



02.08.14

Revision 1.0

Concept to Integrati Automation Guide

Overview:

This Guide will demonstrate how Concept Automation translates to Integrati using Programmatic examples to help scope functionality transition.

The following will be covered:

- [Home Auxiliaries](#)
- [Calculated Auxiliaries](#)
- [Function Zones](#)
- [Time Zone Functions](#)
- [Alarm 1,2,3,4 Auxiliaries](#)
- [User Type Valid Auxiliary](#)

Home Auxiliaries:

In Concept a Home Aux could either be toggled from the keypad by a [User logged off](#), triggered by an Input with [Input processing](#) or even be controlled via [SMS](#). Depending on the requirements below is an example of how to program the 3 different functions of a Home Aux:

Allow Aux to be toggled while logged off the Keypad:

1. Add New Named Action and give it a name.

Named Action: Named Action 1

Site: Default Site

Controller: Auto-Discovered 'S...' PA1

Name: TURN SPA PUMP ON

Last Changed By:

Created: 2/08/2014 Modified: 2/08/2014

Notes:

Properties:

- Action to Take
- Optional Trigger
- User Interface
- User Access

Action to Take

Select the Action associated with this named action. Once an Action is selected, additional fields are displayed to program the Action details.

2. Action to Take will be Control Aux C01:X01
When Asserted Turn On
When Dissasserted Turn Off

Named Action: Named Action 1

Site: Default Site

Controller: Auto-Discovered 'S...' PA1

Name: TURN SPA PUMP ON

Last Changed By:

Created: 2/08/2014 Modified: 2/08/2014

Notes:

Properties:

- Action to Take
 - Auxiliary: C01:X01
 - Control Type: Normal
 - On Time: 00 hours 00 mins 00 secs
 - Off Time: 00 hours 00 mins 00 secs
 - Delay On: ☐
 - Delay Off: ☐
 - When Asserted...: Turn On
 - When Disasserted...: Turn Off
 - Qualifier: ☐
 - Invert Qualifier: ☐
- Optional Trigger
- User Interface
- User Access

When Disasserted...

Specifies the operation that will be performed on the selected entity type when the action is De-asserted.
e.g. In Zone Input programming, this is the action that will occur when the Input goes into the "Alarm" state.

3. Select the User Access tree and flag the Action Group 1 Check box, this is basically a way of mapping Named Actions to a particular Menu Group which will be explained later.

User Access	
Action Groups	1
Group 1	☒
Group 2	☐
Group 3	☐
Group 4	☐
Group 5	☐
Group 6	☐
Group 7	☐
Group 8	☐
Group 9	☐
Group 10	☐
Group 11	☐
Group 12	☐

4. Select the User Interface tree and Flag the Allow Logged off Access option.

User Interface	
Interface Style	(None)
Sense Entity	
Invert Sense Entity	☐
Allow Logged Off Access	☒

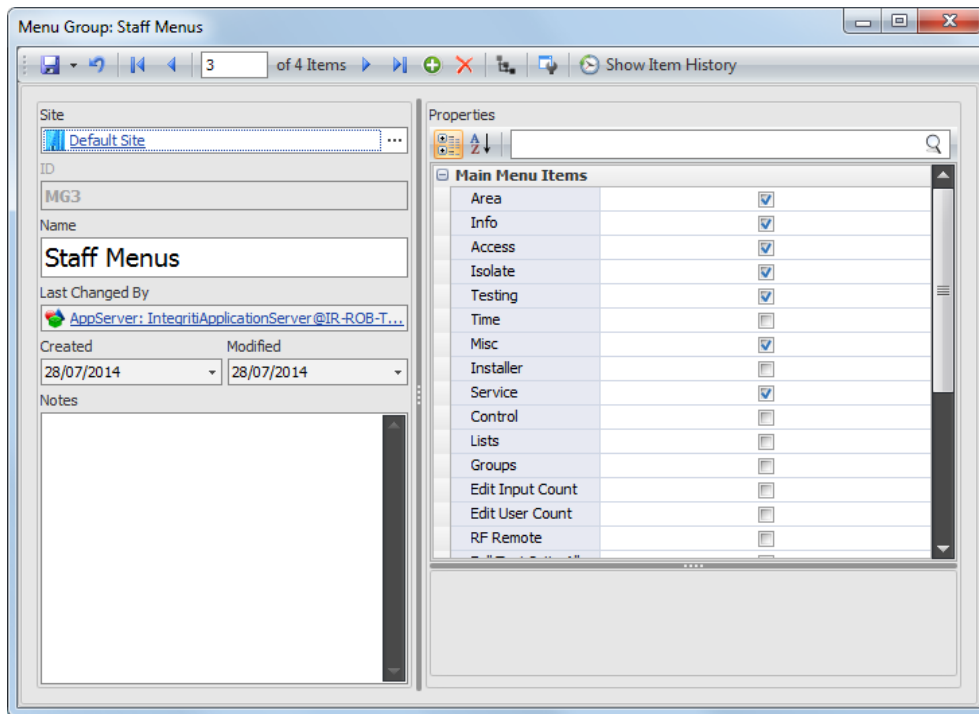
5. Select an Interface Style of On/Off .

User Interface	
Interface Style	On / Off
Sense Entity	
Invert Sense Entity	☐
Allow Logged Off Access	☒

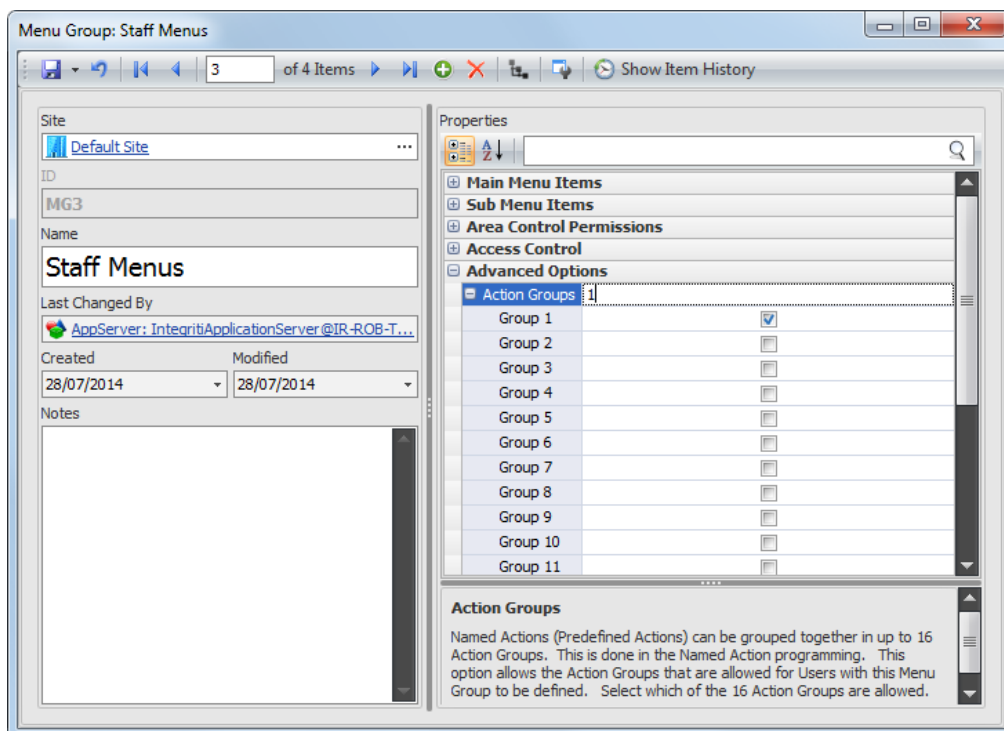
6. Save and Exit.

7. Navigate to Menu Group programming and Open the Menu Group that you are going to assign to the User.

		Default Site	MG1	All Menus
		Default Site	MG2	Admin Menus
>		Default Site	MG3	Staff Menus
		Default Site	MG4	Contractor Menus



8. Select the Advanced Options tree and flag the Action Groups 1 Option.



9. Save and Exit.

10. Add this Menu Group the User and test, The Named Action should be able to be controlled while logged off the Keypad.

Controlling the Aux using Input Processing:

Integriti Allows the ability to drive an Aux directly off an Input without being in an Armed Area with a process group, depending on the requirements there are many ways to do this in Integriti, please refer to [Function Zone programming](#).

Controlling Auxiliaries via SMS:

The GSM Communications Task can be used to turn Areas on/off, turn Auxiliaries on/off and to trigger Named Actions via SMS control commands. Inputs can also be Isolated or de-Isolated.

The GSM Communications Task can be configured to authenticate an SMS command either via a Telephone Number or via a User PIN.

If only the Telephone Number is used as the authentication method then there is no restrictions applied to the SMS control command.

This means that as long as the command syntax is correct the SMS control action is carried out E.g. any Area can be turned ON/OFF or any Input can be Isolated/de-Isolated etc.

If a User PIN is provided as part of the SMS control command then the User's permissions governs the level of control that the SMS control command can execute. If the User does not have access to control the entity type in their Remote Access Permissions of their Menu Group, then they cannot control the entity.

For more info on this please refer to the GSM Comms task document located at: C:\Program Files\Inner Range\Integriti Pro\doc\Integriti Communications Tasks or alternatively you could contact Inner Range Fratech Support 03 9780 4300.

Calculated Auxiliaries:

Calculated Auxiliaries in Concept are primarily programmed as Named Actions in Integrity. Below are some examples of different variants of Calculated Auxiliaries and how they are programmed in Integrity.

Calculated Auxiliary Examples:

- [OPPOSITE to 1st](#)
- [ON if 1st ON/OFF if 1st OFF](#)
- [ON if 1st OFF](#)
- [1st OR 2nd](#)
- [1st AND 2nd](#)
- [Area Control](#)
- [Unlock on +ON / Lock on -OFF](#)

The Named Action key below will help you understand the transition:

Named Action	Calculated Auxiliaries
Action to Take	Result Auxiliary
On Time Off time/Delay On Delay Off	N/A Time programmed in Aux
When Asserted/When Dissasserted	N/A Decides functionality of Result
Optional Trigger	First Auxiliary

When Asserted...
When Disasserted...

When Asserted = Optional Trigger/First State **On, Triggered, Armed, Locked**

When Dissasserted = Optional Trigger/First State **Off, Restored, Disarmed, Unlocked**

Turn On
Turn Off

Turn On = Action to take/Result State **On, Off, Toggle, Arm, Disarm, Lock, Unlock, Trigger, Restore**

Turn Off = Action to take/Result State **On, Off, Toggle, Arm, Disarm, Lock, Unlock, Trigger, Restore**

OPPOSITE to 1st

1. Add New Named Action and Program as follows:

Named Action: TURN SPA PUMP ON

Site: Default Site

Controller: Auto-Discovered 'S...' ID: PA1

Name: Opposite to 1st

Last Changed By: Installer

Created: 2/08/2014 Modified: 2/08/2014

Notes:

Properties:

Action:

- Action to Take: Control Aux
- Auxiliary: C01:X01
- Control Type: Normal
- On Time: 00 hours 00 mins 00 secs
- Off Time: 00 hours 00 mins 00 secs
- Delay On: [checkbox]
- Delay Off: [checkbox]
- When Asserted...: Turn Off
- When Disasserted...: Turn On
- Qualifier: [checkbox]
- Invert Qualifier: [checkbox]

Optional Trigger:

- Entity: C01:X02

User Interface:

User Access:

When Disasserted...

