

ZETA ALARM SYSTEMS PREMIER AL MANUAL ALARM MANAGER USER GRAPHICAL INTERFACE AMS



INSTALLATION, COMMISSIONING AND MAINTENANCE with USER INSTRUCTIONS AND GUIDE

DOCUMENT	VERSION	AUTHOR	CHECKED	DATE

Revision	13
Date	23/08/2005
Author	Mr MAJID ZAKI - GLT EXPORTS LTD TECHNICAL DEPT
Comments	Updated to Version GLT 2.89 status.
Revision	12
Date	19/10/2004
Author	Gary Griffiths
Comments	Updated to Version 2.88 status.
Revision	11
Date	07/10/2004
Author	Gary Griffiths
Comments	Updated to Version 2.87 status.
Revision	10
Date	15/09/2004
Author	Gary Griffiths
Comments	Updated to Version 2.86 status.
Revision	9
Date	02/06/2004
Author	Gary Griffiths
Comments	Updated to Version 2.84 status.
Revision	8
Date	22/04/2004
Author	Gary Griffiths
Comments	Updated to Version 2.83 status.
Revision	7
Date	06/02/2003
Author	Gary Griffiths
Comments	Supported operating system list revised. Details of network card options revised.
Revision Date Author Comments	6 14/01/2003 Gary Griffiths Details of panel numbering added. Choice of sizes for new maps added. Isolation screen amended to show list of confirmation messages. Initialisation procedure removed.
Revision	5
Date	24/09/2002
Author	Gary Griffiths
Comments	Updated to Version 2.8 status.
Revision	4
Date	22/11/2001
Author	Gary Griffiths
Comments	Updated to Version 2.7 status.
Date	24/09/2001
Author	Gary Griffiths
Comments	Updated to Version 2.6 status.

Auth. by:	App. by:	Date:

Contents

Table Of Pictures	4
Introduction	7
Set-up Requirements	
Alarm Manager in Quiescent Condition	9
Utilities Menu	
Menu Utilities	
Return to Alarm Manager	
Read Historic log Files	
Group Isolation.	
Create and Edit Map Pages	
Allocate Man Pages to Alarm Sources	
Allocate Symbols for Groups of Alarm Sources on Maps	12
Backup and Restore Disk Files	
Configure Alarm Management System Responses	
Create and Edit User Passwords	
Group Isolation	14
Group Isolation - Isolate/De-Isolate a Group	
Group Isolation - View Current Isolations.	
Group Isolation - Isolate/De-Isolate Individual Devices	
Group Isolation – Panel Type List	
Group Isolation – Graphical Isolation.	
Group Isolation - view Contents Of Group	
Edit Map/Procedure Pages	
Edit Message Texts	
East Files	
Allocate Map Pages to Alarm Sources	
Place Symbols on Maps	
Information Pages	
Edit Options	
Backun and Restore Disk Files	56
Calculate the Number of Disks Needed for Backup	57
Backing Up Data Files to Floppy Disks	
Restoring Files from the Backup Disks	
Printing Directory Lists for Backup Disks	59
Configure System Responses	
Response Configuration Help.	
Response Configuration Network Cards and Panel Number Option	
Response Configuration Controls Options	
Response Configuration Sounder Options	
Response Configuration Banner Options	
Response Configuration Parameter Options	
Response Configuration Event Response Options	//0 2
Printer Ontions	
Edit Operator/Password List	
Password Editing Help Page	
Password EditingCreate New Operator Page	85 ۵۷
r assword Euringereau rew Operator r age	

Simulated Fire Event Response	
Appendix A - Configuration Files	
A.1. Alarm Response Configuration	
A.2. Map Allocation Files	
A.3. Message text Files	
A.4. Isolation Group Files	
A.5. Printer Control Code Files	
A.6. Demonstration Event List	
A.7. Printer Configuration File	
A.10. List Of Operator's	
A.11. Banner Descriptions	
A.12. User Control Options	
A.13. Historic Log File	
A.14. Bitman Files	
A.14.1. Map Pages	
A.14.2. Procedure Pages	
A.14.3. Dummy Map Pages	
A.14.4. Event Map Symbols	
A.14.4. Graphical Isolation Symbols	
Appendix B - Priority Response Codes	

Table Of Pictures.

Figure 1 Normal Screen	
Figure 2 Code Entry Keypad	
Figure 3 Full Menu Page	
Figure 4 Read Historic Log	
Figure 5 Group Isolation Main Screen	14
Figure 6 Sending Isolation/De-Isolation Commands	15
Figure 7 View List Of Current Isolations	
Figure 8 Isolate/De-Isolate Individual Devices	
Figure 9 Graphical Isolation Map List	
Figure 10 Graphical Isolation Map List	
Figure 11 Graphical Isolation Map Display	
Figure 12 View Contents Of Group	21
Figure 13 Map Edit Opening Screen	
Figure 14 Viewing Map Number 1	23
Figure 15 Microsoft Paint Loaded to Edit an Existing Map	24
Figure 16 Editing a Map Name Text	
Figure 17 Opening Screen of Text Editor	26
Figure 18 First Information Page of Text Editor	27
Figure 19 Second Information Page of Text Editor	
Figure 20 File Options for Text Edit	29
Figure 21 Node List of Text Editor	
Figure 22 Loop List of Text Editor	31
Figure 23 Text edit Screen for Premier AL Point Messages	
Figure 24 Printer Options in Text Editor Program	
Figure 25 Map Allocation Opening Menu	
Figure 26 Map Allocation Information Page	
Figure 27 Map Allocation Alarm Source Types	
Figure 28 Map Allocation Node List	
Figure 29 Map Allocation Loop List	
Figure 30 Map Allocation Circuit List	
Figure 31 Map Allocation Map List	
Figure 32 Map Allocation Map View	
Figure 33 Symbol Placement Opening Menu	
Figure 34 Symbol Placement Opening Help Page	
Figure 35 Map Click Help Screen	

Figure 36 Select Map Help Screen	45
Figure 37 Make New Group Help Screen	46
Figure 38 Edit Group Help Screen	. 47
Figure 39 Quit Help Screen	48
Figure 40 Symbol Placement Map List	49
Figure 41 Symbol Placement Map Menu	. 50
Figure 42 Make New Group Option	51
Figure 43 Ready to Place New Symbol	. 52
Figure 44 New Individual Symbol Placed on the Map	53
Figure 45 Viewing The Alarm Sources Associated with a Symbol	54
Figure 46 Group Editing Screen	55
Figure 47 Save Prompt	. 56
Figure 48 Backup Files Opening Screen	57
Figure 49 Backup Files - Calculation Results	58
Figure 50 Configuration Opening Menu	59
Figure 51 Response Configuration Help Page	60
Figure 52 Specify Number Of Network Cards and Panel Number	. 61
Figure 53 User Control Command Button Options	. 62
Figure 54 Cancel Button Option Editing	63
Figure 55 Configuration Sound Select Menu	64
Figure 56 Normal Banner Options	. 65
Figure 57 Isolation Banner Options	. 66
Figure 58 Printer Offline Banner Options	. 67
Figure 59 Isolation & Printer Offline Banner Options	68
Figure 60 Parameters Select Menu	69
Figure 61 Alarm Types for Response Configuration	. 70
Figure 62 Panel Prompt for Premier AL Sensor Response Configuration	71
Figure 63 Loop Number Prompt for Response Configuration	72
Figure 64 Sensor Number Prompt for Response Configuration	73
Figure 65 Sensor Message Types for Response Configuration	74
Figure 66 Response Code Editing	75
Figure 67 Isolation Group List	76
Figure 68 Create New Isolation Group	77
Figure 69 Edit Isolation Group	78
Figure 70 Printout Configuration Settings	79
Figure 71 Printout Configuration Settings	80
Figure 72 Printer Setup	. 81

Figure 73 Auto Map Printout Options	
Figure 74 Opening Screen of Password Editor	
Figure 75 Password Editor Help Screen	
Figure 76 Password Edit Screen For Existing Operator	
Figure 77 Password Edit Screen For Creating A New Operator	
Figure 78 Event Simulation Menu	
Figure 79 Premier AL Sensor Event Simulation Menu	
Figure 80 Sensor Event Simulation - Accept Prompt	
Figure 81 Sensor Event Simulation - Map Page 1	
Figure 82 Sensor Event Simulation - Map Page 2	
Figure 83 Sensor Event Simulation - Procedure Page	
Figure 84 Sensor Event Simulation - Events Page	
Figure 85 User Control Event Simulation Menu	
Figure 86 Network Input Event Simulation Menu	
Figure 87 Common Fault Event Simulation Menu	
Figure 88 Node Online/Offline Event Simulation Menu	
Figure 89 Premier AL Fault Event Simulation Menu	
Figure 90 Premier AL User Control Menu	

Introduction

The Alarm Management System is a suite of computer programs to provide a graphical and text display of fire detection events within a Premier AL network. Provision is also included to print out a text report of each network event, and to record events to disk for later analysis.

The Alarm Management System is currently designed to monitor up to 4 network cards occupying internal ISA slots, or up to 3 external network cards using a **USB interface system**, in combination allowing a maximum of 45 panels to be connected. If the USB option is chosen then a separate power supply is needed. An enclosure is supplied to house these external network cards together with a suitable power supply, but will need a standard 240V AC source.

Each network card can be configured to a Premier AL network interface, the software fitted determining which network is supported.

The Premier AL network can contain any combination of Premier AL panels and Premier AL-Global Network Repeaters, up to a maximum of 15 nodes/network. If the computer itself needs to be an active node, then it will take up one of the 15 node addresses, thus leaving 14 addresses for external equipment.

Thus a **passive** Alarm Manager Computer (no user control or isolation) can monitor up to **45** external nodes, *(USB 3 Network Card System with 3 AMS Cards in Interface Unit)* or an **active** Alarm Manager Computer (silence alarms, reset, and/or isolation) can only monitor up to **42** external nodes*(USB 3 Network Card System with 3 AMS Cards in Interface Unit)*.

Please note that cause/effect between networks is not currently available.

The Alarm Management System is designed to provide a basic default response to any network event without the need to carry out a lengthy configuration process, but has extensive options for tailoring the system to the exact needs of each installation.

Panel numbers used to identify events are in the range 1 to 255. In the case of Premier AL/Premier AL Global Network Repeaters, the panel number is programmed via the panel's menu or the PC Editing software(CAUSE and EFFECT). The Alarm Manager distinguishes between such panels with the same node address on separate network circuits by adding an offset based on the network card number as indicated in the following table. (NODE 16, 32, 48 ARE USED AS NODE AMS NETWORK CARD SEPARATORS. Do not use panel numbers or allocate FACP network addresses to 16, 32, 48)

NODE ADDRESS/PANEL NUMBER	CARD 0 / AMS CARD inside SLOT of USB	CARD 1 / AMS CARD inside SLOT of USB	CARD 2 / AMS CARD inside SLOT of USB	CARD 3 Industrial PLC Computer Unit, Not
	INTERFACE UNIT	INTERFACE UNIT	INTERFACE UNIT	Available or
				Supported
1	1	17	33	49
2	2	18	34	50
3	3	19	35	51
4	4	20	36	52
5	5	21	37	53
6	6	22	38	54
7	7	23	39	55
8	8	24	40	56
9	9	25	41	57
10	10	26	42	58
11	11	27	43	59
12	12	28	44	60
13	13	29	45	61
14	14	30	46	62
15	15	31	47	63

Set-up Requirements

Alarm Management set-up disk(s) / (ALREADY PRE-INSTALLED IN PC TOWER)
 Hardware as follows:-

Desktop Computer - minimum requirement	1GHz or above 256MBytes Memory SVGA 32MByte display adapter (1024 x 768
minimum)	40GByte Hard Disk Mouse/ Touch screen QWERTY Keyboard 1 ISA expansion slot or 1 USB 1.1 connector for network card. 1 parallel port
Monitor	SVGA Colour (1024 x 768 minimum)
Printer	80 Column continuous feed line-printer for event logging. Page printer for optional map printing.
Software - minimum standard	Windows 2000 or XP Pro.

Alarm Manager in Quiescent Condition



Figure 1 Normal Screen

The screen above is the normal display screen which scrolls the default banner text in quiescent condition. The banner text can be changed by entering engineer's code, and selecting configurations from the Utilities menu. A picture may be displayed in the centre of the screen by copying the required image file (.bmp or .jpg) into the main Alarm Manager program directory and renaming it as 'amslogo.bmp' or 'amslogo.jpg' as appropriate.

Utilities Menu

The utilities menu can be accessed either from the quiescent screen as described below, or via a command button on the alarm event display screen.

The procedure to access the menu from the quiescent screen is as follows:-

Double Click with either mouse or touch-screen anywhere on the screen except for where the status message is. This causes the numeric keypad to be displayed as per Figure 2





i) Enter an appropriate access code either through the on-screen keypad (if it is a numeric code only), or using the QWERTY keyboard. If a valid access code is entered then a menu will be displayed (as per figure 5) appropriate to the access level associated with that code, otherwise the keypad will clear and the system will return immediately to normal operation. **Default Access are : 7 or ams. Change password via CREATE AND EDIT USER PASSWORDS**

ionfiguration Options for MAJID GLT (0) Version 2.89GLT USB2 08/08/2005 (32 bit)	
Return to Alarm Manager	
Read <u>H</u> istoric Log File	
Group Isolation	Z
Create and Edit Map Pages	
Edit Text files for Alarm Sources	e
Allocate Map Pages to Alarm Sources	
Allocate Symbols for Groups of Alarm Sources on Maps	•
Backup and Restore Configuration Files	Ø
Configure Alarm Management System Responses	
Create and Edit User Passwords	`@ 0
Select Required Function by either Clicking on the Icon or Text Description, or p the underlined letter on the keyboard #start @ @ O @ @ @ alarm manager manual @ Config	oress

Figure 3 Full Menu Page

- i) From the displayed menu, in which a function is shown, a single click with the mouse or touch screen on the required box will activate the selected function.
- ii) Upon exit from the menu function, depending upon how long it was active for, and whether or not an alarm occurred while it was active, one may see the menu again, or the normal default screen, or the display appropriate to the first alarm that had occurred.

Menu Utilities

Return to Alarm Manager

Selecting the Return to Alarm Manager button will display a normal screen as shown on Figure 1.

Read Historic log Files

Selecting the historic log files will allow the viewing of previous events. This utility is found on pages 13 to 13.

Group Isolation

Selecting the group isolation files will allow the isolation and de-isolation of sensors on any panel connected to the computer, both in groups and individually. This utility is found on pages 14 to 21.

Create and Edit Map Pages

Selecting the Create and Edit Map Pages button will allow operator to edit map text, make a new map or view map. This utility is found on pages 22 to 25.

Edit Text Files for Alarm Sources

Selecting Edit Text Files will allow editing sensor location text, printing text and an information page. This utility is found on pages 26 to 33

Allocate Map Pages to Alarm Sources

Selecting Map Pages will allow operator to allocate sensors to map pages, print map pages and an information page. This utility is found on pages 340 41

Allocate Symbols for Groups of Alarm Sources on Maps

Selecting Allocate Symbols for Groups will allow alarm symbols to be allocated to map pages, sensors to be allocated to groups, editing sensor groups, printing and access to a help page. This utility is found on pages 420 56

Backup and Restore Disk Files

Selecting Backup and Restore Disk Files will allow back up disks to be generated, restoring system files and printing back up files. This utility is found on pages 560 59

Configure Alarm Management System Responses

Selecting Configuration files will allow setting up of network cards, controls on computer, sound, Banner, panel responses, isolation groups, printing page and access to a help page. This utility is found on pages 59 to 82.

Create and Edit User Passwords

Selecting the User password files will allow engineer codes to be programmed. This utility is found on page 83 to 86.

