between the dates and times specified will be included in the History Report. The default setting for both field is the day and time the dialog displays.

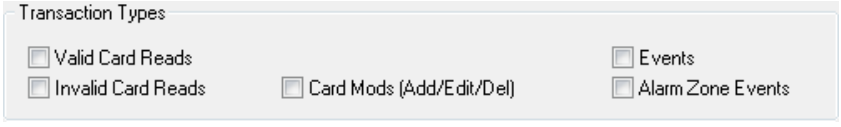


Click the large down arrow button to display the calendar to select a date.

- Use the << and >> buttons to scroll to the desired year.
- Use the < and > buttons to scroll to the desired month.
- Click on a date to select it from the calendar.

Alternately, click the date, month, year, hours, minutes, or seconds setting and use the up and down arrows to scroll to the desired setting.

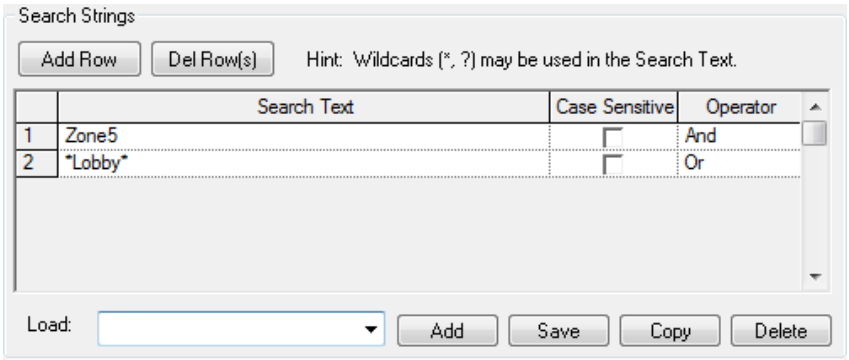
Transaction Types



- **Valid Card Reads** – will generate a report on valid card reads for the specified date range. The default setting is unselected.

- **Invalid Card Reads** – will generate a report on invalid card reads for the specified date range. The default setting is unselected.
- **Card Mods (Add/Edit/Del)** – will generate a report on cards that have been added, modified or deleted for the specified date range. The default setting is unselected.
- **Events** – will generate a report of all Events (Alarms, etc.) for the specified date range.
- **Alarm Zones Events –** will generate a report on all Alarm Zone alarms within the given date/time range.

Search Strings



The Search Strings entries allow further refining of the history report content. The search will locate matched ASCII text strings in the logfiles. The search feature can be case sensitive if selected. The Operator field allows for AND, OR & NOT Boolean search evaluations.

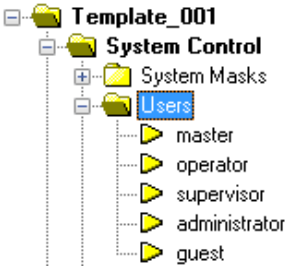
Report Buttons

- **New Report** – will generate a new report from the new data parameters given.
- **Previous Report** –will display the last report generated.
- **Cancel** – will cancel the user out of the report generator.
- **Browse** – will allow the user to browse for log files saved in an alternate location.

Media Mode HTML Report

- **Generate HTML Report With Media** – will generate the report in HTML format, and allow for saving/printing. (This checkbox is only an option when "Allow Media Management Mode" is checked in the user's properties.

10.1.4 - Assign User Reporting Capability



Only Intelli-Site Users who have permission to view and operate Documentation and Reporting can do so. To enable/disable a user from this mode, edit the properties of the user and toggle the **Allowed** of **Documentation and Reporting** checkbox.

10.2 - Intelli-Site Software and Third Party Manuals

The following sections describe how to use the Documentation feature.

10.2.1 - Manuals Tab

The **Documentation and Reporting Mode** allows Intelli-Site manuals and other software documentation to be stored and viewed. The document types that can be opened directly from Intelli-Site are **HTML, RTF, RPT** and **HTM** documents. A User's system must have Microsoft Word or Adobe Acrobat Reader installed to view **DOC** or **PDF** document types.

View a Manual

1. Click to select the **Documentation and Reporting Mode**  from the **Menu Application Bar**.
2. Select the **Manuals** tab.
3. Double-click to open the **"Document Name"** of the guide to viewed. The manual will display on the screen with a toolbar menu at the top of the screen.

Document Toolbar

When the manual displays in the document window, the **Document Toolbar** displays. The toolbar is comprised of four buttons used to navigate through the document. These buttons are similar to the buttons found on a browser.

- **Left** – navigates to the previous page.
- **Right Arrow** – navigates to the next page.
- **Export** – brings up a save as format dialog.
- **Printer** – prints out the current document.
- **Binoculars** – searches the document for a specific word.
- **Lightning Bolt** – refreshes the current document.

10.2.2 - Add Manual Documents

When using Microsoft Word, save the file as an .rtf file by selecting **Save As** from the **File** menu. Then, select **Rich Text Format** from the **save as type** field.

Save the file as an HTML document by selecting **Save as HTML** from the **File** menu.

Review document changes that may apply using HTML.

The document window can be used to view third-party documentation. The documents must be stored in the **Project (i.e. Template_001) → Documentation → Manuals** folder before the **Intelli-Site Server** and **Workstation** software are started in order to view the documents in Documentation and Reporting Mode. The proper extensions for the document to be viewed directly from Intelli-Site are HTML, HTM, RTF and RPT formats.

1. Using Windows Explorer, navigate to the Project folder on the Intelli-Site Server computer. This is the default path. **..\Sites\Project_0###**
2. Expand the “Project Name” folder. Navigate to the Documentation folder where the documentation will be added.
3. Expand the Documentation folder.
4. Copy the document(s) to **Manuals** folder.

5. Restart the Intelli-Site Server and Workstation software. The documentation files will be available from **Documentation and Reporting Mode**.

The documents can now be viewed through the Manuals tab under the Documentation and Reporting Mode. The Browser style window may contain links to other HTML documents.

10.3 Activity Logging

The system **Activity logging** feature starts and stops on a twenty-four hour cycle but the system must be set to store log files for a specified number of days. Activity Logging is set through the properties of the Project Node (Name) in System Design Mode. The log files are stored as **ASCII (txt)** files under the default system path of Project**\Sites\Logfiles** on the Intelli-Site Server hard drive.

When the established Activity logging time frame has expired, the system will automatically move the oldest log files to a **User defined Archive folder**. This folder must be titled **"Archive"** but can be located anywhere on the Intelli-Site Server hard drive. For backup purposes, it is recommended the Archive folder be placed under the Project folder under the Sites folder.

Section 11 – Video Management

This section discusses Video Management.

- Video Capture Basics
- Monitors
- Cameras
- Video Management Mode

11.1 - Video Capture Basics

To display and record videos or to capture digital pictures (such as in badging), we must first discuss the two core elements in digital video:

- **Monitor** – the output device that displays the video.
- **Camera** – the input device that captures the video.

Both a Monitor and Camera point must be set on to view and/or record video images.

11.2 - Monitors

As stated above, the Intelli-Site system must know the output device in order to view a video feed. This is done by setting the appropriate Monitor point on (high). There are two types of Monitors:

- **RTU** – all video switching RTU's have Monitor I/O Points. If viewing a video feed thru such a device, the appropriate Monitor point (found within the RTU Node) must be set on.
- **System Monitor** – the System Monitor is used for video capture devices installed locally on the computer.

11.2.1 - System Monitors

A **System Monitor** operates precisely like any monitor for a Video Switching RTU. As a monitor must be set "hot" to view a video feed, the **System Monitor** can be used when a video feed does not originate from a Video Switching RTU, such as when you have a camera connected directly to a video capture card in the computer running Intelli-Site Server.

As a derivative of I/O Points, the **System Monitor** can act as an I/O Point (be set on/off, execute actions based on its state and be used as a control point for a different point).

Additionally, a **System Monitor** functions as a System Camera when the camera point for a given action does not originate from a Video Switching RTU. For example, if configuring post-alarm recording for an I/O Point, there is an **Camera** field on the **Operation** tab. The **System Monitor** would be dropped here to show that the source of the video feed is local vs. from a Video Switching RTU.

Add / Edit / Delete a System Monitor

1. Enter System Design Mode.
2. Expand the **System Control** Node.
3. To add a **System Monitor**, right-click on the System Monitors Node and select **Add Node**. The new System Monitor Node displays under the System Monitors sub-Node with the name System Monitor.
4. To edit a **System Monitor**, right-click on the **System Monitor** you wish to edit and select Properties.
5. Configure as you wish and click **OK** to save the **System Monitor**.
6. To delete a **System Monitor**, right-click on the **System Monitor** you wish to delete and select **Delete**.

Associate a System Monitor to a Video Capture Device

Part of the configuration of a System Monitor is associating it to a Video Capture Device on the computer. This is done on the properties of the computer as found in the Project Node Tree as described in *Video Capture* in *Section 3 – Project Structure*.

11.2.2 - Cameras

As stated above, the Intelli-Site system must know the input device in order to view or record a video feed. This is done by setting the appropriate Camera point on (high). There are two types of Cameras:

- **RTU** – all video switching RTU's have Camera I/O Points. If viewing video feed thru such a device, the appropriate Camera point (found within the RTU Node) must be set on. For example, to view
- **System Monitor** – the **System Monitor,** as described above, operates as a camera for video capture devices installed locally on the computer.

11.3 - Video Recording

The Video Recording module (VR) provides a means to record video feeds. These can be user-event recordings or alarm-based recordings.

11.3.1 - User-Event Recording

The Intelli-Site user can manually record video feeds by evoking the *StartRecording* action or by pressing the record button on canned video display objects.

11.3.2 - Alarm-Based Recording

Intelli-Site can be configured to record events when configured I/O points are set on. There are two types of recording: post-alarm recording and pre-alarm recording.

Refer to the Operation Tab under *Section 2 – Getting Started* for detailed instructions on configuring Alarm-Based Recording.

Post-Alarm Recording

In Post-Alarm Recording, the Intelli-Site system is set to record in the event of an alarm. The video recorded begins when the I/O Point goes high and ends as configured under the **Post-Alarm Duration (in seconds)** for the given I/O Point.

Pre-Alarm Recording

In Pre-Alarm Recording, the Intelli-Site system is constantly recording so that when the I/O Point goes high, you have a video recording of what occurred prior to the alarm. The recorded video begins as configured under the **Pre-Alarm Duration (in seconds)** for the given I/O Point and ends when the **Post-Alarm Duration (in seconds)**.

11.3.3 - Video Recording Limitations

Any given video capture device is capable of recording one video feed at a time. As such, there are some rules to keep in mind when using Video Recording.

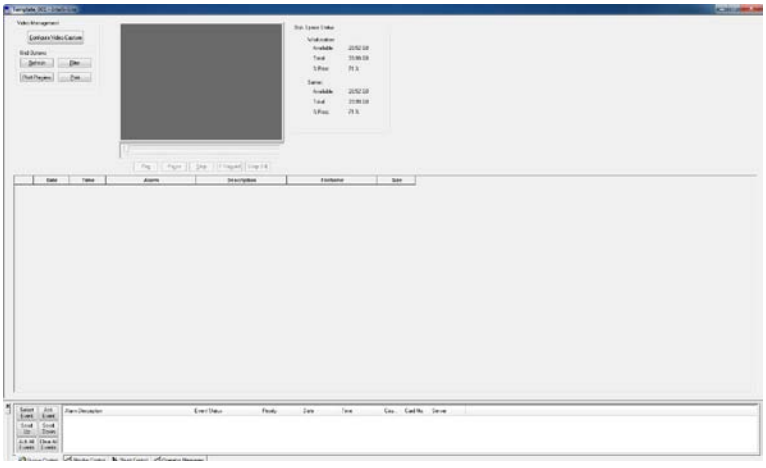
- A given video capture card is 100% utilized when pre-alarm recording is enabled. As such, it cannot be used for other user/alarm-based recording.

- When multiple I/O points with post-alarm recording enabled share the same video capture card, the I/O point's *Priority* will determine which event is recorded in the event that a post-alarm fires while currently recording a video feed or should more than one post-alarm point go high at approximately the same time. If the *Priority* of the post-alarm points are the same, then the most recent alarm is recorded. In these cases, the prior alarm recording (if a post-alarm recording) will be interrupted, producing a video recording shorter in duration than as defined in the **Post-Alarm Duration (in seconds)** field.

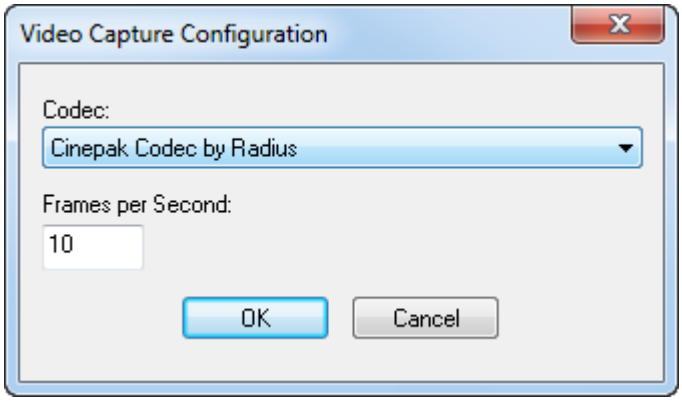
11.4 - Video Management Mode

Video Management Mode  is a means to list and view recorded videos. Additionally, video compression configuration is done here.