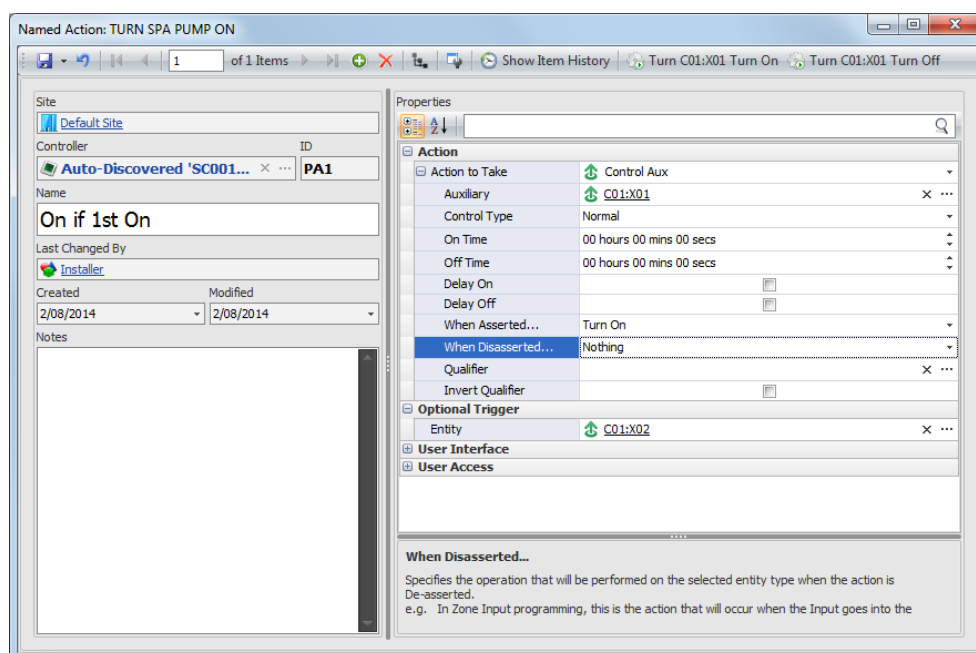
Specifies the operation that will be performed on the selected entity type when the action is De-asserted.
e.g. In Zone Input programming, this is the action that will occur when the Input goes into the "Alarm" state.

When C01:X02 Asserts/Turns On C01:X01 Turns Off

When C01:X02 Dissasserts/Turns Off C01:X01 Turns On (Level Triggered)

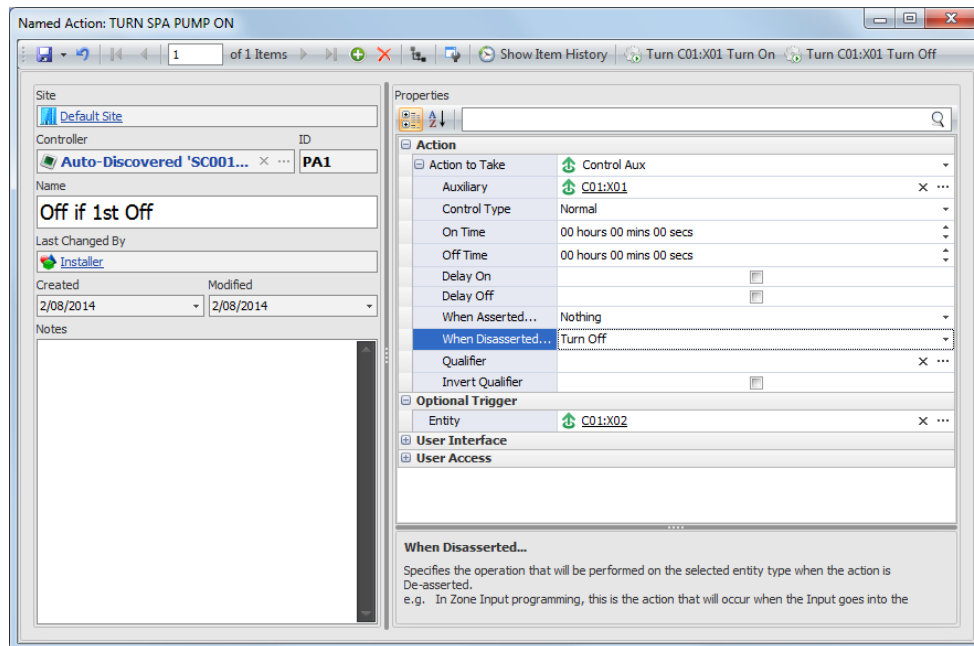
ON if 1st ON/OFF if 1st OFF

1. Add New Named Action and Program as follows:



When C01:X02 Asserts/Turns On C01:X01 Turns On

When C01:X02 Dissasserts/Turns Off C01:X01 Does nothing (Edge Triggered)

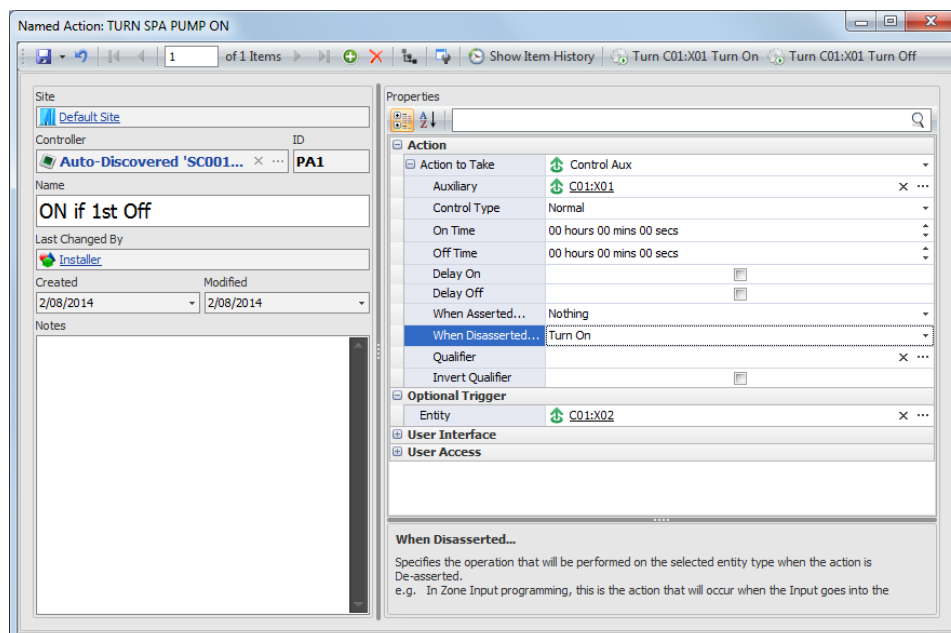


When C01:X02 Asserts/Turns On C01:X01 Does nothing

When C01:X02 Dissasserts/Turns Off C01:X01 Turns Off (Edge Triggered)

ON if 1st OFF

1. Add New Named Action and Program as follows:



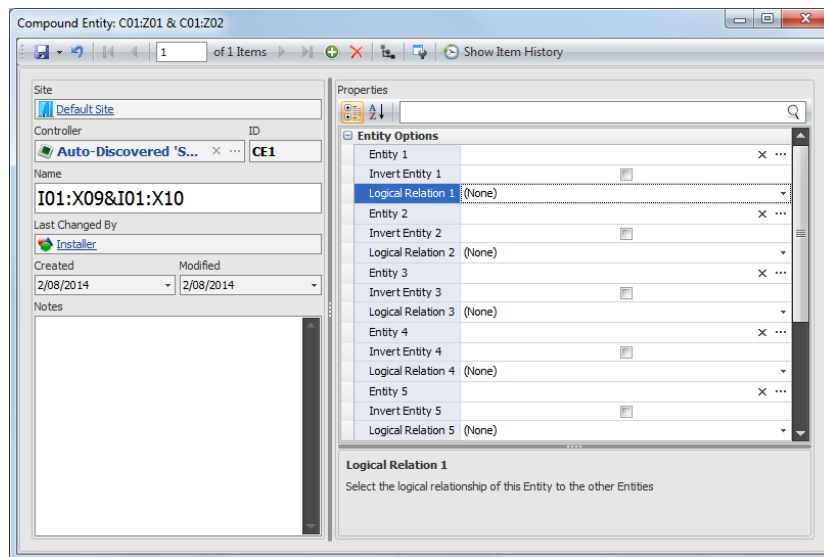
When C01:X02 Asserts/Turns On C01:X01 Does nothing

When C01:X02 Dissaserts/Turns Off C01:X01 Turns ON (Edge Triggered)

1st OR 2nd

When And/or logic is required there is a Second Entity that needs to be programmed Initially, this is called a Compound entity. This allows up to 8 Entities to be combined in a And/or relationship.

1. Add new Compound Entity.



2. Add I01:X09 as Entity 1.

3. Logical relation **OR**.

4. Add I01:X10 as Entity 2.

Compound Entity: C01:Z01 & C01:Z02

1 of 1 Items

Show Item History

Site: Default Site

Controller: Auto-Discovered 'S...' ID: CE1

Name: I01:X09&I01:X10

Last Changed By: Installer

Created: 2/08/2014 Modified: 2/08/2014

Notes:

Properties

Entity Options

Entity 1	Door1.DOTL	x ...
Invert Entity 1		
Logical Relation 1	Or	
Entity 2	Door2.DOTL	x ...
Invert Entity 2		
Logical Relation 2	(None)	
Entity 3		x ...
Invert Entity 3		
Logical Relation 3	(None)	
Entity 4		x ...
Invert Entity 4		
Logical Relation 4	(None)	
Entity 5		x ...
Invert Entity 5		
Logical Relation 5	(None)	

Entity 2

Select an Entity to include in this Compound Entity.

5. Save and Exit.

6. Add New Named Action and Program as follows:

Named Action: 1st And 2nd

1 of 1 Items

Show Item History

Turn C01:X01 Turn On

Site: Default Site

Controller: Auto-Discovered 'S...' ID: PA1

Name: 1st OR 2nd

Last Changed By: Installer

Created: 2/08/2014 Modified: 2/08/2014

Notes:

Properties

Action

Action to Take	Control Aux	
Auxiliary	C01:X01	x ...
Control Type	Normal	
On Time	00 hours 00 mins 00 secs	
Off Time	00 hours 00 mins 00 secs	
Delay On		
Delay Off		
When Asserted...	Turn On	
When Disasserted...	Turn Off	
Qualifier		x ...
Invert Qualifier		

Optional Trigger

Entity	I01:X09&I01:X10	x ...
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User Interface

User Access

Action to Take

Select the Action associated with this named action.
Once an Action is selected, additional fields are displayed to program the Action details.

When Compound Entity Assert's C01:X01 Turns On

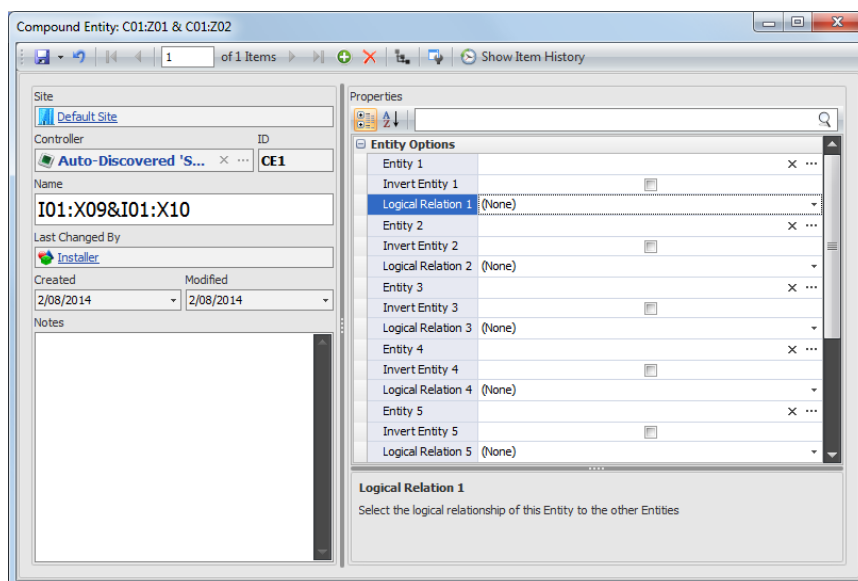
When Compound Entity Dissaserts C01:X01 Turns OFF (Level Triggered)

Action to take Aux will be held ON if I01:X09 OR I01:X10 is ON.