Description Mult NEW OPERATOR (Level 1) Add Help The above list of authorised operator Pessword Editor To ADD another operator to the list, click on the fogether on the keyboard. This creates a dummy entilick on the appropriate name in the list with the more rule. You have a seve the list back to disk and return In order to edit any of the three data fields shown below, either click with the more at the appropriate button at the bottom of this window, or press ALT together Click with the more attributed to save the list back to disk and return Operator MAJID GLT Password *** Level 7 Remove Operator Save Changes Quit without Saving	Description Image: Second	BAUTO 611 (Evel 1) MEW OPERATOR (Level 1) Prev Operator (Level 1) Add Help Add Help The above list of authorised operator Person of the list, click on the factor To ADD another operator to the list, click on the factor To ADD another operator, or to ALTER either the factor on the keyboard. This creates a dummy entile it with the mouse at the item to edit, or press ALT to gether eady, click on the appropriate letter. . To BEMOVE an operator, or to ALTER either the factor to edit and the bottom of this window, or press ALT with the appropriate letter. . When editing is complete, click on the 'Quit' buttor to exercise the list back to disk and return . When editing is complete, click on the 'Quit' buttor to exercise the list back to disk and return . When editing is complete, click on the 'Quit' buttor to exercise the list back to disk and return . When editing is complete, click on the 'Quit' buttor to exercise the list back to disk and return . Qperator MAIID GLT Password ***	Sector GFA (Revel in) Set OPERATOR (Level 1) Set OPERATOR (Level 1) Add Her Operator (Level 1) Add Help To ADD another operator to the list, click on the 4 ogether on the keyboard. This creates a dummy entities on the appropriate state in the data in the list. Click on the 4 ogether on the keyboard. This creates a dummy entities on the appropriate state in the data in the bottom of this window, or lick on the appropriate state. When ready, click on the appropriate button at the bottom of this window, or press ALT with the appropriate letter. When editing is complete, click on the 'Quit' button to save the list back to disk and return Mail O GLT Password Password Mail O GLT Password Password Save Changes Quit without Saving	CLIVE KIRBERLEY (Level 1)		0
NEW OFERATOR (Level 1) Add Here Operator (Level 1) Add Help Help The above list of authorised operator Password Editor To ADD another operator to the list, click on the /guit In order to edit any of the three data fields shown below, either ogether on the keyboard. This creates a dummy end the underlined letter in the appropriate title. When ready, click on the appropriate name in the list with the more inthe list with the more inthe list back to disk and return the keyboard to save the list back to disk and return the save of the save the list back to disk and return the expropriate button at the bottom of this window, or press ALT with the appropriate letter. Qperator MAJID GLT Password *** Level 7 Remove Operator Save Changes Quit without Saving	Note of the second to save the list back to disk and return Password Editor Add Help	Xev Operator (Level 1) Yev Operator (Level 1) Add Help The above list of authorised operator To ADD another operator to the list, click on the zogether on the keyboard. This creates a dummy entities on the appropriate name in the list with the more the appropriate button at the bottom of this window, or press ALT with the appropriate letter. To REMOVE an operator, or to ALTER either the keyboard to save the list back to disk and return Qperator MAJID GLT Password *** Level 7 Remove Operator Save Changes Quit without Saving	NW OFFENTOR (Level 1) Add Heip Add Heip The above list of authorised operator Personnet operator to the list, click on the 2 To ADD another operator to the list, click on the 2 In order to edit any of the three data fields shown below, either click with the mouse at the item to edit, or press ALT together with the underlined letter in the appropriate litte. When ready, click on the appropriate name in the list with the mouse at the item to edit on press ALT together with the underlined letter in the appropriate letter. When editing is complete, click on the 'Qui' buttor be keyboard to save the list back to disk and return the keyboard to save the list back to disk and return	HRJID GLT (Level 7)		
Image: Sev Operator (Level 1) Add Help Help The above list of authorised operator operator operator to the list, click on the / operator. To ADD another operator to the list, click on the / operator. To ADD another operator, or to ALTER either the either on the keyboard. This creates a dummy entities with the mouse at the item to edit, or press ALT together on the keyboard to save the list back to disk and return on the keyboard to save the list back to disk and return of the keyboard to save the list back to disk and return of the keyboard to save the list back to disk and return of the keyboard to save the list back to disk and return of the keyboard to save the list back to disk and return of the keyboard to save the list back to disk and return of the keyboard to save the list back to disk and return of the keyboard to save the list back to disk and return of the keyboard to save the list back to disk and return of the keyboard to save the list back to disk and return the heyboard to save the list back to disk and return the heyboard to save the list back to disk and return the heyboard to save the list back to disk and return the heyboard to save the list back to disk and return the heyboard to save the list back to disk and return the heyboard to save the list back to disk and return the heyboard to save the list back to disk and return the heyboard to save the list back to disk and return the heyboard to save the list back to disk and return the heyboard to save the list back to disk and return the heyboard to save the list back to disk and return the heyboard to save the list back to disk and return the heyboard to save the list back to disk and return the heyboard to save the list back to disk and return the heyboard to save the list back to disk and return the heyboard to save the list back to disk and return theyboard to heyboard to save the heyboard to save the heyboard to	Xew Operator (Lewal. 1) Add Help Help The above list of authorised operator Possword Editor I. To ADD another operator to the list, click on the <i>t</i> ogether on the keyboard. This creates a dummy entities of authorised operator in the keyboard. This creates a dummy entities with the mouse at the item to edit, or press ALT together with the underlined letter in the appropriate title. When ready, click on the appropriate in the list with the mouse at the item to edit, or press ALT together with the underlined letter in the appropriate title. When ready, click on the appropriate title. When ready, click on the appropriate button at the bottom of this window, or press ALT with the appropriate letter. Qperator MAJID GLT Password *** Level 7 Remove Operator Save Changes Quit without Saving	Jew Operator (Level 1) Add Help Help The above list of authorised operator Password Editor To ADD another operator to the list, click on the 4 gether on the keyboard. This creates a dummy end to the with the underlined letter in the appropriate little. When ready, click on the appropriate name in the list with the underlined letter in the appropriate letter. . To REMOVE an operator, or to ALTER either the list with the more set the ist back to disk and return of the swindow, or press ALT with the appropriate letter. . When editing is complete, click on the 'Qui' buttor the keyboard to save the list back to disk and return 'Qperator' MAJID GLT Password Level 7 Remove Operator Save Changes Quit without Saving	Bew Operator (Level 1) Add Help Help The above list of authorised operator Pessword Editor To ADD another operator to the list, click on the operator, or to ALTER either there in the appropriate button at the bottom of this window, or indx. In order to edit any of the three data fields shown below, either click with the mouse at the item to edit, or press ALT together with the appropriate button at the bottom of this window, or press ALT with the appropriate letter. When editing is complete, click on the 'Qui' butto to save the list back to disk and return Password MAJID GLT Password *** Level 7 Remove Operator Save Changes Quit without Saving Password	NEW OPERATOR (Level 1)		
Help The above list of authorised operator Password Editor . To ADD another operator to the list, click on the /s ogether on the keyboard. This creates a dumy entry . To ABMOVE an operator, or to ALTEB either the relick on the appropriate name in the list with the more relick on the appropriate title. When ready, click on the appropriate button at the bottom of this window, or press ALT with the appropriate letter. . When editing is complete, click on the 'Quit' button he keyboard to save the list back to disk and return . When editing is complete, click on the 'Quit' button he keyboard to save the list back to disk and return . Qperator MAJID GLT Password	Heip Heip The above list of authorised operator Password Editor I. To ADD another operator to the list, click on the registry of the three data fields shown below, either click with the mouse at the item to edit, or press ALT together with the underlined letter in the appropriate title. When ready, click on the appropriate button at the bottom of this window, or press ALT on the text of its with the mouse at the item to edit. 2. To REMOVE an operator, or to ALTEB either the relick on the appropriate button at the bottom of this window, or press ALT with the appropriate title. When ready, click on the appropriate button at the bottom of this window, or press ALT with the appropriate letter. 3. When editing is complete, click on the 'Qui' butto he keyboard to save the list back to disk and return the appropriate letter. Bemove Operator MAJID GLT Password *** Level 7 Remove Operator Save Changes Quit without Saving	Help The above list of authorised operator. Password Editor To ADD another operator to the list, click on the 4 pagether on the keyboard. This creates a dummy entry. In order to edit any of the three data fields shown below, either click with the mouse at the item to edit, or press ALT together on the keyboard. This creates a dummy entry. To REMOVE an operator, or to ALTER either the relick on the appropriate hame in the list with the mouse at the item to edit, or press ALT together on the keyboard to save the list back to disk and return and the appropriate button at the bottom of this window, or press ALT with the appropriate letter. When editing is complete, click on the 'Qui' butto he keyboard to save the list back to disk and return at the appropriate letter. Qperator MAJID GLT PassWord Level Remove Operator Save Changes Quit without Saving 	Hep The above list of authorised operator Operator Password Editor In order to edit any of the three data fields shown below, either click with the mouse at the item to edit, or press ALT to gether in the appropriate letter. To REMOVE an operator, or to ALTER either the lisk with the mouse at the item to edit, or press ALT with the appropriate letter. When editing is complete, click on the 'Qui' butto be keyboard to save the list back to disk and return Operator MAJID GLT Password *** Level 7 Remove Operator Save Changes Quit without Saving	New Operator (Level 1)		Add
Help Help The above list of authorised operator Password Editor . To ADD another operator to the list, click on the fogether on the keyboard. This creates a dummy entry of the three data fields shown below, either click with the mouse at the item to edit, or press ALT together on the keyboard to save the list with the inderlined letter in the appropriate title. When ready, click on the appropriate button at the bottom of this window, or press ALT with the appropriate letter. . To REMOVE an operator, or to ALIER either the list with the inderlined letter in the appropriate letter. . Lo REMOVE an operator, or to ALIER either the list with the underlined letter in the appropriate letter. . Underline appropriate name in the list with the underlined letter in the appropriate letter. . When editing is complete, click on the 'Quit' butto the keyboard to save the list black to disk and return . When editing is complete, click to disk and return . Upperator MAJID GLT Password *** . Level 7 . Remove Operator Save Changes Quit without Saving	Help The above list of authorised operator Password Editor I. To ADD another operator to the list, click on the 4 ogether on the keyboard. This creates a dummy entile In order to edit any of the three data fields shown below, either click with the mouse at the item to edit, or press ALT together with the underlined letter in the appropriate button at the bottom of this window, or press ALT with the appropriate letter. 2. To REMOVE an operator, or to ALTER either the click on the appropriate button at the bottom of this window, or press ALT with the appropriate letter. 2. To REMOVE an operator, or to ALTER either the take on the appropriate button at the bottom of this window, or press ALT with the appropriate letter. 2. No REMOVE an operator, or to ALTER either the take on the appropriate button at the bottom of this window, or press ALT with the appropriate letter. 3. When editing is complete, click on the 'Quit' buttor he keyboard to save the list back to disk and return the keyboard to save the list back to disk and return the person MAJID GLT Password *** Level 7 Remove Operator Save Changes Quit without Saving	Help Help Help The above list of authorised operator Password Editor Jo ADD another operator to the list, click on the / ogether on the keyboard. This creates a dummy enti- lick on the appropriate operator, or to ALTER either the lick on the appropriate aname in the list with the mo- nty. Jo REMOVE an operator, or to ALTER either the lick on the appropriate button at the bottom of this window, or press ALT with the appropriate letter. When editing is complete, click on the 'Qui' butto ne keyboard to save the list back to disk and return Password Password Level 7 Remove Operator Save Changes Quit without Saving	Help The above list of authorised operator Password Editor . To ADD another operator to the list, click on the / gether on the keyboard. This creates a dummy entiliek on the appropriate name in the list with the mouse at the item to edit, or press ALT together with the underlined letter in the appropriate title. When ready, click on the appropriate name in the list with the mouse at the item to edit, or press ALT together with the underlined letter in the appropriate title. When ready, click on the appropriate button at the bottom of this window, or press ALT with the appropriate letter. When editing is complete, click on the 'Qui' button' be keyboard to save the list back to disk and return ite is a propriate letter. Qperator MAJID GLT Password Peassword Remove Operator Save Changes Quit without Saving 			
The above list of authorised operator To ADD another operator to the list, click on the for ogether on the keyboard. This creates a dummy ent To REMOVE an operator, or to ALTER either the tilts with the model at the item to edit, or press ALT together with the underlined letter in the appropriate bitle. When ready, click on the appropriate bitle. The appropriate bitle. The appropriate bitle. When editing is complete, click on the 'Quit' bitle he keyboard to save the list back to disk and return Password Password *** Level 7 Remove Operator Save Changes Quit without Saving	The above list of authorised operator Password Editor I. To ADD another operator to the list, click on the 4 ogether on the keyboard. This creates a dummy ent C. To REMOVE an operator, or to ALTER either the appropriate to the appropriate tile. When ready, click on the appropriate button at the bottom of this window, or press ALT with the appropriate letter. We hen editing is complete, click on the 'Quit' button the keyboard to save the list back to disk and return We hen editing is complete, click on the 'Quit' button the keyboard to save the list back to disk and return Medium Password Medium Pass	The above list of authorised operator Password Editor To ADD another operator to the list, click on the fighter on the keyboard. This creates a dummy entities on the appropriate name in the list with the underlined letter in the appropriate title. When ready, click on the appropriate name in the list with the underlined letter. When editing is complete, click on the "Quit" buttor the keyboard to save the list back to disk and return We here does not be appropriate to the "Quit" buttor the list back to disk and return We here does not be appropriate to the "Quit" buttor the list back to disk and return Password Password Pa	The above list of authorised operator To ADD another operator to the list, click on the / ogether on the keyboard. This creates a dummy ent to REMOVE an operator, or to ALTER either the nor nity. When editing is complete, click on the 'Qui' button the keyboard to save the list back to disk and return When editing is complete, click on the 'Qui' button the keyboard to save the list back to disk and return Eassword Eassword Easword			<u>H</u> elp
The above list of authorised operator To ADD another operator to the list, click on the for ogether on the keyboard. This creates a dumpy enti- the click and the appropriate and in the list with the mouse at the item to edit, or press ALT together with the underlined letter in the appropriate title. When ready, click on the appropriate button at the bottom of this window, or press ALT with the appropriate letter. A When editing is complete, click on the 'Quit' button he keyboard to save the list back to disk and return be keyboard to save the list back to disk and return <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Remove Operator</u> <u>Save Changes</u> <u>Quit without Saving</u>	The above list of authorised operator . To ADD another operator to the list, click on the form of the three data fields shown below, either click with the mouse at the item to edit, or press ALT together on the keyboard. This creates a dumpy endition the appropriate letter in the appropriate title. When ready, click on the appropriate letter in the appropriate letter. 2. To BEMOYE an operator, or to ALTEB either the interval of the underlined letter in the appropriate title. When ready, click on the appropriate button at the bottom of this window, or press ALT with the appropriate letter. 3. When editing is complete, click on the 'Quit' buttone keyboard to save the list back to disk and return 'Qperator' MAJID GLT 'Password **** Level 7 <u>Remove Operator</u> Save Changes Quit without Saving	The above list of authorised operator To ADD another operator to the list, click on the f agether on the keyboard. This creates a dummy ent To REMOVE an operator, or to ALTER either the lick on the appropriate fuller in the appropriate bittor at the bottom of this window, or press ALT with the appropriate letter. When editing is complete, click on the 'Qui' buttone the keyboard to save the list back to disk and return Deperator MAJID GLT Password *** Level 7 Remove Operator Save Changes Quit without Saving	The above list of authorised operator To ADD another operator to the list, click on the f ogether on the keyboard. This creates a dummy en- tick on the appropriate name in the list with the mo- true. When editing is complete, click on the 'Quit' button the keyboard to save the list back to disk and return We have the list back to disk and return Deperator MAJID GLT Password *** Level 7 Remove Operator Save Changes Quit without Saving			
The above list of authorised operator Persword Editor . To ADD another operator to the list, click on the segment of the keyboard. This creates a dummy entilies on the keyboard. This creates a dummy entilies on the appropriate the underlined letter in the appropriate tilte. When ready, click on the appropriate button at the bottom of this window, or press ALT with the appropriate letter. 2. To AEMOVE an operator, or to ALTER either the tilte win the underlined letter in the appropriate tilte. When ready, click on the appropriate button at the bottom of this window, or press ALT with the appropriate letter. Qperator MAJID GLT Password *** Level 7 Remove Operator Save Changes Quit without Saving	The above list of authorised operator L To ADD another operator to the list, click on the for ogether on the keyboard. This creates a dumpy en- L To AEMOVE an operator, or to ALTER either the re- click with the underlined letter in the appropriate title. When ready, click on the appropriate name in the list with the mo- shy. 3. When ediling is complete, click on the 'Qui' button the keyboard to save the list back to disk and return be keyboard to save the list back to disk and return Derator MAJID GLT Password *** Level 7 Remove Operator Save Changes Quit without Saving	The above list of authorised operator To ADD another operator to the list, click on the formation of the system o	The above list of authorised operator To ADD another operator to the list, click on the f gether on the keyboard. This creates a dummy entry To REMOVE an operator, or to ALTER either ther ick on the appropriate name in the list with the motion at the exploration of the second			
The above list of authorised operator Pessword Editor . To ADD another operator to the list, click on the operator In order to edit any of the three data fields shown below, either dick with the mouse at the item to edit, or press ALT together with the underlined letter in the appropriate title. When ready, click on the appropriate button at the bottom of this window, or press ALT with the appropriate letter. 2. To REMOVE an operator, or to ALTER either the ist with the mouse at the item to edit, or press ALT together with the underlined letter in the appropriate letter. 2. When editing is complete, click on the 'Quit' buttor he keyboard to save the list back to disk and return he keyboard to save the list back to disk and return the letter in the appropriate letter. Qperator MAJID GLT Password *** Level 7 Remove Operator Save Changes Quit without Saving	The above list of authorised operator The above list of authorised operator To ADD another operator to the list, click on the for ogether on the keyboard. This creates a dummy ent 2. To REMOVE an operator, or to ALTER either the click with the underlined letter in the appropriate title. When ready, click on the appropriate button at the bottom of this window, or press ALT with the appropriate letter. 3. When editing is complete, click on the 'Qui' button he keyboard to save the list back to disk and return 2. Level 7 Remove Operator Save Changes Quit without Saving	The above list of authorised operator To ADD another operator to the list, click on the fagether on the keyboard. This creates a dummy end To REMOVE an operator, or to ALTER either the lick on the appropriate button at the bottom of this window, or press ALT with the appropriate letter. When editing is complete, click on the 'Quit' button the keyboard to save the list back to disk and return We keyboard to save the list back to disk and return MAJID GLT Password Remove Operator Save Changes Quit without Saving	The above list of authorised operator To ADD another operator to the list, click on the formation of the system of the three data fields shown below, either ogether on the keyboard. This creates a dummy end To REMOVE an operator, or to ALTER either the lick on the appropriate name in the list with the more the keyboard to save the list back to disk and return the keyboard to save the lis			
The above list of authorised operator . To ADD another operator to the list, click on the 4 ogether on the keyboard. This creates a dummy ent be the operator, or to ALTER either the re- lick on the appropriate name in the list with the more the keyboard to save the list back to disk and return be keyboard to save the list back to disk and return the keyboard to save the list back to dis	The above list of authorised operator I. To ADD another operator to the list, click on the fogether on the keyboard. This creates a dummy ent 2. To REMOVE an operator, or to ALTER either the click on the appropriate button at the bottom of this window, or press ALT with the appropriate letter. 3. When editing is complete, click on the 'Quit' button he keyboard to save the list back to disk and return be keyboard to save the list back to disk and return click to the the keyboard to the the keyboard to the the keyboard to the the keyboard to the keyb	The above list of authorised operator . To ADD another operator to the list, click on the / ggether on the keyboard. This creates a dummy enti- . To REMOVE an operator, or to ALTER either the lick on the appropriate name in the list with the mor- nty. . When editing is complete, click on the 'Quit' button he keyboard to save the list back to disk and return Password MAJID GLT Password Password Quit without Saving MAJID GLT Password Quit without Saving	The above list of authorised operator To ADD another operator to the list, click on the f ogether on the keyboard. This creates a dump end the appropriate name in the list with the mouse at the item to edit, or press ALT together with the underlined letter in the appropriate title. When ready, click with the underlined letter in the appropriate title. When ready, click on the appropriate button at the bottom of this window, or press ALT with the appropriate letter. When editing is complete, click on the 'Quit' button he keyboard to save the list back to disk and return Deperator HAJID GLT Password *** Level 7 Remove Operator Save Changes Quit without Saving			
The above list of authorised operator . To ADD another operator to the list, click on the 4 ogether on the keyboard. This creates a dummy ent . To REMOVE an operator, or to ALTER either the lick on the appropriate name in the list with the mon- nity. . When editing is complete, click on the 'Qui' button he keyboard to save the list back to disk and return . When editing is complete, click on the 'Qui' button he keyboard to save the list back to disk and return . <u>Uperator</u> MAJID GLT <u>Password</u> *** <u>Level</u> 7 <u>Remove Operator</u> Save Changes <u>Quit without Saving</u>	The above list of authorised operator Password Editor 1. To ADD another operator to the list, click on the for ogether on the keyboard. This creates a dummy entitied letter in the appropriate tille. When ready, click with the mouse at the item to edit, or press ALT together with the underlined letter in the appropriate tille. When ready, click on the appropriate button at the bottom of this window, or press ALT with the appropriate letter. 2. To REMOVE an operator, or to ALTER either the appropriate button at the bottom of this window, or press ALT with the underlined letter in the appropriate letter. 3. When editing is complete, click on the 'Quit' button he keyboard to save the list back to disk and return the keyboard to save the list back to disk and	The above list of authorised operator Password Editor . To ADD another operator to the list, click on the Agether on the keyboard. This creates a dummy entities on the appropriate name in the list with the mouse at the item to edit, or press ALT together with the underlined letter in the appropriate title. When ready, click on the appropriate name in the list with the mouse at the appropriate letter. . To REMOVE an operator, or to ALTER either the list with the mouse in the appropriate name in the list with the mouse at the appropriate letter. In order to edit any of the three data fields shown below, either click with the underlined letter in the appropriate title. When ready, click on the appropriate button at the bottom of this window, or press ALT with the appropriate letter. . When editing is complete, click on the 'Quit' button he keyboard to save the list back to disk and return the list with the mouse at the item to edit. Operator MAJID GLT . Password ***	The above list of authorised operator Password Editor To ADD another operator to the list, click on the operator In order to edit any of the three data fields shown below, either click with the mouse at the item to edit, or press ALT together with the underlined letter in the appropriate title. When ready, click on the appropriate button at the bottom of this window, or press ALT with the appropriate letter. . To REMOYE an operator, or to ALTER either the list with the moust it. Operator . When editing is complete, click on the 'Quit' buttor he keyboard to save the list back to disk and return Operator MAJID GLT Password Password *** Level 7 Remove Operator Save Changes Quit without Saving			
The above list of authorised operator To ADD another operator to the list, click on the form of the three data fields shown below, either click with the mouse at the item to edit, or press ALT together with the underlined letter in the appropriate title. When ready, click on the appropriate name in the list with the mouse at the item to appropriate title. When ready, click on the appropriate name in the list with the mouse at the item to edit. The appropriate title. When ready, click on the appropriate name in the list with the mouse at the item to edit. The appropriate title. When ready, click on the appropriate name in the list with the mouse at the appropriate letter. When editing is complete, click on the 'Quit' button the keyboard to save the list back to disk and return the exploard to save the list back to the exploard to save the explo	The above list of authorised operator Password Editor 1. To ADD another operator to the list, click on the to gether on the keyboard. This creates a dummy enditive to the list with the more appropriate aname in the list with the more appropriate button at the bottom of this window, or press ALT with the appropriate letter. 2. To REMOVE an operator, or to ALTER either the plick on the appropriate name in the list with the more appropriate button at the bottom of this window, or press ALT with the appropriate letter. 3. When editing is complete, click on the 'Quit' butto he keyboard to save the list back to disk and return he keyboard to save the list back to disk and return the keyboard to save the key	The above list of authorised operator To ADD another operator to the list, click on the / ogether on the keyboard. This creates a dummy ent Set on the appropriate name in the list with the mo- nty. When editing is complete, click on the 'Qui' button the keyboard to save the list back to disk and return When editing is complete, click on the 'Qui' button the keyboard to save the list back to disk and return MAJID GLT Password MAJID GLT MAJID GLT	The above list of authorised operator To ADD another operator to the list, click on the of gether on the keyboard. This creates a dumny end to REMOVE an operator, or to ALTER either the ick on the appropriate name in the list with the more thrue. When editing is complete, click on the 'Quit' button he keyboard to save the list back to disk and return the keyboard to save the list back			
The above list of authorised operator To ADD another operator to the list, click on the for the edit any of the three data fields shown below, either click with the mouse at the item to edit, or press ALT together with the underlined letter in the appropriate title. When ready, click on the appropriate button at the bottom of this window, or press ALT with the appropriate letter. A When editing is complete, click on the 'Quit' button he keyboard to save the list back to disk and return the keyboard to save the keyboard to save	The above list of authorised operator I. To ADD another operator to the list, click on the re- ogether on the keyboard. This creates a dummy ent 2. To REMOVE an operator, or to ALTER either the click on the appropriate name in the list with the more alter the underlined letter in the appropriate title. When ready, click on the appropriate button at the bottom of this window, or press ALT with the appropriate letter. 3. When editing is complete, click on the 'Quit' button the keyboard to save the list back to disk and return be keyboard to save the list back to disk and return <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u> <u>Password</u>	The above list of authorised operator: Password Editor To ADD another operator to the list, click on the # ogether on the keyboard. This creates a dummy ent To REMOVE an operator, or to ALTER either the t lick on the appropriate name in the list with the mouse at the item to edit, or press ALT together with the underlined letter in the appropriate title. When ready, click on the appropriate button at the bottom of this window, or press ALT with the appropriate letter. Operator MAJID GLT Exercise Quit without Saving	The above list of authorised operator . To ADD another operator to the list, click on the / ogether on the keyboard. This creates a dummy ent . To REMOVE an operator, or to ALTER either the lick on the appropriate name in the list with the money the keyboard to save the list back to disk and return be keyboard to save the list back to disk and return <u>Level</u> 7 <u>Remove Operator</u> <u>Save Changes</u> <u>Quit without Saving</u>			
The above list of authorised operator Password Editor . To ADD another operator to the list, click on the forgether on the keyboard. This creates a dummy entity. In order to edit any of the three data fields shown below, either click with the mouse at the item to edit, or press ALT together with the underlined letter in the appropriate title. When ready, click on the appropriate name in the list with the mouse at the bottom of this window, or press ALT with the appropriate letter. When editing is complete, click on the 'Quit' butto he keyboard to save the list back to disk and return Operator MAJID GLT Password *** Level 7 Hemove Operator Save Changes Quit without Saving	The above list of authorised operator To ADD another operator to the list, click on the 7 ogether on the keyboard. This creates a dummy ent C. To REMOVE an operator, or to ALTER either the click on the appropriate name in the list with the mouse anty. When editing is complete, click on the 'Quit' button he keyboard to save the list back to disk and return MAJID GLT Password Level 7 Remove Operator Save Changes Quit without Saving	The above list of authorised operator The above list of authorised operator To ADD another operator to the list, click on the fagether on the keyboard. This creates a dummy entities on the appropriate name in the list with the more appropriate button at the bottom of this window, or press ALT with the appropriate letter. To REMOVE an operator, or to ALTER either the relation of the appropriate button at the bottom of this window, or press ALT with the appropriate letter. To ne keyboard to save the list back to disk and return We hen editing is complete, click on the 'Quit' button he keyboard to save the list back to disk and return We hen editing is complete, click on the 'Quit' button he keyboard to save the list back to disk and return Meassword Measswor	The above list of authorised operator Password Editor . To ADD another operator to the list, click on the fogether on the keyboard. This creates a dummy entilick on the appropriate name in the list with the underlined letter in the appropriate title. When ready, click on the appropriate name in the list with the underlined letter in the appropriate letter. . To REMOVE an operator, or to ALTER either the lick on the appropriate name in the list with the underlined letter in the appropriate title. When ready, click on the appropriate button at the bottom of this window, or press ALT with the appropriate letter. . When editing is complete, click on the 'Quit' button he keyboard to save the list back to disk and return the keyboard to save the keyboard to save the keyboard to save the keyboard to save the keybo			
The above list of authorised operator Password Editor . To ADD another operator to the list, click on the forgether on the keyboard. This creates a dummy end of the underlined letter in the appropriate title. When ready, click on the appropriate name in the list with the mouse at the item to edit, or press ALT together with the underlined letter in the appropriate title. When ready, click on the appropriate name in the list with the mouse at the item to edit. a. Yone editing is complete, click on the 'Quit' butto he keyboard to save the list back to disk and return Qperator MAJID GLT Password *** Level 7 Bemove Operator Save Changes Quit without Saving	The above list of authorised operator Password Editor 1. To ADD another operator to the list, click on the / operator on the keyboard. This creates a dummy entry. In order to edit any of the three data fields shown below, either click with the mouse at the item to edit, or press ALT together with the underlined letter in the appropriate title. When ready, click on the appropriate button at the bottom of this window, or press ALT with the appropriate letter. 1. When editing is complete, click on the 'Quit' butto he keyboard to save the list back to disk and return Operator MAJID GLT Password *** Level 7 Remove Operator Save Changes Quit without Saving	The above list of authorised operator To ADD another operator to the list, click on the 4 ogether on the keyboard. This creates a dummy ent To REMOVE an operator, or to ALTER either the lick on the appropriate name in the list with the mo- nty. When editing is complete, click on the 'Quit' button ne keyboard to save the list back to disk and return When editing is complete, click on the 'Quit' button the keyboard to save the list back to disk and return <u>Deerator</u> <u>HaJID GLT</u> <u>Password</u> <u>MaJID GLT</u> <u>Remove Operator</u> <u>Save Changes</u> <u>Quit without Saving</u>	The above list of authorised operator Password Editor . To ADD another operator to the list, click on the / operator on the keyboard. This creates a dummy entities appropriate name in the list with the model letter in the appropriate title. When ready, click on the appropriate name in the list with the model letter in the appropriate letter. In order to edit any of the three data fields shown below, either click with the model letter in the appropriate title. When ready, click on the appropriate button at the bottom of this window, or press ALT with the appropriate letter. When editing is complete, click on the 'Quit' buttor he keyboard to save the list back to disk and return the keyboard to save the keyboard to save t			
The above list of authorised operator . To ADD another operator to the list, click on the forgether on the keyboard. This creates a dummy enti- the child on the appropriate name in the list with the more the keyboard to save the list back to disk and return be keyboard to save the list back to disk and return Level 7 <u>Remove Operator</u> Save Changes Quit without Saving	The above list of authorised operator Password Editor . To ADD another operator to the list, click on the fogether on the keyboard. This creates a dummy entilick on the appropriate name in the list with the mouse In order to edit any of the three data fields shown below, either otick with the underlined letter in the appropriate title. When ready, click on the appropriate button at the bottom of this window, or press ALT with the appropriate letter. When editing is complete, click on the 'Quit' button he keyboard to save the list back to disk and return Operator MAJID GLT Password *** Level 7 Remove Operator Save Changes Quit without Saving	The above list of authorised operator . To ADD another operator to the list, click on the 4 ogether on the keyboard. This creates a dummy ent . To REMOVE an operator, or to ALTER either ther lick on the appropriate name in the list with the mon nty. . When editing is complete, click on the 'Quit' button the keyboard to save the list back to disk and return . When editing is complete, click on the 'Quit' button the keyboard to save the list back to disk and return . When editing is complete, click on the 'Quit' button the keyboard to save the list back to disk and return . When editing is complete, click on the 'Quit' button the keyboard to save the list back to disk and return . When editing is complete is back to disk and return . When editing is complete, click on the 'Quit' button the keyboard to save the list back to disk and return . When editing is complete, click on the 'Quit' button the keyboard to save the list back to disk and return . When editing is complete, click on the 'Quit' button the keyboard to save the list back to disk and return . When editing is complete, click on the 'Quit' button the keyboard to save the list back to disk and return . When editing is complete, click on the 'Quit' button . When editing is complete, click on the 'Quit' button the keyboard to save the list back to disk and return . When editing is complete, click on the 'Quit' button . When editing is complete, click on the 'Quit' button . When editing is complete, click on the 'Quit' button . When editing is complete, click on the 'Quit' button . When editing is complete, click on the 'Quit' button . When editing is complete, click on the 'Quit' button . When editing is complete, click on the 'Quit' button . When editing is complete, click on the 'Quit' button . When editing is complete, click on the 'Quit' button . When editing is complete, click on the 'Quit' button . When editing is complete, click on the 'Quit' button . When editing is complete, click on the 'Quit' button . When e	The above list of authorised operator Password Editor . To ADD another operator to the list, click on the fogether on the keyboard. This creates a dummy entilick on the appropriate name in the list with the more ready. In order to edit any of the three data fields shown below, either otick with the underlined letter in the appropriate title. When ready, click on the appropriate button at the bottom of this window, or press ALT with the appropriate letter. When editing is complete, click on the 'Quit' buttor he keyboard to save the list back to disk and return Operator MAJID GLT Password ***			
The above list of authorised operator Password Editor . To ADD another operator to the list, click on the fogether on the keyboard. This creates a dummy entities of the three data fields shown below, either click with the mouse at the item to edit, or press ALT together with the underlined letter in the appropriate title. When ready, click on the appropriate name in the list with the mouse at the appropriate button at the bottom of this window, or press ALT with the appropriate letter. b. When editing is complete, click on the 'Quit' butto he keyboard to save the list back to disk and return Operator MAJID GLT Password *** Level 7 Remove Operator Save Changes Quit without Saving	The above list of authorised operator Password Editor . To ADD another operator to the list, click on the regether on the keyboard. This creates a dummy entilick on the appropriate name in the list with the mouse at the item to edit, or press ALT together with the underlined letter in the appropriate title. When ready, click on the appropriate name in the list with the mouse at the item to edit. 8. When editing is complete, click on the 'Quit' butto he keyboard to save the list back to disk and return <u>Operator</u> <u>MAJID GLT <u>Level</u> 7 <u>Remove Operator</u> <u>Save Changes</u> <u>Quit without Saving</u> </u>	The above list of authorised operator Person Editor To ADD another operator to the list, click on the / gether on the keyboard. This creates a dummy end To REMOYE an operator, or to ALTER either the i lick on the appropriate name in the list with the mouse at the item to edit, or press ALT to gether with the underlined letter in the appropriate title. When ready, click on the appropriate button at the bottom of this window, or press ALT with the appropriate letter. Dereator MAJID GLT Remove Operator Save Changes Quit without Saving	The above list of authorised operator Password Editor . To ADD another operator to the list, click on the / ogether on the keyboard. This creates a dummy entities of the three data fields shown below, either click with the mouse at the item to edit, or press ALT together with the underlined letter in the appropriate title. When ready, click on the appropriate button at the bottom of this window, or press ALT with the appropriate letter. . To REMOVE an operator, or to ALTER either the raise of the appropriate button at the bottom of this window, or press ALT with the appropriate letter. . When editing is complete, click on the 'Quit' buttor he keyboard to save the list back to disk and return . When editing is complete, click on the 'Quit' buttor he keyboard to save the list back to disk and return . When editing is complete, click on the 'Quit' buttor he keyboard to save the list back to disk and return . When editing is complete, click on the 'Quit' buttor he keyboard to save the list back to disk and return . Decreator MAJID GLT . Level 7 . Remove Operator Save Changes Quit without Saving			
The above list of authorised operator Password Editor . To ADD another operator to the list, click on the / ogether on the keyboard. This creates a dummy entities, click on the / ogether on the keyboard, or to ALTER either the relick on the appropriate name in the list with the more intry. In order to edit any of the three data fields shown below, either click with the mouse at the item to edit, or press ALT together with the underlined letter in the appropriate title. When ready, click on the appropriate name in the list with the more intry. When editing is complete, click on the 'Quit' butto he keyboard to save the list back to disk and return he keyboard to save the list back to disk and return Operator MAJID GLT Password *** Level 7 Hemove Operator Save Changes Quit without Saving	The above list of authorised operator Password Editor To appropriate provide the list, click on the / click with the mouse at the item to edit, or press ALT together with the mouse at the appropriate title. When ready, click on the appropriate name in the list with the mouse at the appropriate button at the bottom of this window, or press ALT with the appropriate letter. 3. When editing is complete, click on the 'Quit' button he keyboard to save the list back to disk and return MAJID GLT Password *** Level 7 Remove Operator Save Changes Quit without Saving	The above list of authorised operator . To ADD another operator to the list, click on the 4 agether on the keyboard. This creates a dummy enti- ty agether on the keyboard. This creates a dummy enti- ty agether on the keyboard to save the list with the more nty. . When editing is complete, click on the 'Quit' button the keyboard to save the list back to disk and return . When editing is complete, click on the 'Quit' button the keyboard to save the list back to disk and return . When editing is complete, click on the 'Quit' button the keyboard to save the list back to disk and return . When editing is complete, click on the 'Quit' button the keyboard to save the list back to disk and return . When editing is complete, click on the 'Quit' button the keyboard to save the list back to disk and return . When editing is complete, click on the 'Quit' button the keyboard to save the list back to disk and return . When editing is complete, click on the 'Quit' button the keyboard to save the list back to disk and return . When editing is complete, click on the 'Quit' button the keyboard to save the list back to disk and return . When editing is complete, click on the 'Quit' button the keyboard to save the list back to disk and return . When editing is complete, click on the 'Quit' button . When editing is complete, click on the 'Quit' button . When editing is complete, click on the 'Quit' button . When editing is complete, click on the 'Quit' button . When editing is complete, click on the 'Quit' button . When editing is complete, click on the 'Quit' button . When editing is complete, click on the 'Quit' button . When editing is complete, click on the 'Quit' button . When editing is complete, click on the 'Quit' button . When editing is complete, click on the 'Quit' button . When editing is complete, click on the 'Quit' button . When editing is complete, click on the 'Quit' button . When editing is complete, click on the 'Quit' button . When editing is complete, click on the 'Quit' but	The above list of authorised operator Password Editor . To ADD another operator to the list, click on the 4 In order to edit any of the three data fields shown below, either click with the mouse at the item to edit, or press ALT together with the underlined letter in the appropriate title. When ready, click on the appropriate name in the list with the mouse at the item to edit any of the bottom of this window, or press ALT together with the underlined letter in the appropriate title. When ready, click on the appropriate button at the bottom of this window, or press ALT with the appropriate letter. When editing is complete, click on the 'Quit' butto he keyboard to save the list back to disk and return Operator MAJID GLT Password *** Level 7 Remove Operator Save Changes Quit without Saving			k
 To ADD another operator to the list, click on the forgether on the keyboard. This creates a dummy entities an operator, or to ALTEB either the to click with the mouse at the item to edit, or press ALT together with the appropriate name in the list with the mouse at the item to edit, or press ALT together with the appropriate name in the list with the mouse at the item to edit. The appropriate name in the list with the mouse at the item to edit. The appropriate name in the list with the mouse at the item to edit. The appropriate name in the list with the mouse at the item to edit. The appropriate name in the list with the mouse at the underlined letter in the appropriate title. When ready, click on the appropriate name in the list with the mouse at the underlined letter in the appropriate letter. When editing is complete, click on the 'Quit' button he keyboard to save the list back to disk and return the keyboard to save the list back to disk and return the letter in the appropriate letter. Majin GLT Password Remove Operator Save Changes Quit without Saving 	. To ADD another operator to the list, click on the forgether on the keyboard. This creates a dummy entities of the appropriate aname in the list with the mouse at the item to edit, or press ALT together with the appropriate name in the list with the mouse at the item to edit, or press ALT together with the underlined letter in the appropriate title. When ready, click on the appropriate button at the bottom of this window, or press ALT with the appropriate letter. When editing is complete, click on the 'Quit' button to save the list back to disk and return the keyboard to save the list back to disk and return the keyboard to save the list back to disk and return the letter in the appropriate letter. Uperator MAJID GLT Password *** Level 7 Remove Operator Save Changes Quit without Saving	. To ADD another operator to the list, click on the / gether on the keyboard. This creates a dummy end is gether on the keyboard. This creates a dummy end is any of the three data fields shown below, either click with the mouse at the item to edit, or press ALT together with the underlined letter in the appropriate title. When ready, click on the appropriate button at the bottom of this window, or press ALT with the appropriate letter. . When editing is complete, click on the 'Quit' button he keyboard to save the list back to disk and return he keyboard. MAJID GLT . Deterator MAJID GLT . Level 7 . Bemove Operator Save Changes Quit without Saving	To ADD another operator to the list, click on the / ogether on the keyboard. This creates a dummy entities appropriate rame in the list with the more appropriate button at the item to edit, or press ALT together with the underlined letter in the appropriate title. When ready, click on the appropriate button at the bottom of this window, or press ALT with the appropriate letter. When editing is complete, click on the 'Quit' button be keyboard to save the list back to disk and return Operator MAJID GLT Password *** Level 7 Remove Operator Save Changes Quit without Saving	The above list of authorised operator: P	assword Editor	<i>N</i>
To ADD another operator to the list, click on the 7 gether on the keyboard. This creates a dummy entry gether on the keyboard. This creates a dummy entry is to REMOVE an operator, or to ALTER either the relick on the appropriate name in the list with the more difference of the save the list back to disk and return In order to edit any of the three data fields shown below, either click with the mouse at the item to edit, or press ALT together with the underlined letter in the appropriate title. When ready, click on the appropriate name in the list with the more difference of the save the list back to disk and return When editing is complete, click on the 'Quit' butto the keyboard to save the list back to disk and return Operator MAJID GLT Password **** Level 7 Remove Operator Save Changes Quit without Saving	1 o ADD another operator to the list, cick on the 4 getter on the keyboard. This creates a dummy entry getter on the keyboard. This creates a dummy entry is to REMOVE an operator, or to ALTER either the rick on the appropriate name in the list with the money of the underlined letter in the appropriate title. When ready, click on the appropriate button at the bottom of this window, or press ALT with the appropriate letter. When editing is complete, click on the 'Quit' buttone keyboard to save the list back to disk and return Operator MAJID GLT Password *** Level 7 Remove Operator Save Changes Quit without Saving	To ADD another operator to the list, cick on the 4 igether on the keyboard. This creates a dummy entry To REMOVE an operator, or to ALTER either the inclust on the appropriate name in the list with the modernined letter in the appropriate title. When ready, click on the appropriate button at the bottom of this window, or press ALT with the appropriate letter. When editing is complete, click on the 'Quit' buttone keyboard to save the list back to disk and return Qperator MAJID GLT Password *** Level 7 Remove Operator Save Changes Quit without Saving	10 ADD another operator to the list, click on the 7 gether on the keyboard. This creates a dummy entry gether on the keyboard. This creates a dummy entry is to the the the total the the mouse at the item to edit, or press ALT together with the underlined letter in the appropriate title. When ready, click on the appropriate button at the bottom of this window, or press ALT with the appropriate letter. When editing is complete, click on the 'Quit' butto the keyboard to save the list back to disk and return Operator MAJID GLT Password ***			
Click with the mouse at the item to edit, or press ALT together with the underlined letter in the appropriate title. When ready, click on the appropriate button at the bottom of this window, or press ALT with the appropriate letter. Click with the mouse at the item to edit, or press ALT together with the underlined letter in the appropriate title. When ready, click on the appropriate button at the bottom of this window, or press ALT with the appropriate letter. Operator MAJID GLT Password *** Level 7 Remove Operator Save Changes Quit without Saving	Operator MAJID GLT Password *** Level 7 Remove Operator Save Changes Quit without Saving	In the Regulation of the Regulation. This cheates a dufning end . To REMOVE an operator, or to ALTER either the intermediate button at the bottom of this window, or press ALT with the appropriate button at the bottom of this window, or press ALT with the appropriate letter. . When editing is complete, click on the 'Quit' button the keyboard to save the list back to disk and return Operator MAJID GLT Password *** Level 7 Remove Operator Save Changes Quit without Saving	Operator MAJID GLT Password *** Level 7 Remove Operator Save Changes Quit without Saving	. To ADD another operator to the list, click on the A	In order to edit a	iny of the three data fields shown below, either
 A. To REMOVE an operator, or to ALTER either the office of the appropriate in the appropriate title. When ready, click on the appropriate name in the list with the more of the appropriate button at the bottom of this window, or press ALT with the appropriate letter. A. When editing is complete, click on the 'Quit' button he keyboard to save the list back to disk and return the keyboard to save the list back to disk and return the text of the keyboard to save the list back to disk and return the text of the keyboard to save the list back to disk and return the text of the keyboard to save the list back to disk and return the text of the keyboard to save the list back to disk and return the text of the keyboard to save the list back to disk and return the text of the text of the keyboard to save the list back to disk and return the text of text of the text of text o	2. To REMOVE an operator, or to ALTER either the islick on the appropriate name in the list with the more appropriate button at the bottom of this window, or press ALT with the appropriate letter. 3. When editing is complete, click on the 'Quit' button he keyboard to save the list back to disk and return he keyboard to save the list back to disk and return Operator MAJID GLT Decrator MAJID GLT Decrator Majib GLT Decrator Majib GLT Decrator Majib GLT Decrator Majib GLT Decrator Majib GLT	To REMOVE an operator, or to ALTER either the is lick on the appropriate name in the list with the more finded letter in the appropriate title. When ready, click on the appropriate button at the bottom of this window, or press ALT with the appropriate letter. When editing is complete, click on the 'Quit' button he keyboard to save the list back to disk and return the keyboard to save the list back to disk and r	 A. To REMOVE an operator, or to ALTER either the islick on the appropriate name in the list with the modelined letter in the appropriate title. When ready, click on the appropriate button at the bottom of this window, or press ALT with the appropriate letter. When editing is complete, click on the 'Quit' button he keyboard to save the list back to disk and return Operator MAJID GLT Password Eevel Remove Operator Save Changes Quit without Saving 	byether on the Reyboard. This creates a duilinity end	click with the mo	ouse at the item to edit, or press ALT together
Lo REMUVE an operator, or to ALTER either the indicator of the appropriate button at the bottom of this window, or press ALT with the appropriate letter. Lick on the appropriate name in the list with the motion of the swindow, or press ALT with the appropriate letter. A. When editing is complete, click on the 'Quit' button he keyboard to save the list back to disk and return he keyboard to save the list back to disk and return A. When editing is complete, click on the 'Quit' button he keyboard to save the list back to disk and return he keyboard to save the list back to disk and return A. When editing is complete, click on the 'Quit' button he keyboard to save the list back to disk and return A. When editing is complete, click on the 'Quit' button he keyboard to save the list back to disk and return A. When editing is complete, click on the 'Quit' button he keyboard to save the list back to disk and return A. Majib GLT Password *** Level 7 Remove Operator Save Changes Quit without Saving	2. To REMUVE an operator, or to ALLEH either the ison operator. Click on the appropriate button at the bottom of this window, or press ALT with the appropriate letter. 3. When editing is complete, click on the 'Quit' button he keyboard to save the list back to disk and return he keyboard to save the list back to disk and return the letter. Operator B. When editing is complete, click on the 'Quit' button he keyboard to save the list back to disk and return he keyboard to save the list back to disk and return the letter. Operator MAJID GLT Password *** Level 7 Remove Operator Save Changes Quit without Saving	. Lo HEMUYE an operator, or to ALLEH either the indication of the appropriate button at the bottom of this window, or press ALT with the appropriate letter. . When editing is complete, click on the 'Quit' button he keyboard to save the list back to disk and return he keyboard to save the list back to disk and return . When editing is complete, click on the 'Quit' button he keyboard to save the list back to disk and return . Uperator MAJID GLT Password *** Level 7 Remove Operator Save Changes Quit without Saving	Lo HEMUYE an operator, or to ALLEH either the ist with the motor of the appropriate button at the bottom of this window, or press ALT with the appropriate letter. Lo HEMUYE an operator, or to ALLEH either the ist with the motor of the appropriate button at the bottom of this window, or press ALT with the appropriate letter. Lo HEMUYE an operator, or to ALLEH either the ist with the motor of the appropriate button at the bottom of this window, or press ALT with the appropriate letter. Lo MAJID GLT Password *** Level 7 Remove Operator Save Changes Quit without Saving		with the underline	red letter in the appropriate title. When ready,
incv. press ALT with the appropriate letter. incv. Qperator MAJID GLT Password incv. Level 7 Remove Operator Save Changes Quit without Saving	Bit K on the appropriate name in the list with the more operator. press ALT with the appropriate letter. B. When editing is complete, click on the 'Quit' butto he keyboard to save the list back to disk and return he keyboard to save the list back to disk and return the appropriate letter. MAJID GLT Password *** Level 7 Remove Operator Save Changes Quit without Saving	Intervention press ALT with the appropriate letter. When editing is complete, click on the 'Quit' buttone keyboard to save the list back to disk and return be keyboard to save the list back to disk and return <u>Operator</u> <u>MAJID GLT</u> <u>Password</u> <u>Eevel</u> <u>7</u> <u>Remove Operator</u> <u>Save Changes</u> <u>Quit without Saving</u> <u>Cuit without Saving</u>	inck on the appropriate name in the its with the independently. press ALT with the appropriate letter. inck on the subject of the its back to disk and return he keyboard to save the list back to disk and return he keyboard to save the list back to disk and return MAJID GLT Password *** Level 7 Remove Operator Save Changes	. To REMUVE an operator, or to ALTER either the i	click on the app	ropriate button at the bottom of this window, or
b. When editing is complete, click on the 'Quit' butto b. When editing is complete, click on the 'Quit' butto b. When editing is complete, click on the 'Quit' butto Image: Description MAJID GLT Password term Level 7 Remove Operator Save Changes Quit without Saving	B. When editing is complete, click on the 'Quit' butto he keyboard to save the list back to disk and return Password *** Level 7 Remove Operator Save Changes Quit without Saving	when editing is complete, click on the 'Quit' buttone keyboard to save the fist back to disk and return the keyboard to diskeyboard to disk and return the keyboard to d	b. When editing is complete, click on the 'Quit' button be keyboard to save the list back to disk and return Password Password Password <	nick on the appropriate name in the list with the mot	pre	ss ALT with the appropriate letter.
When editing is complete, click on the 'Quit' buttone is back to disk and return the keyboard to save the list back to disk and return is the save of the list back to disk and return is the save of the s	3. When editing is complete, click on the 'Quit' butto he keyboard to save the list back to disk and return Password Level 7 <u>Remove Operator</u> Save Changes Quit without Saving	When editing is complete, click on the 'Quit' button is keyboard to save the list back to disk and return is keyboard to save the list back to disk and return is the save the save the list back to disk and return is the save	When editing is complete, click on the 'Quit' button Image: Description of the stand return in the keyboard to save the list back to disk and return in the keyboard to save the list back to disk and return in the keyboard to save the list back to disk and return in the keyboard to save the list back to disk and return in the keyboard to save the list back to disk and return in the keyboard to save the list back to disk and return in the keyboard to save the list back to disk and return in the keyboard to save the list back to disk and return in the keyboard in the ke			
Password *** Level 7 <u>R</u> emove Operator Save Changes	Password *** Level 7 <u>R</u> emove Operator <u>Save Changes</u>	Password *** Level 7 Remove Operator Save Changes Quit without Saving	Password Password Image: Second state			
Password *** Level 7 Remove Operator Save Changes Quit without Saving	Password *** Level 7 Remove Operator Save Changes Quit without Saving	Password *** Level 7 Remove Operator Save Changes Quit without Saving	Password *** Level 7 Remove Operator Save Changes Quit without Saving	When editing is complete, click on the 'Quit' butto	Operator	MAJID 6LT
Password *** Level 7 <u>R</u> emove Operator Save Changes Quit without Saving	Password *** Level 7 Remove Operator Save Changes Quit without Saving	Password *** Level 7 Remove Operator Save Changes Quit without Saving	Password *** Level 7 <u>Remove Operator</u> Save Changes	. When editing is complete, click on the 'Quit' butto he keyboard to save the list back to disk and return	<u>Operator</u>	MAJID GLT
Level 7 <u>H</u> emove Operator Save Changes Quit without Saving	Level 7 <u>R</u> emove Operator <u>S</u> ave Changes Quit without Saving	Level 7 <u>R</u> emove Operator <u>S</u> ave Changes Quit without Saving	Level 7 Remove Operator Save Changes Quit without Saving	. When editing is complete, click on the 'Quit' butto he keyboard to save the list back to disk and return	<u>Operator</u>	MAJID GLT
Level 7 <u>R</u> emove Operator <u>S</u> ave Changes Quit without Saving	Level 7 <u>R</u> emove Operator <u>S</u> ave Changes <u>Quit without Saving</u>	<u>Level</u> 7 <u>R</u> emove Operator <u>Save Changes Quit without Saving</u>	Level 7 Remove Operator Save Changes Quit without Saving	. When editing is complete, click on the 'Quit' butto he keyboard to save the list back to disk and return	<u>O</u> perator Password	MAJID GLT
Level 7 <u>R</u> emove Operator Save Changes Quit without Saving	Level 7 Remove Operator Save Changes Quit without Saving	<u>Level</u> <u>R</u> emove Operator <u>Save Changes</u> <u>Quit without Saving</u>	Level 7 Remove Operator Save Changes Quit without Saving	When editing is complete, click on the 'Quit' butto he keyboard to save the list back to disk and return	<u>O</u> perator <u>P</u> assword	MAJID GLT
<u>R</u> emove Operator <u>Save Changes</u>	<u>R</u> emove Operator <u>Save Changes</u> Quit without Saving	<u>R</u> emove Operator <u>Save Changes Quit without Saving</u>	<u>R</u> emove Operator <u>Save Changes</u> Quit without Saving	he keyboard to save the list back to disk and return	<u>O</u> perator <u>P</u> assword	MAJID GLT
<u>R</u> emove Operator <u>Save Changes</u>	<u>Remove Operator</u> <u>Save Changes</u> <u>Quit without Saving</u>	<u>R</u> emove Operator <u>Save Changes</u> Quit without Saving	<u>R</u> emove Operator <u>Save Changes</u> Quit without Saving	. When editing is complete, click on the 'Quit' butto ne keyboard to save the list back to disk and return	<u>Operator</u> Password Level	MAJID GLT *** 7
				When editing is complete, click on the 'Quit' butto he keyboard to save the list back to disk and return	<u>O</u> perator <u>P</u> assword <u>L</u> evel	MAJID GLT *** 7
				.: When editing is complete, click on the 'Quit' butto he keyboard to save the list back to disk and return	Operator Password Level Bemove Operator	MAJID GLT
				When editing is complete, click on the 'Quit' butto e keyboard to save the list back to disk and return	<u>Operator</u> Password Level	MAJID GLT *** 7 7 Save Changes Quit without Saving
				s. When editing is complete, click on the 'Quit' butto he keyboard to save the list back to disk and return	<u>Operator</u> Password Level <u>R</u> emove Operato	MAJID GLT *** 7 7 Save Changes Quit without Saving
				. When editing is complete, click on the 'Quit' butto he keyboard to save the list back to disk and return	Operator Password Level <u>R</u> emove Operato	MAJID GLT *** 7 7 Save Changes Quit without Saving
				. When editing is complete, click on the 'Quit' butto he keyboard to save the list back to disk and return	Operator Password Level Bemove Operato	MAJID GLT *** 7 7 Save Changes Quit without Saving
				S. When editing is complete, click on the 'Quit' butto he keyboard to save the list back to disk and return	Operator Password Level Remove Operato	MAJID GLT *** 7 7 Save Changes Quit without Saving
				. When editing is complete, click on the 'Quit' butto he keyboard to save the list back to disk and return	Operator Password Level Remove Operato	MAJID GLT *** 7 7 Save Changes Quit without Saving
				When editing is complete, click on the 'Quit' butto keyboard to save the list back to disk and return	Operator Password Level Bemove Operato	MAJID GLT *** 7 7 Save Changes Quit without Saving