To configure video compression, click the **Configure Video Capture** button.



11.4.1 - Video Capture Configuration

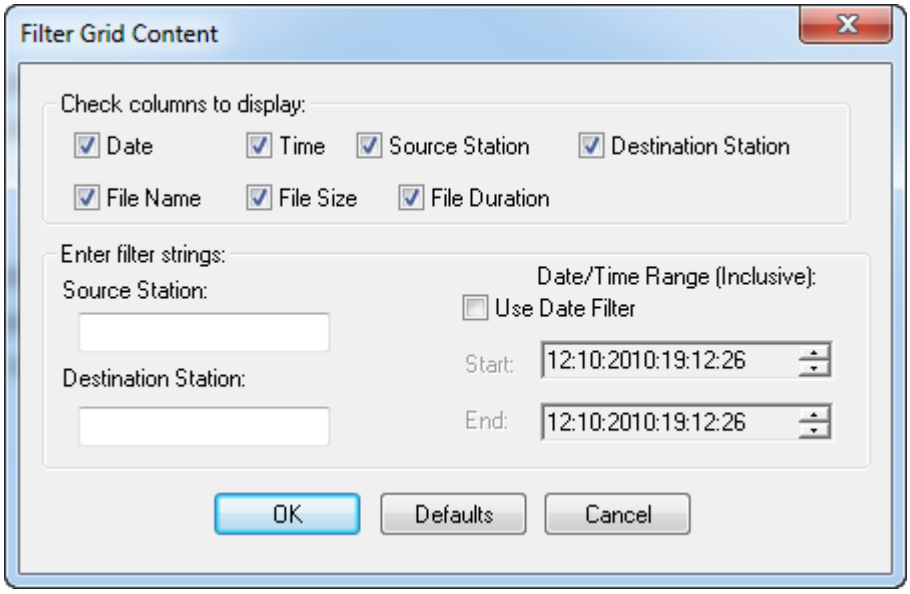


- **Codec** – the compression codec you wish to use.
- **Frames Per Second** – the frames per second rate that videos are recorded.
- Click **OK** to save changes.

11.4.2 - Grid Options

- **Refresh** – refresh the list of recorded videos as sorted/filtered per options.
- **Filter** – launch the filter options screen. Filters are used to set display limits on recorded videos: for example, videos recorded within a specific timeframe/range.
- **Print Preview** – the print preview of the video list as shown.
- **Print** – print the video list as shown.

11.4.3 - Filter



- **Check Columns to Display** – each item check will display that column in the video list.
- **Defaults Button** – will restore the settings to default.

Enter Filter Strings

- **Alarm** – search for alarm.
- **Description** – search by description.
- **User** – search by user.
- **Use Date Filter** – searches by date as defined by start/end date. It is an inclusive search.

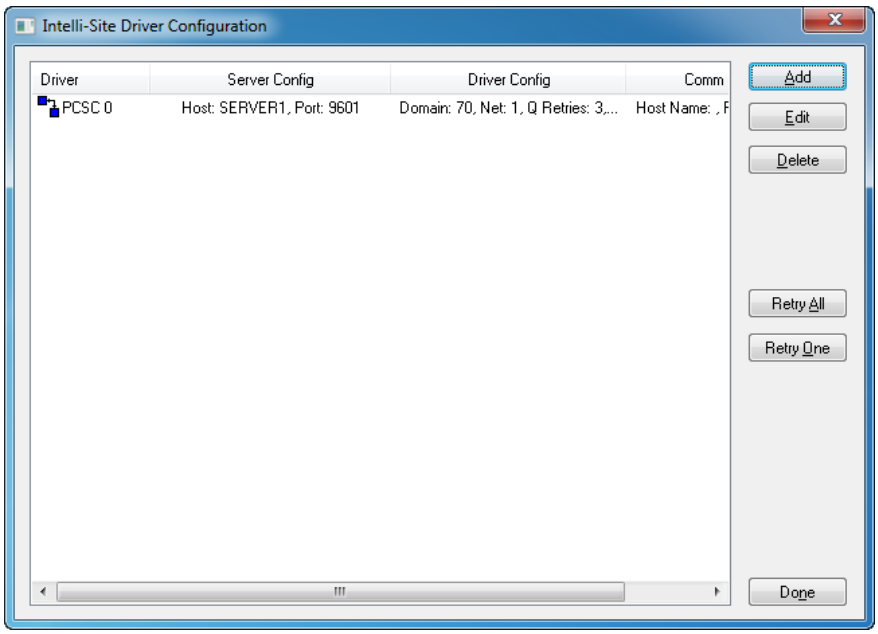
Section 12 – Driver Configuration

This section discusses Driver Configuration.

- Intelli-Site Driver Service
- Add a Driver
- Driver State
- Driver Messaging
- Drivers in Server Redundancy

12.1 - Intelli-Site Driver Service

The Intelli-Site Driver Service provides the user with a means to manage Drivers.



- **Driver** – lists the Drivers. The color of the icon displayed next to the Driver shows that Driver's current state. To learn more about Driver States, read ***Driver State*** below.
- **Server Config** – lists the Server host and port number for the referenced Driver.
- **Driver Config** – lists the Driver configuration information such as its **Domain** and **Net**.

12.1.1 - Driver Service Tray Shortcut Menu

Right-click the Intelli-Site Driver Service icon in the tray to access the shortcut menu.

- **Open** – opens the Driver Configuration window.
- **Statistics** – opens the Driver statistics window.
- **About Driver Service** – opens the Driver Service About window, which lists copyright information, the EULA, and version information.
- **Exit** – launches the **Shutdown** Menu. The Intelli-Site administrator may select an **Immediate Shutdown** (shut down immediately) or wait for queued Driver messages to be processed.

Driver Shortcut Menu

Right-click a Driver to activate the shortcut menu. Options are:

- **Online/Offline** – sets the Driver online if offline, and offline if online. NOTE: Drivers operate differently when using Server Redundancy. Read *Drivers in Server Redundancy* below for more instructions.
- **Configure** – opens the Driver configuration window. Note that each Driver configuration window is unique to the Driver. Refer to the RTU Guide for instructions on configuring your Driver.
- **Messages** – open the Driver messages (read *Driver Messaging* below for more information)

Buttons

- **Add** – opens the add Driver dialog.
- **Edit** – opens the Driver configuration window.
- **Delete** – deletes the Driver

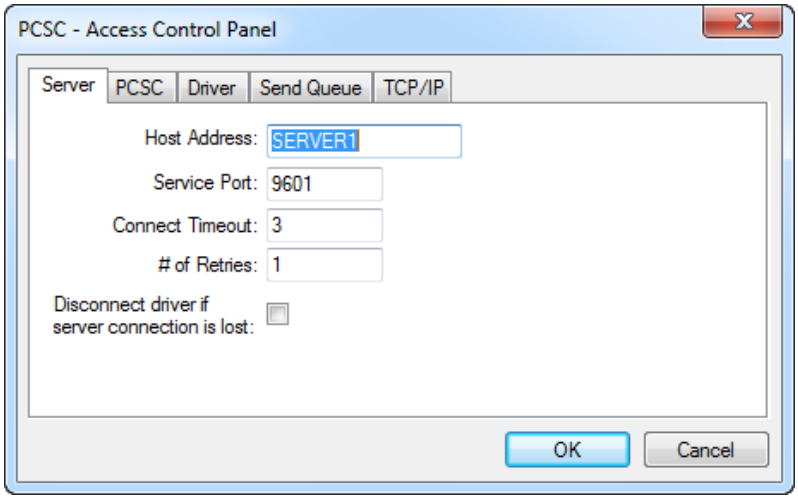
- **Retry All** – resets all reconnect attempts. The drivers will reattach any red connections at the next retry opportunity. If the server side is red, the software performs a complete retry attempt. If the server is not red and the driver is, it will retry the driver side. *(Remember that the driver side automatically tries to reattach itself, but slows down the retry time from 30 seconds to 1 minute, to 2 minutes to 5 minutes. So, if it is currently waiting for 5 minutes to reattach the driver side, it will try immediately.)*
- **Retry One** – restarts the selected Driver once.
- **Done** – closes the Driver Configuration window.

12.2 - Adding a Driver

1. Click **Add**.
2. Select the Driver to be added. If the Driver is not found in this list, you may not be licensed for it OR it is an individual Driver (read above) and therefore is not managed through the Driver Service. Click OK to continue.
3. Select the communication type – Rs232 or TCP/IP and click OK. NOTE: once the communication type is set, it cannot be changed.
4. The Driver Configuration window appears. Each RTU has a unique tab that's specific to that RTU. All the others are the same and discussed below in Driver Configuration. Reference the RTU Guide for instructions on configuring the RTU tab.
5. Complete configuration and click OK to continue. The newly added Driver is now listed in the Drivers window in an Offline State (blue-blue).

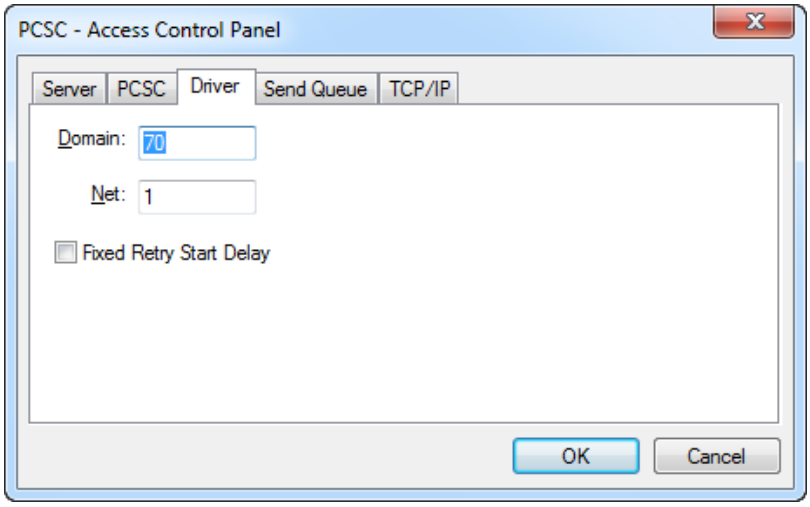
12.2.1 - Driver Configuration

Server Tab



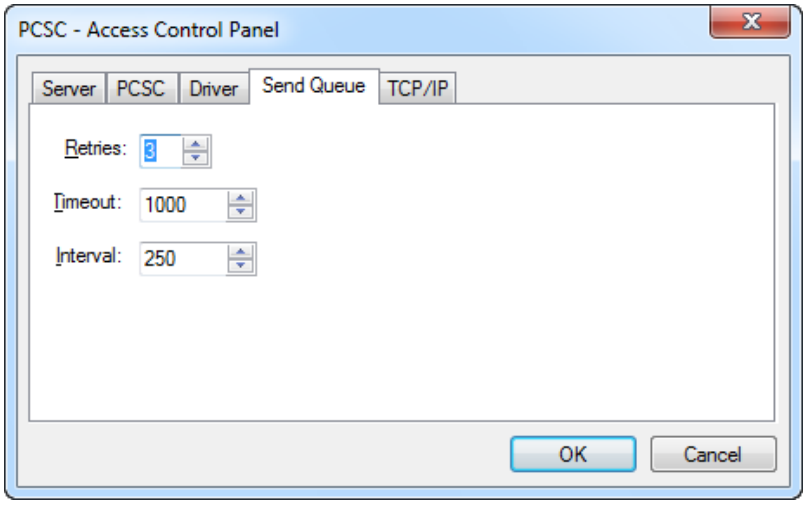
- **Host Address** – the hostname of the Intelli-Site Server. The default value is the local computer name as it assumes the Drivers and Server are running on the same computer (though this is not a requirement).
- **Service Port** – the port the Driver will listen on. It MUST be 96## where ## are the last 2 numbers of the Project. If the Project name is Template_001, the **Driver Service Port** must be configured to 9601. If company_015, 9615.
- **Connect Timeout** – the number of Driver/Server connection attempts before a Driver times out.
- **# of Retries** – the number of automatic Driver/Server connection retries before a timeout event.
- **Disconnect Driver if Server connection is lost** – will disconnect the Driver if the Server connection is lost.

Driver Tab



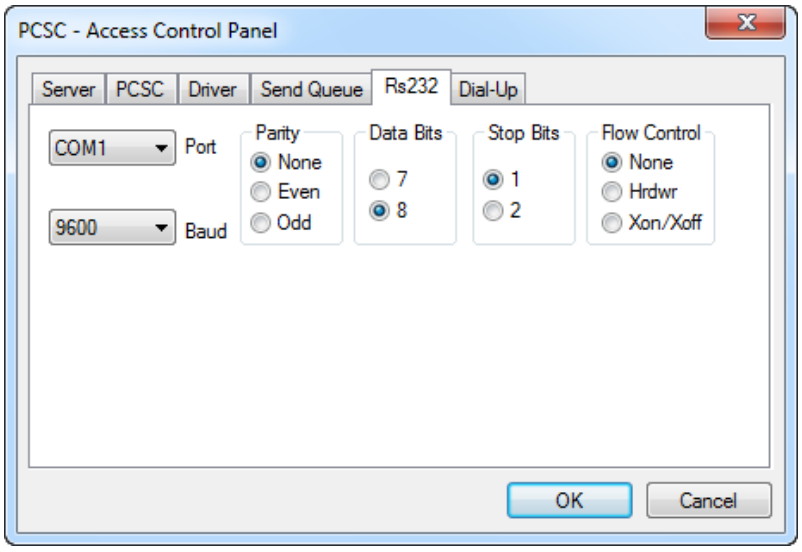
- **Domain** – the domain of the Driver. This value must match the domain number of the RTU as configured within the Project Node Tree.
- **Net** – the net of the Driver. This value must match the net number of the RTU as configured within the Project Node Tree
- **Fixed Retry Start Delay –** When a 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 check-box is selected, the retry delay will not increment, so the reconnection attempts will be continuous at the initial retry rate.