Action to take Aux will turn OFF when both I01:X09 AND I01:X10 are turned OFF.

1st AND Second

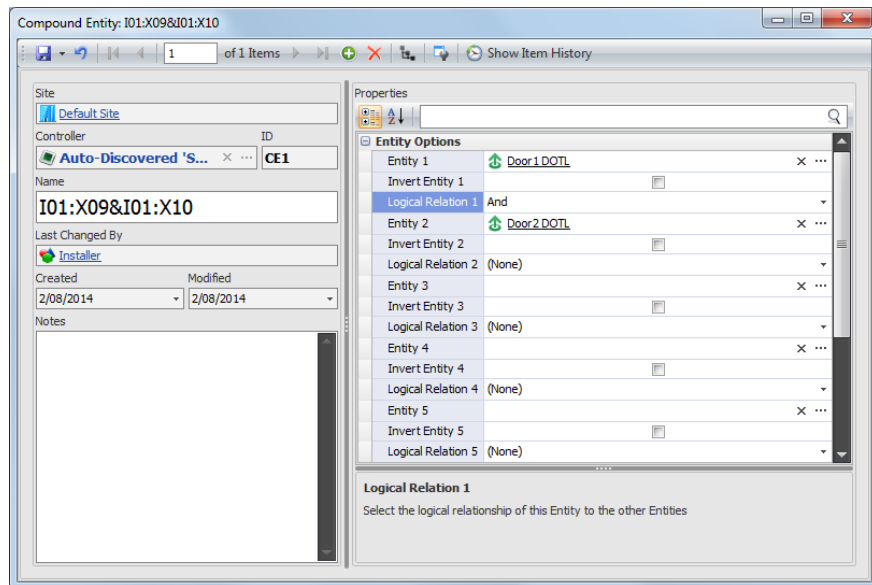
1. Add new Compound Entity



2.Add I01:X09 as Entity 1

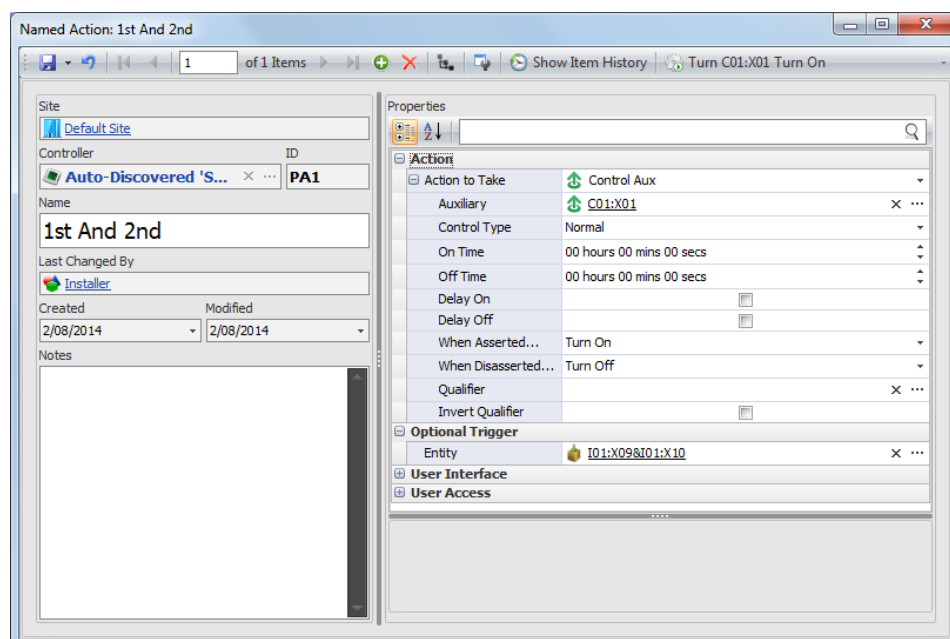
3. Logical relation AND

4. Add I01:X10 as Entity 2



5. Save and Exit.

6. Add New Named Action and Program as follows:



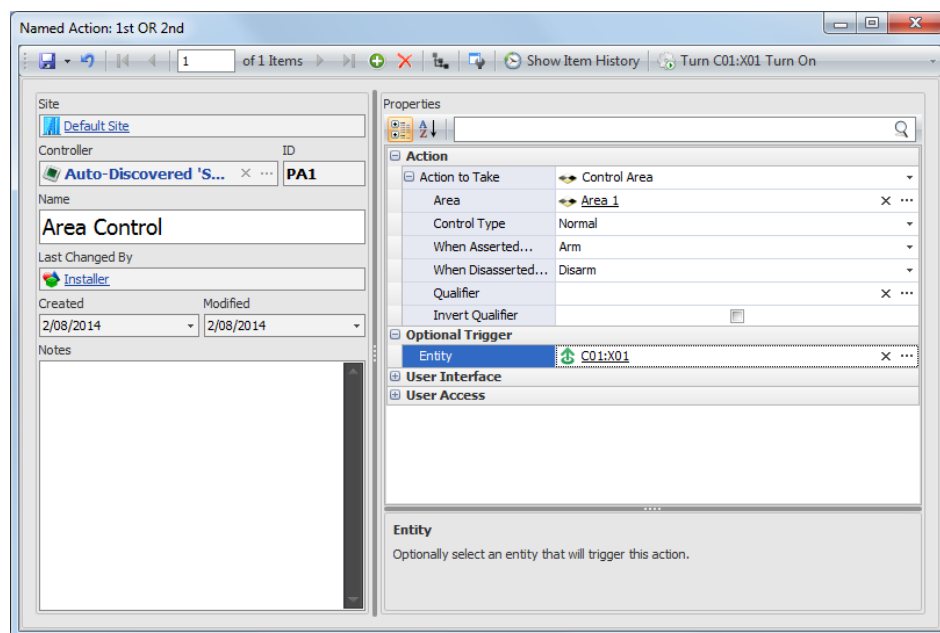
When Compound Entity Assert's C01:X01 Turns On

When Compound Entity Dissaserts C01:X01 Turns OFF (Level Triggered)

Action to take Aux will be held ON if both **I01:X09** AND **I01:X10** are ON. **Action to take Aux** will turn OFF if either **I01:X09** or **I01:X10** are OFF.

Area Control

1.Add New Named Action and Program as follows:

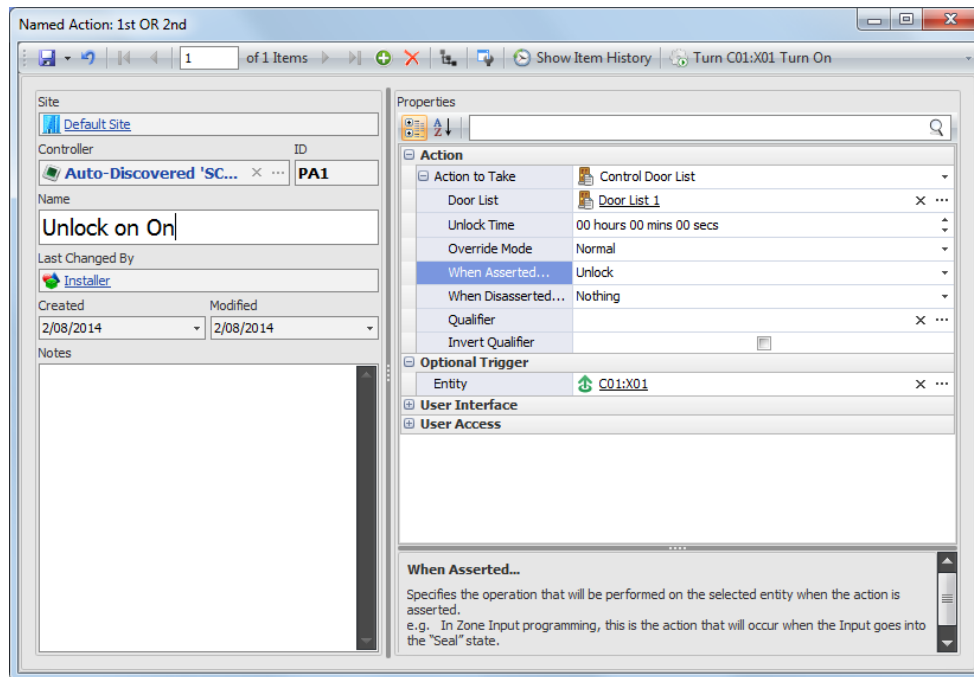


When C01:X01 Assert's Area 1 will Arm

When C01:X01 Dissasert's Area 1 will Disarm (Edge Triggered)

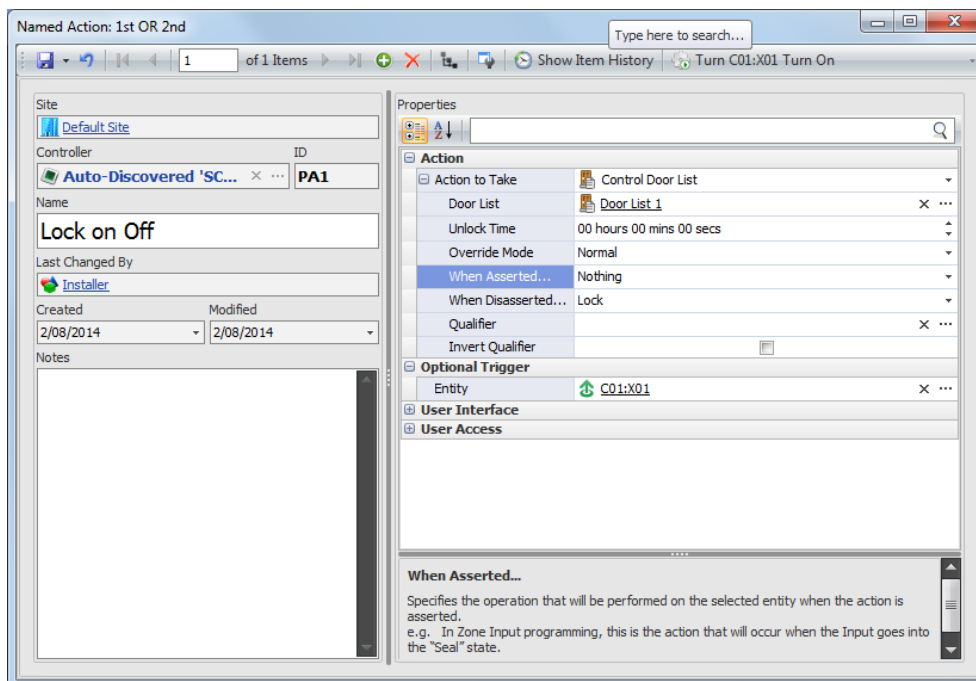
Unlock on +ON / Lock on -OFF

1. Add New Named Action and Program as follows:



When C01:X01 Assert's Door List 1 will Unlock

When C01:X01 Dissassert's Door List 1 will do nothing (Edge Triggered)



When C01:X01 Assert's Door List 1 will do nothing

When C01:X01 Dissassert's Door List 1 will Lock (Edge Triggered)

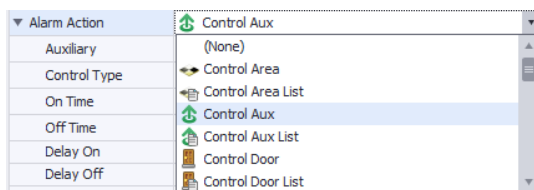
Function Zones:

Function Zones are primarily programmed as Input Actions in Integrity. Inputs can be used to drive anything whether it is an Area, Aux, Input, Door etc. The Input does not require Area processing so this makes Integrity's automation very easy and powerful.