Read Historic Log.

Vent		Date 17/09/04	1 ime	
		17703/04	09-54-20	
		17/03/04	09-54-20	
-01-005 SECURITY GATEHOUSE SYSTEM Disc. Dual Heat/Smoke E	NORTH SUR HV 1 INERGEN FIRE /FAULT	17/09/04	10.02.29	
Jame Silenced by GARY GRIFFITHS [10	NORTH SOB IN TIMERAEN TIME/TAGET	17/09/04	10:02:20	
Sustem Beset by GARY GRIFFITHS [10		17/09/04	10:02:58	
:01:002 SECUBITY GATEHOUSE SYSTEM Disc. Heat Fire [NORTH SUR HV 1	17/09/04	10:02:05	
Jarms Silenced by GARY GRIFFITHS [10		17/09/04	10:03:05	
Sustem Reset by GARY GRIFFITHS [1()		17/09/04	10:03:10	
Aenu Accessed bu GARY GRIFFITHS [10		17/09/04	10:03:53	
:01:005 SECUBITY GATEHOUSE SYSTEM Disc. Dual Heat/Smoke E	NOBTH SUB HV 1 INERGEN FIBE/FAULT	17/09/04	10:05:58	
Alarms Silenced by GABY GBIFFITHS [10		17/09/04	10:06:15	
Sustem Beset by GABY GRIFFITHS [10		17/09/04	10:06:32	
1011002 SECUBITY GATEHOUSE SYSTEM Disc. Heat Fire I	NOBTH SUB HV 1	17/09/04	10:06:38	
Alarms Silenced by GARY GRIFFITHS [10		17/09/04	10:06:51	
Sustem Beset by GABY GBIFFITHS [10]		17/09/04	10:07:07	
Aenu Accessed by GABY GBIFFITHS [10		17/09/04	10:07:19	
:01:005 SECUBITY GATEHOUSE SYSTEM Disc. Dual Heat/Smoke F	NOBTH SUB HV 1 INERGEN FIBE/FAULT	17/09/04	10:12:09	
Aenu Accessed by GABY GRIFFITHS [10		17/09/04	10:12:23	
:01:005 SECURITY GATEHOUSE SYSTEM Disc. Dual Heat/Smoke F	NORTH SUB HV 1 INERGEN FIRE/FAULT	17/09/04	10:14:25	
Alarms Silenced by GABY GRIFFITHS [10		17/09/04	10:14:36	
Sustem Beset by GABY GRIFFITHS [10]		17/09/04	10:14:50	
101:002 SECUBITY GATEHOUSE SYSTEM Disc. Heat Fire I	NOBTH SUB HV 1	17/09/04	10:14:56	
Narms Silenced by GABY GBIFFITHS [10		17/09/04	10:15:05	
System Reset by GARY GRIFFITHS [1()		17/09/04	10:15:26	
Menu Accessed by GABY GRIFFITHS [10		17/09/04	10:15:29	
:01:005 SECUBITY GATEHOUSE SYSTEM Disc. Dual Heat/Smoke F	NOBTH SUB HV 1 INERGEN FIBE/FAULT	17/09/04	10:20:39	
Alarms Silenced by GARY GRIFFITHS [10		17/09/04	10:20:47	
System Reset by GARY GRIFFITHS [10		17/09/04	10:21:00	
:01:002 SECUBITY GATEHOUSE SYSTEM Disc. Heat Fire I	NOBTH SUB HV 1	17/09/04	10:21:07	
Narms Silenced by GABY GBIFFITHS [10		17/09/04	10:21:14	
Sustem Reset by GABY GRIFFITHS [10		17/09/04	10:21:33	
Annu Accessed by GARY GRIFFITHS [10		17/09/04	10:21:36	
:01:005 SECUBITY GATEHOUSE SYSTEM Disc. Dual Heat/Smoke F	NORTH SUB HV 1 INERGEN FIRE/FAULT	17/09/04	10:22:19	
Alarms Silenced by GABY GRIFFITHS [10		17/09/04	10:22:29	
System Reset by GARY GRIFFITHS [10		17/09/04	10:22:44	
:01:002 SECURITY GATEHOUSE SYSTEM Disc. Heat Fire I	NORTH SUB HV 1	17/09/04	10:22:51	
Alarms Silenced by GARY GRIFFITHS [10		17/09/04	10:22:58	

Figure 4 Read Historic Log.

Figure 4 shows the historic log reading screen with its list of the most recent events. The scroll bar allows for viewing further events that are off the edge of the screen, and the menu items allow for printing recent events over various time periods, for adjusting the display font size, and for returning to the Alarm Manager. The column widths may be adjusted by dragging the dividing lines in the header area to allow more or less text to be visible in each column.

Group Isolation.

List Isolations Individual Isolations Isolation Groups Panel Types Graphical Isolations Quit Garage Ground Floor Auditorium test group 2 Thames Test		
Garage Ground Floor Auditorium test group 2 Thames Test		
To Isolate a group of devices, select the appropriate group in the list above and click on the 'Isolate' button below.		
To De-Isolate a group of devices, select the appropriate group in the list above and click on the 'De-Isolate' button below.		
To View the devices associated with a group, select the appropriate group in the list above and click on the 'View Group' button below.		
To View a list of currently isolated devices, select the menu item 'List Isolations'.		
To Terminate the group isolation facility, select menu item 'Quit'.		
<u>I</u> solate <u>D</u> e-Isolate <u>V</u> iew Group		

Figure 5 Group Isolation Main Screen.

Figure 5 shows the initial screen when the Group Isolation function is selected. This comprises a list of the currently defined isolation groups, with command buttons for isolating, de-isolating, or viewing the contents of a selected group, and menu options for listing all current isolations, carrying out individual isolations, returning to the list of isolation groups, viewing a list of panel types, graphical isolation, or returning to the Alarm Manager.

n.b. The graphical isolation menu item is only available if the there is at least one map with the characters '[I]' in its name.

Group Isolation - Isolate/De-Isolate a Group.

Isolation/De-Isolation Commands Confirmation			
COMMAND	RETURN CODE STATUS		Received Isolation Messages
Isolate Panel 1 Loop 1 Devices 1 to 10 inclusive	CA010301010A SENT		
·			
Warning - Selecting 'Cancel' before	all confirmations have bee	en received will give	
incomplete information in list of isolation	an commuter in a communication	nage If there are no	
confirmations received after about a	minute or two it may be as	hisable to check the	
	minute of two it may be at	INSADIE IU CHECK INE	
p P	aner ypes.		
Sending Command	d 1 of 1	Cancel	
Containg Somman			

Figure 6 Sending Isolation/De-Isolation Commands.