Send Queue Tab



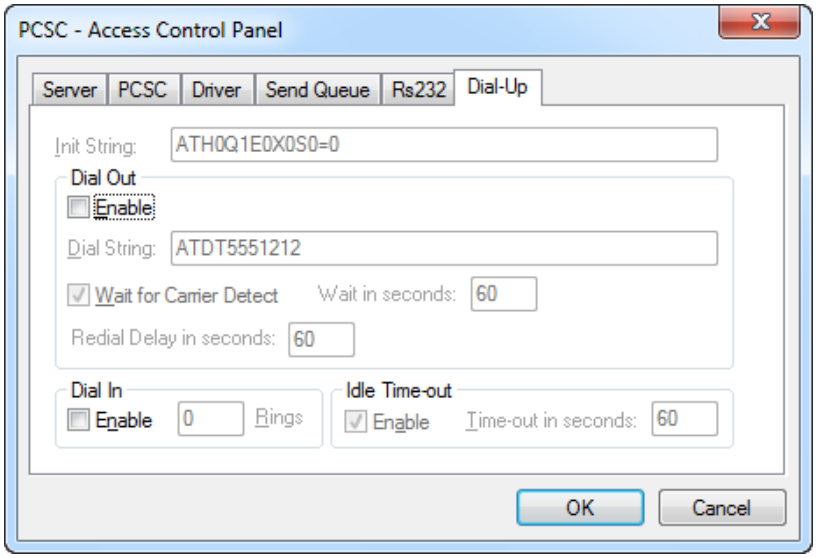
- **Retries** – number of retries, up to 5.
- **Timeout** – time value before packet is timed out.
- **Interval** – time between packets being sent out.

Rs232 Tab



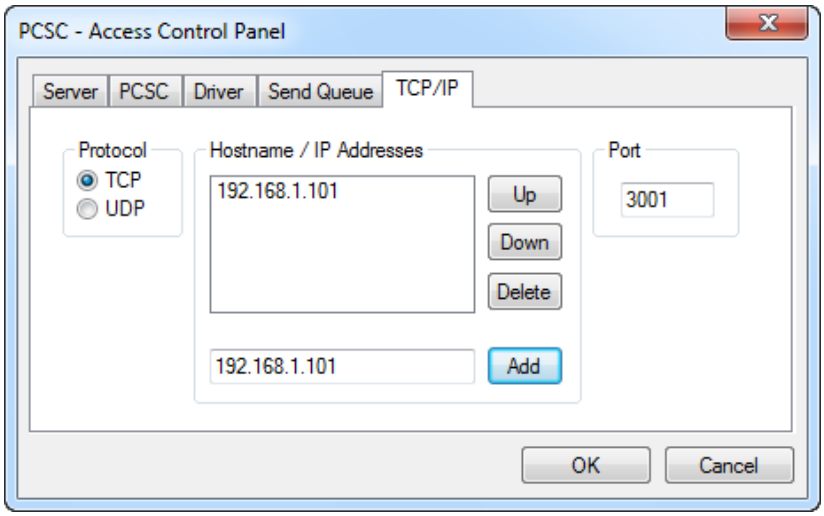
All values here are standard COM communication configuration and must match the configuration of the RTU.

Dial-Up Tab



If the RTU is a dialup device, enter modem configuration parameters here. The fields are standard to modem configuration.

TCP / IP Tab



- **Protocol** – the protocol for Driver communications, either TCP or UDP. TCP is the default.
- **Hostname / IP Address** – the hostname or IP address of the RTU.
- **Port** – the port the RTU listens on.

12.3 - Driver State

The color of the icon next to a given Driver shows its state

Green-Green – this Driver is online and functioning appropriately.

Green-Yellow – the Driver is timing out.

Green-Red – the Driver has timed out.

Blue-Blue – the Driver is offline.

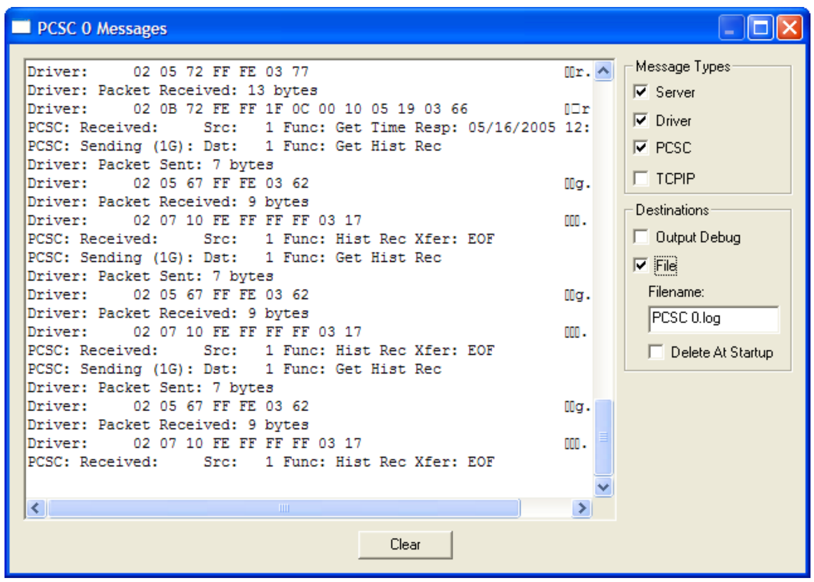
White-White – reconnecting.

Yellow-Red – Server has timed out.

12.4 - Driver Messaging

You can view Intelli-Site messages by right-clicking on the Driver and selecting **Messages**.

12.4.1 - Messages



- **Messages Window** – messages are displayed here in real time.
- **Clear** – clear the messages display.

12.4.2 - Message Types

- **Server** – display all messages to/from the Intelli-Site Server.
- **Driver** – display all messages to/from the Driver.
- ***RTU*** – display all RTU messages
- **Rs232/TCPIP** – display all Rs232/TCPIP messages.

12.4.3 – Destinations

- **Output Debug** – reserved for internal use.
- **File** – output messages to a file as specified in the Filename field.
- **Filename** – the filename in which messages will be written. All message files are written into the base Intelli-Site directory (C:\Program Files\Intelli-Site\Intelli-Site by default)
- **Delete At Startup** – overwrite the file specified in Filename when starting messages.

12.5 - Drivers in Server Redundancy

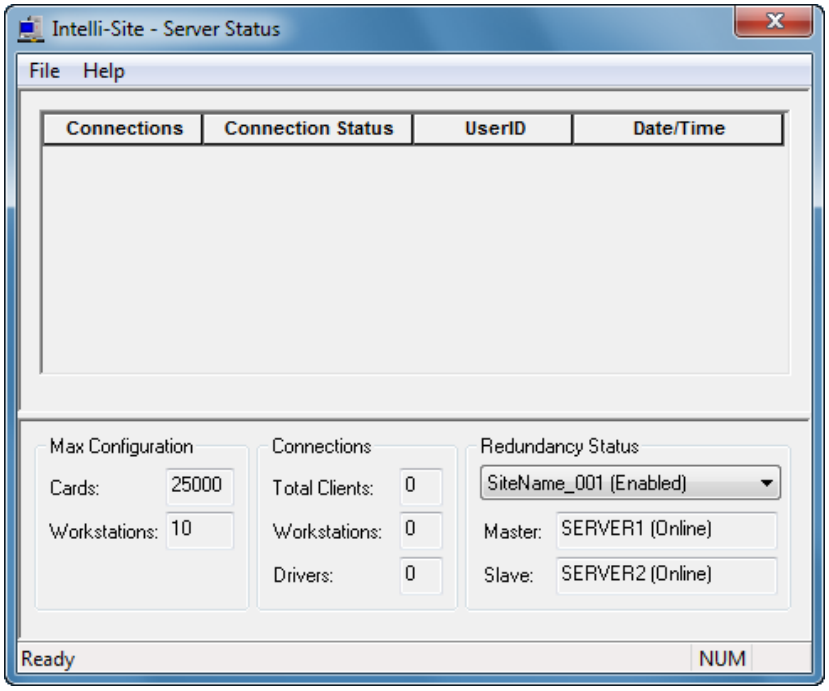
When using Server Redundancy, refer to *Section 7 – Server Redundancy* for instructions on setting up Drivers.

Section 13 – Server Status

This section discusses the Server Status Window.

13.1 - Server Status

The **Server Status** window displays the operational status of the Intelli-Site Server. To access the **Server Status**, right-click the **Server Icon** in the tray and select **Open**.



- **Connections** – the name of the computer/Driver connected to the Server.
- **Connection Status** – the connection's status.
- **UserID** – the ID (name and ID number) of the user on that connection, if applicable.
- **Date/Time** – the date and time of when connection was established.

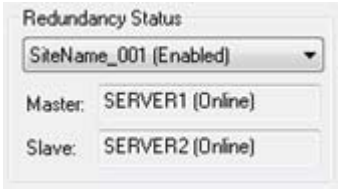
13.1.1 - Max Configuration

- **Cards** – the number of cards allowed in the card management database.
- **Workstations** – the number of Workstations allowed in this license.

13.1.2 - Connections

- **Total Clients** – the current number of clients connected to the Intelli-Site Server.
- **Workstations** – the current number of Workstations connected to the Intelli-Site Server.
- **Drivers** – the current number of Drivers connected to the Intelli-Site Server.

13.1.3 - Redundancy Status



- **Project** – this drop down field lists all Projects current running on that Server. To view the status of a Server running a redundancy enabled Project, select the Project in this field. The Server's status will show in the corresponding fields listed below.
- **Master** – lists the current Master Server, assuming the Project selected is a redundant Server Project.

- **Slave** – lists the current Slave Server, again assuming the Project selected is a redundant Server Project.

13.1.4 - File Menu

- **Register…** – launches Server Registration. See ***Server Registration*** for full details on registering an Intelli-Site Server.
- **Refresh** – refreshes the current values for all fields show in **Server Status**.
- **Always On Top** – places the **Server Status** window so that it is always on foremost of the screen.
- **Hide** – will hide the **Server Status** window. To view again, click on the Server icon in the tray.
- **Update Configuration** – runs the Configuration Unlock program. Instructions regarding Configuration Unlock can be found under Server Registration → Configuration Unlock.
- **Check Cards** – performs card management maintenance (i.e. revoke access to expired cards to all panels) on demand. This function is run automatically every midnight, but can be forced to run by using this function.

13.1.5 - Help Menu

- **About Server** – launches the About Intelli-Site Server window, which lists copyright information, the EULA, and version information.

13.1.6 - Shortcut Menu

Right-click the Intelli-Site Server icon in the tray to access the shortcut menu.

- **Open** – opens the Server Status window.
- **About** – opens the Server About window, which lists copyright information, the EULA, and version information.

- **Exit** – launches the **Server Shutdown** Menu. The Intelli-Site administrator may select a **Normal Shutdown** (**DEFINE**), an **Immediate Shutdown** (shut down immediately), or **Cancel** the shutdown.

Section 14 – Anti-Passback

This section discusses the following:

- Anti-Passback
- Zones
- Doors
- Violations
- Violation Count
- Card Privilege
- Forgiveness
- Presence
- Mustering
- Reports
- Global Anti-Passback Quick Start

14.1 - Anti-Passback

Anti-Passback provides a means to strengthen access control. By defining Anti-Passback zones & doors, access to other zones is restricted by access permissions, card holder privilege and cardholder presence. As presence is tracked by Intelli-Site, all access control actions are evaluated at the there as opposed to the access control panel itself.

Depending on the Anti-Passback zone setting (hard or soft), you can deny access or just log violations.

When using this feature, additional hardware configuration may be required. Please review the appropriate RTU Configuration Guide for the Access Control Panels used in your facility.

14.2 - Zones

Anti-Passback zones are logical areas that can only be entered or exited via Anti-Passback doors. Each zone may have several Anti-Passback doors that are entry and exit points to a zone.

There are two Anti-Passback Settings:

- Hard – access is denied on violations.
- Soft – access is permitted, but the violation is logged.

14.3 - Doors

Anti-Passback doors are objects that are entry/exit points to an Anti-Passback zone. Each door has two readers, each leading to an Anti-Passback zone. Actions for allowed access and denied access can be configured for the door object and each reader. Every action given an approved access or denied access is executed.

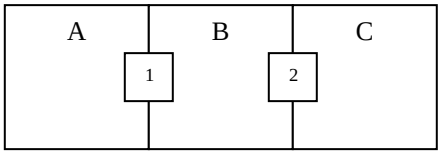
The DPS of the door is dropped into the Update Presence Point to update presence. There is also a timeout field used to determine how long access is granted following a valid card read. If the DPS is not triggered after a valid card read and the timeout expires, the Intelli-Site system will log the event as "*Access Granted: Unused*" and the cardholders presence point will not be changed. If the DPS is triggered after a valid card read and within the time as configured here, the presence point is updated.