Home Auxiliaries can also be done using Input Actions.

Optional Action Options

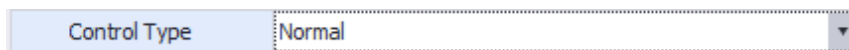
Alarm Action allows you to select the item to control.



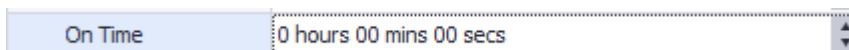
Item Search for example: Aux, Area, Door etc.



Control type, this is usually left as Normal.



On Time, this can be used if the Aux needs to be timed On and turned Off when timed out or Dissasserted, or Both. You can also use this in conjunction with the delay On check box which will delay the entity On for the time specified once the Zone Assert occurs.



Off Time, this can be used in conjunction with the delay Off check box to delay the entity Off for the time specified starting from when the Zone Dissasserts.



Delay On and Off explained above.

Delay On	☐
Delay Off	☐

When Asserted allows you to choose how the Entity behaves when the Zone Asserts (Goes into Alarm)

When Asserted...	Turn On
When Disasserted...	Nothing
Qualifier	Turn On
Invert Qualifier	Turn Off
	Toggle

When Dissasserted allows you to choose how the Entity behaves when the Zone Dissassert's (Zone Seals)

When Disasserted...	Turn Off
Qualifier	Nothing
Invert Qualifier	Turn On
Options	Turn Off
	Toggle

Qualifier and Invert Qualifier, this allows the Action to only occur if a certain Entity is in a True or Untrue state, for example if the Qualifier was an Area then the Action would only Work when the Area is in the Armed state, if the Invert box was checked then the Action would only work when the Area is disarmed.

This is used to mimic the behaviour of a Function Zone and Home Aux in Concept.

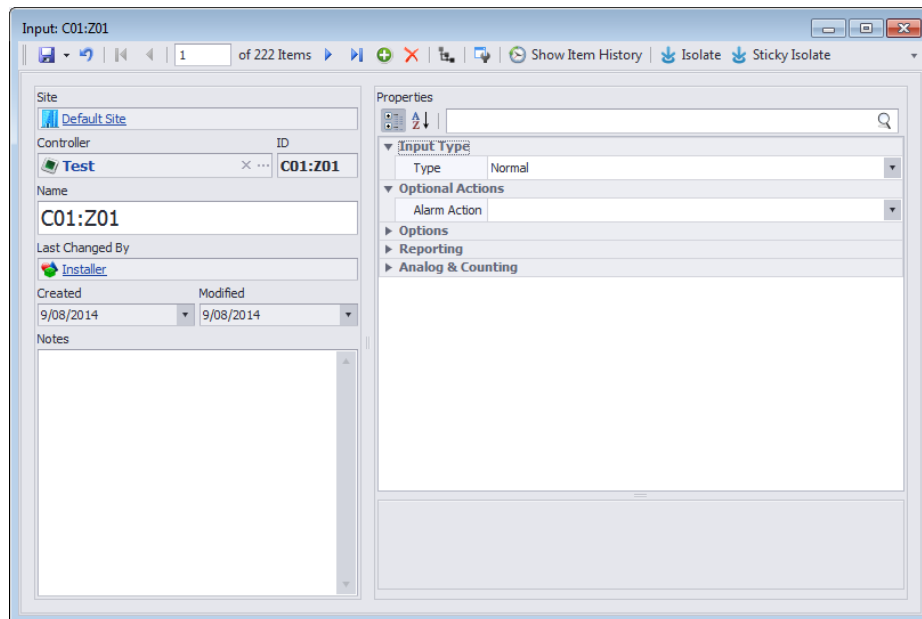
Qualifier	☐
Invert Qualifier	☐

Function Zone Examples:

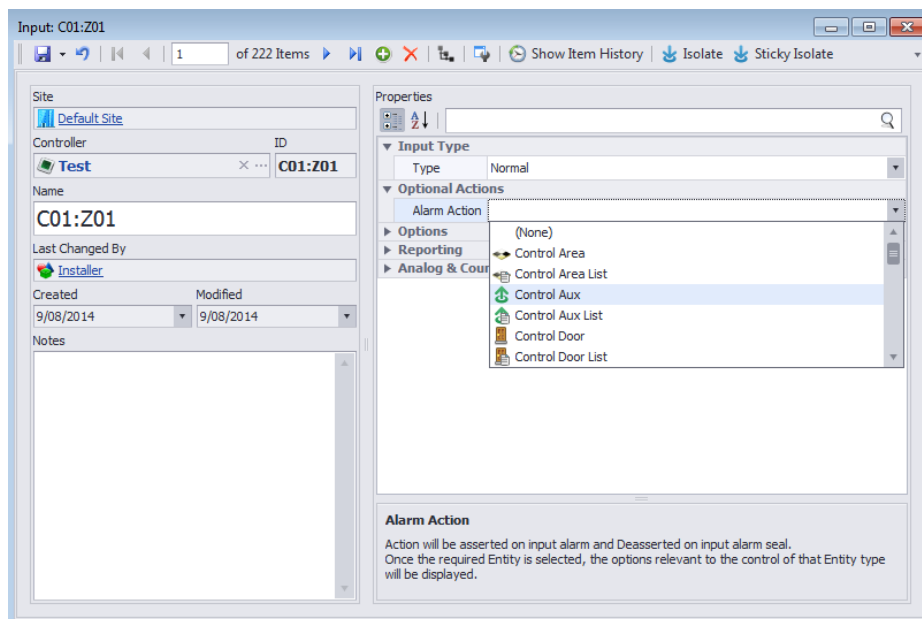
- [Input controlling an Aux](#)
- [Input controlling an Area](#)

Input Controlling an Aux

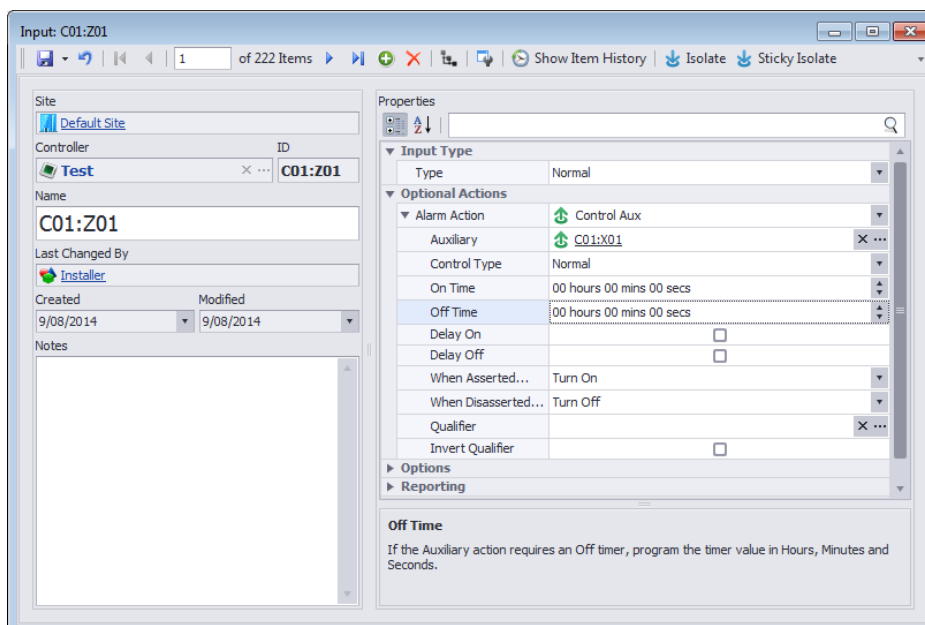
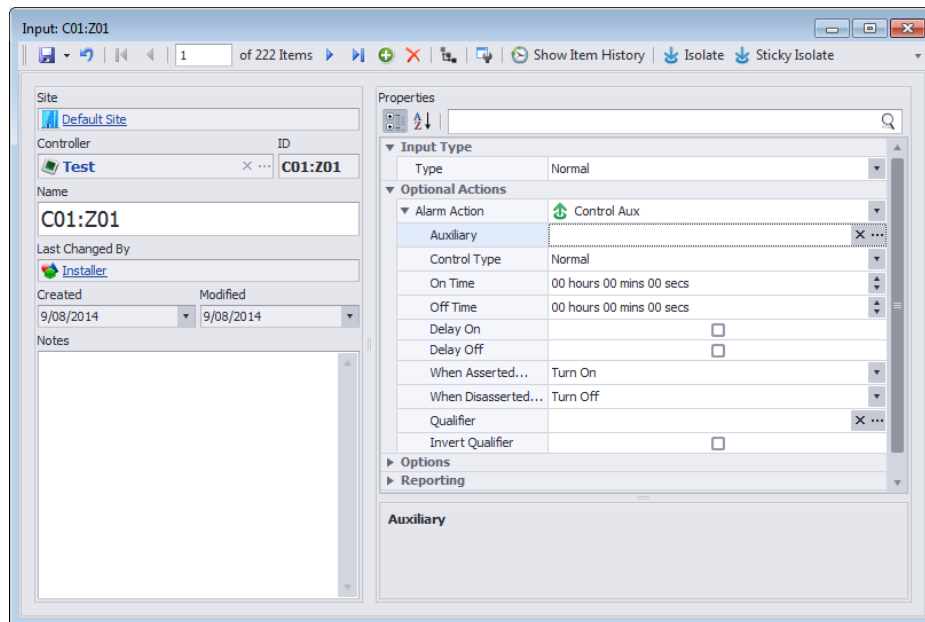
1. Select and open the Input that will be used to control the output.



2. Select Optional Actions then select Control Aux.



3. Search for the Aux you would like to control using the search button.



4. Click Save.

The above scenario will turn C01:X01 On when Zone C01:Z01 is in Alarm and turn C01:X01 Off when C01:Z01 is Sealed.

Input controlling an Area:

1. Select and open the Input that will be used to control the Area.

Input: C01:Z01

1 of 222 Items

Site: Default Site

Controller: Test ID: C01:Z01

Name: C01:Z01

Last Changed By: Installer

Created: 9/08/2014 Modified: 9/08/2014

Notes:

Properties

Input Type

Type: Normal

Optional Actions

Alarm Action

Options

Reporting

Analog & Counting

2. Select Optional Actions then select Control Area.

Input: C01:Z01

1 of 222 Items

Site: Default Site

Controller: Test ID: C01:Z01

Name: C01:Z01

Last Changed By: Installer

Created: 9/08/2014 Modified: 9/08/2014

Notes:

Properties

Input Type

Type: Normal

Optional Actions

Alarm Action

Area: Control Area

Control Type: Normal

When Asserted...: Arm

When Disasserted...: Disarm

Qualifier

Invert Qualifier

Options

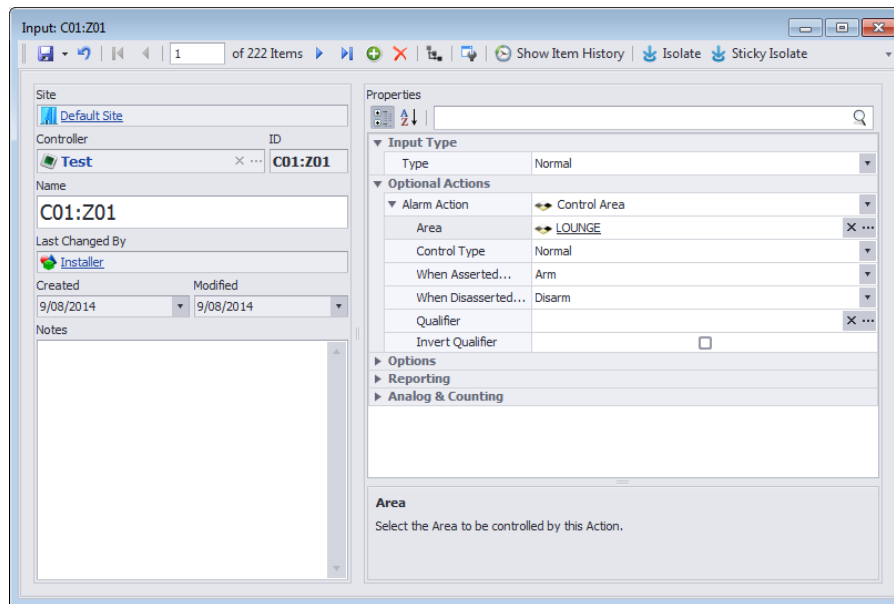
Reporting

Analog & Counting

Alarm Action

Action will be asserted on input alarm and Deasserted on input alarm seal.
Once the required Entity is selected, the options relevant to the control of that Entity type will be displayed.