Figure 6 shows the display that is shown when a group is isolated or de-isolated, and identifies the series of commands to be transmitted to the network together with the state of progress. The right hand column of the list can indicate one of the following status messages:-

WAITING	The command has not yet been transmitted.
SENT	The command has been transmitted but not confirmed.
CONFIRMED	Receipt of the command by the appropriate panel has been confirmed

The list on the right shows the actual confirmation messages received. A panel such as the Nexus will not isolate all possible sensor types, so it may not isolate all of the selected sensors. Its confirmation messages will only identify the devices actually isolated.

The Cancel button allows for this window to be removed from the screen.

Group Isolation - View Current Isolations.

Isolation/De-Isolation Facility		
List Isolations Individual Isolations Isolation Groups Pan	Types Graphical Isolations Quit	
List Isolations Individual Isolations Isolation Groups Panel Panel 3 Loop 1 Device :001 ISOLATED [Panel 3 Loop 1 Device :003 ISOLATED [Panel 3 Loop 1 Device :003 ISOLATED [Panel 3 Loop 1 Device :004 ISOLATED [Panel 3 Loop 1 Device :005 ISOLATED [Panel 3 Loop 1 Device :005 ISOLATED [Panel 3 Loop 1 Device :005 ISOLATED [Panel 3 Loop 1 Device :007 ISOLATED [Panel 3 Loop 1 Device :007 ISOLATED [Panel 3 Loop 1 Device :008 ISOLATED [Panel 3 Loop 1 Device :008 ISOLATED [Panel 3 Loop 1 Device :008 ISOLATED [Panel 3 Loop 1 Device :007 ISOLATED [Panel 3 Loop 2 Device :043 ISOLATED [Panel 3 Loop 2 Device :043 ISOLATED [Panel 3 Loop 1 Device :007 ISOLATED [Panel 3 Loop 2 Device :044 ISOLATED [Panel 3 Loop 2 Device :045 ISOLATED [Panel 3 Loop 2 Device :045 ISOLATED [Panel 3 Loop 2 Device :045 ISOLATED [Panel 3 Loop 2 Device :045 ISOLATED [Panel 3 Loop 2 Device :045 ISOLATED [Panel 3 Loop 2 Device :045 ISOLATED [Panel 3 Loop 2 Device :045 ISOLATED [Types Graphical Isolations Quit Isolated Isolated	
Print	<u>C</u> lose	

Figure 7 View List Of Current Isolations.

Figure 7 shows the window displayed when the List Isolations option is selected, and comprises a list of current isolations, with command buttons for printing the contents of the list or removing this window from the display.

n.b. It may take several seconds for the list to be prepared, but the completion of the task can be identified by the inclusion of the word 'END' to the list.

Group Isolation - Isolate/De-Isolate Individual Devices.



Figure 8 Isolate/De-Isolate Individual Devices.

Figure 8 shows the window displayed when the Individual Isolation option is selected, and comprises a list of panels, a list of loop numbers, and a list of sensor addresses, with command buttons for isolating or de-isolating the selected devices, de-isolating all loop devices at the selected panel, de-isolating all loop devices at all panels, or removing this window from the display.

When an isolation or de-isolation command is carried out, the list of network commands will be displayed as shown in Figure 6.

solations Ind	dividual Isolations Isolation Groups Panel Types Graphical Isolat	ons Quit	
el Types			
PANEL	NAME	TYPE	
1	SECURITY GATEHOUSE SYSTEM	Puissant/Nexus 1-8 loop panel	
2		Puissant/Nexus 1-8 loop panel	
3		Puissant/Nexus 1-8 loop panel	
5	BOILER HOUSE	Discovery/Yoyager 1-4 loop panel	
15	Alarm Manager Computer	Computer	
	r ann tranager eenparer		
	-		
erault Panel	Туре		
he type se	elected in this list of panel types is the type	11 = Discovery/Voyager 1-4 loop panel.	
ssumed if	a specific panel has not been identified in the		
st above			
and the second sec			

Group Isolation – Panel Type List.

Figure 9 Graphical Isolation Map List.

This list shows the panel types as currently recognised by the isolation utility. If the types given in this list are different to the actual panel types on the network then it is likely that isolations from the Alarm Manager will not work. Normally these types are automatically established from the messages received from the network. The default type indicated is the type that will be assumed for any panels not specified in the main list. This default type will be specified as type 11 Premier AL 1/2or 1/4 loop panel (type 10 for Premier AL Repeter panel), when the program first loads, although any change will be retained as long as the program continues to run.

To manually configure the panel type list:

The actual network configuration may be specified by using a text editor to create a text file called 'PANELS.TXT' in the 'config' directory of the alarm manager program. This file should contain one line for each panel, using the following format: 'cn=p,t' where

c = computer network card number ('0'-'3') - use '0' where only one network card is used.

n = node letter ('A'-'O') identifying the address set up on the panel's network card switches.

p = panel number as specified through the panel's network menu.

t = panel type code (1-11).

If this file exists, then the network messages will be ignored for the purpose of identifying panel types.



Figure 10 Graphical Isolation Map List.

Figure 10 shows the window displayed when the Graphical Isolation option is selected, and comprises a list of maps that are allocated to this function. The 'Quit' menu item returns to the main Group Isolation page, while selecting a map from the list will display the map with its symbols as shown in Figure 11.



Figure 11 Graphical Isolation Map Display.

Sensor symbols are shown as either plain red squares (de-isolated) or yellow squares containing a cross (isolated). Currently selected symbols are identified by a purple circle, as indicated in the above picture. The bar at the bottom of the screen will show the address details for a symbol as the mouse pointer moves over it.

Menu items are provided to either isolate or de-isolate the selected devices, and to return to the map list shown in Figure 10.

When an isolation or de-isolation command is carried out, the list of network commands will be displayed as shown in Figure 6.

Group Isolation - View Contents Of Group.

Isolation/De-Isolation Facility	
List Isolations Individual Isolations Isolation Groups	I Types Graphical Isolations Quit
Garage	
Group-Devices Associated With Group 'Grour test g Than Than	por Auditorium'
To Isolate a group of devi	Cancel
To De-Isolate a group o	button below. levices, select the appropriate group in the list above and click on the 'De-Isolate' button below.
To View the devices assoc	ed with a group, select the appropriate group in the list above and click on the 'View Group' button below.
To View a list o	urrently isolated devices, select the menu item 'List Isolations'.
To Ter	ate the group isolation facility, select menu item 'Quit'.
Isolate	De-Isolate View Group

Figure 12 View Contents Of Group.

Figure 12 shows the window displayed when the View Contents Of Group option is selected for a specific group, and comprises a list of the devices allocated to the specified group, with a command button for removing this window from the display.

Edit Map/Procedure Pages

Figure 13 shows the opening screen of the Map Edit Utility.

idit Map Text Make New Map Return to Alarm Manager Map 0 Overall Site Plan Front Office Area
Map O Overall Site Plan Front Office Area
Production Area Engineering Area Surface Mount Area Stores Aerial Site View Aerial Office View

Figure 13 Map Edit Opening Screen

The opening screen has a menu bar across the top and a list of existing map names. Any maps that have not yet been allocated real names will simply be identified by the word Map plus its number.

Note: The maps whose name includes the characters '[I]' are intended to be used for the graphical isolation facility.

The menu functions "View Map", "Edit" and "Edit Map Text" are only valid if one of the maps in the list is highlighted and that will be the map on which the function will work. The functions "Make a New Map" and "Return to Alarm Manager" are self-explanatory.



Figure 14 Viewing Map Number 1

Select a map in the list then select "View Map" the selected map will be shown as shown in Figure 14. To remove this map from the display just click anywhere on the map itself.

The 'View' menu also allows procedure pages to be viewed.

Page 24 of 108

Alarm Management System Manual



Figure 15 Microsoft Paint Loaded to Edit an Existing Map

Select a map, then select "Edit Map". The appropriate bitmap editor will be loaded with the selected map page, ready for editing as shown in Figure 15.

n.b. Alternative bitmap editors may be specified throught the 'Edit' menu.

Please refer to the manual for the selected bitmap editor for instructions on how to edit the bitmap.

p Creati	ion & Editing (Including A	ap Name Allocation)	
w Edit	Edit Map Text Make New Map	Return to Alarm Manager	
00000 00001 00002 00003 00004 00005 00006 00006 00007 00008	Map 0 Overall Site Plan Front Office Area Production Area Engineering Area Surface Mount Area Stores Aerial Site View Aerial Office View		
		Map Name Editor File Name 00005 Map Name Text Surface Mount Area	
			1

Figure 16 Editing a Map Name Text

Figure 16 shows the text editing window that is displayed when "Edit Text" menu function is activated. This window is cleared when the ENTER key on the QWERTY Keyboard is pressed, at which time the text as shown in the editing window will replace the original text in the main list.

If the map will contain symbols that need to be accessable for graphical isolation then the characters '[I]' should be included in the name.

The text in the list will be saved back to disk when the "Return to Alarm Manager" function is activated.

Activation of the "Make New Map" menu function causes the selected bitmap editor to be loaded with a blank map image. For computers with higher screen resolutions a choice of map sizes will be offered, defaulting to the largest size appropriate to the screen area.

Edit Message Texts

Text Editor (c:\amsys2-83\MESSTEXT\) Information Edit Files Print Quit

Figure 17 Opening Screen of Text Editor

The white bar at the top of the screen is a menu bar, and the four text items displayed are the available menu options.

Information

This item when selected causes the first of two information pages to be displayed, and at the bottom of that page are two command buttons. One button is for moving on to the second information page, while the other is for leaving the information page and returning to the original menu page.

The second information page likewise has two command buttons at the bottom of it, one for going back to the first information page, and the other for going back to the menu page. These two information screens are shown in Figure 18 and Figure 19.

Text file editor system - Information Page 1 of 2.

This system allows you to create and edit text files which relate to elements of the fire detection and alarm system. The text files exist in order to allow the management system to provide user defined text messages in the event of an alarm.

Text files must be created for the following purposes:

1. To give names to the control equipment. This is a 32 character label which should describe the control equipment either in terms of its location or the area which it is protecting. This text appears in any alarm originating from that panel and identifies the source of the alarm.

2. To identify the location of fire sensor devices in terms of their building locations e.g. BASEMENT PLANT ROOM. This message may be up to 60 characters long and will automatically appear in the second line of the alarm message should the sensor report an alarm condition.

3. To identify conventional detection zones in terms of the area which they cover. This message may be up to 60 characters long and appears if the zone enters an alarm condition.

4. To identify indication inputs which may be present for non-fire signals. This text is similar to item 3 above and appears if the indication input is operated.

5. To identify the function of panel inputs such as firemans switches in such a way as to be informative as to actions carried out in the field. e.g. Firemans smoke extract switch operated. This message may be up to 60 characters long and will appear if the switch function occurs.

Where no user specified text exists, the system will use default texts or text received directly from the control equipment (20 characters only). An example of a default type message appears below.



Figure 18 First Information Page of Text Editor

Text file editor s	vstem -	Information	Page 2 of 2
Text The editor o	, oten in	in the official the official states of the s	I de la cita

If user text files exist then the system automatically replaces the default messages with those defined by the user so that the default message which you saw on page 1 would be expanded upon and would appear as shown in the example below.

Administration Block Loop 1 device 126 Break glass unit - FIRE Break glass call point operated in ground floor reception

In this case the system has added the 32 character description of the affected control panel (Administration Block) to line 1 and has completely replaced line 2 with the user defined text message for that particular sensor.

When creating or editing text files the editor system will automatically prompt for information required before allowing editing functions. When editing control panel names for example, the user is presented with a list of the 255 available names and offered the opportunity of editing the names. When preparing sensor messages however the system prompts for the control panel reference and the sensor loop number before offering the texts to be edited.



Return to previous information page. Return to Text Editor System.

Exit Information

Figure 19 Second Information Page of Text Editor

Edit Files

When this option is selected, the menu items along the top of the screen are disabled, and a list of possible file types is shown, together with the option to finish editing.

Text Editor (c:\amsys2-83\MESSTEXT\)	
Information Edit Files Print Quit	
Edit Files	
Panel Names R3/Nexus Sensor Texts R3 Zone Texts R3 Indicator Texts R3 Input Texts Nexus/Discovery Input Texts Discovery Point Texts Exit editing	

Figure 20 File Options for Text Edit

Double-clicking on one of above file types causes a list of possible nodes to be displayed. In the case of sensor/point text, double-clicking on the node list will cause a list of possible loop numbers to be displayed, while for the other message types, the edit screen is displayed. Double-clicking on the loop list will then bring up the edit screen for editing sensor texts for that loop of the selected node.

The next page of this document shows the two display stages for selecting a sensor/point loop, while the following page shows the actual edit screen itself.

Figure 21 Node List of Text Editor

If sensor/point texts are selected for editing, then the display shown in Figure 21 appears so that the required panel can be selected by clicking on the appropriate entry in the list.

Text Editor (c:\amsys2-83\MESSTEXT\)			
Information Edit Files Print Quit			
Edit Files Panel Names R3/Nexus Sensor Texts R3 Zone Texts R3 Input Texts Nexus/Discovery Input Texts Discovery Point Texts Exit editing			

Figure 22 Loop List of Text Editor

Panel 2 has been selected for editing Premier AL point texts, so now we are prompted to select the required loop within panel 2. Click on the appropriate entry in the loop list, if necessary using the scroll bar to access loop numbers not immediately visible in the list.

n.b. In this instance only loops 1 to 4 are applicable since a Premier AL panel can only have up to 4 loops.

ext E	ditor (c:\AMSYS2-86\MESSTEXT\)		
forma	tion Edit Files Print Quit		
	Editing Discovery Point Texts For Panel 001 - Loop 01 Press here when complete.		
You may use the up/down arrow keys or the mouse to select the text field you wish to edit. If using the arrow keys, press ENTER to begin editing. When editing is complete press ENTER again to store your text			
i us t wl he	ing a mouse for selection, double click on the line to select the required text and press ENTER to store hen finished. Pressing the escape 'ESC' key, when a line is selected, deletes that entire line. Pressing 'CTRL' and 'C' keys together copies the line immediately above the selected field.		
1	NORTH SUB HV 1		
2	NORTH SUB HV 1		
3 4	NORTH SUB HY TINEHELEN MANUAL		
5	NORTH SUB HV 1 INERGEN FIRE/FAULT		
6	NORTH SUB HV 2		
8	NORTH SUB HV Z North Sub HV Z INFRGEN MANIJAL		
9	NORTH SUB HV 2 INERGEN DISCHARGED		
0	NORTH SUB HV 2 INERGEN FIRE/FAULT		
1	NORTH SUB HV 3		
3	NORTH SUB HV 3 INERGEN MANUAL		
4	NORTH SUB HV 3 INERGEN DISCHARGED		
6	NORTH SUB INV 3 INERGEN FIRE/AAULI		
7	NORTH SUB INVERTER ROOM		
8	NORTH SUB INVERTER ROOM INERGEN MANUAL		
9 M	NORTH SUB INVERTER HOUM INERGEN DISCHARDED		
ñ	NORTH SUB LY 1		
22	NORTH SUB LV 1		
3	NURTH SUB LV TINERGEN MANUAL NORTH SUB LV TINERGEN DISCHARGED		
5	NORTH SUB LY 1 INERGEN FIRE/FAULT		
6	NORTH SUB WEST STORE		
:/ 99	NURTH SUB WEST STURE		
29	NORTH SUB TRANSFORMER ROOM		
0	NORTH SUB EAST STORE		
51 12	NORTH SUB LAST STUHE		
33	NORTH SUB STATION SUBWAY STAIR		
34	NORTH SUB STATION WEST STORE EXIT		
510	NORTH SUB STATION SUBWAT STAIH NORTH SUB STATION FAST STORE EXIT		
36 _			
86 97	NORTH GATEHOUSE		

Figure 23 Text edit Screen for Premier AL Point Messages

Figure 23 shows the text editing screen for editing Premier AL point texts for loop 1 of node 1, although the general appearance of this screen is the same whichever function type is selected. The number of texts in the list depends on the function type, and the yellow bar near the top of the screen identifies the exact file that has been selected. Generally there will be 255 node names, 126 sensors/points per loop, 128/255 network inputs per node, and 255 circuits for each R3 circuit type (Zones, Inputs etc.).

The instructions at the top of the screen explain how to select a text item for editing, and how to edit.

Figure 24 shows a typical screen display when the Print option is selected from the Text Edit Menu Bar:-

Panel 001 Network input messages Panel 001 Network Loop 02 Sensor messages Panel 001 Network Loop 02 Sensor messages Panel 001 Network Loop 04 Sensor messages Panel 001 Network Loop 04 Sensor messages Panel 001 Network Loop 04 Sensor messages Panel 001 Network Loop 05 Sensor messages Panel 001 Network Loop 06 Sensor messages Panel 001 Network Loop 07 Sensor messages Panel 001 Network Loop 07 Sensor messages Panel 001 Network Loop 07 Sensor messages Panel 001 Lodication messages Panel 001 Lodication messages Panel 001 Zone messages Panel 002 Discovery Loop 01 Sensor messages Panel 002 Network Loop 01 Sensor messages Panel 003 Network Loop 01 Sensor messages Panel 004 Network Loop 01 Sensor messages Panel 005 Network Loop 05 Network Loop 0
Panel 000 Indixota import messages Panel 001 Discovery Loop 01 Sensor messages Panel 001 Discovery Loop 02 Sensor messages Panel 001 Nexus Loop 02 Sensor messages Panel 001 Nexus Loop 03 Sensor messages Panel 001 Nexus Loop 04 Sensor messages Panel 001 Nexus Loop 06 Sensor messages Panel 001 Network input messages Panel 001 Indication messages Panel 001 Indication messages Panel 001 Lote messages Panel 002 Discovery Loop 01 Sensor messages Panel 002 Nexus Loop 01 Sensor messages Panel 002 Nexus Loop 01 Sensor messages Panel 002 Discovery Loop 01 Sensor messages
Panel 001 Nexus Loop 01 Sensor messages Panel 001 Nexus Loop 02 Sensor messages Panel 001 Nexus Loop 03 Sensor messages Panel 001 Nexus Loop 03 Sensor messages Panel 001 Nexus Loop 04 Sensor messages Panel 001 Nexus Loop 06 Sensor messages Panel 001 Nexus Loop 06 Sensor messages Panel 001 Indication messages Panel 001 Indication messages Panel 001 Indication messages Panel 002 Discovery Loop 01 Sensor messages Panel 002 Nexus Loop 01 Sensor messages Panel 002 Nexus Loop 01 Sensor messages
Panel 001 Discovery Loop 02 Sensor messages Panel 001 Nexus Loop 03 Sensor messages Panel 001 Nexus Loop 03 Sensor messages Panel 001 Nexus Loop 04 Sensor messages Panel 001 Nexus Loop 06 Sensor messages Panel 001 Network input messages Panel 001 Indication messages Panel 001 Indication messages Panel 001 Zone messages Panel 002 Discovery Loop 01 Sensor messages Panel 002 Nexus Loop 01 Sensor messages Panel 002 Nexus Loop 01 Sensor messages
Panel 001 Nexus Loop 02 Sensor messages Panel 001 Nexus Loop 03 Sensor messages Panel 001 Nexus Loop 06 Sensor messages Panel 001 Nexus Loop 06 Sensor messages Panel 001 Network input messages Panel 001 Zone messages Panel 001 Zone messages Panel 002 Discovery Loop 01 Sensor messages Panel 002 Nexus Loop 01 Sensor messages Panel 002 Nexus Loop 01 Sensor messages Panel 002 Nexus Loop 01 Sensor messages
Panel 001 Nexus Loop 03 Sensor messages Panel 001 Nexus Loop 04 Sensor messages Panel 001 Nexus Loop 06 Sensor messages Panel 001 Network input messages Panel 001 Indication messages Panel 001 Zone messages Panel 002 Discovery Loop 01 Sensor messages Panel 002 Nexus Loop 01 Sensor messages Panel 002 Nexus Loop 01 Sensor messages
Panel 001 Nexus Loop 04 Sensor messages Panel 001 Nexus Loop 04 Sensor messages Panel 001 Nexus Loop 04 Sensor messages Panel 001 Indication messages Panel 001 Zone messages Panel 002 Discovery Loop 01 Sensor messages Panel 002 Nexus Loop 01 Sensor messages Panel 002 Nexus Loop 01 Sensor messages
Panel 001 Nexus Loop 06 Sensor messages Panel 001 Nexus Loop 06 Sensor messages Panel 001 Indication messages Panel 001 Zone messages Panel 002 Discovery Loop 01 Sensor messages Panel 002 Nexus Loop 01 Sensor messages Panel 002 Nexus Loop 01 Sensor messages
Panel 001 Network input messages Panel 001 Indication messages Panel 002 Discovery Loop 01 Sensor messages Panel 002 Nexus Loop 01 Sensor messages Panel 002 Nexus Loop 01 Sensor messages Panel 002 Nexus Loop 01 Sensor messages
Panel 001 Indication messages Panel 002 Discovery Loop 01 Sensor messages Panel 002 Discovery Loop 01 Sensor messages Panel 002 Nexus Loop 01 Sensor messages Panel 002 Discovery Loop 02 Sensor messages
Panel 001 Tradication messages Panel 002 Discovery Loop 01 Sensor messages Panel 002 Nexus Loop 01 Sensor messages Panel 002 Discovery Loop 02 Sensor messages
Panel 002 Discovery Loop 01 Sensor messages Panel 002 Nexus Loop 01 Sensor messages Panel 002 Niscovery Loop 02 Sensor messages
Panel 002 Discovery Loop 01 Sensor messages Panel 002 Discovery Loop 02 Sensor messages
Panel 002 Discovery Loop 02 Sensor messages
I dici duz Discutciy Luup uz Jonsul incesaduce
Panel 002 Newus Loop 02 Sensor messages
Panel IND Retwork input messages
Panel DOS Nexus non 01 Sensor messages
Panel ION News Loop 01 Softon messages
Panel I/03 Nexus non 03 Sensor messages
Panel M3 Discoverul Joon M Sensor messages
Panel INS Network input messages
Panel INA Nexus on 01 Sensor messages
Danel IOM Nexue on IO Senson messages
Panel IND Network input messages
Panel OF New () con 01 Sensor messages
Panel MS Network input messages
Panel MCR News (non M Sensor messages
Panel ODG Newus Loop of School messages
Panel No News Loop 03 Sensor messages
Panel Dig Nexus con D4 Sensor messages
Panel OK News (Loop Of Sensor messanes
Panel ING Network input messages
Panel MOT Nexus I on 01 Sensor messares
Panel INT Nexus con D2 Sensor messages
Panel M7 Nexus Loop 03 Sensor messares
and Or Network input researces
Dane I Die Newis i non 11 Sensor messages
Panel 008 Nexus Loop 02 Sensor messages
And JOR Nexus Loop 0.3 Sensor messages
and JON Nexus Long OI Service messages
And Oto Nexus Loop 0.1 Sensor messages
Panel 009 Nexus Loop 03 Sensor messages
And I NON Network input messages
Panel 010 Nexus Loop 01 Sensor messages
Panel 010 Network input messages
Panel 011 Nexus non 01 Sensor messages
Panel III Nexus Loop of School mostages
Panel (11) Network input messages
Panel R12 Nexus non R1 Sensar messages
Click here when finished with printer
Click here when inished with printer

Figure 24 Printer Options in Text Editor Program

Double-clicking on one of the above items causes that list of text to be printed, while clicking on the yellow box at the bottom of the screen clears this list from the display and returns to the menu page.

Allocate Map Pages to Alarm Sources

This function is used to specify up to five maps/procedures to be shown when a particular alarm source is operated into alarm. This operation must be carried out before the symbol placement described in the next section.

N.B. Maps are allocated to Alarm Sources, not individual events. For example, in the case of addressable sensors, the same maps will be shown for Fire, Alert or Fault, only the colour of any flashing symbols will be different.



Figure 25 Map Allocation Opening Menu

The menu bar at the top of the screen identifies the available functions in this program:-

"Quit" just exits from this program and returns to the Alarm Manager.

Map allocation file editor system - Information Page 1 of 1.		
This system allows you to create and edit map allocation files which relate to elements of the fire detection and alarm system. These files exist in order to allow the management system to show appropriate map/text pages in the event of an alarm.		
Map allocation files must be created for the following purposes:		
1. To identify the location of fire sensor devices in terms of their building locations, or to specify procedures to be carried out in the event of an alarm. Up to 5 pages may be specified for each sensor. of which the first one specified will be displayed as soon as the alarm occurs.		
2. To identify conventional detection zones in terms of the area which they cover. These map pages are used in the same way as for sensors described above.		
3. To identify indication inputs which may be present for non-fire signals. These map pages is similar to item 2 above and appear if the indication input is operated.		
4. To identify the function of panel inputs such as firemans switches. Graphical maps are unlikely to be used here, but procedure pages may be relevant for identifying the effects of such switch operations on alarm sounders or plant controls in the field.		
In all of the above options, only map pages specifically identified in the appropriate file may be called up to the screen in the event of the alarm occurring. Page 1 will always be the first to be displayed, and the others that are available for the active alarm condition can be brought on to the screen manually. This utility is used to specify the map pages for each alarm source, while a separate utility is provided for allocating symbols that will flash on the maps to pinpoint selected areas.		
Exit Information File Editor System.		

Figure 26 Map Allocation Information Page

Figure 26 shows the information page displayed when the Information item on the menu bar is clicked. Click on Exit Information to clear this page from the display.
ap Allocation File Editor System	
formation Edit Files Print Quit	
Edit Files	
R3/Puissant/Nexus Sensor Map Pages	
Discovery Sensor Map Pages	
R3 Zone Map Pages	
R3 Indicator Map Pages	
R3 Input Map Pages	
Nexus/Discovery input Map Pages	
R3 Alarm Fault Map Pages P3 Polay Fault Map Pages	
no nelay rauli Map rayes R3 Actuator Fault Man Pages	
R3 Timer Ended Man Pages	
R3 Extinguishing System Map Pages	
Card Removed/Line Fault Map Pages	
Node On/Off-Line Map Pages	
Common R3/Puissant/Nexus Fault Map Pages	
Exit editing	
	-

Figure 27 Map Allocation Alarm Source Types

When Edit Files is selected, then the display shown in Figure 27 is shown, prompting for the alarm type to be selected.