In all cases of Anti-Passback, the action to be programmed is to *Pulse* the REX of the door.

14.4 - Violations

Violations occur when the cardholder has the correct access permissions to enter a zone, but their presence point as tracked by Intelli-Site differs from the presence required to enter a given Anti-Passback zone via a given Anti-Passback door. For example:

Assume three Anti-Passback Zones: Zone A, Zone B, and Zone C. Also assume two Anti-Passback Doors: Door 1 and Door 2. Door 1 resides between Zone A and Zone B whereas Door 2 resides between Zone B and Zone C as shown in the following illustration.



To enter Zone B via Door 1, Intelli-Site requires your tracked presence be Zone A. In this example, if the current tracked point is anything but Zone A, a violation occurs.

When neighboring Anti-Passback Zones are of different settings (one hard, one soft), the Anti-Passback door will apply the hard setting when determining which type of violation.

14.5 - Violation Count

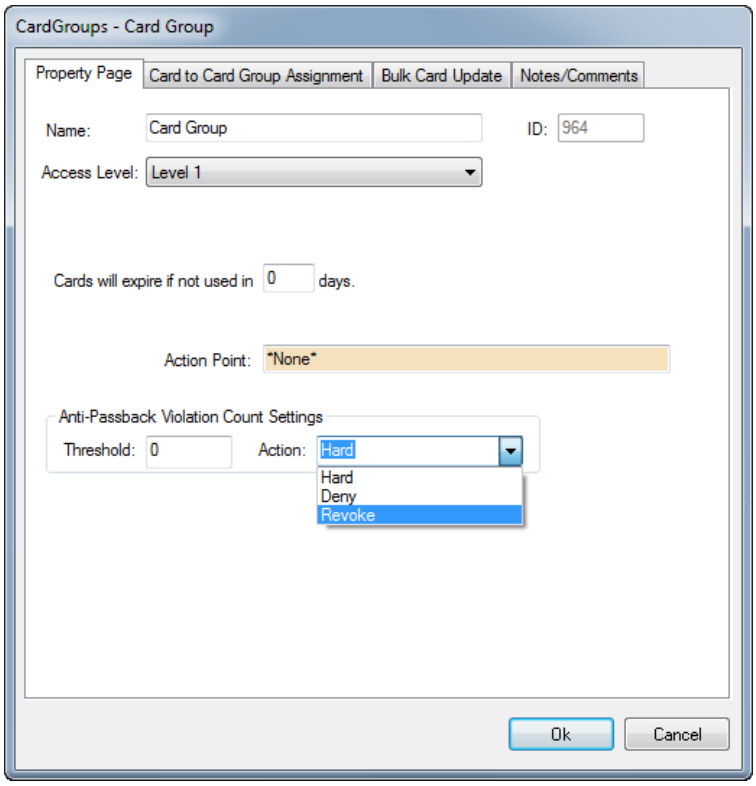
Intelli-Site counts the number of violations for each cardholder. As a means to control and mitigate abuse, thresholds can be configured such that when the number of violations meets its threshold, stronger Anti-Passback rules can be applied to the repeat violator.

There are three types of actions that can be applied to violators who meet the violation threshold:

- **Hard** – this action will set all Anti-Passback Zones for the repeat violator to Hard Anti-Passback.
- **Deny** – this action will deny access to all violations. Such violations cannot be forgiven (see Forgiveness for details).
- **Revoke** – this action will revoke all Anti-Passback privileges for the cardholder. They will require an escort to leave Anti-Passback Zones.

14.5.1 - Configuring Violation Count

Violation count is set by Card Group as seen here.



- **Cards will expire if not used in __ days** – the number of days cards of this card group will expire if unused.
- **Action Point** – an I/O Point that is pulsed whenever a card of this card group is used.
- **Threshold** – the number of violations when the corresponding action will be evoked. The number is inclusive so that as in the above example, the action Revoke will occur on the cardholder's 5th violation. A threshold setting of 0 implies no threshold is set.

14.5.2 - Managing Violation Count

The number of violation for each cardholder record is tracked in the cardholder database. This database field is not on the default Card Data screen and therefore cannot be viewed or edited in Card Management Mode. To view/edit the values of a database field not currently shown in Card Management Mode, refer to *Section 8 – Managing Badges and Card Data* on how to add fields to the Card Data Screen or create custom data screens to be viewed within Card Management Mode.

14.6 - Card Privilege

The privilege of the cardholder is also evaluated in Anti-Passback. There are four card types: Normal, Visitor, Guard, and Supervisor. The first two card types behave as described in this document. The latter two have special privileges however.

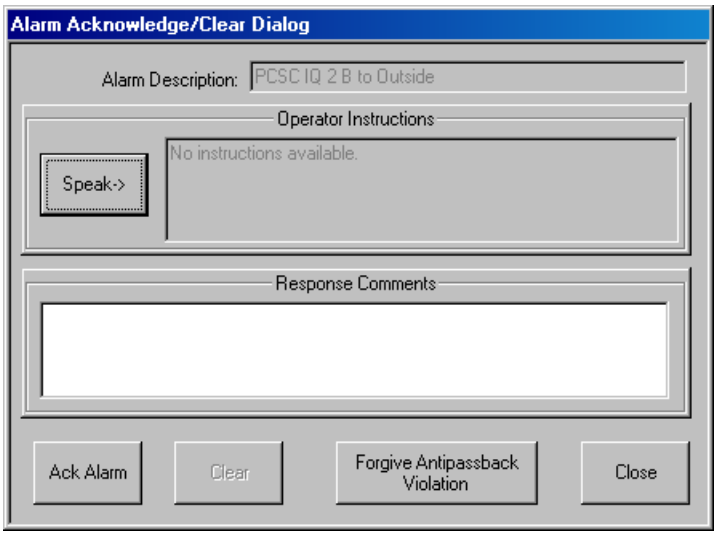
Assuming a given card holder has access permissions to a zone, the following logic is applied to determine how to process violations:

- **Normal** or **Visitor** – soft zone violations are logged, but access is always granted. Hard zone violations are denied.
- **Guard** – granted access regardless of Anti-Passback zone setting and no violation is reported or logged.
- **Supervisor** – violations are logged, but access is always granted regardless of Anti-Passback zone setting.

14.7 - Forgiveness

Forgiveness is a means to overrule an individual instance of a hard Anti-Passback violation. All hard Anti-Passback violations are sent to the Queue as alarms that require acknowledgement before they can be cleared. When such an alarm is unacknowledged and selected, there is an additional button on the Acknowledge/Clear Alarm dialog labeled *Forgive Anti-Passback Violation*. Forgiving the alarm:

- Updates the presence of the cardholder so that subsequent attempts to enter/leave an Anti-Passback zone through that Anti-Passback door are not flagged as another violation.
- Automatically acknowledges the alarm.



When such an alarm is acknowledged (either by acknowledging the alarm or forgiving the violation), it can no longer be forgiven. This prevents the same violation from being forgiven more than once.

Acknowledged Hard Anti-Passback alarms cannot be forgiven.

14.8 - Presence

As mentioned above, the presence of a given cardholder is a critical function of Anti-Passback. By default, cardholders begin in the zone *Outside* (the 'catch all' zone that exists outside of all defined Anti-Passback zones). When a cardholder swipes their card on a reader for an Anti-Passback door, the Intelli-Site host is contacted. If the cardholder has access privilege to the zone, the Intelli-Site host then evaluates if access is permitted based on current presence point and destination zone. When a cardholder moves from one zone to the next, their presence point is updated.

Intelli-Site updates this presence point whenever the point as configured for the Anti-Passback door goes high. In most cases, this point should be the DPS of that door.

14.8.1 - Access Control

The configuration rules that apply to access permissions as defined in the Access Control Node (i.e. Timezones, Holidays, Access Groups, Access Sets) are the same in Anti-Passback. Refer to *Section 3 – Project Structure* for instructions on access control.

14.9 - Mustering

Mustering is an event that temporarily disables presence enforcement of Anti-Passback. Presence is still tracked during a Mustering Event, though Anti-Passback violations are not counted against cardholders nor enforced. Such events are generally reserved for emergencies where human life is at risk (i.e. fire).

A Mustering even begins when the action **StartMustering** is evoked and does not end until the action **StopMustering** is performed.

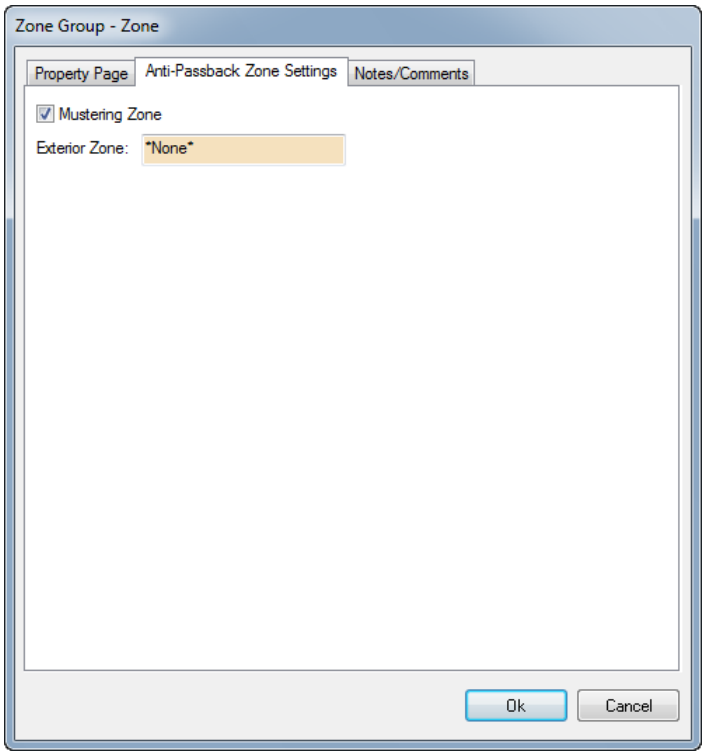
14.9.1 - Mustering Zones

A Mustering Zone is an Anti-Passback zone that is considered a 'safe spot'. In such an emergency to cause a Mustering Event, cardholders make their way to the Mustering Zone where a single Mustering Reader resides. By swiping cards at a Mustering Reader, the cardholders presence is automatically moved to the Mustering Zone.

This becomes useful when trying to track down personnel who may still be within other Anti-Passback zones and in danger. By executing the command MusteringReport at an Intelli-Site Workstation, you can get a snapshot of everyone who is not outside or in the mustering zone (and therefore in danger!).

14.9.2 - Configuring Mustering Zones

A Mustering Zone is added just like any other Anti-Passback Zone. However, on the Anti-Passback Zone Settings Tab (as seen below), the Mustering Zone field is checked.



- **Mustering Zone** – declares this Anti-Passback zone to be a Mustering Zone.
- **Exterior Zone** – the Anti-Passback zone to place card holders within the Mustering Zone when the Mustering Event ends where *None* is considered outside.

14.9.2 - Configuring Mustering Doors

A Mustering Door is added just like any other Door, though the door type is to be set to Mustering. Unlike Anti-Passback Doors that have two readers, a Mustering Door only has one reader.

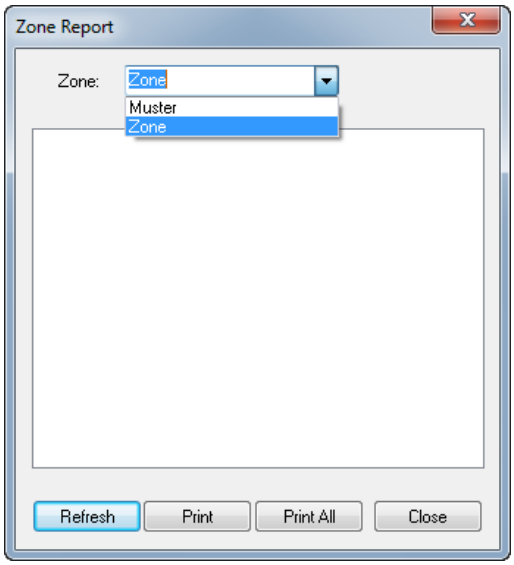
As this single reader is used only to update presence, all card reads (assuming the reader is valid for a given card) are approved. No actions are required as the cardholders presence is updated immediately. Be sure the target Mustering Zone is dropped as the Dest Zone for that Entry reader.

14.10 - Reports

Intelli-Site Anti-Passback provides for both Zone and Muster reporting.

14.10.1 - Zone Reporting

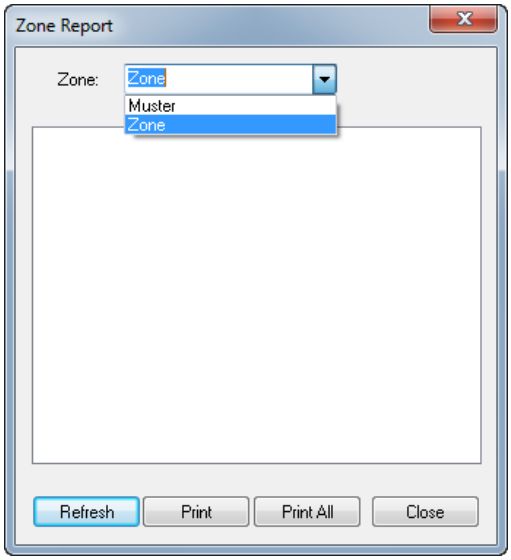
Zone Reporting can be performed at any time. The **ZoneReport** action with a given Anti-Passback Zone as target will run the report and display the results.