3. Select the Area you would like to Control.



4. Click Save.

The above scenario will Arm the Lounge Area when Zone C01:Z01 is in Alarm and Disarm the Lounge Area when C01:Z01 is Sealed.

Time Zone Functions:

Time Zone Functions are programmed as Named Actions in Integriti.

Integriti uses Time periods which are timed entities' with a valid and invalid trigger; they do not have standalone functions like Concept.

These Examples assume you have already programmed the Time Periods in the system for more info on Time Periods refer to the System configuration handbook in the Integriti directory.

Time Zone Function Examples:

- [Aux On/Off](#)

- [Area On/Off](#)
- [Door Unlock/Lock](#)
- [Area Defer On](#)
- [Trigger Time report](#)

Aux On/Off

1. Add New Named Action and give it a name.

Named Action: Named Action 1

Site: Default Site

Controller: Test ID: PA1

Name: Aux On/Off

Last Changed By:

Created: 9/08/2014 Modified: 9/08/2014

Notes:

Properties:

Action: Action to Take: Control Aux

Optional Trigger:

User Interface:

User Access:

2. Action to take Control Aux then Select the Aux you want to control.

Named Action: Named Action 1

Site: Default Site

Controller: Test ID: PA1

Name: Aux On/Off

Last Changed By:

Created: 9/08/2014 Modified: 9/08/2014

Notes:

Properties:

Action: Action to Take: Control Aux

Auxiliary: C01:X01

Control Type: Normal

On Time: 00 hours 00 mins 00 secs

Off Time: 00 hours 00 mins 00 secs

Delay On: ☐

Delay Off: ☐

When Asserted...: Turn On

When Disasserted...: Turn Off

Qualifier: Invert Qualifier

Optional Trigger:

User Interface:

User Access:

Auxiliary:

3. Select the Optional Trigger and search for the Time Period that you wish to be the Trigger.
4. Click Save.

When Library 8am-5Pm Time Period goes Valid (Assert's) C01:X01 will turn On When Library 8am-5Pm Time Period goes Invalid (Dissassert's) C01:X01 will turn Off.

Area On/Off

1. Add New Named Action and give it a name.

Named Action: Named Action 1

Site: Default Site

Controller: Test ID: PA1

Name: Area On/Off

Last Changed By:

Created: 9/08/2014 Modified: 9/08/2014

Notes:

Properties:

Action to Take: Control Area

Optional Trigger: Entity: LOUNGE

User Interface:

User Access:

Action to Take

Select the Action associated with this named action. Once an Action is selected, additional fields are displayed to program the Action details.

2. Action to take Control Area then select the Area you want to control.

Named Action: Named Action 1

Site: Default Site

Controller: Test ID: PA1

Name: Area On/Off

Last Changed By:

Created: 9/08/2014 Modified: 9/08/2014

Notes:

Properties:

Action to Take: Control Area

Optional Trigger: Entity: LOUNGE

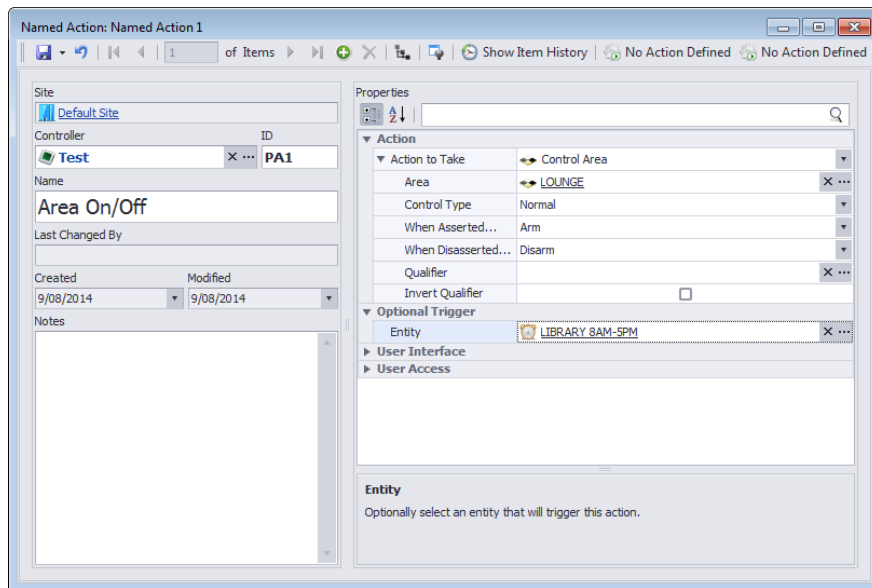
User Interface:

User Access:

Area

Select the Area to be controlled by this Action.

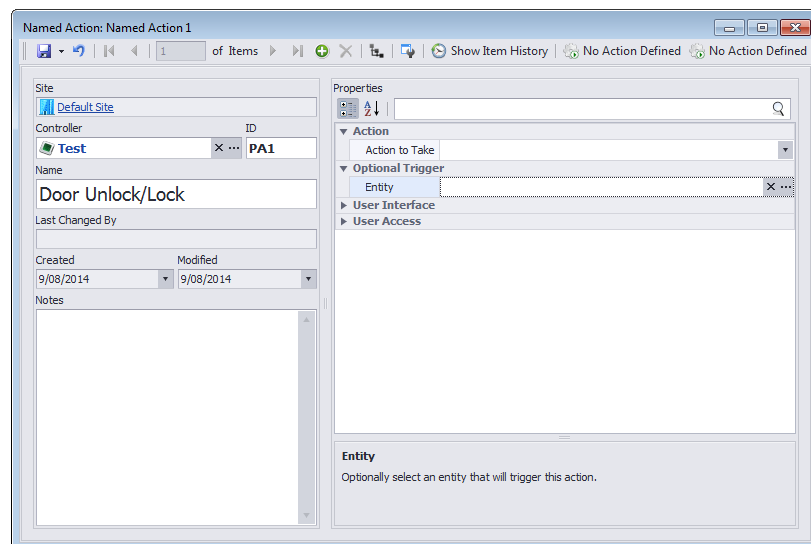
3. Select the Optional Trigger and search for the Time Period that you wish to be the Trigger.
4. Click Save.



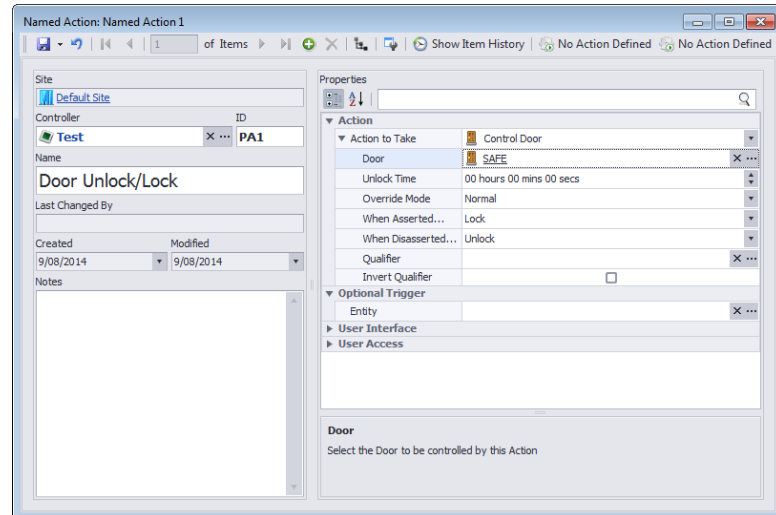
When Library 8am-5pm Time Period goes Valid (Assert's) Lounge Area will Arm. When Library 8am-5pm Time Period goes Invalid (Disassert's) Lounge Area will Disarm.

Door Unlock/Lock

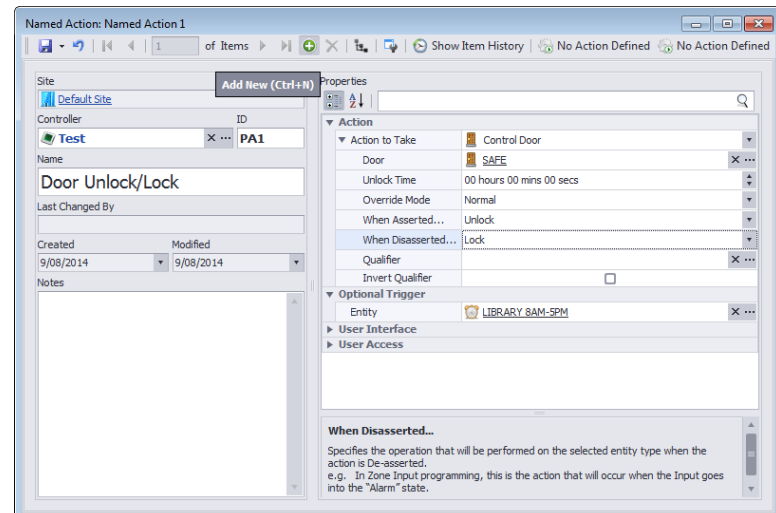
1. Add New Named Action and give it a name.



2. Action to take Control Door then select the Door you want to control.



3. Select the Optional Trigger and search for the Time Period that you wish to be the Trigger.



4. Click Save.

When Library 8am-5pm Time Period goes Valid (Assert's) SAFE Door will Unlock. When Library 8am-5pm Time Period goes Invalid (Dissassert's) SAFE Door will Lock.

Area Defer On

This example assumes there is an Area configured to Defer Off:

1. Add New Named Action and give it a name.

Named Action: Named Action 1

Site: Default Site

Controller: Test ID: PA1

Name: Defer Area On/Off

Last Changed By:

Created: 9/08/2014 Modified: 9/08/2014

Notes:

Properties

▼ Action

Action to Take: Control Area

▼ Optional Trigger

Entity: [Empty]

User Interface: [Empty]

User Access: [Empty]

Entity

Optionally select an entity that will trigger this action.

2. Action to take Control Area then select the Area you want to control.

Named Action: Named Action 1

Site: Default Site

Controller: Test ID: PA1

Name: Defer Area On/Off

Last Changed By:

Created: 9/08/2014 Modified: 9/08/2014

Notes:

Properties

▼ Action

Action to Take: Control Area

Area: LOUNGE

Control Type: Normal

When Asserted...: Arm

When Disasserted...: Disarm

Qualifier: Invert Qualifier

▼ Optional Trigger

Entity: [Empty]

User Interface: [Empty]

User Access: [Empty]

Area

Select the Area to be controlled by this Action.