The required alarm type can be selected by clicking on the appropriate item in the list.

Figure 28 Map Allocation Node List

The panel list shown in Figure 28 will appear whichever alarm type is selected, although in this example it is the Premier AL Sensor Map Pages which has been selected.

Click on the appropriate panel item to select a panel for editing.

Figure 29 Map Allocation Loop List

The display in Figure 29 shows that Panel 1 has been selected for Premier AL Sensor Map Page editing, so the list of loop numbers now prompts for the selection of the required loop. The scroll bar at the right hand edge of the loop list allows other loop numbers to be brought into view.

Clicking on a valid loop number will bring up the Map Page editing screen as shown in Figure 30.

ormation Edit Files Print Quit						
lit Maps						
Editing Discovery Sensor Map Page	es For Par	nel 1 SECI fi	URITY GA inished.	TEHOUSE	SYSTEM	Loop 01 - Press here w
You may use the mouse to select Then double-click with the left mo another alarm source or page. To Clicking on the map subsequently Pressing the escape 'ESC' key cle	the alarn use butto view the will rem ears all th	n source on to sele e selecte ove it fro ne pages	and pag ect the re d map, c m the dis for the c	e whose quired m lick with play. urrent lin	map alloc hap file, be the right r e. Pressir	cation you wish to chang efore going back to choo mouse button on the ma ng the 'CTRL' and 'C' ke
ogether copies the line immediate	Page 1	e the cur	Page 3	Page /	Page 5	
	1 age 1	age Z	ageo	1 age 4	nage J	
01 Discovery Panel 1 Loop 1 Sensor 1		00000	00000	00000	00000	
J2 Discovery Panel I Loop I Sensor 2	00000	00000	00000	00000	00000	
U3 Discovery Panel 1 Loop 1 Sensor 3	00000	00000	00000	00000	00000	
04 Discovery Panel 1 Loop 1 Sensor 4	00000	00000	00000	00000	00000	
05 Discovery Panel 1 Loop 1 Sensor 5	00002	00007	00016	00035	00027	
U6 Discovery Panel 1 Loop 1 Sensor 6	00000	00000	00000	00000	00000	
07 Discovery Panel 1 Loop 1 Sensor 7	00000	00000	00000	00000	00000	
08 Discovery Panel 1 Loop 1 Sensor 8	00000	00000	00000	00000	00000	
09 No text message yet allocated for this dev	00000	00000	00000	00000	00000	
10 No text message yet allocated for this dev	00000	00000	00000	00000	00000	
11 No text message yet allocated for this dev	00000	00000	00000	00000	00000	
12 No text message yet allocated for this dev	00000	00000	00000	00000	00000	
13 No text message yet allocated for this dev	00000	00000	00000	00000	00000	
14 No text message yet allocated for this dev	00000	00000	00000	00000	00000	
15 No text message yet allocated for this dev	00000	00000	00000	00000	00000	
16 No text message yet allocated for this dev	00000	00000	00000	00000	00000	
17 No text message yet allocated for this dev	00000	00000	00000	00000	00000	
18 No text message yet allocated for this dev	00000	00000	00000	00000	00000	
19 No text message yet allocated for this dev	00000	00000	00000	00000	00000	
20 No text message yet allocated for this dev	00000	00000	00000	00000	00000	
	00000	00000	00000	00000	00000	
21 No text message yet allocated for this dev	00000					
21 No text message yet allocated for this dev 22 No text message yet allocated for this dev	00000	00000	00000	00000	00000	

Figure 30 Map Allocation Circuit List

Figure 30 shows the display for editing the Map Page allocation for sensors on panel 3 loop 4. The instructions at the top of the screen describe the editing procedure, while the table below the instructions lists the pages currently allocated to the sensors on this loop. The scroll bar at the right hand edge of the table allows other sensors to be brought into view.

In this example, clicking on the Page 1 box for sensor number 3 results in the display shown in Figure 31.

formation Edit Files Print Quit							
dit Maps							
Editing Discovery Sensor Map Page	es For Pan	nel 1 SECI fi	URITY GA inished.	TEHOUSE	SYSTEM		Loop 01 - Press here when
You may use the mouse to select Then double-click with the left mo another alarm source or page. To Clicking on the map subsequently Pressing the escape 'ESC' key cle	the alarn use butto view the will rem ears all th	n source on to sele e selecte ove it fro ne pages	and pag act the re d map, c m the dis for the c	e whose quired m lick with play. urrent lin	map allo hap file, b the right e. Pressi	cat efc mo	tion you wish to change. ore going back to choose ouse button on the map li the 'CTRL' and 'C' keys
together copies the line immediate	ely above	e the cur	rent line.	Deer	Dees 6	-	
Sensor Number	Fage I	Page 2	Fage 3	Fage 4	Fage 5		
001 Discovery Panel 1 Loop 1 Sensor 1	00001	00000	00000	00000	00000	^	Map 0 Overall Site Plan
002 Discovery Panel 1 Loop 1 Sensor 2	00000	00000	00000	00000	00000		Front Office Area
003 Discovery Panel 1 Loop 1 Sensor 3	00000	00000	00000	00000	00000		Production Area
004 Discovery Panel 1 Loop 1 Sensor 4	00000	00000	00000	00000	00000		Engineering Area Surface Mount Area
005 Discovery Panel 1 Loop 1 Sensor 5	00002	00007	00016	00035	00027		Stores
006 Discovery Panel 1 Loop 1 Sensor 6	00000	00000	00000	00000	00000		Aerial Site View
007 Discovery Panel 1 Loop 1 Sensor 7	00000	00000	00000	00000	00000		Achar Office Tiew
008 Discovery Panel 1 Loop 1 Sensor 8	00000	00000	00000	00000	00000		
009 No text message yet allocated for this dev	00000	00000	00000	00000	00000		
010 No text message yet allocated for this dev	00000	00000	00000	00000	00000		
011 No text message yet allocated for this dev	00000	00000	00000	00000	00000		
012 No text message yet allocated for this dev	00000	00000	00000	00000	00000		
013 No text message yet allocated for this dev	00000	00000	00000	00000	00000		
014 No text message yet allocated for this dev	00000	00000	00000	00000	00000		
015 No text message yet allocated for this dev	00000	00000	00000	00000	00000		
016 No text message yet allocated for this dev	00000	00000	00000	00000	00000		
017 No text message yet allocated for this dev	00000	00000	00000	00000	00000		
018 No text message yet allocated for this dev	00000	00000	00000	00000	00000		
019 No text message yet allocated for this dev	00000	00000	00000	00000	00000		
	00000	00000	00000	00000	00000		
020 No text message yet allocated for this dev		Contraction and a second second					
020 No text message yet allocated for this dev 021 No text message yet allocated for this dev	00000	00000	00000	00000	00000		
020 No text message yet allocated for this dev 021 No text message yet allocated for this dev 022 No text message yet allocated for this dev	00000 00000	00000	00000	00000	00000		

Figure 31 Map Allocation Map List

The selected box has now changed to a white background to identify which page has been selected, and a list of available maps has appeared on the right hand side of the screen.

Double-clicking on an item in the map list immediately allocates that map to the selected page, while clicking with the right mouse button on a map item causes the map itself to be displayed. This allows for checking that the correct map has been selected.



Figure 32 Map Allocation Map View

Figure 32 shows the display of Map number 4 as requested by a click of the right mouse button on the fifth line of the map list.

This map may be cleared from the display to get back to the display of Figure 31 by clicking with the left mouse button anywhere on the map.

Place Symbols on Maps

Selecting this option from the main Alarm Manager menu produces the display shown in Figure 33.

Symbol Placement Utility Select Map Make New Group Edit Group Print Map Help Quit

Figure 33 Symbol Placement Opening Menu

The menu options available here are Select Map, Help or Quit. Clicking on any of these selects the appropriate function.

Information Pages.

Selecting 'Help' from the menu bar brings up the display shown in Figure 34.



Figure 34 Symbol Placement Opening Help Page

Figure 34 shows the opening help menu in the Symbol Placement Program, and prompts for a choice of five topics for which help information is available. Clicking on the Exit button at the bottom of the page clears the help screen, and returns to the Symbol Placement Program, while clicking on one of the other items calls up the help page for that topic.



Figure 35 Map Click Help Screen



Figure 36 Select Map Help Screen



Figure 37 Make New Group Help Screen



Figure 38 Edit Group Help Screen

Symbol Allocation Help
Help Page for Symbol Allocation Utility
Quit Menu Option Help
This menu option is always enabled except while the program is reading or writing to the disk files. Selecting this option when there is a map displayed whose symbol allocation has changed, then the option to save the changes will be given. If this is the case, and 'Yes' is selected, then the will be a short delay while the data is saved to disk before the program is terminated, otherwise it will terminate immediately.
Click here to Exit from this Help Page

Figure 39 Quit Help Screen

Edit Options.

Prime For 1 Performance and 110 Performance	
Symbol Placement Utility	
Select Map Make New Group Edit Group Print Map Help Quit	
Available Map Files	
M00000.BMP 'Overall Site Plan M00001.BMP 'Overall Site Plan M00003.BMP 'Production Area M00003.BMP 'Storeering Area M00005.bmp 'Engineering Area M00006.BMP 'Stores M00006.BMP 'Stores m00007.bmp 'Aerial Site View m00008.bmp 'Aerial Office View	
Select Map File to work on, or Click on Quit to exit program	

Figure 40 Symbol Placement Map List

Clicking on the Select Map item on the menu bar causes a list of available maps to be displayed as shown in Figure 40. Double-clicking on one of these map names in the list box allows that map to be worked on.

Figure 41 shows Map number 3 chosen, assuming that no symbols have already been placed on this map.

Page 50 of 108

Alarm Management System Manual



Figure 41 Symbol Placement Map Menu

Since the menu item Make New Group is enabled (i.e. shown in black text) this implies that there are some alarm sources that have been allocated to this map, but not to a symbol on the map. If some symbols had already been placed on this map then they would be shown in the appropriate locations on the map.

Clicking on the Make New Group function causes a display such as that in Figure 42 to be shown.



Figure 42 Make New Group Option

Selecting Make New Group causes two lists to appear as shown in Figure 42, together with a button labelled Copy Selection.

The left hand list details the alarm sources that are allocated to this map but not tied to a symbol, while the right hand list is initially blank, but will list the alarm sources for the new group.

Alarm sources in the left hand list may be selected for the new group by clicking on them, and when the highlighted alarm sources are correct, then clicking on the Copy Selection button will transfer the selected items into the right hand list. This will result in a display similar to the example shown in Figure 43.



Figure 43 Ready to Place New Symbol

Figure 43 depicts the display when one sensor in loop 2 of Panel 12 have been selected for a new group. Clicking on the Place Symbol button clears the two list boxes from the display, and shows a new symbol that may be moved to an appropriate location on the map.

N.B. the symbol will initially appear at the top left corner of the map, and will move around the map in response to the mouse. Clicking the left mouse button when the symbol is in the desired location will place the symbol at that point.



Figure 44 New Individual Symbol Placed on the Map

Figure 44 shows the new individual symbol (an individual symbol because it has only one alarm source associated with it) placed in the appropriate area of the map.

Page 54 of 108

Alarm Management System Manual



Figure 45 Viewing The Alarm Sources Associated with a Symbol.

Clicking on the new symbol (or any other existing symbols) on the map results in a list appearing identifying the alarm sources associated with that symbol, as shown in Figure 45. This also enables the menu function Edit Group so that the list of alarm sources associated with this symbol may be edited. Clicking on the menu function Edit Group from here will result in the display shown in Figure 46.

Page 55 of 108

Alarm Management System Manual

elect Map Make New Group Edit Group Prin Unallocated Sources 6 012L02:005 012	nt Map Help Quit	AUMINSTRATION		L TRAINI ROOI	NG TECHNICAL OPERAL Support
		TEST DEPARTMENT	TEST	TEST	
	ete DO DUCTION MARAGER PANEL UMRING DEPARTMENT 2044LTYY	PANEL ASSEMBLY	SHOP FLOOR		THIRD OPERATION AREA PRINTED CIRCUIT BOARD ASSEMBLY
	FIAND DESPECTION	TOOL ROOM			R/D WORKSHOP

Figure 46 Group Editing Screen

Figure 46 shows the display associated with the Edit Group Menu function. Two list boxes are shown, one representing the alarm source associated with the group, and the other representing the alarm sources not associated with any groups. Double-clicking on an item in either list will move that item across into the other list. When the group as listed in the right hand list is correct, click on the Edit Complete button.

Page 56 of 108

Alarm Management System Manual



Figure 47 Save Prompt

Figure 47 shows the prompt that appears when clicking on either Select Map or Quit after changes have been made to the symbol allocation on the current map. If the Yes button is clicked, then the changes will be saved before continuing, otherwise any changes made will be forgotten.

Backup and Restore Disk Files

Selection of the Backup/Restore Disk Files from the main menu results in the display shown in Figure 48 below. The three lists on the left of the screen show the existing data files that can be backed up, together with the posible disk types and locations.

arm Management System Bac	kup Utilii	ity
visks ? Backup Restore Print Exi	:	
Configuration Files		Disk Type for Backup —
000NINP.RES		Special 64M
001L01DS.MAP		3 5 inch 1 44M
001L01DS.RES		3.5 inch 720K
OUILUISN.MAP		5.25 inch 1.2M
001L02DS.MAP		5.25 inch 360K
001L02DS.RES		
001L02SN.MAP		4 1
001L02SN.RES		
00110303.NE3		
001L03SN.RES	~	
Text Files		
MANINE MSG		
001L01DS.MSG		Disk Drive for Backup-
001L01SN.MSG		
001L02DS.MSG		🖃 c: 📃 💌
001L025N.M5G		
001L03SN.MSG		
001L04SN.MSG		
001L06SN.MSG		
UUTNINP.MSG		
001B3IND MSG		
001B3BEL.MSG		
001R3ZON.MSG		
002L01DS.MSG	~	
Map Files		
Break Glass indicator.bmp	~	
dm1024.bmp		
dm1280.bmp		
dmb4U.Dmp dm900 bmp		
Escape Route indicator.bmp		
M00000.BMP		
M00001.BMP		
MOOOOZ.BMP MOOOO3 RMP		
M00004.bmp		
M00005.bmp		
M00006.BMP		
mUUUU/.bmp m00009.bmp		
moooop		
M00010 BMP		
M00010.BMP M00011.BMP		
M00010.BMP M00011.BMP M00012.bmp		

Figure 48 Backup Files Opening Screen

The type of backup media to be used should be selected from the Disk Type list, and the drive letter associated with it should be selected from the Disk Drive list. The Special option is intended for use when either a ZIP disk, Memory stick, or a hard disk is to be used for backing up where at least **64MB** is available.

The menu options at the top of the screen that are immediately available are as follows:-

Disks?	- calculates how many backup disks of specified type are needed, and allocates files to
	each disk.
Restore	- allows for copying files from the backup disks back on to the hard disk.
Exit	- returns to the Alarm Management Program.

Warning : 64MB Limit can easily be achieved , as .bmp Map files are large files. To Back Up , go into Windows explorer, or My computer in the PC., And copy the AMSGLTU2 Folder, to a Back up or Temp Folder before making any amendments to the AMS, system. Back up folders at least once a week.

Configuration Files	Disk Type for Backup	Files for Selected Disk	Disk Capacities
DONINP.BES	<u> </u>	c:\AMSYS2-86\config\000NINP.RES	1: 1077924
	Special 64M	c:\AMSYS2-86\copfig\001L01DS_MAP	2: 1360270
	3.5 inch 1.44M	-1.4 M G Y C -1.6	2. 1000270
	3.5 inch 720K	C VAM 5152-00 CONTINUUTEUTD3.NE5	3. 1300134
UILUISN.MAP	5 25 inch 1 2M	C: VAMS 1 52-86 \Config\UUILUISN.MAP	4: 128118
01L01SN.RES	5.25 inch 7.2M	c:\AMSYS2-86\config\UU1LU1SN.RES	5: 2359350
01L02DS.MAP	3.23 INCH 300K	c:\AMSYS2-86\config\001L02DS.MAP	6: 918762
01L02DS.RES		c:\AMSYS2-86\config\001L02DS.RES	7: 1393432
01L02SN.MAP		c:\AMSYS2-86\config\001L02SN.MAP	8: 1373020
01L02SN.RES		c:\AMSYS2-86\config\001L02SN.RES	9: 898136
01L03DS.RES		c:\AMSYS2-86\config\001L03DS.RES	
11.03SN MAP		c:\AMSYS2-86\config\001L03SN_MAP	
011 03SN BES	✓	c:\AMSYS2-86\confin\001L03SN BES	
51200011.HE0		c\AMSYS2-86\config\001104SN BES	
		c:\AMSYS2.86\config\001L043N.HE3	
Text Files		o-SAMCVC2 0CloopEd/001112CN MAD	
OONINP MSG		C. WM3132-00 CONIGNUTET23N.MAP	
	Disk Drive (or D. 1	C: VAM 5 T 52-00 VCONIG VUUL 165 N. HE 5	
	Disk Drive for Backup	C:\AM5152-86\contig\UU1NINP.MAP	
0110306.000		c:\AM5Y5Z-86\config\UU1NINP.HE5	
	C:	c:\AMSYS2-86\config\UU1R3ACT.MAP	
UILUZSN.MSG		c:\AMSYS2-86\config\001R3EXT.MAP	
U1LU3DS.MSG		c:\AMSYS2-86\config\001R3EXT.RES	
IO1LO3SN.MSG		c:\AMSYS2-86\config\001R3IND.MAP	
101L04SN.MSG		c:\AMSYS2-86\config\001B3IND.BES	
101L06SN.MSG		c:\AMSYS2-86\config\001B3INP_MAP	
101NINP.MSG		c:\AMSYS2-86\config\001B3BEL_MAP	
101R3EXT.MSG		c:\AMSYS2-86\config\001B3BEL_BES	
01R3IND.MSG		c:\AMSYS2.96\config\001B3TLM_MAD	
01B3BEL MSG			
01B370N MSG			
	×	C: VAMS T 52-86 \CONTIG \UUTK 32 UN. RE 5	
JUZLUTDJ.MJU		c:\AMSYS2-86\config\UU2LUTD5.RES	
Max Eller		c:\AMSYS2-86\config\UU2LU1SN.MAP	
Mapriles		c:\AMSYS2-86\config\002L01SN.RES	
reak Glass indicator.bmp	A	c:\AMSYS2-86\config\002L02DS.RES	
im1024.bmp		c:\AMSYS2-86\config\002L02SN.MAP	
lm1280.bmp		c:\AMSYS2-86\config\002L02SN.RES	
Im640.bmp		c:\AMSYS2-86\config\002NINP.RES	
lm800.bmp		c:\AMSYS2-86\config\002R3ACT.MAP	
UMMYMÄP.BMP		c:\AMSYS2-86\config\003L01DS.BES	
scape Boute indicator hmp		c:\&MSYS2-86\config\003L01SN_M&P	
		c:\AMSYS2-86\config\003L01SN_BES	
		c.\AMSYS2.96\config.003L013N.HE3	
400001.0MF		estAMCVC2 0Closefiel002102CM DEC	
100002.0MP			
100003.BMP		C: VAM 5 T 5 2-86 \CONNG\UU3LU4U 5.MAP	
100004.bmp		c:\AM5Y52-86\config\UU3LU4D5.HE5	
IUUUU5.bmp		c:\AMSYS2-86\config\003NINP.RES 🛛 🔛	
100006.BMP			
00007.bmp		3 E ipob 1 44M Dicke Doquirod – 0	
100008.bmp		5.0 IIICH 1.44M DISKS REQUIED = 8	
100010.BMP			
100011 BMP			
00012 hmp			
00012.000	100 C		

Figure 49 Backup Files - Calculation Results

Figure 49 shows the display after the Disks? item has been selected from the menu bar. The list at the right hand side of the screen gives the number of bytes that will be stored on each backup disk, while the list in middle of the screen identifies the files that will be backed up on to the selected disk, in this case the first disk.

The blue box at the bottom of the screen identifies the type and number of disks required. The Backup option is now available on the menu bar at the top of the screen, so selecting this function will initiate the backup process.

Backing Up Data Files to Floppy Disks

During the Backup process, prompts will appear in turn requesting for each backup disk to be inserted in the selected drive if required, with appropriate error messages being displayed if invalid disks are inserted.

At the end of this process, the Print option on the menu bar will become available, for the purpose of printing a directory listing for each backup disk.

Restoring Files from the Backup Disks

When this option is selected from the menu bar, a prompt first appears asking how many backup disks are to be restored. Once this has been specified, then a series of prompts appear for each disk from one to the number specified, for the appropriate disk to be inserted into the selected drive.

When the process is complete, the prompt boxes will be cleared just leaving the menu screen as in Figure 48 above.

Printing Directory Lists for Backup Disks

This option only becomes available when the backup process is complete, and selecting it will result in a printout that lists the files that have been copied onto each backup disk. Before selecting this option it is essential to ensure that a printer is available and on-line.

Configure System Responses

Response Configuration Program Network Cards Controls Sound Barner Parameters Responses Isolation Groups Printer Help Exit

Figure 50 Configuration Opening Menu

Clicking on the Exit option returns to the main Alarm Manager Program.

Response Configuration Help.

Response Code Help - Default Response Summary Exit
-Display as Alarm Priority 1 (FIRE) + Printed Message + Disk Log Any Sensor FIRE, Zone Fire, Manual Evacuate.
-Display as Alarm Priority 2 (ALERT) + Printed Message + Disk Log Any Sensor ALERT.
-Display as Alarm Priority 3 (Indication) + Printed Message + Disk Log Any R3 Indication Occurred or R3 Input Occurred.
-Display as Alarm Priority 4 (FAULT) + Printed Message + Disk Log Any Sensor Fault, R3 Relay Fault Occurred, R3 Alarm Fault Occurred, R3 Actuator Fault Occurred, R3 Zone Fault Occurred, R3 Indication Fault Occurred, Card Removed, Line Fault Occurred.
-Display as Alarm Priority 5 (OTHER) + Printed Message + Disk Log Any Sensor Mode1, Sensor Mode2, Sensor Mode3 or Valve Closed.
Display on Events Page Only + Printed Message + Disk Log Any R3 Timer End, R3 Relay Fault Cleared, R3 Alarm Fault Cleared, R3 Actuator Fault Cleared, Card Replaced, R3 Ext.Sys. Fault Cleared, R3 Zone Fault Cleared, R3 Indication Cleared, R3 Indication Fault Cleared, R3 Input Cleared, General Alarm Fault On/Off, Battery Fault On/Off, Mains Fault On/Off, Power Fault On/Off, Earth Fault On/Off, Alarms Silenced, System Reset, Test Alarms Operated.
Printed Message + Disk Log Only Date/Time Set, R3 Ext.Sys Auto/Manual/Delay End, Loop Report, Network Output On/Off, Test Alarms Off, Isolation Command/Report.
No Response At All Any Sensor Return to Normal.

Figure 51 Response Configuration Help Page

Figure 51 shows the help page displayed when the Help option is chosen from the menu bar of the Response Configuration Program. This page summarises the default responses for each type of alarm message. Clicking on Exit clears this page from the display.

Response Configuration Network Cards and Panel Number Option.

esponse Configuration Drogram	
ietwork Cards 🖉 🖓 lois Sound Banner Parameters Responses Isolation Groups Printer Help Exit	
Network D	
Indicate the full fed panel number for the computer using the	
up/down all. Lick on the required type and number of	
network cards to poll, then click on 'OK' to implement the	
chosen details.	
Panel Number 15	
O One Internal ISA Card O One ISA Card Via USB	
O Two Internal ISA Cards O Two ISA Cards Via USB	
O Three Internal ISA Cards O Three ISA Cards Via IISB	
O Pour Internal ISA Calus	
<u>U</u> K	

Figure 52 Specify Number Of Network Cards and Panel Number.

Figure 52 shows the display to select the panel number and the number of network cards fitted, up to a maximum of 4 network cards in internal ISA slots, or up to 3 in an external USB interface motherboard. With 15 nodes per network card, a maximum of 60 nodes can be configured when internal ISA cards are used, or 45 if the USB interface is used. The panel number may be 0 (if a passive node) or 1 to 255 otherwise.

Response Configuration Controls Options. <u>Response Configuration Command Buttons Options.</u>

Response Configuration Program			
Network Cards Controls Sound Banner Parameters Respo	nses Isolation Groups Printer	Help Exit	
- Silence Alarms Button Options			
⊙ Don't sho w at all			
O Show until alarms silenced anywhere			
O Show until operated at computer			
<u>0</u> K			

Figure 53 User Control Command Button Options.

Figure 53 shows the display when the Controls – Silence Alarms option has been selected. The three check boxes identify whether or not the Alarm Management Program will allow the Silence Alarms button to be displayed when a fire event is received, and if so when it will clear from the screen. Similar option settings may be defined for Reset System and Clear Display. The selected options will be saved to disk when the program is exited.

N.B. This only affects the display of the appropriate buttons on the computer screen at the appropriate time, and consequently the transmission of suitable messages on to the network. It does not imply that any of the panels connected to the network will respond to those messages. That depends upon the respective panel's own configuration.

Clicking on the OK button clears this prompt box from the display.

Response Configuration Cancel Mode Options.

Response Configuration Program			
Network Cards Controls Sound Banner Parameters Resp	nses Isolation Groups Printer	Help Exit	
Cancel Options in a Fire Condition			
⊙ Always Available			
O Only After All Fires Reset Globally			
O Unly After All Fires Individually Reset Locally			
<u><u> </u></u>			

Figure 54 Cancel Button Option Editing.

Figure 54 shows the display when the Controls - Cancel Mode option has been selected. The three check boxes identify when the Alarm Management Program will allow the display to be cleared following a fire event. It may be required to wait until the appropriate panels have been reset before allowing the computer display to be cleared.