- **Zone** – the zone to report on.
- **Refresh** – refreshes the report for the given zone/report.
- **Print** – will print to the default printer.
- **Close** – closes the Zone Report.

14.10.2 - Muster Reporting

The Muster Report is a snapshot of cardholders' presence during a Mustering Event. It will list all cardholder's presence when not in a Mustering Zone or Outside. The **MusterReport** action with a given Muster Zone as target will run the report and display the results.



14.11 - Intelli-Site Global Anti-Passback Quick Start

The following section provides a quick-start guide to setting up basic Anti-Passback.

14.11.1 - Configuration

Configure the panel in the Tree:

1. On the Properties page, Main tab, for the second reader for the door, drag & drop the lock for the first reader. (A download to the panel will be necessary for this to take effect).

2. On the Properties page, RTU tab, for the panel, check the Status Polling Enabled box. (A Driver restart will be necessary for this to take effect).

Create the Intelli-Site APB Zones: Under Door Control->Zones in the Tree, create a Zone Group, and then create Zones in the Zone Group. For this example, only one Zone needs to be created, as the "Outside" Zone is denoted by not assigning a Zone to one side of a door.

Create the Intelli-Site Doors: Under Door Control->Doors, create a Door Group. Drag Reader 1 and drop it on the Door Group to create the door. Alternatively, if all readers on the panel have been configured, the Panel can be dropped on the Door Control->Doors Node to automatically create a Door Group, and all Doors for that panel will be placed in the group.

Configure the Intelli-Site Door: On the Properties page for the door:

1. Door Settings tab: Set the Type to Anti-Passback
2. Door Settings tab: Drop the DPS for Reader 1 for the Presence Update Point Door Settings tab:
3. Drop the appropriate Zones in the Entry Destination Zone and Exit Destination Zone boxes. Note that not dropping a Zone in either box means the destination zone is "Outside"
6. Door Actions tab: Entry/Exit Actions, General Authorized Entry Event: Create an action of Pulse with a target of the door lock for Reader 2

Add the APB Zones to an Access Group: When Intelli-Site's Global APB is being used, you no longer assign the individual readers to Access Groups. Further, Intelli-Site will download no card access rights to any cardholder for any APB Reader.

Add the Access Group to an Access Set

Assign a cardholder access to the Access Set: At this point, when a card is read at a panel, the panel will send an invalid card read message to the Intelli-Site Server. The Intelli-Site Server will determine whether the card access was valid, and if so, execute the General Authorized Entry Event, which pulses door lock #2. The panel sees this as a REX for reader #1, and unlocks the door. When Intelli-Site sees the DPS go high (because Status Polling is enabled), the cardholder's logical presence will be updated.

Section 15 – MSDE Configuration

MSDE is the default database for Intelli-Site. MSDE is a database Server that provides a stable and robust platform for database functionality. Older versions of the product used MS-Access as the default database so the following section provides instructions for converting MS-Access to MSDE and programmatically migrating all Cardlist data to MSDE.

This section details the following:

- Configuring MSDE
- Configuring Intelli-Site

15.1 - Configuring MSDE

The MSDE Service is installed when performing the installation of Intelli-Site and is configured to work with the default settings.

15.2 - Configuring Intelli-Site

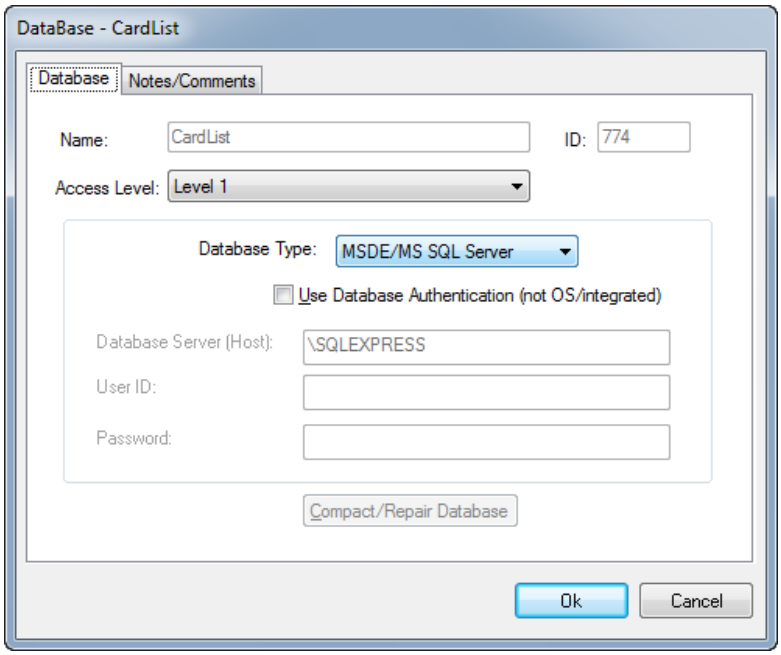
The default Project that ships with Intelli-Site, Template_001, contains and is set to use its MSDE database by default. Like a given Project's Microsoft Access database, the MSDE database is contained in the Project's 'Database' folder. With MSDE, the name of the database files corresponds to the name of the Project itself (i.e. Project Template_001 has a MSDE database which is comprised of two files, Template_001_data.mdf and Template_001_log.ldf). If you choose to rename the Project File, there is no need to rename the corresponding database files. This will be done automatically upon Server startup.

If a Project is not already configured to use MSDE the following steps should be followed.

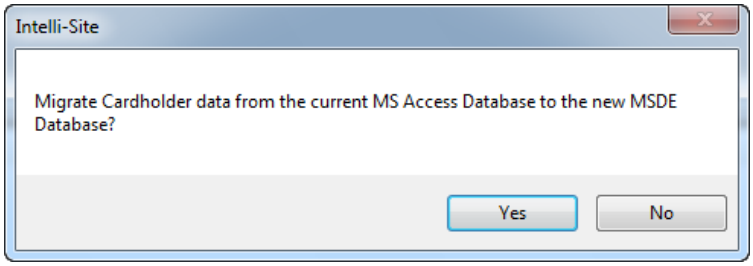
1. Go to Graphic Design Mode 
2. Open up the 'Database' Tree Node. 

3. Right Click on 'CardList' Tree Node to select the properties.

4. Select MSDE from the Database Type combo-box. You may choose to check Use Database Authentication (not OS/Integrated) if you do not want to use Windows authentication. If this option is checked a pre-configured User ID and Password is used for MSDE Database Authentication. If you do not check this box, the MSDE Database Authentication is derived from the Windows login. Select OK to save.



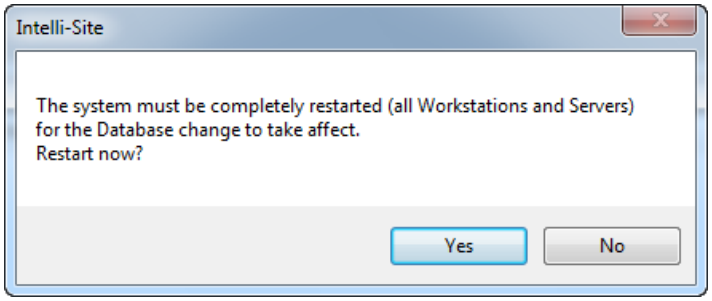
5. Once OK has been selected the following message box will appear.



Select Yes if you want to migrate Cardholder data to MSDE. A "Please Wait" message will appear until the data migration is complete.

Note: The delay will vary, depending on the size of the original database.

Once the database migration is complete, the following dialog will appear:



Select 'No' if a MSDE database needs to be copied into the 'Database' folder before Intelli-Site is restarted. If 'No' is selected, completely shut down Intelli-Site, copy the MSDE database to the Project's 'Database' folder, and then restart Intelli-Site. The MSDE database that comes with the default Project installed can be used as the MSDE database for existing Projects. Selecting 'Yes' will not create a new MSDE database, one must already exist in the Project's 'Database' folder.

The data and any User-defined tables from the Microsoft Access databases in existing Projects will have to be manually copied into the MSDE database. Currently there is no automatic way to convert a Microsoft Access database to MSDE.

Section 16 – MS SQL Server/Oracle

This section discusses the following:

- Configuring the MS SQL Server or Oracle
- Configuring Intelli-Site
- Reverting Database

16.1 - Configuring the MS SQL Server/Oracle

When using a MS SQL Server, you must ensure it has proper networking and proper access permissions.

16.1.1 - Configuring Networking

Intelli-Site depends on windows naming to resolve Windows Computer Names to IP Addresses. As such, it is recommended that the Intelli-Site Server and SQL Server be within the same IP Subnet. If in different IP Subnets, be sure both computer's lmhosts file has appropriate entries or that a WINS Server is able to resolve the computer names correctly.

Both the SQL Server/Oracle and Intelli-Site Server can be on the same physical computer, however, the usual deployment configuration is that SQL/Oracle are hosted on a separate machine.

16.1.2 - Configuring Access Permissions

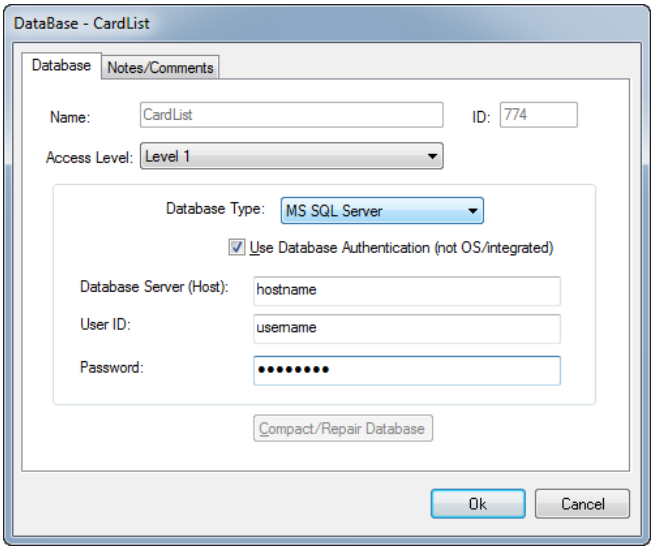
The SQL Server to be used can be setup in 'Windows Authentication' or 'mixed' mode for its security mode. The user may select Use Database Authentication (not OS/integrated) checkbox. When this checkbox is selected, a User ID and Password can be supplied. This applies to Oracle as well. In other words, make sure that the SQL Server/Oracle Login and CardList Database User information is setup so that any Windows account that is active, when running the product, is allowed permission. If Login/User setup in SQL Server is required for a given installation, the User level permissions within the Cardlist database should include permissions to change the DDL read and write data.

16.1.3 - Limitations

Intelli-Site Projects cannot share a CardList database. Information held in the CardList database is specific to a single Project.

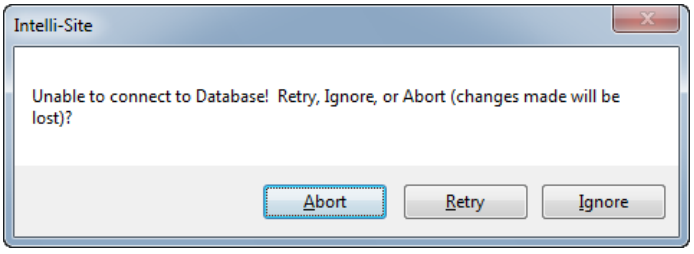
16.2 - Configuring Intelli-Site

1. Expand the table Node under the Database Node to view existing fields for the database.
2. Right click the CardList database Node and select properties.



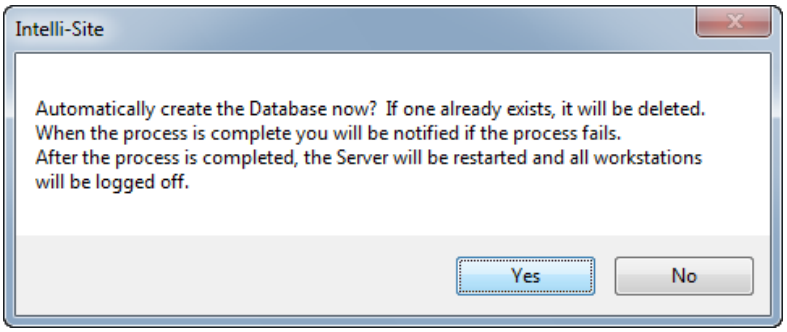
3. Select either **MS SQL Server** or **Oracle** from the Database Type combo-box.

4. Enter the MS SQL Database Server/Oracle computer name in the **Database Server** field.
5. If Use Database Authentication (not OS/integrated) checkbox is selected, enter the User ID and Password.
6. Click OK to save changes.
7. Intelli-Site will immediately attempt to connect to the SQL Server/Oracle database specified in the **Database Server** field.
8. Should the connection attempt fail, it will prompt to Abort (undo changes to the Database Properties) Retry (reattempt to connect to the SQL Server/Oracle database), Ignore (save changes to Project even though a connection to the SQL Server/Oracle database specified has not been established).