3. Select Control type then select Defer.

Named Action: Named Action 1

Site: Default Site

Controller: Test ID: PA1

Name: Defer Area On/Off

Last Changed By:

Created: 9/08/2014 Modified: 9/08/2014

Notes:

Properties

▼ Action

Action to Take: Control Area

Area: LOUNGE

Control Type: Defer

When Asserted...: Normal

When Disasserted...: Twenty-four Hour

Qualifier: Cancel Exit Delay

▼ Optional Trigger

Entity: [Empty]

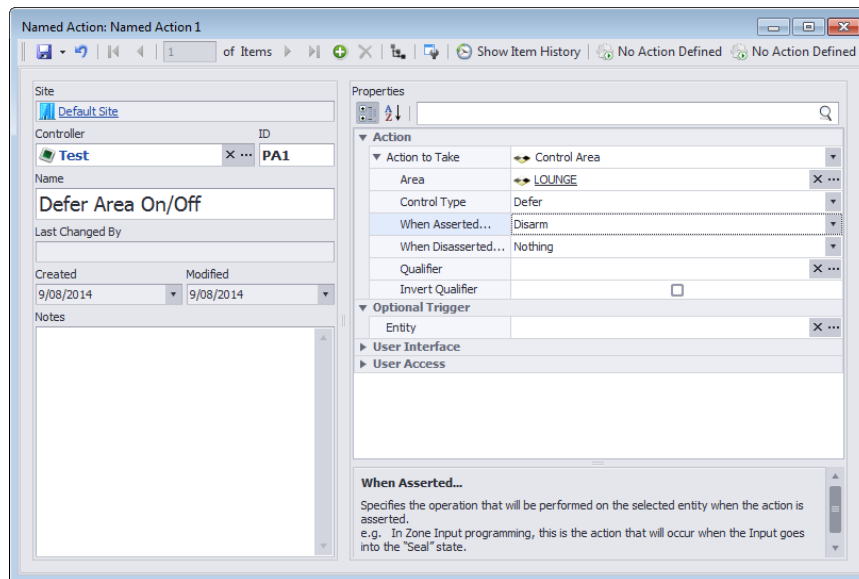
User Interface: [Empty]

User Access: [Empty]

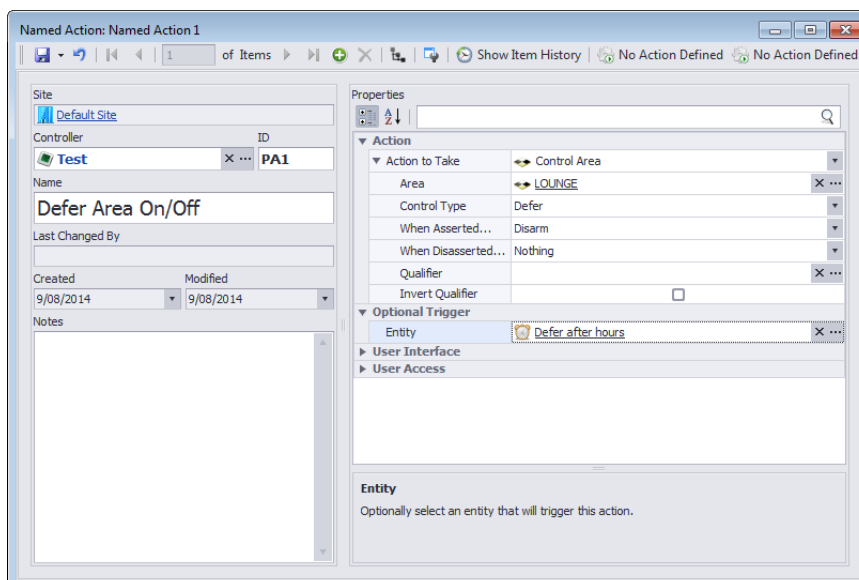
Control Type

Select the type of control to be performed.

4. When Asserted Disarm When Dissasserted Do Nothing.



5. Select Optional Action then Select the time Period you want to be the Trigger.

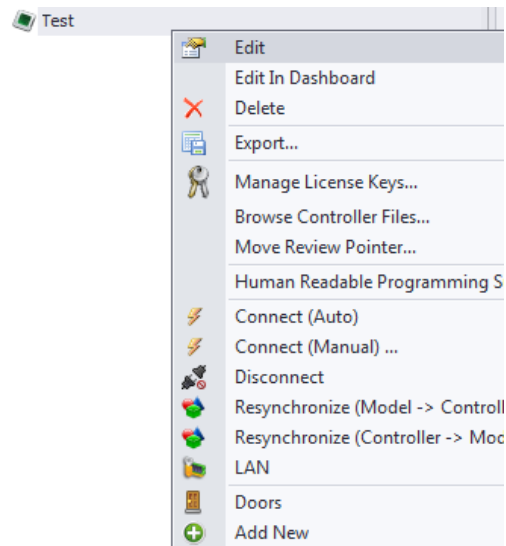


When Defer After hours Time Period goes Valid (Assert's) Lounge Area will Defer off starting the Defer timer When Defer After hours Time Period goes Invalid (Dissassert's) there will be no further action taken.

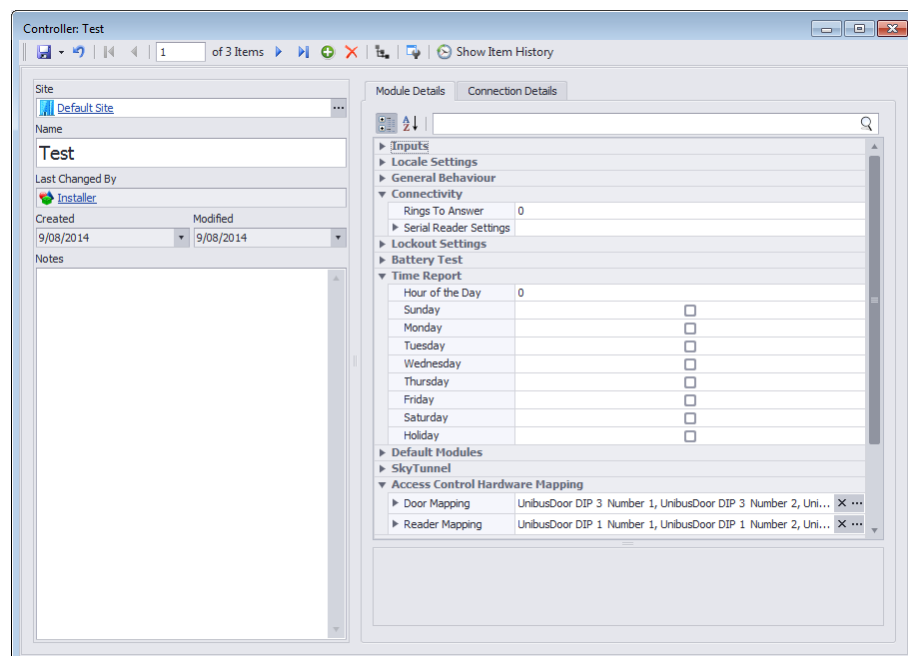
If the Area is already Off this Action will still Defer the area off and start the timer.

Trigger Time Report

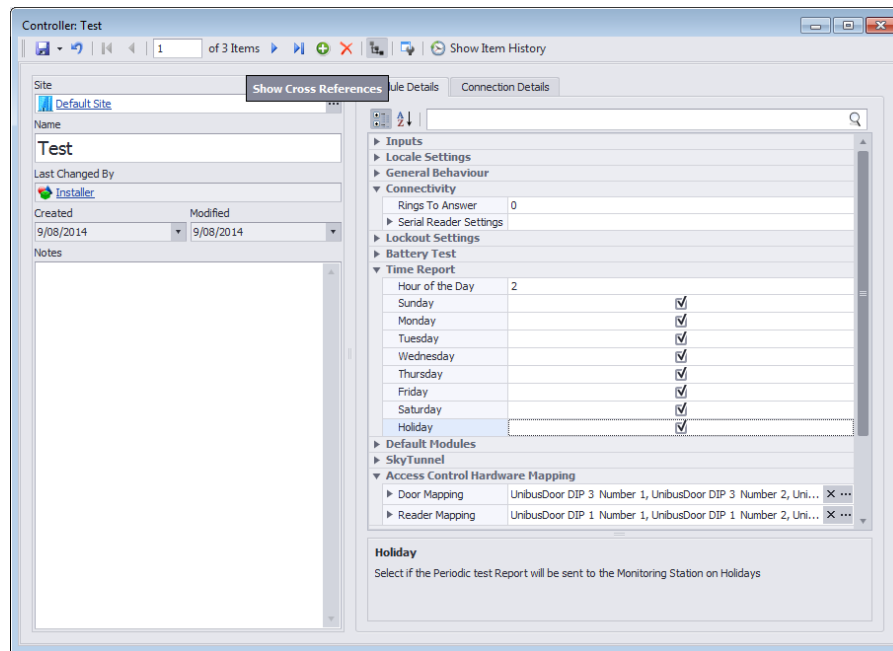
1. Right Click the Controller that needs to send the Time Report and select Edit.



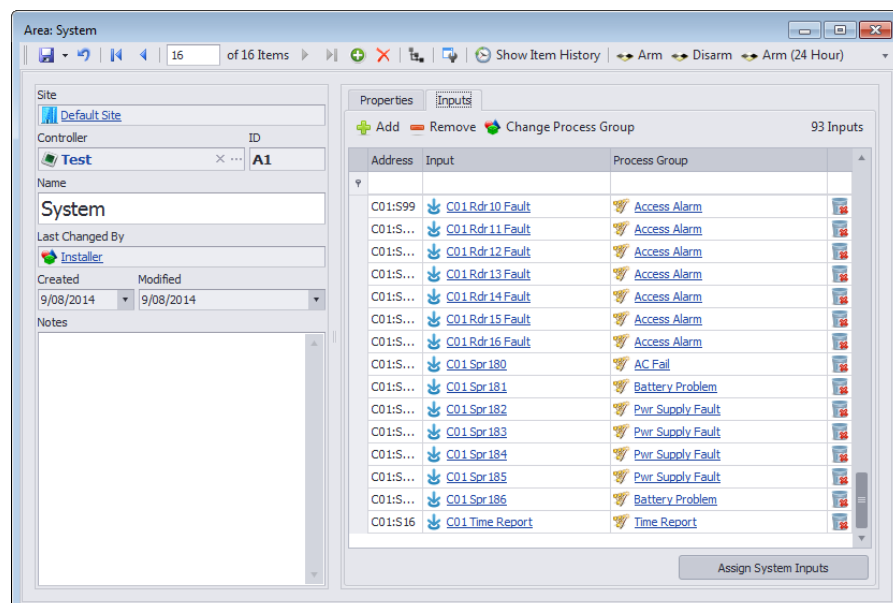
2. Select the Module Details Tab and Select Time Report.



3. Choose the Hour of the day in 24 hour format and Select the days of the week.



4. Click Save.
5. Make sure the Time Report System Input is in the System Area and assigned the Time Report Process Group.



Time report has successfully been programmed, as long the System Area is armed this Controller will send a Time report to the Monitoring station.

Alarm 1,2,3,4 Auxiliaries

For this functionality to work the Process Alarm action options in the Area and the Process Group of every Input in that Area need to match, this will explain how each example should be programmed to reach the desired outcome.

Examples

Alarm 1 Aux

Selected Auxiliary will turn on if an alarm occurs in an area with the A1 flag set, and turn off when the area turns off.

Alarm 2 Aux

Selected Auxiliary will turn on if an alarm occurs in an area with the A2 flag set, and turn off when the area turns off, or when all inputs that are assigned a Process Group that triggers the Auxiliary are in the de-isolated state (Non-latching Auxiliary action – V3 or later only).