Clicking on the OK button clears this prompt box from the display, and sets the indicated Cancel Mode.

Response Configuration Sounder Options.



Figure 55 Configuration Sound Select Menu

Figure 55 shows the display when the sound option has been selected. The highlighted item in the list identifies that no sound is selected.

Note:-

Sounds can only be '.WAV' files that need to be played though a sound card.

Response Configuration Banner Options. <u>Response Configuration Normal Banner Specification.</u>

Response Configuration Program Network Cards Controls Sound Banner Parameters Responses Isolation Groups Printer Help Exit



L.

Figure 56 Normal Banner Options

Figure 56 shows the prompt displayed when the Banner - Normal option is selected from the menu. This display shows the actual appearance of the banner at the top, with lists and selection boxes below for selecting a font name and size, the colour for the text, and the actual text itself. Editing any of these attributes will immediately update the text shown in the top of the window, but the details stored on disk for the main banner will not be updated until the OK button is operated. The Cancel button allows this window to be removed from the display without saving any changes.

Response Configuration Isolated Banner Specification.



Figure 57 Isolation Banner Options

Figure 57 shows the prompt displayed when the Banner - Isolated option is selected from the menu. This display is similar to that shown in Figure 56 above, but operates on the banner that is displayed under quiescent conditions when there are any isolated sensors or inputs at any panel connected to the computer.

Response Configuration Program Network Cards Controls Sound Banner Parameters Responses Isolation Groups Printer Help Exit er Text Options for Printer Off-Line Conditon Off-Lin rinter is Select required font, size, and colour by clicking on the appropriate choices, enter the text in the box below, and then click on 'OK' to save selection, or click on 'Cancel' to return to original settings. 8.25 9.75 Courier MS Sans Serif Marlett Arial Marlett Arial Arial CE Arial CYR Arial Greek Arial TUR Arial Baltic Courier Nev 13.5 15 17.25 18 22.5 OK Printer is Off-Line <u>C</u>ancel

Response Configuration Printer Offline Banner Specification.

Figure 58 Printer Offline Banner Options

Figure 58 shows the prompt displayed when the Banner - Printer Offline option is selected from the menu. This display is similar to that shown in Figure 56 above, but operates on the banner that is displayed under quiescent conditions when the printer is off-line.

Response Configuration Isolated And Printer Offline Banner Specification.



Figure 59 Isolation & Printer Offline Banner Options

Figure 59 shows the prompt displayed when the Banner - Isolated option is selected from the menu. This display is similar to that shown in Figure 56 above, but operates on the banner that is displayed under quiescent conditions when there are any isolated sensors or inputs at any panel connected to the computer, and the printer is off-line.

Response Configuration Parameter Options.



Figure 60 Parameters Select Menu

Figure 60 shows the window displayed when the Parameters option is selected from the menu, and allows the display of either the sensor address or the circuit number as appropriate to be displayed with the text for an alarm event.

Operating the OK button stores the indicated configuration and clears this window from the display.

Response Configuration Event Response Options.

Message Types B3/Nexus Sensor Conditions R3 Zones R3 Indications R3 Indications R3 Indications R3 Relays R3 Atamas R3 Actuators R3 Extinguishing Systems Card Rem/Repl/Inne fault Isolation Reports Network Outputs Panel Faults User Controls Loop Reports Node on/off line 4 Time User Controls Discovery System Events Discovery System Events	Message Type: R32/Nexus Sensor Conditions Network Inputs R3 Zones R3 Inputs R3 Inputs R3 Inputs R3 Inputs R3 Inputs R3 Inputs R3 Kinguishing Systems Card Rem/Rep/line fault Isolation Reports Network Outputs Panel Faults User Control Confinations Discovery System Events Discovery System Events Double-Lick on the required function above to edit the appropriate response codes.	nse Configuration Program k Cards Controls Sound Banner Parameters Basnonse	Isolation Groups Printer Help Exit
B3/Nexus Sensor Conditions Network Inputs B3 Cones B3 Indications B3 Indications B3 Timers B3 Timers B3 Alarms B3 Atuators B4 Atuators B4 Atuators B4 Atuators B5 Atuators B5 Atuators B5 Atuators <	R3/Nexue Sensor Conditions R3 Indications R3 Atmas R4 Extinguishing Systems Card Hem/Hep/Line fault Isolation Commands Isolation Commands Loop Reports Netework Outputs Panel Faults User Controls Discovery Loop Card Events Discovery System Events Discovery System Events Discovery System Events	r Carus Currus Sound Banner Parameters Responses	stradnin Aunthe Kullica. Telb τΩτ
to edit the appropriate response codes.	to edit the appropriate response codes.	R33/Nexus Sensor Conditions R32/Nexus Sensor Conditions Network Inputs R3 Zones R3 Indications R3 Indications R3 Indications R3 Timers R3 Alarms R3 Actuators R3 Extinguishing Systems Card Rem/Repl/line fault Isolation Commands Isolation Reports Network Dutputs Panel Faults User Controls Loop Reports Node on/off line & Time User Control Confirmations Discovery Point Events Discovery System Events Discovery System Events	
		Double-Click on the required function above to edit the appropriate response codes.	

Figure 61 Alarm Types for Response Configuration

Figure 61 shows the display after the Responses item has been selected from the menu.

Double-clicking on the selected alarm type allows editing of the responses for that type of alarm to be carried out.

Response Configuration Program	
Network Cards Controls Sound Banner Parameters Responses Is	solation Groups Printer Help Exit
 Selected Discovery Point 	which Node ?
Chosen Panel	
	002 (0) ADMINISTRATION BUILDIN
Loop Number Sensor Address	OUS (U) LABORATURY BUILDING
Status Modes	
0 = Normal	
2 = Alert/Mode2/FireB/Valve Closed	009 (0) WASTE WATER TREATMEN
3 = Remote Fault/Mode3/Dirty 4 = Removed	010 (0) DRUM STORE 011 (0) WAREHOUSE
5 = Data Fault 🔛	012 (0) ALARM MANAGER (SECURI
New Point New Learn Dave	014 (0) No name allocated to this pa
New Fornt New Loop Done	015 (U) Alarm Manager Lomputer 016 (0) No name allocated to this pa
	<u>C</u> ancel

Figure 62 Panel Prompt for Premier AL Sensor Response Configuration

When Premier AL Points responses are chosen, the display shown in Figure 62 appears, prompting for the selection of a panel.

Clicking on the Cancel button returns to the menu display.
sponse Configuration Program	
twork Cards Controls Sound Banner Parameters Responses Isola	vlation Groups Printer Help Exit
Selected Discovery Point	- Which Loop ?
Chosen Panel	
UUT (U) SECURITY GATEHUUSE SYSTEM	2 20 3 29 4 20
Loop Number Sensor Address	
Status Modes 0 = Normal 1 = Fire/Mode1/FireA 2 = Alert/Mode2/FireB/Valve Closed 3 = Remote Fault/Mode3/Dirty 4 = Removed 5 = Data Fault	b 32 7 33 8 34 9 35 10 36 11 37 12 38 13 39
New Point New Loop Done	14 40 15 16
	1/2 1/8 1/9
	20 21 22
	23 24
	25 26
	Cancel

Figure 63 Loop Number Prompt for Response Configuration

Double-clicking on the Panel 1 entry from Figure 62 results in the display shown in Figure 63. This is now prompting for the selection of a loop number.

Etwork Cards Countrols Sound Banner Parameters Responses Isolation Groups Printer Help Exit Value Chosen Panel 1 27 53 79 105 1001 (0) SECURITY GATEHOUSE SYSTEM 1 27 28 54 80 106 1000 Number 1 Sensor Address 31 57 83 109 6 32 58 84 110 1 Fire/Model/FireA 2 All 60 96 112 9 35 61 87 113 2 Alert/Mode2/FireB/Valve Closed 3 39 65 91 117 3 F Removed 33 59 85 111 11 37 63 99 115 2 2 36 61 87 113 16 42 68 94 120 3 3 96 59 117 11 16 72 98 121 16 42 68 94 120 126	Work Cards Controls Sound Banner Parameters Responses Isolation Groups Printer Help Exit Status Chosen Panel 001 (0) SECURITY GATEHOUSE SYSTEM 1 2 3 4 80 106 3 29 55 81 107 Loop Number 1 Sensor Address 1 2 53 15 83 108 Status Modes 0 3 59 86 110 1 3 56 82 108 6 32 58 84 100 7 33 59 85 111 8 34 60 86 112 9 35 61 87 113 10 36 62 88 114 11 13 36 59 117 14 40 66 92 118 13 36 59 117 14 40 66 92 118 16 42 68	Work Cards Controls Sound Banner Parameters Responses Isolation Groups Printer Help Exit asignated Discovery (Point Chosen Panel 001 (0) SECURITY GATEHOUSE SYSTEM 001 (0) Security 003 (0) Security 03 (0) Security<	Work Cards Control Sound Barner Parameters Response Isolation Groups Printer Help Exit Asjected/Upprovery 5000 Chosen Panel The sensor 7 1 27 53 79 105 001 (0) SECURITY GATEHOUSE SYSTEM Status Modes 1 29 55 81 105 1 = Fire/Model/FireA Status Modes 1 31 57 82 109 2 = Alent/Mode3/Dirty 35 61 87 113 39 65 91 116 3 = Remote Gault/Mode3/Dirty 39 65 91 116 13 39 65 91 116 1 = Areud New Point New Loop Done 118 16 22 89 121 1 = 45 71 97 102 26 57 93 122 2 = A tradt 10 26 92 118 16 128 47 79 122 19 45 102	Work Cards Controls Sound Banner Parameters Responses Ladation Groups Printer Help Exc Selexted// Discovery/Print Chosen Panel Chosen Panel	Work Cards Controls Source Parameters Responses Evaluation Groups Print Help Exit Selentaril (Jr)sponyiny (Kin) Chosen Panel Chosen Panel	Nature Nature<	ponse Configuration Program				
Chosen Panel 1 27 33 79 105 Loop Number 1 Sensor Address 32 9 55 81 100 0 = Normal Sensor Address 0 53 11 27 53 79 105 2 = Alert/Mode1/FireA 9 55 81 100 63 29 55 81 100 1 = Fire/Mode1/FireA 9 35 58 84 110 7 33 59 85 111 8 34 60 86 112 9 35 61 87 113 10 36 62 88 114 11 37 63 99 116 13 39 65 91 116 13 39 55 118 15 41 67 93 119 16 42 68 94 120 12 18 44 70 96 122 18 44 71 73 99 125 12 18 44 70 96 122 19 45 <th>Chosen Panel 1 27 53 79 105 Chosen Panel 1 2 <th 2"2<="" colspan="2" th=""><th>Chosen Panel 22 28 53 79 105 2001 (0) SECURITY GATEHOUSE SYSTEM 430 56 82 108 3 copp Number 1 Sensor Address 53 79 105 3 copp Number 1 Sensor Address 53 79 105 3 copp Number 1 Sensor Address 53 79 105 3 copp Number 1 Sensor Address 53 79 105 3 copp Number 1 Sensor Address 53 79 105 3 copp Number 1 Sensor Address 53 79 105 5 = Alart/Mode3/Dirty 1 10 36 62 88 114 13 39 65 91 117 16 12 38 64 90 116 13 39 65 91 117 16 42 68 95 121 14 40 66 92 118 16 42 68 95 121 18 44 70</th><th>Multic Sensor Which Sensor 001 (0) SECURITY GATEHOUSE SYSTEM .cop Number 1 Sensor Address Status Modes 0 = Normal 1 = Fire/Model/FireA 2 = Alert/Mode2/FireA 3 = Genote Fault/Mode3/Dirty A = Removed 5 = Data Fault New Point New Loop Done</th><th>Selevice(1) Which Sensol / 001 (0) SECURITY GATEHOUSE SYSTEM 12 Loop Number 1 Status Modes 23 0 = Normal 31 1 = Fire/Model //FireA 33 2 = Alext/Mode2/FireB/Vaive Closed 35 3 = Remote Fault 35 5 = Data Fault 33 New Point New Loop Done Mew Point New Loop Done All 0.K. Cancel</th><th>Chosen Panel Chosen Panel 001 (0) SECURITY GATEHOUSE SYSTEM Loop Number 1 Status Modes 5 1 = Fine/hode 1/Fin/A 2 = After/Mode/S/Dity 4 = Remove f 5 = Data Fault New Point New Loop Done</th><th>Chosen Panel Virtual Signal 001 (0) SECURITY GATEHOUSE SYSTEM 228 54 80 105 cop Number 1 Sensor Address Image: Status Modes 1 Sensor Addres Image: Status M</th><th>work Cards Controls Sound Banner Parameters Responses Isola</th><th>lation Groups Printer Help Exit</th><th></th></th></th>	Chosen Panel 1 27 53 79 105 Chosen Panel 1 2 <th 2"2<="" colspan="2" th=""><th>Chosen Panel 22 28 53 79 105 2001 (0) SECURITY GATEHOUSE SYSTEM 430 56 82 108 3 copp Number 1 Sensor Address 53 79 105 3 copp Number 1 Sensor Address 53 79 105 3 copp Number 1 Sensor Address 53 79 105 3 copp Number 1 Sensor Address 53 79 105 3 copp Number 1 Sensor Address 53 79 105 3 copp Number 1 Sensor Address 53 79 105 5 = Alart/Mode3/Dirty 1 10 36 62 88 114 13 39 65 91 117 16 12 38 64 90 116 13 39 65 91 117 16 42 68 95 121 14 40 66 92 118 16 42 68 95 121 18 44 70</th><th>Multic Sensor Which Sensor 001 (0) SECURITY GATEHOUSE SYSTEM .cop Number 1 Sensor Address Status Modes 0 = Normal 1 = Fire/Model/FireA 2 = Alert/Mode2/FireA 3 = Genote Fault/Mode3/Dirty A = Removed 5 = Data Fault New Point New Loop Done</th><th>Selevice(1) Which Sensol / 001 (0) SECURITY GATEHOUSE SYSTEM 12 Loop Number 1 Status Modes 23 0 = Normal 31 1 = Fire/Model //FireA 33 2 = Alext/Mode2/FireB/Vaive Closed 35 3 = Remote Fault 35 5 = Data Fault 33 New Point New Loop Done Mew Point New Loop Done All 0.K. Cancel</th><th>Chosen Panel Chosen Panel 001 (0) SECURITY GATEHOUSE SYSTEM Loop Number 1 Status Modes 5 1 = Fine/hode 1/Fin/A 2 = After/Mode/S/Dity 4 = Remove f 5 = Data Fault New Point New Loop Done</th><th>Chosen Panel Virtual Signal 001 (0) SECURITY GATEHOUSE SYSTEM 228 54 80 105 cop Number 1 Sensor Address Image: Status Modes 1 Sensor Addres Image: Status M</th><th>work Cards Controls Sound Banner Parameters Responses Isola</th><th>lation Groups Printer Help Exit</th><th></th></th>	<th>Chosen Panel 22 28 53 79 105 2001 (0) SECURITY GATEHOUSE SYSTEM 430 56 82 108 3 copp Number 1 Sensor Address 53 79 105 3 copp Number 1 Sensor Address 53 79 105 3 copp Number 1 Sensor Address 53 79 105 3 copp Number 1 Sensor Address 53 79 105 3 copp Number 1 Sensor Address 53 79 105 3 copp Number 1 Sensor Address 53 79 105 5 = Alart/Mode3/Dirty 1 10 36 62 88 114 13 39 65 91 117 16 12 38 64 90 116 13 39 65 91 117 16 42 68 95 121 14 40 66 92 118 16 42 68 95 121 18 44 70</th> <th>Multic Sensor Which Sensor 001 (0) SECURITY GATEHOUSE SYSTEM .cop Number 1 Sensor Address Status Modes 0 = Normal 1 = Fire/Model/FireA 2 = Alert/Mode2/FireA 3 = Genote Fault/Mode3/Dirty A = Removed 5 = Data Fault New Point New Loop Done</th> <th>Selevice(1) Which Sensol / 001 (0) SECURITY GATEHOUSE SYSTEM 12 Loop Number 1 Status Modes 23 0 = Normal 31 1 = Fire/Model //FireA 33 2 = Alext/Mode2/FireB/Vaive Closed 35 3 = Remote Fault 35 5 = Data Fault 33 New Point New Loop Done Mew Point New Loop Done All 0.K. Cancel</th> <th>Chosen Panel Chosen Panel 001 (0) SECURITY GATEHOUSE SYSTEM Loop Number 1 Status Modes 5 1 = Fine/hode 1/Fin/A 2 = After/Mode/S/Dity 4 = Remove f 5 = Data Fault New Point New Loop Done</th> <th>Chosen Panel Virtual Signal 001 (0) SECURITY GATEHOUSE SYSTEM 228 54 80 105 cop Number 1 Sensor Address Image: Status Modes 1 Sensor Addres Image: Status M</th> <th>work Cards Controls Sound Banner Parameters Responses Isola</th> <th>lation Groups Printer Help Exit</th> <th></th>		Chosen Panel 22 28 53 79 105 2001 (0) SECURITY GATEHOUSE SYSTEM 430 56 82 108 3 copp Number 1 Sensor Address 53 79 105 3 copp Number 1 Sensor Address 53 79 105 3 copp Number 1 Sensor Address 53 79 105 3 copp Number 1 Sensor Address 53 79 105 3 copp Number 1 Sensor Address 53 79 105 3 copp Number 1 Sensor Address 53 79 105 5 = Alart/Mode3/Dirty 1 10 36 62 88 114 13 39 65 91 117 16 12 38 64 90 116 13 39 65 91 117 16 42 68 95 121 14 40 66 92 118 16 42 68 95 121 18 44 70	Multic Sensor Which Sensor 001 (0) SECURITY GATEHOUSE SYSTEM .cop Number 1 Sensor Address Status Modes 0 = Normal 1 = Fire/Model/FireA 2 = Alert/Mode2/FireA 3 = Genote Fault/Mode3/Dirty A = Removed 5 = Data Fault New Point New Loop Done	Selevice(1) Which Sensol / 001 (0) SECURITY GATEHOUSE SYSTEM 12 Loop Number 1 Status Modes 23 0 = Normal 31 1 = Fire/Model //FireA 33 2 = Alext/Mode2/FireB/Vaive Closed 35 3 = Remote Fault 35 5 = Data Fault 33 New Point New Loop Done Mew Point New Loop Done All 0.K. Cancel	Chosen Panel Chosen Panel 001 (0) SECURITY GATEHOUSE SYSTEM Loop Number 1 Status Modes 5 1 = Fine/hode 1/Fin/A 2 = After/Mode/S/Dity 4 = Remove f 5 = Data Fault New Point New Loop Done	Chosen Panel Virtual Signal 001 (0) SECURITY GATEHOUSE SYSTEM 228 54 80 105 cop Number 1 Sensor Address Image: Status Modes 1 Sensor Addres Image: Status M	work Cards Controls Sound Banner Parameters Responses Isola	lation Groups Printer Help Exit	
New Point New Loop Done 13 430 66 92 118 15 41 67 93 119 15 42 68 94 120 17 43 69 95 121 18 44 70 96 122 18 44 70 96 122 18 44 70 96 122 18 44 70 96 122 18 44 70 96 122 18 44 70 95 121 18 44 70 96 122 20 46 72 98 124 21 47 73 99 125 22 48 74 100 126 23 49 75 101 26 25 51 77 103 26 25	New Point New Loop Done 14 40 66 92 118 15 41 67 93 119 16 42 68 94 120 17 43 69 95 121 18 44 70 96 122 18 44 70 97 123 20 46 72 98 124 21 147 73 99 125 22 48 74 100 126 23 49 75 101 24 24 50 76 102 25 51 77 103 26 26 52 78 104 0.K.	New Point New Loop Done 14 40 66 92 118 15 41 67 93 119 16 42 68 94 120 17 43 69 95 121 18 44 70 96 122 18 44 70 97 123 20 46 72 98 124 21 47 73 99 125 22 48 74 100 126 23 49 75 102 26 25 51 77 103 26 26 52 78 104 44	New Point New Loop Done 13 43 0 66 92 118 15 41 67 93 119 16 42 68 94 120 17 43 69 95 121 18 44 70 96 122 18 44 70 96 122 19 125 20 46 72 98 124 21 47 73 99 125 22 48 74 100 126 23 49 75 101 24 450 76 102 25 51 77 103 26 52 78 104 41 0 K Cancel	New Point New Loop Done 14 40 66 92 118 15 41 67 93 119 16 42 68 94 120 17 43 69 95 121 18 44 70 96 122 19 45 71 97 123 20 46 72 98 124 21 47 73 99 125 22 48 74 100 126 23 51 77 103 26 25 51 77 103 26 25 78 104 41 0.K. Cancel	New Point New Loop Done 14 40 66 92 118 15 41 67 93 119 16 42 68 94 120 17 43 69 95 121 18 44 70 95 122 19 45 71 97 123 20 46 72 98 124 21 49 75 101 124 23 49 75 101 126 23 49 75 102 125 25 51 77 103 10 24 50 76 102 126 25 52 78 104 10	New Point New Loop Done 13 33 05 31 117 15 41 67 93 118 15 41 67 93 112 17 43 69 95 121 18 44 70 96 122 19 45 71 97 123 20 46 72 98 124 21 47 73 99 126 23 49 75 100 126 23 49 75 104 25 25 51 77 103 26 26 52 78 104 26	Chosen Panel Chosen Panel OO1 (0) SECURITY GATEHOUSE SYSTEM Cop Number Costatus Modes Status Modes Fire/Mode1/FireA Fire/Mode1/FireA Fire/Mode2/FireB/Valve Closed Remote Fault/Mode3/Dirty Removed Data Fault	With SetBol 7 1 27 53 79 105 2 28 54 80 106 3 29 55 81 107 4 30 56 82 108 5 31 57 83 109 6 32 58 84 110 7 33 59 85 111 8 34 60 86 112 9 35 61 87 113 10 36 62 88 114 11 37 63 89 115 12 38 64 90 116			
	All O.K. Cancel	All O.K. [Cancel]	All O.K. Cancel		All O.K. Cancel	All O.K. Cancel	New Point New Loop Done				
								All O.K. <u>Cancel</u>			

Figure 64 Sensor Number Prompt for Response Configuration

Figure 64 shows the display once loop 1 of panel 1 has been selected. The required sensor(s) on that loop now need(s) to be identified. A range of sensors can be selected by clicking on the first sensor in the range, and then holding down the shift key on the keyboard whilst clicking on the last sensor in the range. Clicking on the OK button will then allow the allocation of a response pattern for all of the sensors in that range. Clicking on the All button selects all 126 sensors, but the OK button still needs to be operated before allocating the responses.

Clicking on the Cancel button returns to the main menu, while double-clicking on a sensor in the list allows response allocation for that sensor alone.

C - C	the December 1					
twork Cards Controls	Sound Banner Parar	<u>m</u> eters <u>R</u> esponses Isolatio	n <u>G</u> roups <u>P</u> rinter <u>H</u> elp E	Exit		
Selected Discovery	Point					
	Chosen Panel					
001 (0) SE	CURITY GATEHOUSE	SYSTEM				
oop Number 1	Senso	r Address 1-126				
) = Normal = Fire/Mode1/Fir 2 = Alert/Mode2/Fi 3 = Remote Fault/M 1 = Removed 5 = Data Fault	eA reB/Valve Closed fode3/Dirty					
New Point	New Loop	Done				

Figure 65 Sensor Message Types for Response Configuration

When either a single sensor address, or a range of sensor addresses, is selected, the display is as shown in Figure 65. In this example all sensors 1-126 have been selected on loop 1 of panel 1.

The list shown identifies the types of message that can be received from a sensor, and selecting one of these by clicking on it then produces a display as shown in figure 56. Clicking on one of the command buttons allows for moving on, either to select another sensor, or another loop, or to return to the main menu screen.

Response Configuration Drogram
Network Cards Controls Sound Banner Parameters Responses Isolation Groups Printer Help Exit
Selected Discovery Point Chosen Panel 001 (0) SECURITY GATEHOUSE SYSTEM Loop Number 1 Status Modes 0 = Normal 1 = Fire/Model2/FireB/Valve Closed 3 = Remote Fault/Mode3/Dirty 4 = Removed 5 = Data Fault
New Point New Loop Done
Response Options
✓ Printer (On/Off) ✓ Log File (On/Off)
Display Options Select the required responses Default Response For display, printer and log file, and then click on the Save No display at all For display, printer and log file, and then click on the Save Event Page only button. Priority 5 (low) Select the required responses Priority 3 (medium) Select the required responses Priority 2 (alert) Select the required responses

Figure 66 Response Code Editing

The red box shown at the bottom of the screen in Figure 66 shows the available response options that can be specified for the selected alarm message(s).

The printer and log file, both shown here enabled, may be enabled/disabled as appropriate by clicking on the respective boxes. The required display option may be selected by clicking on the appropriate item in the list. Clicking on the Save button will clear this box from the screen, and save the appropriate response codes for the sensors selected.

N.B. The sequence is basically the same for other types of alarm source, with appropriate message types being listed. Some alarm types only prompt for a panel number, while others will require both a panel number and a circuit number/range.

Response Configuration Isolation Group Definition.

esponse Configuration Program		
letwork Cards Controls Sound Banner Parameters Responses Isolation Groups Printer Help E	xit	
Isolation Groups Ground Floor Auditorium		
Test Group 2	<u>N</u> ew Group	
	<u>E</u> dit Group	
	<u>R</u> emove Group	
	<u>D</u> one	
To create a new isolation group click on 'New Group', e when prompted, then edit the group contents as a	nter a group name appropriate.	
To edit an existing isolation group, select the required above, then click on 'Edit Group'.	group in the list	
To remove an existing group, select the required group then click on 'Remove Group'.	in the list above,	
When finished working on isolation groups, click	on 'Done'	

Figure 67 Isolation Group List

Figure 67 shows the display presented when the Isolation Groups option is selected from the menu. This display basically comprises a list of the currently defined isolation groups, with command buttons for creating a new group, editing an existing group, removing a group, or finishing with this function.

A group in the list must be selected by clicking on it before it can be edited or removed.