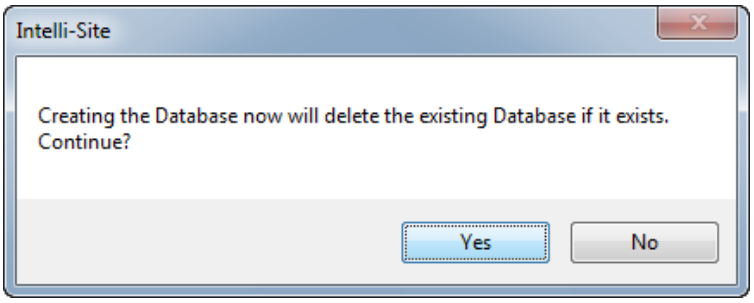


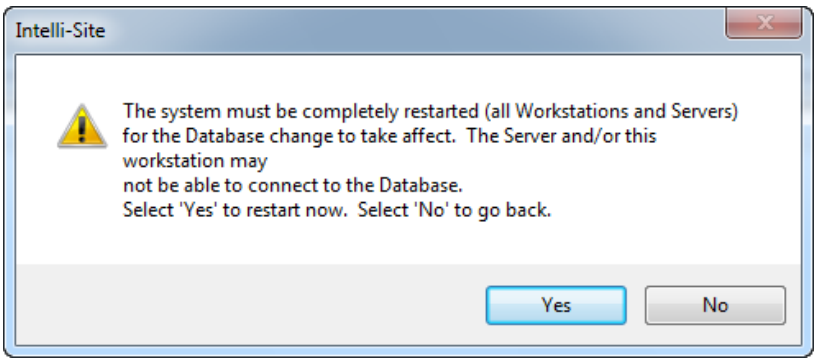
If at any time a connection to the Database fails, verify you have network connectivity to the Database, that the SQL Server/Oracle is name resolvable, and that proper access privilege exists on the Intelli-Site Server to use the SQL Server/Oracle database.

9. Assuming a connection was established to the SQL Server/Oracle database, you will be prompted to auto-create the CardList Database.
10. Click Yes to automatically create the SQL CardList Database.
11. Click No if the database already exists or will be created manually.

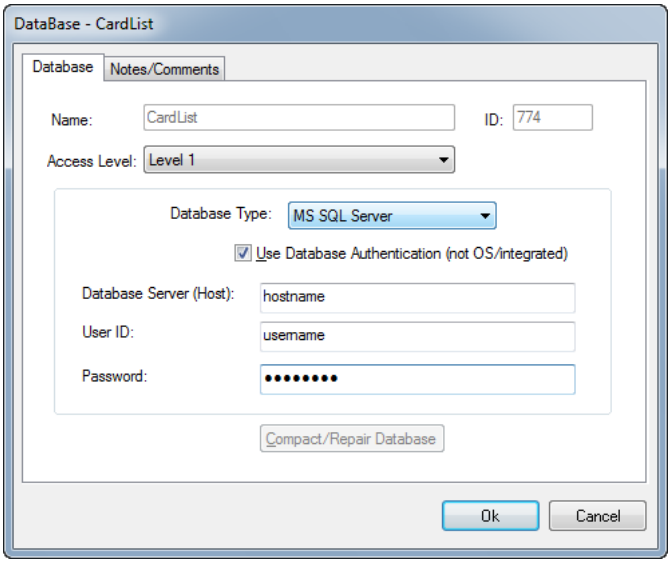


12. After the above selection, you will be prompted to verify and restart Intelli-Site.





16.2.1 - Database Properties



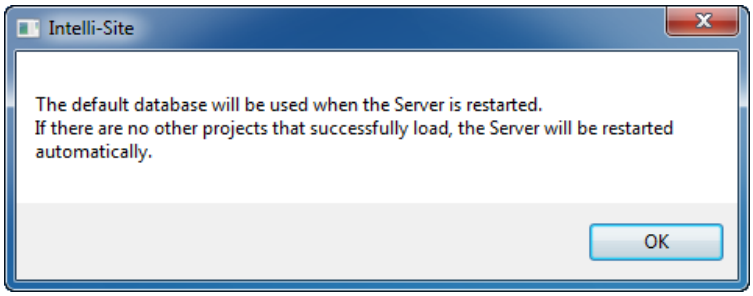
- **Name** – the name of the database.
- **ID** – the unique Intelli-Site ID number for the Node in the Project Node Tree.
- **Access Level** – the access level needed to view and edit this Node.
- **Database Type** – a combo-box to use MSDE, MS SQL Server, Oracle or MS Access database.
- **Use Database Authentication (not OS/integrated)** – a checkbox to select whether database login or Windows authentication is used.
- **Database Server (Host)** – the computer name of the MS SQL Server/Oracle database which has the CardList database.
- **User ID**: - the user name (for MS SQL Server/Oracle). Only available if **Use Database Authentication (not OS/integrated)** checkbox is selected.
- **Password** - MS SQL Server/Oracle password. Only available if **Use Database Authentication (not OS/integrated)** checkbox is selected.

The computer name of the Database Server must be Windows Name Resolvable.

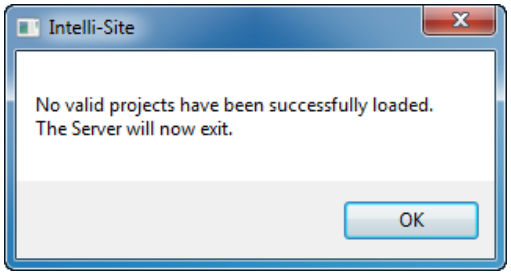
- **Compact/Repair Database** – allows the user to invoke a compact and repair. (Only for MS-Access Database)

16.2.2 - MSDE files missing

In case the MSDE database is missing or has been deleted the system will revert back to the Access database.



1. The system will notify you that the files are missing and that it will use the default database upon a Server restart. Press OK.



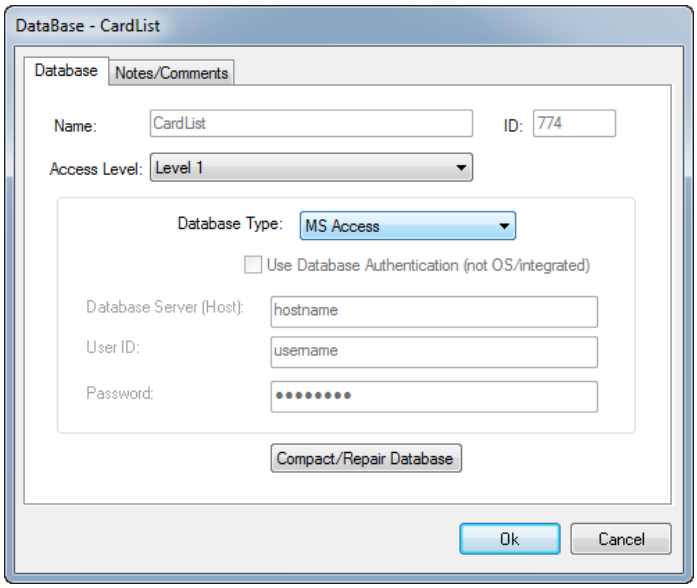
This message is simply notify you that no valid database was loaded. Press OK.

16.3 - Reverting to MS-Access CardList Database

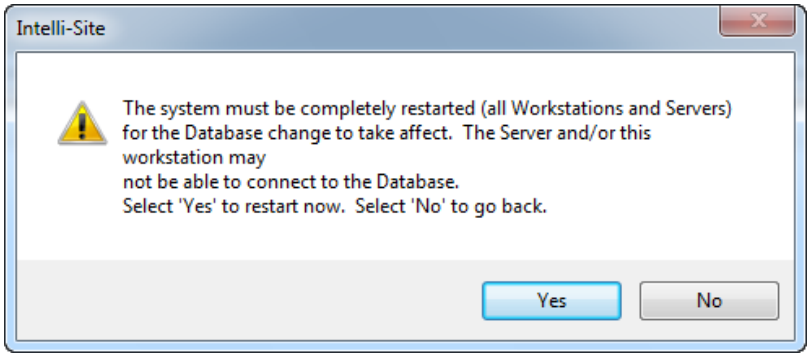
16.3.1 - Manual Revert

Should you desire a Project to no longer use MSDE, SQL Sever or Oracle:

1. Select MS-Access from the combo-box on the properties of the CardList Database Node.



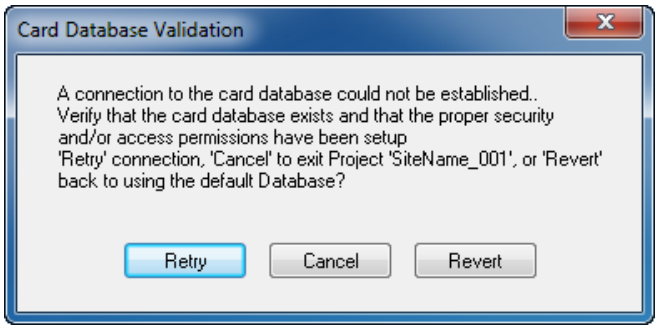
2. You will be prompted to restart.



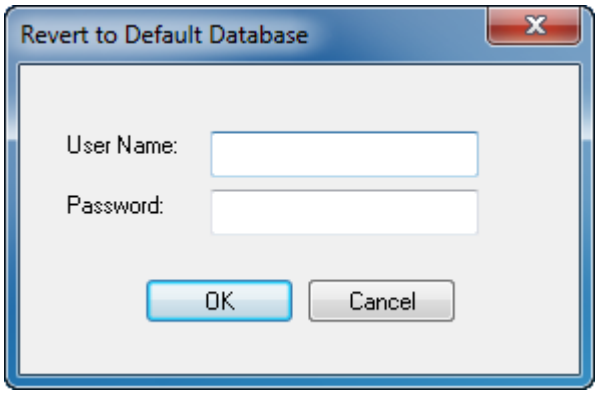
16.3.2 - Revert on Server Startup

Should a connection attempt fail on Intelli-Site Server startup, you will be unable to manage that Project. As such, you will have the option to Revert back to the Default Database by supplying a Username and Password for that Project.

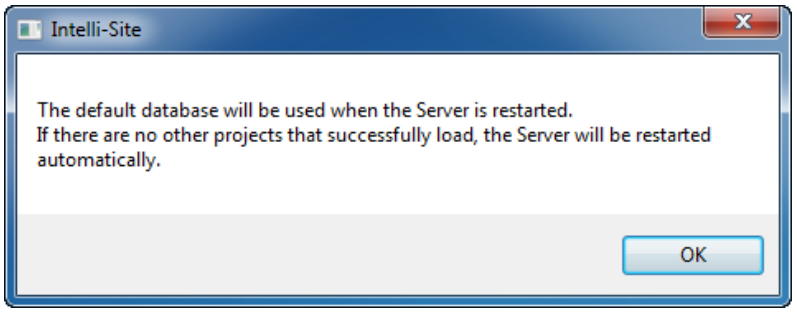
1. You will first be notified that the MSDE, MS SQL Server or Oracle connection failed. Retry will attempt to reconnect to the MSDE, MS SQL Server or Oracle Database. Cancel will exit the Project. Revert will require a username and password to revert to an MS-Access local database.



2. Enter a username & password for that Project and select OK.



3. You will be notified of success. Select OK to continue.



4. You will be prompted to restart the Server. Select Yes to continue.

Section 17 – Log File Format

This section discusses Log File Format.

17.1 - Log File Format

Log files are ASCII text. They contain seven columns of data, each ending with the character "|".

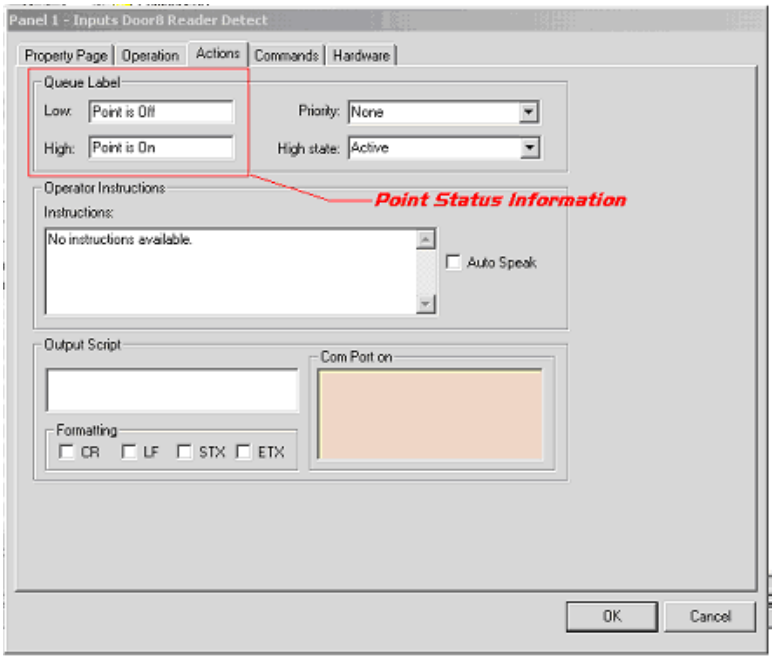
Col #	Name	Values
1	Event Type	'C', 'Z' or 'S'. This event is 'C' if the event is an Add, Modify, or Delete card event, or if it is a card use event sent from the panel. The event is 'Z' if it is related to an Alarm Zone. All others are 'S'. A '*' indicates a prgram error.
2	Time	The time the event occurred.
3	Date	The date the event occurred.
4	Point Name	The name of the affected point.
5	Status	A description of the event that occurred. Possible Status values are listed below.
6	Card #	The card number affected, if applicable.
7	Name	The card number affected, if applicable.
8	User Resp	This is usually the comments typed in by an operator for a particular event. This may be prefaced with "*Buffered*" if the event was a buffered event.