Alarm 3 Aux

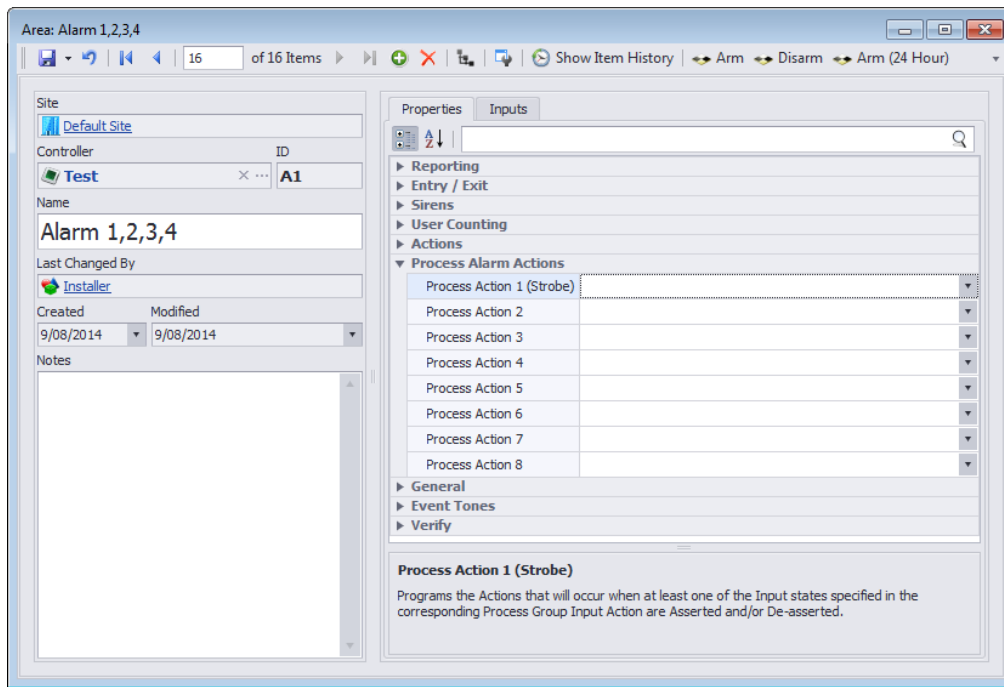
Selected Auxiliary will turn on if an alarm occurs in an area with the A3 flag set, and turn off when the area turns off. OR Pulses an Aux on for 5 Secs if an Area is Armed or Disarmed from a User via an RF FOB

Alarm 4 Aux

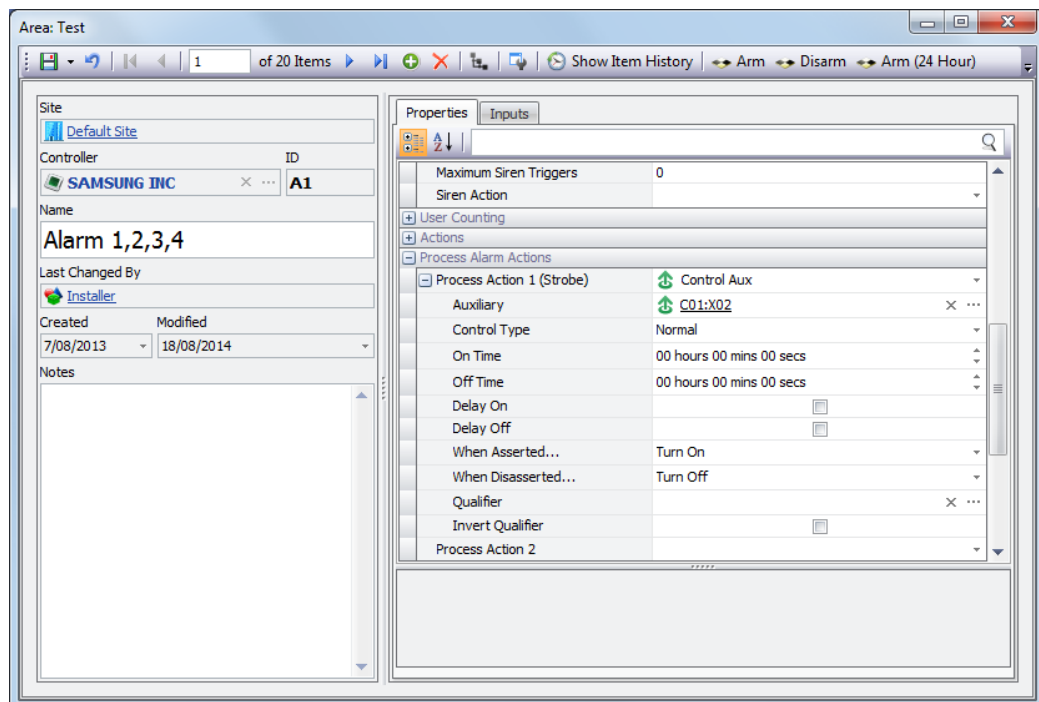
Selected Auxiliary will turn on if an alarm occurs in an area with the A4 flag set, or if the 'Area about to turn off' message is displayed on LCD Terminals 250 seconds before the Area Defer timer expires (if the 'Defer Area' and 'Warn Aux' options are both enabled), and turn off when the area turns off, or when the Area Defer timer is restarted.

Alarm 1 Aux

1. In Area programming navigate to process Alarm actions.

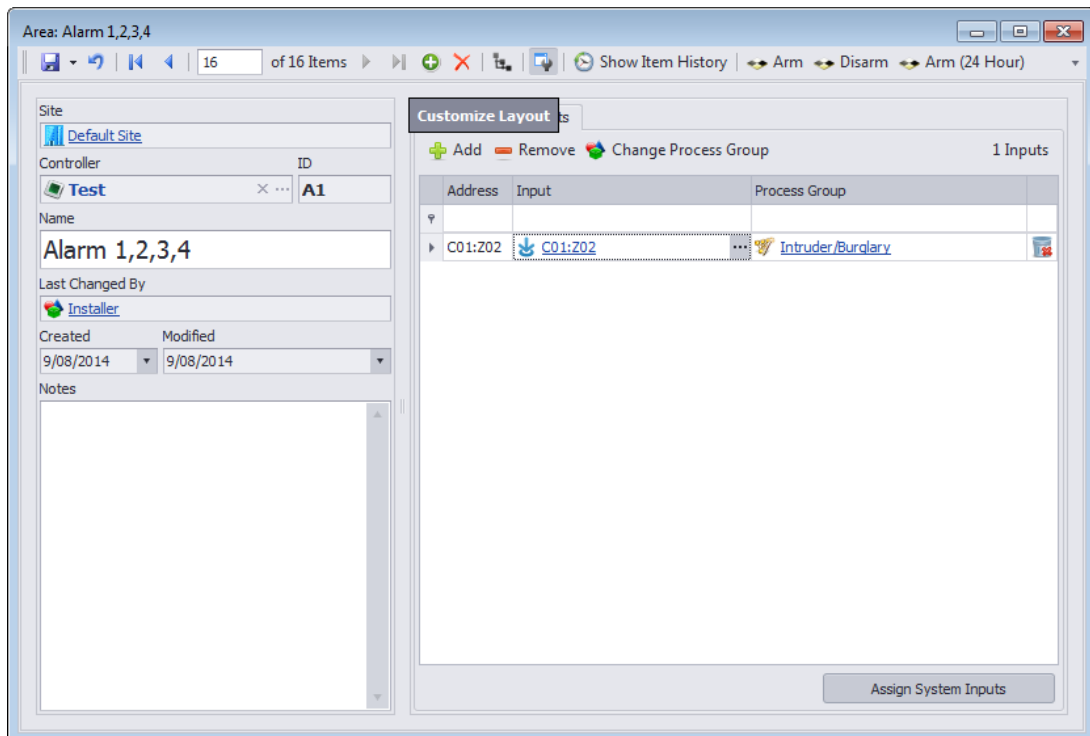


2. Select Process Action 1 and select Control Aux then search for the Aux that needs to be controlled.



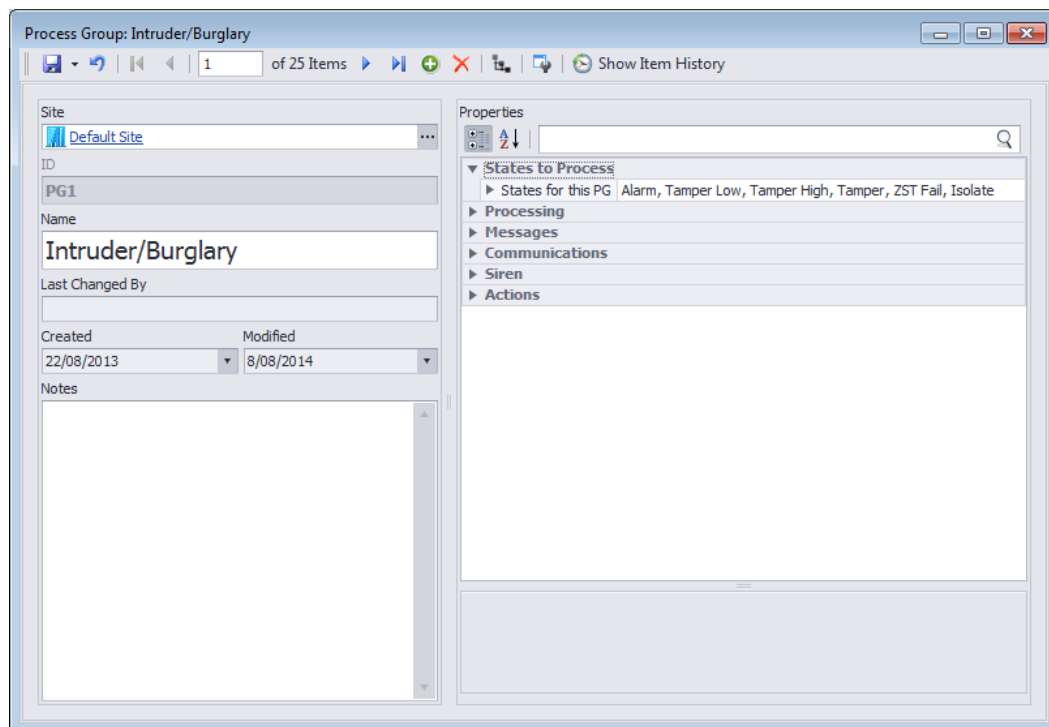
3. Assign an Input into the Area with a Process group, if you already have Inputs assigned to the Area skip this step.

Process Alarm Action 1 is Strobe by default: Area goes into alarm Siren and Strobe trigger, Siren time expires, Strobe remains on until Area is turned off.

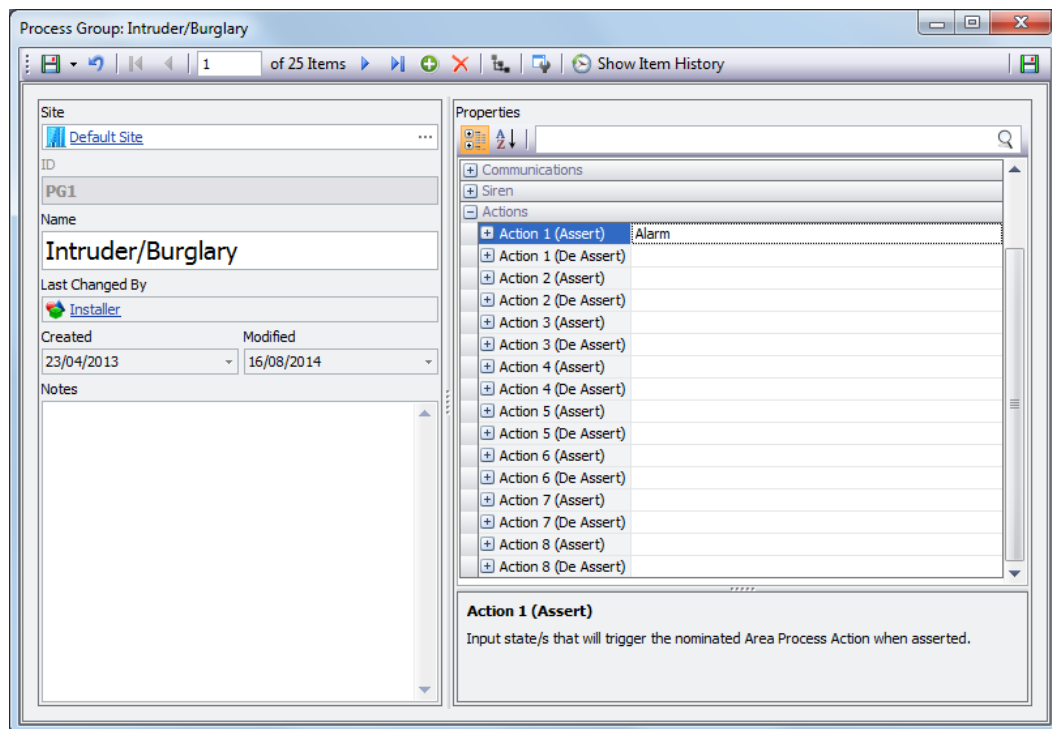


For every Input to process this Action make sure you know what Process groups are being used in this Area so that you can edit them all the same as demonstrated in the next step.