Response Configuration Program	anne Indeline Course Distance Indel Full	
Edit Isolation Group	ponses Isolation Groups Frinter Help EXit	
Group Name Gara	age	
Group Contents	Panel	
	I SECURITY GATENDUSE SYSTEM Inputs 2 ADMINISTRATION BUILDING 2 3 LABORATORY BUILDING 2 4 EMERGENCY RESPONSE UNIT BUILDING 3 5 BOILER HOUSE 4 6 PRODUCTION BUILDING 5 7 CHILER BUILDING 6 8 ENVIRONMENTAL CONTROL BUILDING 7 9 WASTE WATER TREATMENT 8 10 DRUM STORE 10 11 WAREHOUSE 10 12 ALARM MANAGER [E.R. UNIT] 12 13 ALARM MANAGER [E.R. UNIT] 13 14 No name allocated to this panel 16 17 No name allocated to this panel 17 18 No name allocated to this panel 18 20 No name allocated to this panel 21 21 No name allocated to this panel 21 22 No name allocated to this panel 21 23 No name allocated to this panel 21 24 No name allocated to this panel 22 25 No name allocated to this panel 23 26 No name allocated to this panel 24 26 No name allocated to this panel 26 27 No name allocated to this panel <td< td=""><td></td></td<>	
To add some new sensors or in loop number or 'Inputs' from	nputs to the group, select a panel number, select a the loop list, and select an appropriate range of	<u>A</u> dd Devices
sensor/input nu	<u>R</u> emove Devices	
I o remove a line from the cont	Save Group	
To save the edited gro	Cancel	
To abandon this edit wi	thout saving any changes, click on 'Cancel'.	
To Edit the group name, click	on the name above and edit using the normal text editing functions.	

Response Configuration Create New Isolation Group.

Figure 68 Create New Isolation Group.

Figure 68 is displayed after the Create New Isolation Group option has been selected, and a name for the new group has been entered. The instruction prompts shown identify how to add or remove devices from the list.

Response Configuration Edit Isolation Group.

esponse Configuration Program				
etwork Cards <u>C</u> ontrols <u>S</u> ound <u>B</u> anner Para <u>m</u> eters <u>R</u> es	ponses Isolation <u>G</u> roups Printer Help E <u>x</u> it			
dit Isolation Group				
Group Name Gara	age			
Group Contents	Panel	Loop	S	ensors/Inputs
Panel 1 Loop 1 Devices 1 to 10 inclusive	1 SECURITY GATEHOUSE SYSTEM	Inputs 🔺	001 R3/Nexus Pane	l 2 Loop 1 Sensor 1 🛛 🛛 🔼
	2 ADMINISTRATION BUILDING	1	002 R3/Nexus Pane	1 2 Loop 1 Sensor 2
	4 EMERGENCY RESPONSE UNIT BUILDING	23	003 OPEN PLAN OF	FICE GROUND FLOOR CEILIN
	5 BOILER HOUSE	4	005 OPEN PLAN OF	FICE GROUND FLOOR
	6 PRODUCTION BUILDING	5	006 OFFICE GROUN	D FLOOR
	8 ENVIRONMENTAL CONTROL BUILDING	7	007 OFFICE GROUN	
	9 WASTE WATER TREATMENT	8	009 BOTTOM OF ST	AIRCASE
	10 DRUM STORE	9	010 ON OUTER WA	
	12 ALABM MANAGER (SECURITY)	11	012 DOCUMENT ST	OBE GROUND FLOOR
	13 ALARM MANAGER (E.R. UNIT)	12	013 TEA ROOM GRO	DUND FLOOR
	14 No name allocated to this panel	13	014 CEILING VOID (GROUND FLOOR
	15 Alarm Manager Computer 16 No name allocated to this name!	14	015 LOW AIR PRES	SURE SWITCH IN RISER
	17 No name allocated to this panel	16	017 VALVE TAMPER	SWITCH IN RISER
	18 No name allocated to this panel	17	018 GROUND FLOO	R OFFICE
	019 UPEN PLAN UF	FILE GRUUND FLUUR B OFFICE		
	ROFFICE			
	R OFFICE			
	23 No name allocated to this panel	22	023 GROUND FLOO	R CORRIDOR B OFFICE
	25 No name allocated to this panel	24	025 GROUND FLOO	R CORRIDOR CEILING VOID
	26 No name allocated to this panel	25	026 GROUND FLOO	R OFFICE
	27 No name allocated to this panel	26	027 GROUND FLOO	R OFFICE
To add some new sensors or in loop number or 'Inputs' from	nputs to the group, select a pane the loop list, and select an appi	el numb ropriate	er, select a range of	<u>A</u> dd Devices
sensor/input nu	mbers, then click on 'Add Devic	es'.		<u>R</u> emove Devices
I o remove a line from the cont	en click on	<u>S</u> ave Group		
To save the edited gro	<u>C</u> ancel			
To abandon this edit wi	thout saving any changes, click	on 'Can	cel'.	
To Edit the group name, click	on the name above and edit usi	ng the r	normal text	
	equind functions.			

Figure 69 Edit Isolation Group.

Figure 69 is displayed after the Edit Isolation Group option has been selected with the first group highlighted in the list shown in Figure 67. The instruction prompts shown identify how to add or remove devices from the list.

Printer Options.	
Response Configuration Program	
Network Cards Controls Sound Banner Parameters Responses Isolation Groups Printer Help Exit	
Configuration Printouts	
Setup printer	
Auto Map Printing	

Figure 70 Printout Configuration Settings.

This menu allow for either printing out the configuration details, identifying and configuring the printers, or configuring the auto-map-printing facility.

esponse Printout			
1. Network <u>I</u> nputs	2. Network <u>O</u> utputs	3. <u>N</u> ode/Time Messages	4. General Panel <u>F</u> aults
<u>5</u> . Isolation Commands	<u>6</u> . Isolation Reports	7. <u>L</u> oop Reports	8. <u>M</u> odule Status
9. R3 <u>R</u> elays	10. R3 <u>Z</u> ones	11. R3 <u>A</u> larms	12. R3 <u>T</u> imers
13. R3 <u>E</u> xt. Systems	14. R3 A <u>c</u> tuators	15. R3 In <u>d</u> ications	16. R3 In <u>p</u> uts
17. <u>S</u> ensor Status	18. <u>U</u> ser Controls	19. Isolation <u>G</u> roups	<u>Q</u> uit

Printout Configuration Settings.

Figure 71 Printout Configuration Settings.

Selecting Printer: Configuration Printouts brings up the display shown in Figure 71, from which the required printout may be selected by clicking on the appropriate button. Click on 'Quit' when finished.

Printer Settings.

Work Cards Sound Barner Pareneters Responses Isolation Groups Printer Settings Printer Settings Printer Settings Printer Settings Printer Settings Printer Settings Printer Settings Printer Settings Printer Port For LinePrinter Printer Type Of For LinePrinter Printer Port For LinePrinter Parenet response to the one longing printer settings defined DET Printer Port For LinePrinter Page Printer Setup DET Printer Type For LinePrinter Page Printer Setup Det printer Port Currently supported is TPTI Page Printer Setup Det response the control conder resolutions are set for specifying printing options such as condensed to bid resolutions resolutions for the specified printer standard work satisfactority. Click on the "OK" button below to accept the printer setup DK DK	esponse Configuration	Program						
Pinner Sallings Inter Alarm Manager supports two printers: one for logging system events and one for generating records all the configuration settings and optionally printing maps when a fire event occurs. The printous generated by the various meru utilities for configuration trecords, and the map printout in a fire condition, will use the printer settings defined box. Pinner Pad For LinePinner. Pinner Page Printer Setup button displays the standard Window printer dialog box. Pinner Pad For LinePinner. Pinner Page Printer Setup button displays the standard Window printer dialog box. Pinner Pad For LinePinner. Pinner Page Printer Setup button displays the standard Window printer dialog box. Pinner Pad For LinePinner. Pinner Page Printer Setup button displays the standard Window printer dialog box. Pinner Pad For LinePinner. Pinner Page Printer Setup button displays the standard Window printer dialog box. Pinner Pad For LinePinner. Pinner Page Printer Setup button displays the standard window printer of setup printer setup. The printer type (accept 'none') specifies one of a limited number of sets of printer control codes for the specified printer is should work satisfactority. Click on the 'D'K' button below to accept the printer options shown. DK	letwork Cards Controls S	ound Banner Pa	arameters Responses	Isolation Groups	Printer Help Exit			
Funder Stellungs The Alam Manager supports two printers, one for logging system events and one for generating records of the configuration settings and optionally printing maps when a fire event occus. The printer settings and optionally printing maps when a fire option course the printer stellup and when we printer displays the standard Windows, printer displays the standard Windows printer displays. Printer Poor For LanePrinter Printer Type For LanePrinter Page Printer Setup n.b. The only printer port currently supported is "PTI.". Page Printer Setup Page Printer Setup n.b. The only printer port currently supported is "PTI.". The printer type (secept "none") specifies one of a limited number of sets of printer control test. For and the adv of a different manufacturer, as long as it can account the control by the printer used is made by a different manufacturer, as long as it can account the control by the options shown. UK								
The new Manager supports two printers: one for logging system events and one for generating records of the configuration seltings and optionally printing maps when a fire event logging printout will use the default printer configured in the event logging printout will use the printer strings defined below. The Page Printer Setup button displays the standard Windows printer dialog box. Printer Port For LinePrinter Printer Type For LinePrinter Page Printer Setup Difference Printer Port for LinePrinter Page Printer Setup no. The only printer port currently supported is '1PT1:'. The printer type (except 'none') specifies one of a limited number of sets of printer control codes. The specifies one of a limited number of sets of printer control test. Free rinter word is except the specified printer is though work satisfactority. Elek on the OK button below to accept the printer options such as condensed to bubble test. Free rinter difference options shown.								
The Alam Manager supports two printers, one for logging system ages when a fire event accurs. The printeuts generated by the various menu utilities for configuration records, and the mag printeal in a fire configuration of the default printer configuration below. The 'Page Printer Setup' button displays the standard Windows printer dialog box. Planter Post For LinePrinter, Planter Type For LinePrinter, Page Printer Setup' button displays the standard Windows printer dialog box. Planter Post For LinePrinter, Planter Type For LinePrinter, Page Printer Setup' button displays the standard Windows printer dialog box. A b. The only printer post currently supported is TPT1:'. The printer type (except 'none') specifies one of a limited number of sets of printer control test. Even if the printer used is made by a different manufacturer, as long as it can recorgnee the control codes to the specified printer in duald work satisfactority. Eleks on the DK' button below to accept the printer options show.	Printer Setting	\$						
event accus. The printouts generated by the various menu utilities for configuration records, and the map unitout in a line conductor, will use the printer settings defined below. The "Page Printer Setup button displays the status printer dialog box. Printer Part For LinePrinter, Printer Type For LinePrinter, none Page Printer Setup In b. The only printer port currently supported is "LPT1". The printer type [except' none] specifies one of a limited number of sets of printer control test. Even if the printer used is made by a different manufacture, as long as it can recognise the control codes for the specified printer it should work satisfactory. Click on the 'OK' button below to accept the printer options scha as condensed to bid test. Even if the printer used is made by a different manufacture, as long as it can recognise the control codes for the specified printer it should work satisfactory. Click on the 'OK' button below to accept the printer options scha as condensed to bid test. Even if the printer used is made by a different manufacture, as long as it can recognise the control codes for the specified printer it should work satisfactory. Click on the 'OK' button below to accept the printer options scha as con- set optimes the control codes for the specified printer it should work satisfactory. Click on the 'OK' button below to accept the printer options scha as con- set optimes the control code for the specified printer it should work satisfactory. Click on the 'OK' button below to accept the printer options scha as con- set optimes the control code for the specified printer it should work satisfactory. Click on the 'OK' button below to accept the printer options scha as con- set optimes the control code for the specified printer it should work satisfactory. Click on the 'OK' button below to accept the printer optimes change the control code for the specified printer it should work satisfactory. Click on the 'OK' button below to accept the printer optimes change the code for the specified printer it sh	The Alarm Mar generating rec	ager supports to ords of the conf	wo printers, one for figuration settings ar	logging system e nd optionally prin	events and one for Iting maps when a fire			
under Windows, while the event logging printed will use the printer satings defined below. The "Page Printer Setup' buttom citaplays the standard Windows printer dialog box. Printer Pout For LinePrinter, non Page Printer Setup n.b. The only printer pout currently supported is 'LPT1:: The printer type (except 'none') specifies one of a limited number of sets of printer control codes. These codes are used for specifying printing options such as condensed or bold test. Even if the printer used is made by a different manufacture, as long as it can recognize the control codes for the specified printer it should work satisfactority. Elick on the UK button below to accept the printer options shown.	event occurs. records, and th	The printouts ge he map printout	enerated by the vari in a fire condition, w	ous menu utilitie: vill use the defau	s for configuration ult printer configured			
Printer Port LinePrinter Printer Type for LinePrinter. Page Printer Setup n.b. The only printer port currently supported is "PFI." Page Printer Setup The printer type (except 'none') specifies one of a linited number of sets of printer control codes. These codes are used for specifies one of a linited number of sets of printer control recognise the control codes for the specified printer it should work satisfactorily. Click on the 'OK' button below to accept the printer options shown.	under Window below. The 'Pa	s, while the eve age Printer Setu	nt logging printout w p' button displays th	vill use the printe e standard Wind	er settings defined lows printer dialog box.			
Pinter Port of LinePinter. Pinter Type For LinePinter. n.b. The only pinter port currently supported is "LPT1:: The only pinter port currently support currently supported is "LPT1::								
n.b. The only printer pot currently supported is 'LP11.'. I we have a support of the superifier of the superifier of the superifier of the superifier type (except 'none') supported is 'LP1.'. I we have a support of the superifier of the superif	- Printer Port F	or LinePrinter	Printer Type For	LinePrinter.	Page Printer Setup			
n.b. The only puncter port currently supported is LPT1:: The printer type (except 'none') specifies one of a limited number of sets of printer control text. Even if the printer used is made by a different manufacturer, as long as it can recognise the control codes for the specified printer at should work satisfactorily. Click on the 'UK' button below to accept the printer options shown. <u>UK</u>			Inone					
Interplaneer uppe (except none) specifying printing options such as condensed or bold text. Even if the printer used is made by a different manufacturer, as long as it can recognise the control codes for the specified printer used has conduct work astalsfactority. Click on the 'DK' button below to accept the printer options shown.	n.b. The only	stinter port curre	ently supported is 'Ll	PTT:	6			
text. Even if the printer used is made by a different manufacturer, as long as it can the 'DK' button below to accept the printer options shown. <u>DK</u>	codes. These	codes are used	for specifying printing	inited number of ng options such	as condensed or bold			
Life 'OK' button below to accept the printer options shown.	text. Even if the recognise the	e printer used is control codes fo	s made by a differen or the specified print	t manufacturer, er it should work	as long as it can satisfactorily. Click on			
ΩK	the 'OK' buttor	below to accep	pt the printer option:	s shown.				
			<u>0</u> K					

Figure 72 Printer Setup.

Selecting Printer:Setup Printer brings up the display shown in Figure 72, from which the required line-printout type and port may be selected from the drop-down lists. Click on 'OK' to save the chosen settings and exit. The 'Page Printer Setup' button may be used to access the Windows Printer Setup facility.

Note:

The Alarm Manager supports two printers, one just for event logging, and one for printing out configuration data and maps. The display shown in Figure 72 allows the type of printer and the port to be selected for the line-printer. The other printing functions use the default printer as configured under Windows.

Auto Map Printing.

Response Configuration Program	
ice prime comition and in the sum	
Network Cards Controls Sound Banner Parameters Responses Isolation Groups Printer Help Exit	
- Auto Man Printout Onlines-	
The Alarm Announce and it required automatically print one or more many when a fire	1
event is received. These are the same maps as are displayed on the screen, and a	
suitable page printer must be connected and configured as the default printer in the	
Windows Settings. Select the required option from the drop-down list below, then click or	
UK to continue.	
- Auto-Man Print Mode	
New Control of the Control of Con	
Nune	
<u>U</u> K	
	-

Figure 73 Auto Map Printout Options.

Selecting Printer: Auto Map Printing brings up the display shown in Figure 73, from which the required automatic map printing mode from the drop-down list. Click on 'OK' to save the chosen setting and exit.

The possible modes are

- 1. None no maps are printed automatically when a fire event is reported.
- 2. First Page Only the first map page only is printed on the page printer automatically when a fire event is reported.
- 3. All Pages in Normal Sequence all associated pages are printed, starting with page 1, in turn when a fire event is reported.
- 4. Last Page Only the last map page only is printed on the page printer automatically when a fire event is reported.
- 5. All Pages in Reverse Sequence all associated pages are printed, starting with the last page, in turn when a fire event is reported.

Edit Operator/Password List

Current Operators	
FIREX 2003 LEVEL 0 (Level 0)	
FIREX 2003 LEVEL 1 (Level 1)	
FIERX 2003 LEVEL 2 (Level 2)	
FIERX 2003 LEVEL 3 (Level 3)	
FIREA 2003 LEVEL 4 (LEVEL 4)	
TTREX 2003 LEVEL 5 (Level 5)	
FIREX 2003 LEVEL 7 (Level 7)	
New Operator (Level 1)	
The above list of authorised operators may be altered as described below.	
1. To ADD another operator to the list, click on the ADD button with the mouse, or press ALT and A	n n
together on the keyboard. This creates a dummy entry and activates the edit window	
2. To HEMUVE an operator, or to ALLER either the name, password or access level for an operator,	
click on the appropriate name in the list with the mouse. This activates the edit window for the selected	
endy.	
3. When editing is complete, click on the 'Quit' button with the mouse, or press ALT and Q together on	
the keyboard to save the list back to disk and return to the menu.	

Figure 74 Opening Screen of Password Editor

The display shown in Figure 74 contains a list of current operators with their respective access levels, together with an instruction prompt, and command buttons to Quit, Edit or Add a new operator. Note that the only Level 7 operator in the list is the Manager. In this case the Manager is the only operator with that access level, but if there were others they would not be shown. This allows the person accessing this program to alter their own password , and those of operators with lower access levels, but not those of any other operators with the same access level.

Operating the Quit button on the main screen returns to the Alarm Management Program.

Password Editor Help
Each person, or Operator, who needs to work with the Alarm Management System needs to be allocated a password and an access level.
Passwords can be either 'Number only', so that they can be entered via the numeric keypad on the screen, or 'Alphabetical' which need the QWERTY keyboard for entry. Normal operators should be allocated 'Number only' passwords since the keyboard will not be available during normal daily operations. The use of 'Alphabetical' passwords for higher level acces for system configuration improves security because the keyboard needs to be used. Senior Operators may be allocated two passwords - one 'Number only' for normal use, and one 'Alphabetical' for higher level operations.
The access level determines the operations permitted for any given operator, as identified below:-
Level 1 allows operation of the user controls 'Silence Alarms', 'Reset System' and 'Clear Display' when these are available from the Alarm Management System.
Level 2 also allows operation of the 'Cancel Display' control for clearing the Alarm Management System display.
Level 3 also allows access to the main menu operations for 'Reading the History Log File' and 'Group Isolation'.
Level 4 also allows access to the further menu operations 'Edit Texts', 'Edit Map Pages', 'Allocate Maps To Alarm Sources', 'Allocation Symbols', 'Configure Alarm Management System Responses' and 'Backup Configuration Files'.
Level 5 also allows access to the engineer's facilities.
Level 6 also allows access to this password editor. Exit Help Page

Figure 75 Password Editor Help Screen

Figure 75 shows the Help screen displayed when the Help button is operated. This page of information defines the 6 different access levels available, and the limitations of each level. Each successive level can access all of the facilities of the lower levels, as well as the additional facility mentioned.

Clicking on the Exit Help Page button clears this page from the screen and returns to the main Password Editor Screen.

If the main menu was entered with an access level 6 or 7 password, then the menu option for editing the list of operators and passwords is shown, and selecting this option gives a display similar to the example shown in Figure 74.

Password Editing Edit Operator Details Page.

Current Operators	
FIREX 2003 LEVEL 0 (Level 0)	<u>Q</u> uit
FIREX 2003 LEVEL 2 (Level 2)	
FIREX 2003 LEVEL 3 (Level 3)	Add
FIREX 2003 LEVEL 4 (Level 4)	
FIREX 2003 LEVEL 5 (Level 5)	<u>H</u> elp
FIREX 2003 LEVEL 0 (Level 0)	
New Operator (Level 1)	
I he above list of authorised operators may be altered	l as described below.
1. To ADD another operator to the list, click on the ADD button with	the mouse, or press ALT and A
together on the keyboard. This creates a dummy entry, and activate	s the edit window.
2. To REMOVE an operator, or to ALTER either the name, password	or access level for an operator,
click on the appropriate name in the list with the mouse. This activation	tes the edit window for the selected
entry.	Password Editor
3. When editing is complete, click on the 'Quit' button with the mou	
the keyboard to save the list back to disk and return to the menu.	In order to edit any of the three data fields shown below, either
	click with the mouse at the item to edit, or press ALT together
	with the underlined letter in the appropriate title. When ready,
	click on the appropriate button at the bottom of this window, or
	press ALT with the appropriate letter.
	<u>Operator</u> vew operator
	Password *
	Remove Operator Save Changes Quit without Saving

Figure 76 Password Edit Screen For Existing Operator

Figure 76 shows the display when operator 3 (Security Controller) is selected by clicking on the list of operators. Clicking on either the Operator's Name, Password or Access Level boxes allows that item to be edited. The three buttons at the bottom of the edit window are self-explanatory:- The Remove Operator button clears the Edit window and removes the selected operator from the main list; the Save Changes button clears the edit window and updates the main list with the details entered; the Quit without Saving button just clears the Edit window but leaves the main list as it was.

	Password	Editing	Create	New	Operator	Page.
--	----------	---------	--------	-----	----------	-------

Current Operat	tors				
	FIREX 2003 LEVEL 0 FIREX 2003 LEVEL 1 FIREX 2003 LEVEL 2 FIREX 2003 LEVEL 3	(Level 0) (Level 1) (Level 2) (Level 3)		<u>Q</u> uit <u>A</u> dd	
F	Password Editor				
	In order to edit a click with the mo with the underlin click on the appr pres	ny of the three data fields ouse at the item to edit, or ed letter in the appropriat ropriate button at the botto ss ALT with the appropria	shown below, either press ALT together te title. When ready, om of this window, or te letter.	<u>l</u> elp	
	Operator	MAJID		1	
	Password	***			
1. 7- 40	<u>L</u> evel	7			
together	<u>R</u> emove Operator	r <u>S</u> ave Changes	Quit without Saving		
2. To REM click on th entry. 3. When e	IOVE an operator, or to A e appropriate name in th diting is complete, click	ALTER either the name, passwo le list with the mouse. This action on the 'Quit' button with the mo	ord or access level for an ivates the edit window for ouse, or press ALT and Q	operator, the selected together on	,
the keyboa	ard to save the list back	to disk and return to the menu.		-	

Figure 77 Password Edit Screen For Creating A New Operator

Figure 77 shows the display when the Create New Operator is selected. A temporary operator has been defined called 'New Operator', with an access level of 1, and a default password of '0'. Editing the data is the same as for editing an existing operator's details described above.

Simulated Fire Event Response.



Figure 78 Event Simulation Menu.

Figure 78 shows the Simulation Menu that may be accessed by pressing the 'Shift' and 'Function 12' keys simultaneously from the main Alarm Manager Screen. This allows the response of the Alarm Manager to specific events to be observed without the need to generate real events at a panel.

The test sequence described in the next few pages involves a sensor Fire event, but a similar process may be adopted for any other appropriate event.

The subsequent pages show the other simulation option screens.



Figure 79 Premier AL Sensor Event Simulation Menu.

Figure 79 shows the Premier AL Sensor Event Simulation Menu that may be accessed by clicking on the Premier AL Sensor option on the main Simulation Menu Screen.

In order to simulate a sensor event it is necessary to select a panel number from the list at the top, an event type, a point type, a loop number, and a sensor address. A user text may also by typed into the lower box if required. Once the necessary items have been selected, clicking on the upper command button will remove this window from the screen and initiate an appropriate response from the Alarm Manager as if the specified event was received from the network.

The lower command button clears this window from the display without generating any events.



Figure 80 Sensor Event Simulation - Accept Prompt.

Figure 80 shows the initial event response screen for a Premier AL Dual Sensor fire event on panel 7 Premier AL HOTEL, loop 1, device 3. If a Call point option is configured then this display will be accompanied by the corresponding sound. The displayed map is the first page allocated to the device in alarm.

The red box with two lines of text identifies the event details:-

Line 1 gives the panel, loop and sensor numbers (which may be turned off through the Parameter configuration option), the name of the source panel (in this case 'TECH DEMO LAB'), the event type, and the supplied user text enclosed in square brackets.

Line 2 just displays the user text associated with the device in alarm as stored on the computer.

The symbol, if there is one, will be flashing.



Figure 81 Sensor Event Simulation - Map Page 1.

Figure 81 shows the event response screen following the operation of the accept button on Figure 80. At this stage the sound will have stopped.

The displayed map is the first page allocated to the device in alarm, as indicated by the depressed page button.

The optional 'Silence Alarms', 'Reset' and 'Clear Display' buttons (as enabled/disabled though the Controls response menu) are displayed in place of the 'Cancel' button shown. The 'Cancel' button is always the last to be shown here, and is used to clear the alarm event display from the screen.

The table below summarises this heirarchy:-

EVENT	SILENCE ALARMS	RESET	CLEAR DISPLAY	DISPLAYED
	ENABLED	ENABLED	ENABLED	BUTTON
Fire	Yes			SILENCE ALARMS
Fire	No	Yes		RESET
Fire	No	No		CANCEL
Fire and Silence Alarms		Yes		RESET
Fire and Silence Alarms		No		CANCEL
Fire, Silence Alarms and				CANCEL
Reset				
Non-Fire			Yes	CLEAR DISPLAY
Non-Fire			No	CANCEL
Non-Fire and Clear				CANCEL
Display				



Figure 82 Sensor Event Simulation - Map Page 2.