17.1.1 - Status Field Values

General Values

String	Meaning
Granted Access: Unused	Global (host-based) APB Only: Cardholder presented their card at an APB reader, but did not open the door. Can also occur if a second cardholder presents their card at the same reader before the first cardholder has opened the door.
Exceeded Violation Threshold	Global APB Only: A cardholder has exceeded their violation threshold
Forgiveness	Global APB Only: A cardholder has been granted forgiveness
Passback violation	Global APB Only: A cardholder has committed a passback violation
Access Removed	NC2001 Only: Can only occur during routine card maintenance (every night at midnight) when a card is found to have invalid information

Deactivated	During routine card maintenance, a card was found to have passed its expiration date.
Interlock Override	Interlock Groups Only: An interlock violation has been overridden.
Interlock Violation	Interlock Groups Only: An interlock violation has been committed.
Card not in host database	A panel reported a card swipe, but the card is not in the host's database.
Acked	An alarm in the alarm queue has been acknowledged.
Cleared	An alarm in the alarm queue has been cleared.
<configured by I/O point> (*see Figure below*)	When an I/O point changes state, its status value is filled in as configured.



Card Status Response Values

If the event is a card swipe event, the status field value will be one of the following:

General	**PCSC Only**
Valid Read	Card Inactive
Card not assigned	Card Expired
Invalid site code	Invalid Reader
Parity error	Event Lockout
Time Zone violation	Cost GT Credit
Pin# not entered	Escort Required
Invalid pin number	Not An Escort
Valid pin entered	TMPOR Authorization 1
Two man violation	TMPOR Authorization 2

Two man timeout	Pin Retry Error
Reserved	Auth Timeout
Guard card	Park Entry Error
Time Zone violation reader	Park Exit Error
Card not in database/downloaded	Building Entry Error
Access Granted	Building Exit Error
	Department Entry Error
	Department Exit Error
	Soft Entry Exit Error
	Authorized and Escorted
	Invalid Floor Button
	Floor Button Pressed
	Authorized Escort
	Duress

PCSC Status Polling

In addition to the above status values, if card status polling is enabled on the PCSC RTU Node, whenever a successful card swipe is received, the Driver will poll the panel for the card status information. "Card Status" will appear in the status column followed by: "Park: ***[In/Out]*** Dept: ***[In/Out]*** Bldg: ***[In/Out]*** Credit Count: ***[current credit count]***".

Guard Tours Values

String	Meaning
Tour Started	A guard tour was started.
Tour Station	A guard tour has arrived at station in the tour.
Segment Timeout	A guard has not made it to the next station in the tour within the timeout period.
Group Timeout	A guard tour has not been completed in the overall tour timeout period.
Out of sequence	A guard tour has arrived at a station in the wrong sequence.
Tour Complete	A guard tour has completed.

Section 18 – Windows Naming

This section discusses Intelli-Site's use of Microsoft Windows Naming.

18.1 - Windows Naming

In Microsoft networks, computers have both a Computer Name and an IP address. In order to share files & folders on a Microsoft network, each computer must know the other's Computer Name and IP Address.

When computers reside in the same IP network, computers automatically resolve computer names to IP addresses via IP Broadcasts. However, in instances where computers are on different IP networks, the computers must have another means to resolve computer names to IP Addresses. This can be done with a:

1. Windows Internet Naming Server (WINS)
2. Domain Name Server (DNS)
3. lmhosts file

18.2 - Intelli-Site & Windows Naming

Intelli-Site relies upon Microsoft networking to access files (among other things) within an Intelli-Site Project. As such, if Intelli-Site components are in different IP Networks (i.e. Intelli-Site Server in one, Intelli-Site Workstation in another), there must be a means to resolve Windows Computer names to IP addresses by one of the above methods.

18.2.1 - lmhosts

As mentioned above, the lmhosts file is a way to assign a Windows Computer name to an IP address. The following URL link provides instructions on how to configure a computer's lmhosts file:

http://support.microsoft.com/default.aspx?scid=kb;en-us;150800

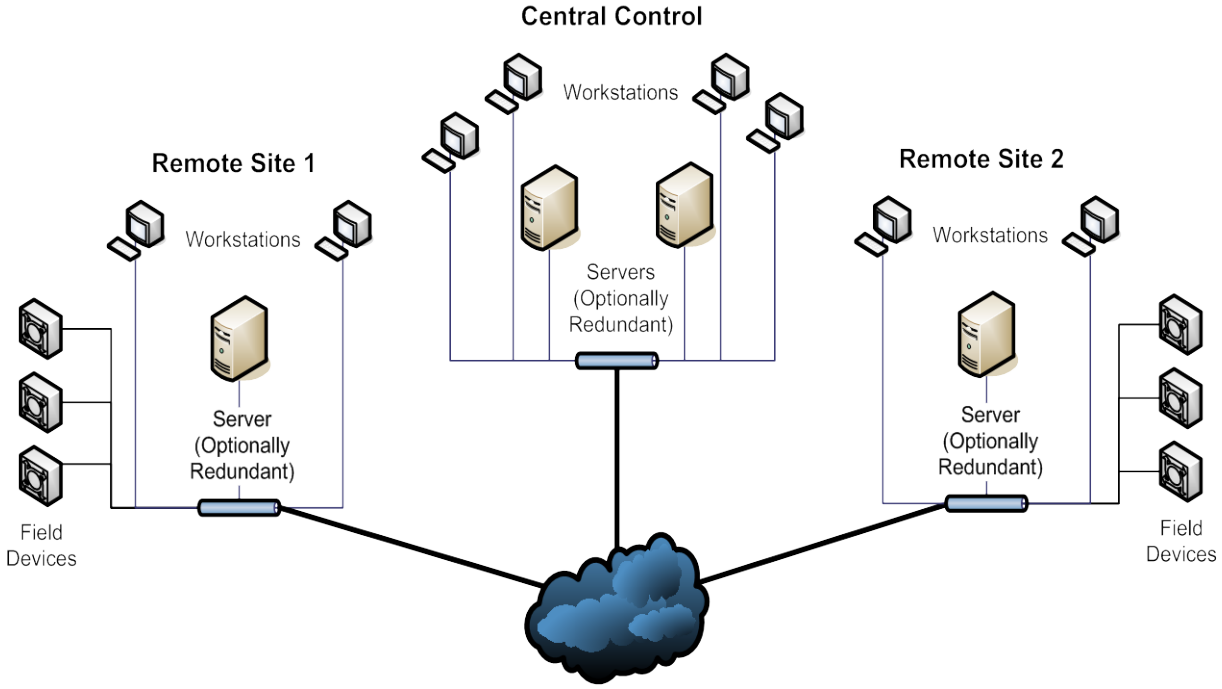
Section 19 – Enterprise Operations

This section details the basic functionality of Intelli-Site's Enterprise Operations.

19.1 - Enterprise Operations - Description

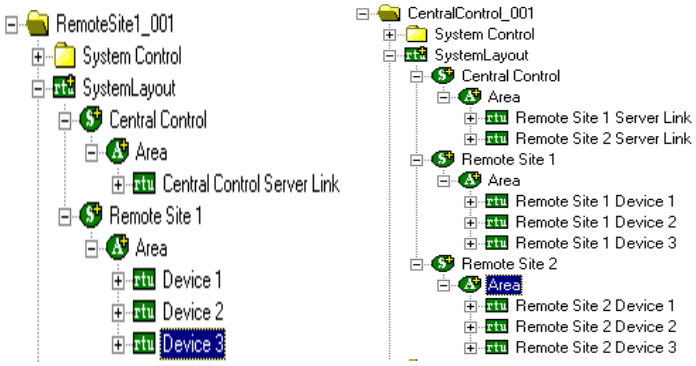
Intelli-Site Enterprise Operations is a mechanism that allows Servers or redundant Server pairs to communicate with each other through a remote link.

In the example below, Remote Site 1 and Remote Site 2 have Servers and Drivers controlling field devices. Central Control wishes to have access to live information and limited control of the field devices at the two Remote Sites. The field devices have a single communications interface that the Servers and Drivers at the remote sites are using to communicate with the field devices, thus making it impossible for Central Control and the Remote Sites to have Drivers attached to the field devices at the same time.



Example Network Layout

In the example above, Central Control and the Remote Sites will use their links to transfer information to each other. The Remote Sites will send live update information across the link to Central Control, and Central Control will send control requests to the Remote Sites that will be forwarded to the field devices. To further complicate matters, the Remote Sites may have used the same domain/net/Node settings for the field devices under their control. Since Central Control will need to have virtual copies of the field device RTUs for the Remote Sites in its Project, this means that Central Control cannot use the same domain/net/Node settings for its virtual field devices as Remote Site 1 and Remote Site 2 do.



19.2 - Enterprise Translations

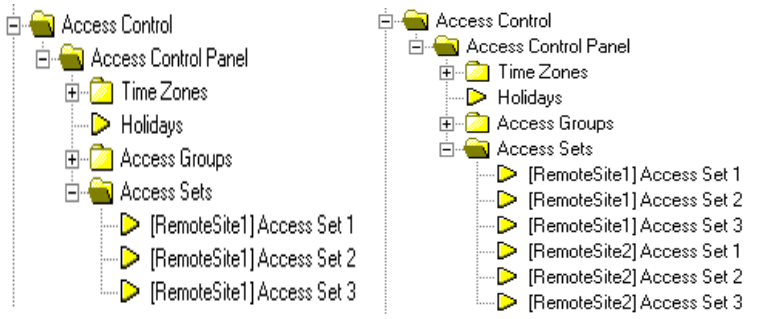
Enterprise Translations are used to define the relationship between RTUs in two Projects with an **Enterprise Link**. An Enterprise Translation contains three pieces of information: The RTU to be translated, the domain/net/Node settings of its counterpart RTU in the Project on the other side of the link, and whether this RTU is local to the Project that the Enterprise Link is being set up in. The Server uses these Enterprise Translation settings to determine which messages need to be passed across the Link.

19.3 - Card Management

Suppose that the field devices are access control panels, and Central Control has the HR responsibility of assigning access for cardholders for the entire corporate enterprise. Remote Site 1 does not have access to the card database that exists at Central Control, because it only has an Rs232 link to Central Control. Remote Site 2 shares a network with Central Control, so it wants to use the same database that Central Control uses.

To support these requirements, Enterprise Links have the capability to optionally transfer card table updates across the link. In the case of Remote Site 1, the Enterprise Link will have to transfer card record updates across the link. It has been decided that Remote Site 1 does not need to store the photos of the cardholders in its database (particularly useful if the link has a low amount of bandwidth such as Rs232, or there are disk space requirements for the database at Remote Site 1).

In order to accomplish this task, an Enterprise Link has a setting that allows you to determine which access sets are needed to be updated across the link. In order to work properly, Access Sets that are shared across an Enterprise Link have to have the exact same name. Further, all Access Sets that are that are shared across an Enterprise Link must have the same prefix of characters in their name. An Enterprise Link also has settings to determine whether card information needs to be passed across the Enterprise Link, as well as whether bulky, sizeable data such as photos needs to be passed across the Enterprise Link.



Sample Access Control Settings for Remote Site 1 and Central Control

19.4 - Buffered Messages

In some cases, the Enterprise Link between two Projects may not be active at all times. Some reasons for this need would be that the sites may only want to update messages on a schedule (at night, perhaps), or the link is unreliable (Rs232, Microwave, etc.). When the link is down or inactive, the messages between the Projects need to be buffered until the link is activated or the connection is restored. Either the Server (when the Enterprise Driver is inactive) or the Enterprise Driver (when the connection is down) may need to write messages to the queue. For this purpose, the Enterprise Link has a UNC network path setting so that the Server and the Driver can both write to a Buffered Message File. A UNC path is used so that both Redundant Servers and Redundant Drivers will write to the same file, as well as for handling instances where the Driver Service running the Enterprise Driver does not reside on the same computer that is running the Server.

19.5 - Enterprise Drivers

The component of the system that sends messages between Servers is an Enterprise Driver. Each Server will have an Enterprise Driver for each Enterprise Link defined in its Project. Using a Driver for this purpose allows programmers to add an additional level of control of when the messages in the Message Buffer are transferred to the remote Project by issuing OnlineDriver and OfflineDriver commands from their Project, such as from a System Time Period, or a button press on a screen.

19.6 - Sample Setup

Below are sample setups for the links for Central Control, Remote Site 1 and Remote Site 2. For the purposes of this example:

Remote Site 1 has the following setup:

Device 1, **Device 2**, and **Device 3** have domains 71, 72, 73, and net and Node of 1 and 0.

A network computer called **RemoteSite1SharedServer** with a network share called **Enterprise**

All access sets begin with the prefix **[RemoteSite1]**

Remote Site 2 has the following setup:

Device 1, **Device 2**, and **Device 3** have domains 71, 72, 73, and net and Node of 1 and 0.

A network computer called **RemoteSite2SharedServer** with a network share called **Enterprise**

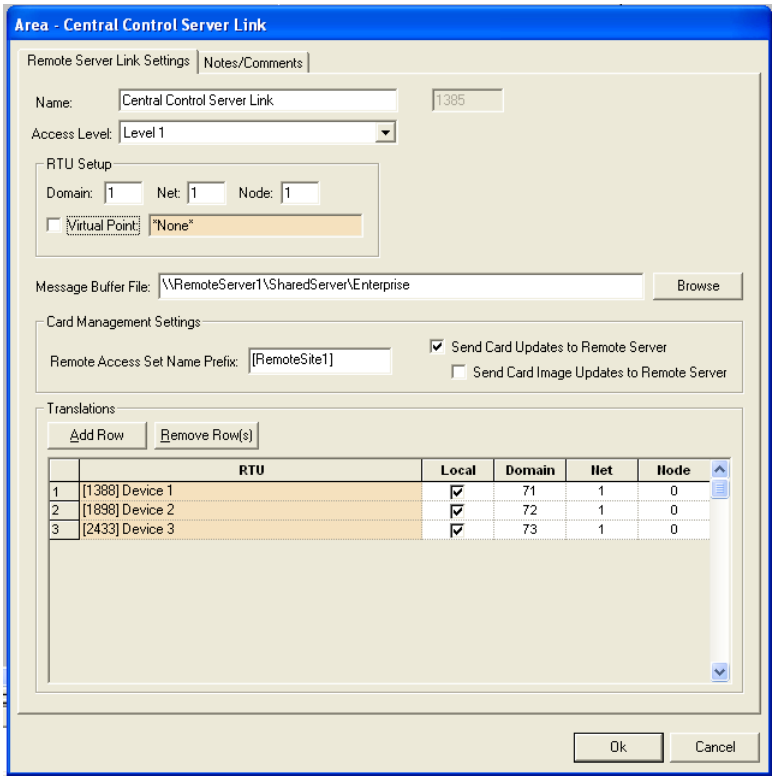
All access sets begin with the prefix **[RemoteSite2]**

Central Control has the following setup:

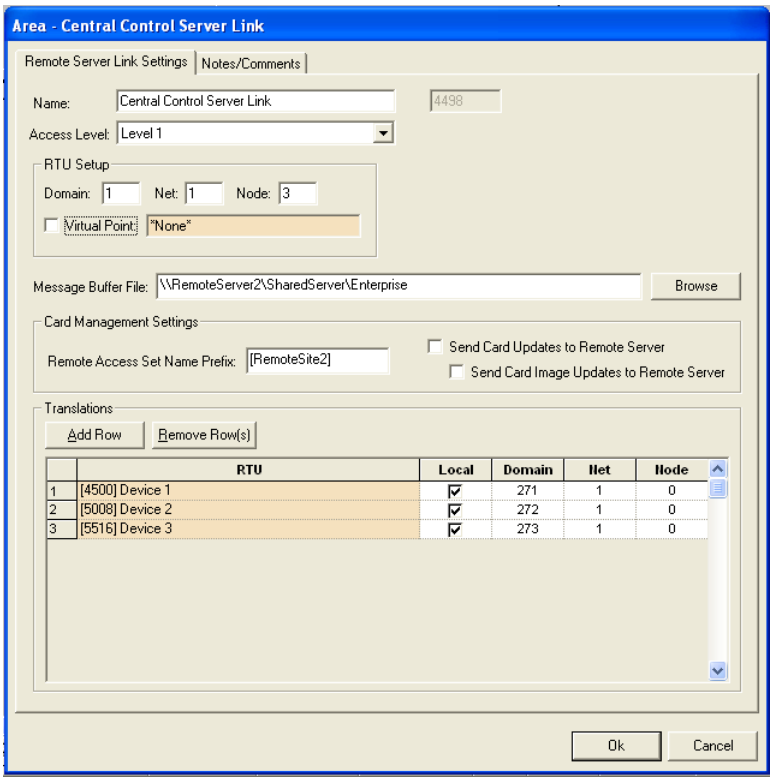
Remote Site 1 Device 1, **Remote Site 1 Device 2**, and **Remote Site 1 Device 3** have domains 171, 172, 173, and net and Node of 1 and 0.

Remote Site 2 Device 1, **Remote Site 2 Device 2**, and **Remote Site 2 Device 3** have domains 271, 272, 273, and net and Node of 1 and 0.

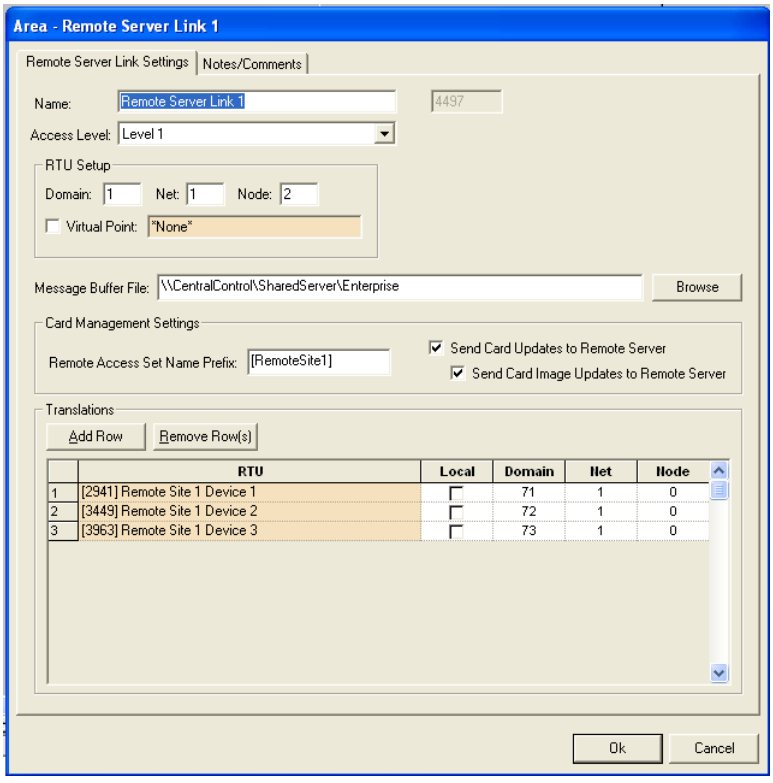
A network computer called **CentralControlSharedServer** with a network share called **Enterprise**



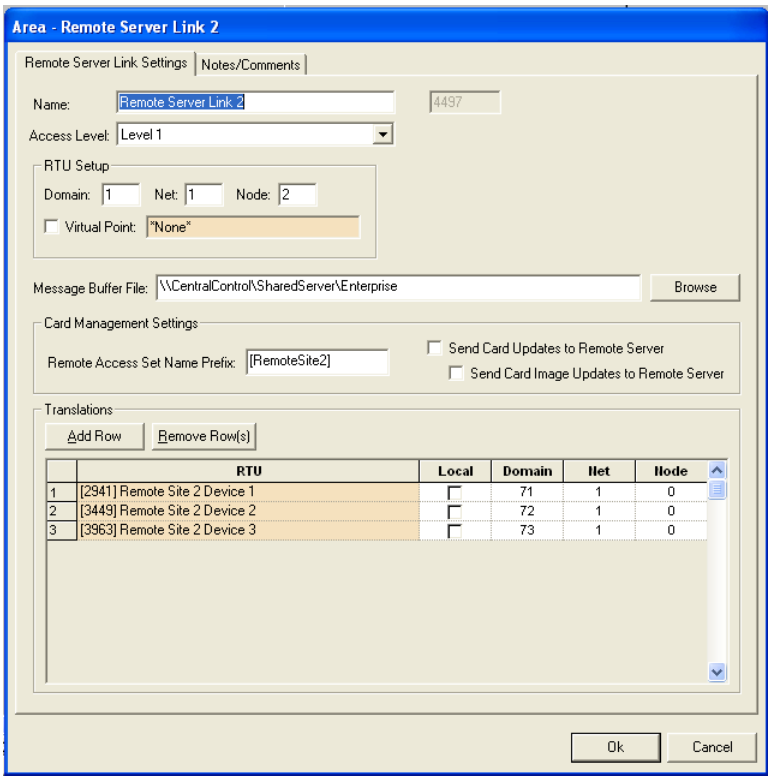
Remote Site 1 to Central Control Enterprise Link Configuration



Remote Site 2 to Central Control Enterprise Link Configuration



Central Control to Remote Site 1 Enterprise Link Configuration



Central Control to Remote Site 2 Enterprise Link Configuration

Glossary

1. **Alarm -** An I/O Point that is set to Add to Queue on High or Low will present an Alarm to the operator in Run Mode.
2. **Base Port –** Ethernet device base port.
3. **Call Station –** Primarily used in corrections, a device used to notify a guard that attention is required in a cell.
4. **Card Management Mode** – Database interface for managing card holder records.
5. **Checkbox –** Software object that can be selected by the operator or programmer.
6. **Child –** A sub-folder or sub-node element in the tree.
7. **Constructs –** A software element or object that provides for a central location for related parameters or functional elements.
8. **Control Points** – A point used to control a Screen Object state or that allows Actions to be executed in an Action Grid.
9. **Database –** Database is used for card holder management, custom database functionality, and, optionally, event logging.
10. **Demonstration Mode –** An unlicensed installation of Intelli-Site will run in Demonstration Mode. Demonstration Mode is restricted functionality and will allow active driver connections for only a maximum of three hours.
11. **Display Control Points –** A Display Control Point is used to allow the state of a Screen Object to display.
12. **Door Construct –** A software construct that provides for central programming of door-related functionality.
13. **DOTL –** Door Open Too Long – A door is validly opened (by an Access-Granted Card Read), but remains in its opened state in excess of the DOTL timeout parameter set by the user.
14. **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.
15. **Driver –** A software construct that allows communications between the field device and the Intelli-Site system.
16. **Driver Service –** A software framework used to manage driver connections to various field devices.
17. **Drop-Down Menu –** A windows combo-box that offers the user a choice of parameters for selection.
18. **DUTL –** Door Unlocked Too Long – A host-controlled door setting that determines the maximum amount of time that a door can remain unlocked after being explicitly unlock by an operator.
19. **Entry Alarm –** An alarm condition generated during an Entry event. This is defined in the Door Construct properties.

20. **Event –** Any function that is reported to or operated upon by the Intelli-Site system. An Event may include Alarms, card holder actions, system notifications or operator actions.
21. **Exit Alarm -** An alarm condition generated during an Exit event. This is defined in the Door Construct properties.
22. **Field –** A configurable parameter on a property page.
23. **GenProto –** The generic protocol node RTU type.
24. **Graphics Design Mode –** The Intelli-Site mode within which the user can create graphics objects, modify the tree, and complete other project file modifications.
25. **Heartbeat –** A regular signal sent by the Intelli-Site system from the server to the other devices (Workstations, other servers, and field devices) on the Intelli-Site network. The Heartbeat is used to determine the operational status of all of the devices on the network.
26. **Host-Controlled Doors –** Doors whose functionality are under host (Intelli-Site) control as opposed to panel (distributed processor) control.
27. **I/O Points –** Any input to or output from the Intelli-Site system.
28. **ID –** The identification number assigned to each object in the tree (automatically assigned).
29. **Key Number –** The number generated by the computer during licensing.
30. **License Number –** A number issued by Intelli-Site, matched to the Key Number, authorizing the use of the Intelli-Site software for the keyed computer.
31. **Loader Program –** The Intelli-Site Loader program is a batch-file launcher that allows the user to start all Intelli-Site programs from a single desktop icon. In addition, other "non-Intelli-Site" programs may be launched as long as the program executables reside in the Intelli-Site sub-folder.
32. **Mode –** The Intelli-Site user interface is divided into various Modes: Run Mode, Card Management Mode, Video Mode(s), Point Status Mode, and Graphic Design Mode.
33. **Node –** All project file elements (objects) are represented as nodes in the project file tree.
34. **Node Tree –** The graphical representation of the Intelli-Site project file.
35. **Object –** Any software element in the Intelli-Site project file.
36. **Parent –** Any node that includes sub-nodes.
37. **Password –** Project access security password.
38. **Popup –** A screen that "pops-up" over the main screen.
39. **Project –** Intelli-Site's functional parameters are created and stored as a project.
40. **Project Directory –** The subdirectory, located under the Sites directory, that contains all of the project file elements.
41. **Project File –** Specifically, the project.bin file which contains the binary representation of all project data elements.

42. **Properties -** Any user-configurable software element.
43. **Property Page –** Every node has a property page with one or more tabs. These are used to configure all of the functional elements of the node.
44. **Radio Button –** A parameter that can be selected as true or false, that is related to other elements, the selection of which is mutually exclusive.
45. **Randomized Keypad –** A login password technique that populates a hexadecimal keypad in a random layout each time it is presented to the user.
46. **Reprogramming Wizard –** A semi-automatic method for reprogramming the functional elements of a Screen Object or a Screen.
47. **RTU –** Remote Terminal Unit – Any field device or software object that can be communicated with by Intelli-Site. An RTU may represent a hardware device such as a CCTV switcher, Card Access control panel, Alarm panel, or other device or subsystem.
48. **Run Mode –** The primary operator's interface in Intelli-Site.
49. **Screen Objects –** Programmable graphic elements used for display and control.
50. **Server –** The Intelli-Site server software.
51. **Server Redundancy –** The method for ensuring high availability of the Intelli-Site server.
52. **System Monitor –** A video target.
53. **T/S Keyboard –** 101-key keyboard display used for touch-screen only applications.
54. **Tree –** The graphical representation of the Intelli-Site project.
55. **Virtual Point –** A software I/O point.
56. **Virtualize –** Setting an RTU to Virtual mode.
57. **Workstation –** The Intelli-Site software element that allows user interface to the Intelli-Site system.