Figure 82 shows the event response screen following the operation of the page 2 button on Figure 81. The displayed map is the second page allocated to the device in alarm, as indicated by the depressed page button.

n.b. although this device has two map pages associated with it, any number from one to five pages may be allocated, and the number of buttons will be adjusted to suit.



Figure 83 Sensor Event Simulation - Procedure Page.

Figure 83 shows the event response screen following the operation of the procedure button on Figure 81, Figure 82, or Figure 84.

The displayed page is that allocated to alarm priority 7 (Fire). Alternative pages are available for priority levels 6, 5, 4, 3.

7:01:003 PREMIER AL HOTEL	FYREYE Callpoint Fire [] (DEMO)		22:15:05
7:01:003	PREMIER AL HOTEL FYR	EYE Callpoint Fire [] (DEM	0)
Controls	Se	lect Display Function		Events 1
00 N	D 1			
ಶ Start 🥖 🚱 💿 🔄 🧕 🕏 🗐	🏪 S 💌 D 🕞 K 🇐 In 🏠 4	A 🏊 A 📑 al 🔳 R 🖏 M	🕞, M 📴, Us 📑	0 8 🔣 🏹 😭 🕲 22:15

Figure 84 Sensor Event Simulation - Events Page.

Figure 84 shows the event response screen following the operation of the events button on Figure 81, Figure 82, or Figure 83.

Silence Alarms		zeta	
Reset System	X		
Clear Display	RS 232 CABLE	NETWORK CONNECTOR A B	SCN
PREMIER AL REPEATER PART 37-250		PREMIER AL FACP	PREMIER AL GLOBAL NETWORK REPEATER PART 37-255
	or A1620 interface card. REPEATER A B SCN	Relay Card. I/O Board relay card.	
		CONNECT VIA AIB19 interface card only Right slot of Motherboard A1539	ж.:-

Figure 85 User Control Event Simulation Menu.

Figure 85 shows the User Control Event Simulation Menu that may be accessed by clicking on the User Control option on the main Simulation Menu Screen.

Select Source Node 7.PREMIER AL HOT	EL		_		ein einen anderen anderen steren anderen steren anderen steren anderen anderen anderen anderen anderen anderen	
letwork Input Test N	lessage —					
Network In	put ON	N	letwork Input ()FF		
Input Type		Input Nu	umber			
lone Jarm Fault Jon-Monitored Jonitored - Alarm Jonitored - Fault Jone - Fire Jone - Fault	1 6 2 7 3 8 4 9 5 10	11 11 12 11 13 11 14 12 15 20	6 21 7 22 8 23 9 24 0 25	26 27 28 29 30	WORK CONNECTOR A B	SCN
User Text						
	Click Here t	o <u>A</u> bandon Tes	st		A TRACT	
PREMIE REPEATI PART 3	R AL ER 7-250			P	REMIER AL	PREMIER AL GLOBAL NETWORK REPEATER PART 37-255
	Cont or A care REI	nect via A A1620 inte 1. PEATER A E	A1619 Prface B SCN		A1535 and A1536 Relay Card. I/O Board relay card.	
Contraction of the local division of the loc					interface card only	L +

Figure 86 Network Input Event Simulation Menu.

Figure 86 shows the Network Input Event Simulation Menu that may be accessed by clicking on the Network Input option on the main Simulation Menu Screen.



Figure 87 Common Fault Event Simulation Menu.

Figure 87 shows the Common Fault Event Simulation Menu that may be accessed by clicking on the Common Fault option on the main Simulation Menu Screen.

lect Source Node		
PREMIER AL HOTEL	eta	
de Status	Constant of the second s	
Node Off-Line		
Node O <u>n</u> -Line	WORK CONNECTOR A B SCN	
Click Here to <u>A</u> bandon Test		
PREMIER AL	PREMIER AL PREMIER	AL
REPEATER	NETWORK	
PART 37-230	REPEATE PART 37	R -255
		0
Connect via A1619		
or A1620 interface	Relay Card. I/O Board relay card.	
REPEATER A B SCN		
	CONNECT VIA A1619	
	interface card only. Right slot of	
	Motherboard A1539	

Figure 88 Node Online/Offline Event Simulation Menu.

Figure 88 shows the Node On-line/Off-line Event Simulation Menu that may be accessed by clicking on the Node option on the main Simulation Menu Screen.

T)	EMS PREMIER AL AMS Alarm Manager System			
Te	est Message Creation			
	7.PREMIER AL HOTEL	NETWORK CONNECTOR A	B SCN	
	Select <u>E</u> vent and Click Here To Initiate General Fault Event			
	Signal Type Circuit Number			
	Alarm fault cleared			+
	Power fault occurred 3 Power fault cleared 4			
	Remote fault occurred 5 Remote fault cleared 6	PREMIER AL	PREMIER AL	
	Local input circuit fault occurred 7 Local input circuit fault cleared 7 8	FACP	GLOBAL	
			REPEATER	
	Click Here to <u>A</u> bandon Test		PART 37-255	
		· · · · · · · · · · · · · · · · · · ·		
	Connect via A1619	A1535 and A1536		
	or A1620 interface	Board relay card.		
	REPEATER A B SCN			
	Were and an 	CONNECT VIA A1619		
		interface card on Right slot of	у.	
		Motherboard A1539		

Figure 89 Premier AL Fault Event Simulation Menu.

Figure 89 shows the Premier AL Fault Event Simulation Menu that may be accessed by clicking on the Premier AL Fault Event option on the main Simulation Menu Screen.

Figure 90 Premier AL User Control Menu.

Figure 89 shows the Premier AL User Control Menu that may be accessed by clicking on the Premier AL Fault Event option on the main Simulation Menu Screen.

Adversage Creation - select Connect via Al619 Connect via Al619	Alarm Manager Sys	zi stem	ETA ALARM	I SYSTEMS PR
st Message Creation Select Source Node 7/PREMIER AL HOTEL Varian Silence Aiams Aiams Preset System Preset System Preset System Preset System Preset Solecc Adams Preset Preset System Preset Preset Solecc Adams Preset Preset Preset Solecc Adams Preset Preset <th>+</th> <th></th> <th>Zeta</th> <th></th>	+		Zeta	
Select Source Node 7.PREMIER AL HOTEL User Controls Silence Alams Test Alams Evacuate Alams Click Here to Abandon Test Connect via A1619 or A1620 interface card. REPEATER A B SCN Als35 and A1536 Relay Card. I/O Board relay card. REPEATER A B SCN CONNECT VIA A1619 interface card only. Right slot of NETWORK CONNECTOR A B SCN	st Message Creation			
J. PHEMIER AL HUIEL User Controls Alarms Beset Alarms Evacuate Image: Click Here to Abandon Test Description Click Here to Abandon Test Description Connect via Al619 or Al620 interface card. REPEATER A B SCN CONNECT VIA Al619 interface card only. Right slot of	Select Source Node		NETWORK CONNECTOR A B	SCN
Jarres Airms Airms Image: Click Here to Abandon Test Click Here to Abandon Test Click Here to Abandon Test Connect via Al619 or Al620 interface card. REPEATER A B SCN Connect via Al619 or Al620 interface card. REPEATER A B SCN Connect via Al619 or Al620 interface card. REPEATER A B SCN	7.PREMIER AL HOTEL			
Silence Alarms Image: System Image: System <t< th=""><th>Jser Controls</th><th></th><th></th><th></th></t<>	Jser Controls			
Atarms Atarms Reset System Atarms Image: Atarms <t< th=""><th>Silence</th><th></th><th></th><th></th></t<>	Silence			
Reset System Test Alarms Image: Consect via Al619 or Al620 interface card. REPEATER A B SCN Image: Consect via Al619 or Al620 interface card. REPEATER A B SCN			Climetran	
Test Alarms Test Alarms Fresh Pression FreeMIER AL GLOBAL NETWORK REPEATER PART 37-255 Cick Here to Abandon Test FreeMIER AL GLOBAL NETWORK REPEATER PART 37-255 FreeMIER AL GLOBAL NETWORK REPEATER PART 37-255 Connect via Al619 or Al620 interface card. REPEATER A B SCN Al535 and Al536 Relay Card. I/O Board relay card. IONNECT VIA Al619 interface card only. Right slot of Nethorhead of Nethorhead of	Reset System			5
Alarms Alarms Alarms Fracuate Image: Alarms Fracuate Image: Evacuate Alarms Fracuate Click Here to Abandon Test Fracuate Connect via Al619 Fracuate or Al620 interface Connect via Al619 card. REPEATER A B SCN Connect VIA Al619 Interface card only. Right slot of Fract of Here to floate floate				659
Evacuate Alarms Evacuate Alarms Click Here to Abandon Test Connect via Al619 or Al620 interface card. REPEATER A B SCN CONNECT VIA Al619 interface card only. Right slot of Network REPEATER Al535 and Al536 Relay Card. I/O Board relay card. CONNECT VIA Al619				
Alarms Click Here to Abandon Test NETWORK Click Here to Abandon Test NETWORK Connect via Al619 PART 37-255 Connect via Al619 Al535 and Al536 Connect via Al619 Relay Card. I/O Board relay card. Connect via Al619 Image: Connect via Al619 Connect via Al619	Evacuate		PREMIER AL	PREMIER AL
Connect via Al619 or Al620 interface card. REPEATER A B SCN CONNECT VIA Al619 interface card only. Right slot of Keipercert Al529				NETWORK
Connect via A1619 or A1620 interface card. REPEATER A B SCN CONNECT VIA A1619 interface card only. Right slot of Right slot of	Click Horo to Abanda	n Toot		REPEATER
Connect via A1619 or A1620 interface card. REPEATER A B SCN CONNECT VIA A1619 interface card only. Right slot of Kight slot of			_	PART 37-235
REPEATER A B SCN CONNECT VIA A1619 interface card only. Right slot of Methorheard A1529	Conr or J card	nect via A1619 A1620 interface 1.	A1535 and A1536 Relay Card. I/O Board relay card.	
CONNECT VIA A1619 interface card only. Right slot of Methorbeard 21529	REI	PEATER A B SCN	L	
THE FORE THE FORE A DESIGN A			CONNECT VIA A1619 interface card only Right slot of Motherboard A1539	(e

Appendix A - Configuration Files

A.1. Alarm Response Configuration.

The alarm response configuration files are stored in the sub-directory "\CONFIG" and contain the response codes for all of the possible alarm messages that may be generated within the network, and identify the priority level for those alarm messages that need to be displayed, and indeed whether any particular message should be displayed, printed and/or logged in the historic log file. (N.B. the historic log file is a file for recording a large number of network events over a long period of time for analysis purposes.)

The file names, and record structures, are defined below.

1. Premier AL Responses

The sensor responses files identify the response code for any addressable sensor loops throughout the network, and have a filename made up as follows:-

```
characters 1-3 = source node as three decimal digits
character 4 = "L"
characters 5-6 = loop number as two decimal digits
characters 7-8 = "SN"
extension = ".RES"
```

e.g. for node 1 loop 1 the full filename would be "001L01SN.RES"

The files will each contain 126 records, one per sensor, of length 32 bytes. The record will consist of eight decimal numbers separated by commas, each number corresponding to one of the eight possible status codes associated with the sensor. These eight numbers represent the response code for an alarm message for that device with the particular status code. The values for each number are in the range 0-31, as described in Appendix B.

2. Network Input Responses

The network input responses files identify the response code for the direct inputs of any Premier AL Global Repeaters throughout the network, and have a filename made up as follows:-

characters 1-3 = source node as three decimal digits characters 4-7 = "NINP" extension = ".RES"

e.g. for node 1 inputs the full filename would be "001NINP.RES"

The files will each contain 128 records, one per input, of length 8 bytes. The record will consist of two decimal numbers separated by a comma, the first number corresponding to the input occurring message, and the second to the input clearing message. These two numbers represent the response code for the appropriate alarm message for that input. The values for each number are in the range 0-31, as described in Appendix B.

10. Module Event Responses

The module event files identify the response code for the module status messages from any panels throughout the network, and have a filename made up as follows:-

characters 1-3 = source node as three decimal digits characters 4-7 = "MODS" extension = ".RES"

e.g. for node 1 modules the full filename would be "001MODS.RES"

The files will each contain up to 256 records, one per module, of length 8 bytes. The record will consist of three decimal numbers separated by commas, the first number corresponding to the module removed message, the second to the module replaced message, and the third to the line fault occurred message. These three numbers represent the response code for the appropriate alarm message for that module. The values for each number are in the range 0-31, as described in Appendix B.

11. Isolation Command Responses

The isolation file identifies the response code for any isolation commands that occur on the network. These messages are generated by either a repeater or computer node, and directed at a panel or repeater as an instruction for that node to isolate/de-isolate one or more of its sensors or network inputs. The filename is "ISOCMD.RES", and has 255 records of 16 bytes, one per node. Each record will consist of four decimal numbers separated by commas, the first number corresponding to a sensor isolate command, the second to a sensor de-isolate command, the third to an input isolate command, and the fourth to an input de-isolate command.

The four numbers represent the response code for the appropriate network message from that node. The values for each number are in the range 0-31, as described in Appendix B.

12. Isolation Report Responses

The isolation file identifies the response code for any isolation reports that occur on the network. These messages are broadcast by either a panel or a repeater node, and indicate that one or more sensors or network inputs have been isolated or de-isolated at that node. The filename is "ISORPT.RES", and has 255 records of 16 bytes, one per node. Each record will consist of four decimal numbers separated by commas, the first number corresponding to a sensor isolation report, the second to a sensor de-isolation report, the third to an input isolation report, and the fourth to an input de-isolation report. These four numbers represent the response code for the appropriate network message from that node. The values for each number are in the range 0-31, as described in Appendix B.

13. Network Output Control Responses

The network files identify the response code for any network output control commands that occur on the network. These messages are generated by proton panels only, and directed at any repeaters on the network as an instruction for that repeater to turn on/off one of its outputs. The filenames are created as follows:-

characters 1-3 = source node as three decimal digits characters 4-8 = "NOUTS" extension = ".RES"

e.g. for node 1 the complete filename is "001NOUTS.RES".

The files each have 255 records of 8 bytes, one per output. Each record will consist of two decimal numbers separated by a comma, the first number corresponding to a network output on command, and the second to a network output off command. These two numbers represent the response code for the appropriate network message from that node. The values for each number are in the range 0-31, as described in Appendix B.

14. Common Panel Fault Responses

The panel fault file identifies the response code for any common panel faults that occur on the network. The filename is "COMFLTS.RES", and has 125 records of 32 bytes, one for each node. Each record consists of ten decimal numbers separated by commas, each number corresponding to one of the ten possible common fault messages. (alarm fault on/off, battery fault on/off, mains fault on/off, power fault on/off and earth fault on/off) The values for each number are in the range 0-31, as described in Appendix B.

15. User Control Responses

The user control file identifies the response code for any user control operations that occur on the network. The filename is "USERCON.RES", and has 255 records of 32 bytes, one for each node. Each record consists of seven decimal numbers separated by commas, each number corresponding to one of the seven possible user control messages. (silence alarms, reset, test alarms on/off, evacuate, alert and clear display) The values for each number are in the range 0-31, as described in Appendix B.

16. User Control Confirmation Responses

The user control file identifies the response code for any user control confirmations that occur on the network. The filename is "USERCFM.RES", and has 255 records of 16 bytes, one for each node. Each record consists of four decimal numbers separated by commas, each number corresponding to one of the four possible user control confirmation messages. (silence alarms, reset system, test alarms on and reset faults) The values for each number are in the range 0-31, as described in Appendix B.

16. Loop Configuration Report Responses

The loop configuration file identifies the response code for any loop configuration reports that occur on the network. The filename is "LOOPREPS.RES", and has 255 records of 4 bytes, one for each node. Each record consists of a decimal numbers whose value is in the range 0-31, as described in Appendix B.

17. Network Group Responses

The network file identifies the response code for any network control group flag messages that occur on the network. The filename is "NGRPS.RES", and consists of 255 records of 8 bytes, one per node. Each record will consist of two decimal numbers separated by a comma, the first number corresponding to a group flag activated event, and the second to a group flag de-activated event. These two numbers represent the response code for the appropriate network message from that node. The values for each number are in the range 0-31, as described in Appendix B.

18. Miscellaneous Node Message Responses

The miscellaneous file identifies the response code for the remaining messages not covered in the above sections. The filename is "MISC.RES" and has 255 records of 16 bytes, one for each node. Currently each record is defined as having three decimal numbers separated by commas, the first of which represents the node off-line message, the second the node on-line message, and the third the set date/time message. The values for each number are in the range 0-31, as described in Appendix B.

19. Premier AL/Premier AL Global Repeater Point Responses

The point responses files identify the response code for any Premier AL addressable loops throughout the network, and have a filename made up as follows:-

characters 1-3	= source node as three decimal digits
character 4	= "L"
characters 5-6	= loop number as two decimal digits
characters 7-8	= "DS"
extension	= ".RES"

e.g. for node 1 loop 1 the full filename would be "001L01DS.RES"

The files will each contain 126 records, one per point, of length 64 bytes. The record will consist of sixteen decimal numbers separated by commas, each number corresponding to one of the sixteen possible event types associated with the point. These sixteen numbers represent the response code for a corresponding alarm message for that device. The values for each number are in the range 0-31, as described in Appendix B. Possible event types for Premier AL points are as follows in the order in which they are respresented in the response file records.

- 1. Normal
- 2. Fire, Mode 1 or Fire A
- 3. Alert, Mode 2, Fire B, Valve Closed
- 4. Remote Fault, Mode 3, Dirty
- 5. Removed
- 6. Data Fault
- 7. Wrong Type
- 8. Double Address
- 9. Input 1 On
- 10. Input 1 Off
- 11. Input 2 On
- 12. Input 2 Off
- 13. Input 3 On
- 14. Input 3 Off
- 15. Test, Test A
- 16. Test B

A.2. Map Allocation Files.

These files are also stored in the "\CONFIG" sub-directory, have file names as described above but with the extension ".MAP". Each record in these files consists of 60 characters made up of five 12 character fields (one per map page) allocated as follows:-

Characters 1-5 = number of map as five decimal digits (00000 = no map allocated) Character 6 = symbol type ("-" = none, 'S" = single, "G" = group") Characters 7-9 = X coordinate for symbol location (in 1/1000ths of map width) Characters 10-12 = Y coordinate for symbol location (in 1/1000ths of map height)

A.3. Message text Files.

These files are stored in the "\MESSTEXT" sub-directory, have file names as described above but with the extension ".MSG". Each record in these files consists of either 32 characters (node names), or 60 characters (all other files) that gives the user-text for the corresponding node or circuit.

n.b. a special file in this section "MAPNAMES.MSG" is used to store a text description of each map to assist with allocating maps and symbols, but these texts are not used for reporting alarm events.

A.4. Isolation Group Files.

These files are stored in the "\CONFIG" sub-directory, and have a file name made up as follows:-

Characters 1-4 = "IGRP" Characters 5-8 = group number as four decimal digits Extension = ".ISO"

Each file is a sequential text file, with the first record identifying the name of the group, an any subsequent records identifying the inputs or sensors allocated to that group.

e.g.

MALL WEST BEAMS 2>12:1-3 2>12:58-59

Indicates that the group's name is "MALL WEST BEAMS", and comprises panel 2 loop 12 sensors 1, 2, 3, 58, and 59.

For panel inputs, the loop number will be replaced by the letter "I" in these records.

A.5. Printer Control Code Files.

These files are stored in the "\CONFIG" sub-directory, and have a file name consisting of the printer type (abbreviated as necessary) followed by the extension ".PCS".

The content of these files is unimportant since these files are installed with the Alarm Manager software, and are not intended for editing by the end-user.

A.6. Demonstration Event List.

This file is stored in the "\CONFIG" sub-directory, and has the file name "DEMOMESS.LST". It contains a set of event descriptions that may be simulated using Function keys 1 to 12 on the keyboard when the Alarm Manager program is running. The file is a sequential text file, with each record consisting of 14 hexadecimal digits followed by a twenty character user text. This represents an additional method of simulation of events without needing a panel connected, but is only functional when the Alarm Manager is run in Demonstration mode.

Records 1-10 represent the Function keys 1 to 10 direct.

Records 11-20 represent the Function keys 1 to 10 together with the Shift key.

Records 21-30 represent the Function keys 1 to 10 together with the Control key.

Records 31-40 represent the Function keys 1 to 10 together with the Alt key.

n.b. The file does not require all 40 records.

An example record is as follows:-

8005020D010507CABLE RACE 2RG4

The 14 hexadecimal digits represent 7 parameters each of which is in the range 0-255. The first six parameters identify the event, while the seventh identifies the priority level.

In the above example the parameters are as follows:-

Hex 80 = 128 = sensor event Hex 05 = 5 = source node 5 Hex 02 = 2 = loop number 2 Hex 0D = 13 = sensor number 13 Hex 01 = 1 = sensor status 1 (Fire, mode 1, Fire A) Hex 05 = 5 = sensor type 5 (optical smoke sensor) Hex 07 = 7 = priority level 7 = fire

A.7. Printer Configuration File.

This file is stored in the "\CONFIG" sub-directory, and has the file name "PRINTER.TXT". The file contains three sequential text records as follows:-

PORT=LPT1: TYPE=EPSON MAPS=0

The first record identifies the printer port, and the second the printer type, i.e. which of the ".PCS" files is applicable to the printer. If a printer is not used then its type can be specified as "none". The third record identifies the automatic map printout mode -0 = none, 1 = first page only, 2 = all pages.

The printer specified here, which is selected as part of the Response Configuration utility, only applies to the printing of events as they occur, while the printing of configuration data from the various menu programs will use the default printer settings as set up in the Windows Control Panel.

A.10. List Of Operator's.

This file is stored in the "\CONFIG" sub-directory, and has the file name "USERS.LST". It is edited using the Password Editor utility, and must be present in order to allow access to the menu functions and the operation of the user control buttons. The data within this file is encrypted, and cannot be edited by any other means than the Password Editor program.

A.11. Banner Descriptions.

This file is stored in the "\CONFIG" sub-directory, and has the file name "BANNER.TXT". It is edited using the Response Configuration utility. This is a sequential text file, and identifies a text string, a font name, a font size, and a font colour for each of the four possible banners.

A.12. User Control Options.

This file is stored in the "\CONFIG" sub-directory, and has the file name "CONTROLS.CFG". It is edited using the Response Configuration utility. It contains records identifying which of the user control buttons is to be enabled, what Cancel mode is active, and what Sounder mode is active.

A.13. Historic Log File.

This file is stored in the main install directory, and consists of up to 16384 records each consisting of 160 bytes. Record 1 is a pointer to the next event record available, while each of the other records identifies an event as follows:-

Characters 1 to 79	= event description message
Characters 80	= priority code (1=fire, 2=alert, 3=fault, 4=indication)
Characters 81 to 140	= user text message
Characters 141 to 150	= date of event
Characters 151 to 160	= time of event

A.14. Bitmap Files.

These consist of the following categories:-

A.14.1. Map Pages.

These are stored in the "\MAPS" sub-directory, and have file names made up as follows:-

Character 1 = "M" Characters 2-6 = map number as five decimal digits Extension = ".BMP"

These files are generally created as required, but map number 0 should always exist since this is displayed as the only map page for events that have no other maps allocated.

A.14.2. Procedure Pages.

These are stored in the "\MAPS" sub-directory, and have file names made up as follows:-

Characters 1-4 = "PROC" Characters 5 = priority level as one decimal digit Extension = ".BMP"

These files are supplied in a default version with the Alarm Manager, and may be edited using the Edit Map utility. A page is available for each priority level from 3 to 7 inclusive.

A.14.3. Dummy Map Pages.

These are stored in the "\MAPS" sub-directory, and have the file names "DM1280.BMP", "DM1024.BMP", "DM800.BMP" and "DM640.BMP". These files are used as a starting point for creating a new map page.

A.14.4. Event Map Symbols.

These are stored in the "\MAPS\SYMBOLS" sub-directory, and have file names made up as follows:-

Characters 1-6 = "SYMBOL" Character 7 = type ("S" = individual, "G" = group)

Characters 8 = priority level (3 - 7) as one decimal digit Extension = ".BMP"

These files are supplied with the Alarm Manager, and are not intended to be edited by the user.

A.14.4. Graphical Isolation Symbols.

These are stored in the "\MAPS\SYMBOLS" sub-directory, and have file names made up as follows:-

ENABLED.BMP DISABLED.BMP

These files are supplied with the Alarm Manager, and are not intended to be edited by the user.
Code	<u>Display</u>	Printer	Historic Log
0	Default	Enabled	d Enabled
1	Disabled	Enabled	d Enabled
2	Event page only	Enabled	d Enabled
3	Priority 5	Enabled	d Enabled
4	Priority 4 (faults)	Enabled	d Enabled
5	Priority 3 (indications)	Enabled	d Enabled
6	Priority 2 (alerts)	Enabled	d Enabled
7	Priority 1 (fires)	Enabled	Enabled
8	Default	Disable	d Enabled
9	Disabled	Disable	d Enabled
10	Event page only	Disable	d Enabled
11	Priority 5	Disable	d Enabled
12	Priority 4 (faults)	Disable	d Enabled
13	Priority 3 (indications)	Disable	d Enabled
14	Priority 2 (alerts)	Disable	d Enabled
15	Priority 1 (fires)	Disabled	Enabled
16	Default	Enabled	d Disabled
17	Disabled	Enabled	d Disabled
18	Event page only	Enabled	d Disabled
19	Priority 5	Enabled	d Disabled
20	Priority 4 (faults)	Enabled	d Disabled
21	Priority 3 (indications)	Enabled	d Disabled
22	Priority 2 (alerts)	Enabled	d Disabled
23	Priority 1 (fires)	Enabled	Disabled
24	Default	Disable	d Disabled
25	Disabled	Disable	d Disabled
26	Event page only	Disable	d Disabled
27	Priority 5	Disable	d Disabled
28	Priority 4 (faults)	Disable	d Disabled
29	Priority 3 (indications)	Disable	d Disabled
30	Priority 2 (alerts)	Disable	d Disabled
31	Priority 1 (fires)	Disablec	d Disabled

Appendix B - Priority Response Codes