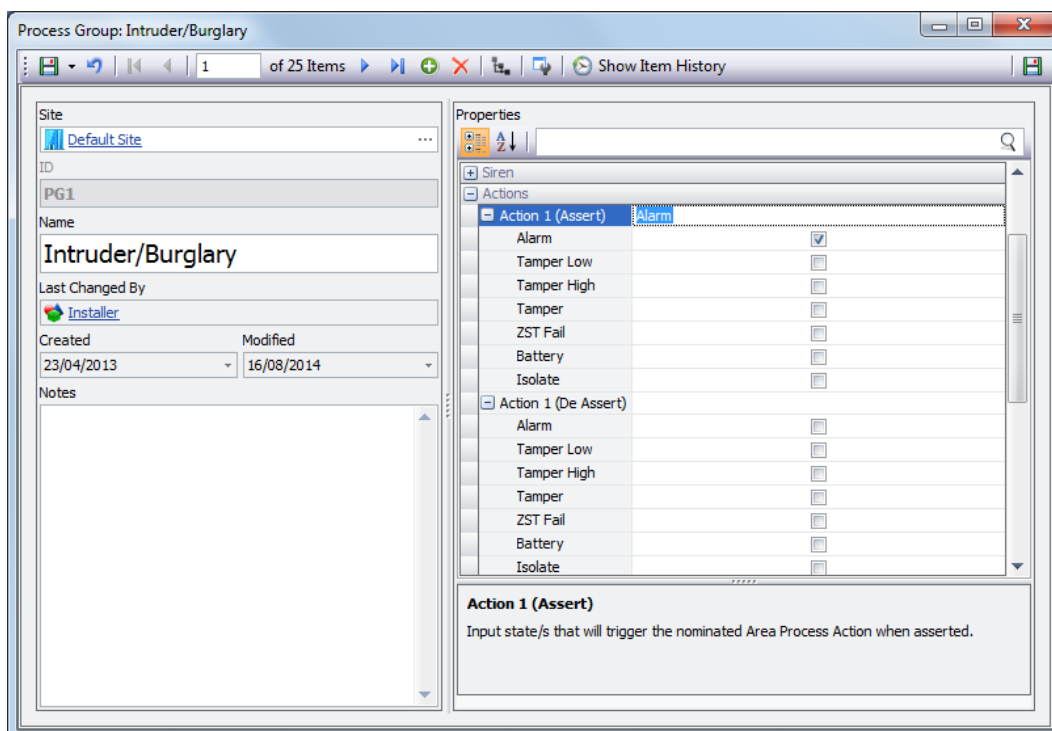
4. Navigate to Process Groups and open the Process Group being used in the Area in this case we are using Intruder/Burglary.



5. Select Actions in the Process Group window.



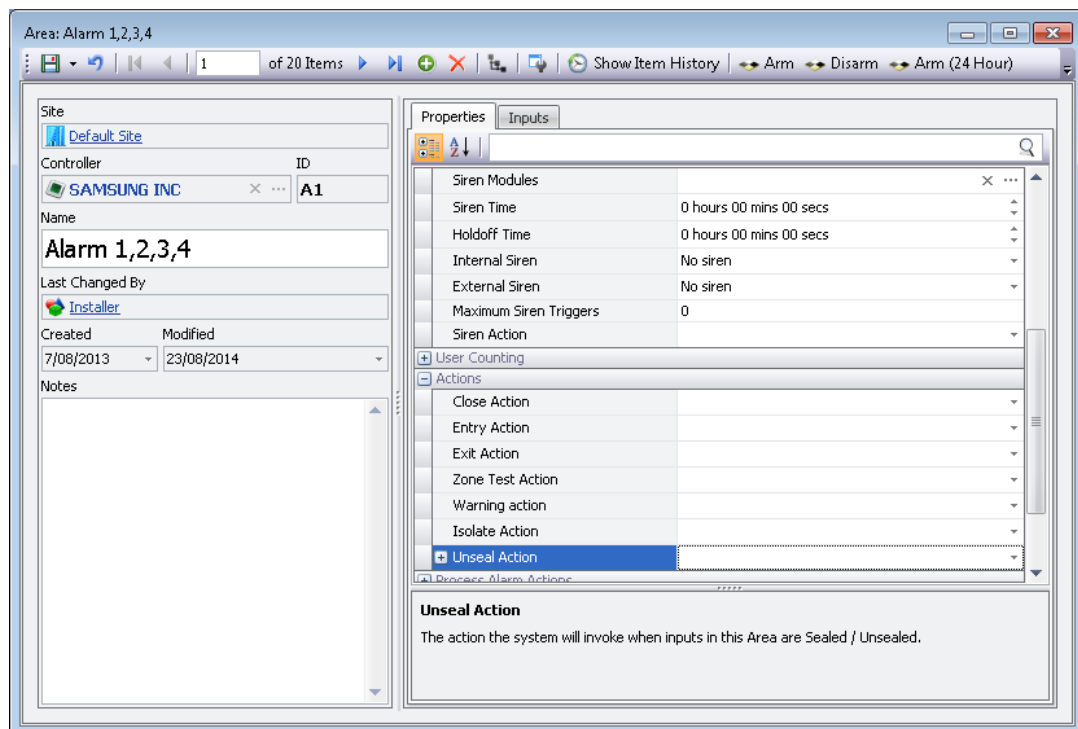
For each action there is Assert and De Assert triggers in this case we will be using the alarm state as the Assert and no state for De Assert.



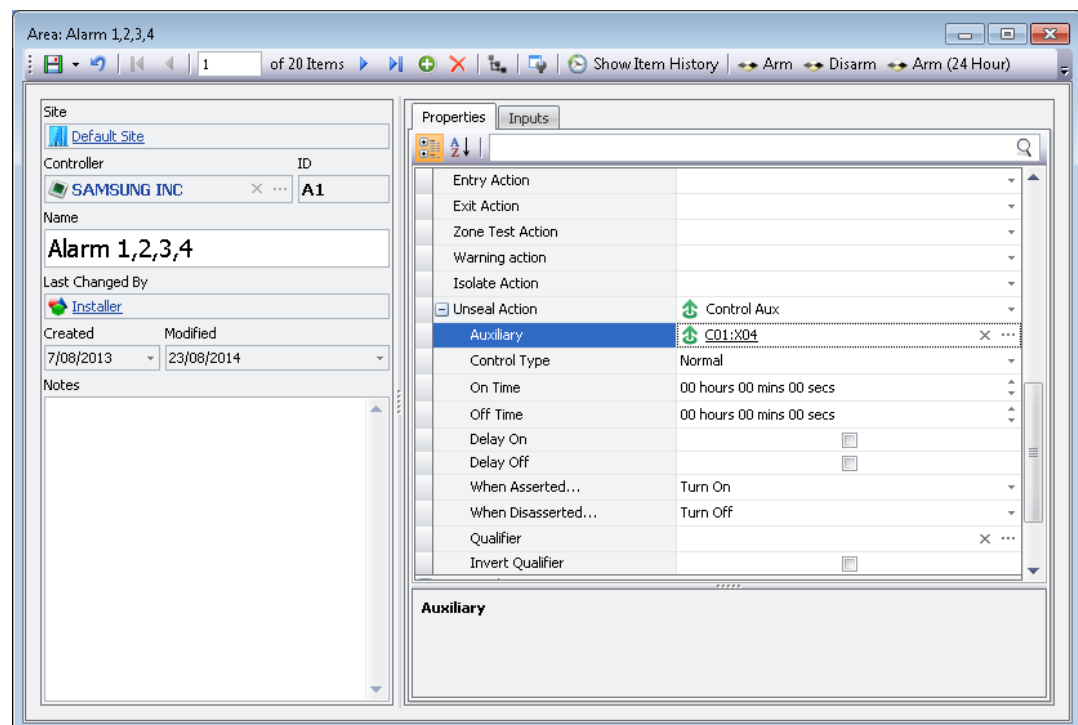
If no state for De Assert is selected then the Area disarming will be the De Assert edge.

Alarm 2 Aux

1. In Area programming select the Unseal Action



2. Select the Aux or Aux List you would like to control, by default it should look like this.



3. Click Save

An unseal of any input in this Armed Area will Turn on the Aux, The Aux will turn off if any of these 2 conditions is True:

- Area is Disarmed
- All inputs are Sealed

Alarm 3 Aux

Alarm 3 Aux had 2 functions the first was the same as [Alarm 1](#)

The second was Pulse an Aux on when an Area has been turned On or Off via an RF Fob.

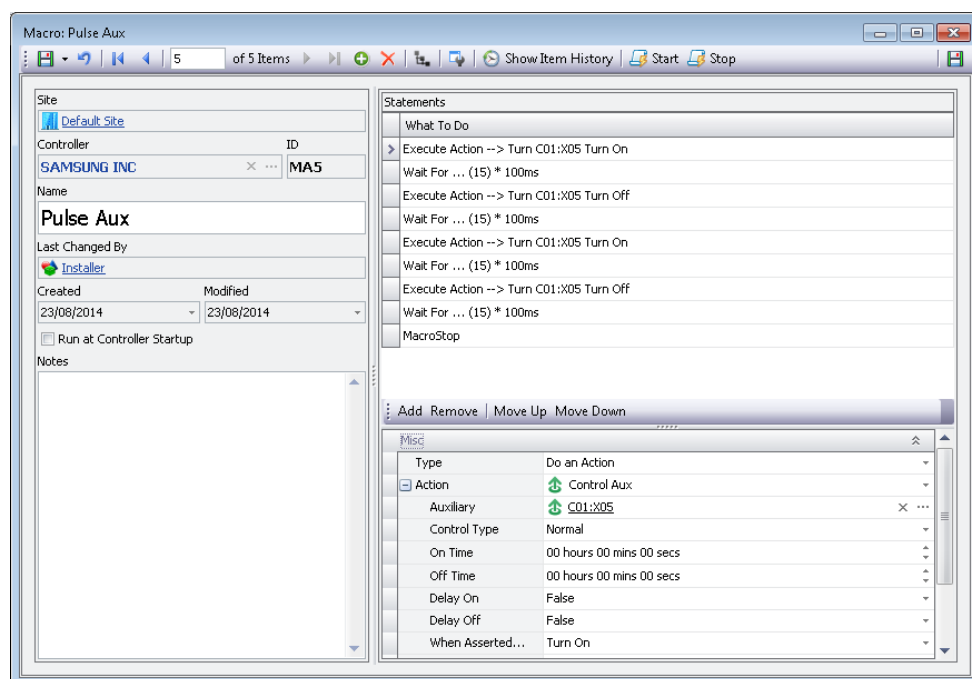
1. Program a Macro for the Aux Pulse function like the below example:

Do an Action–Action Control Aux

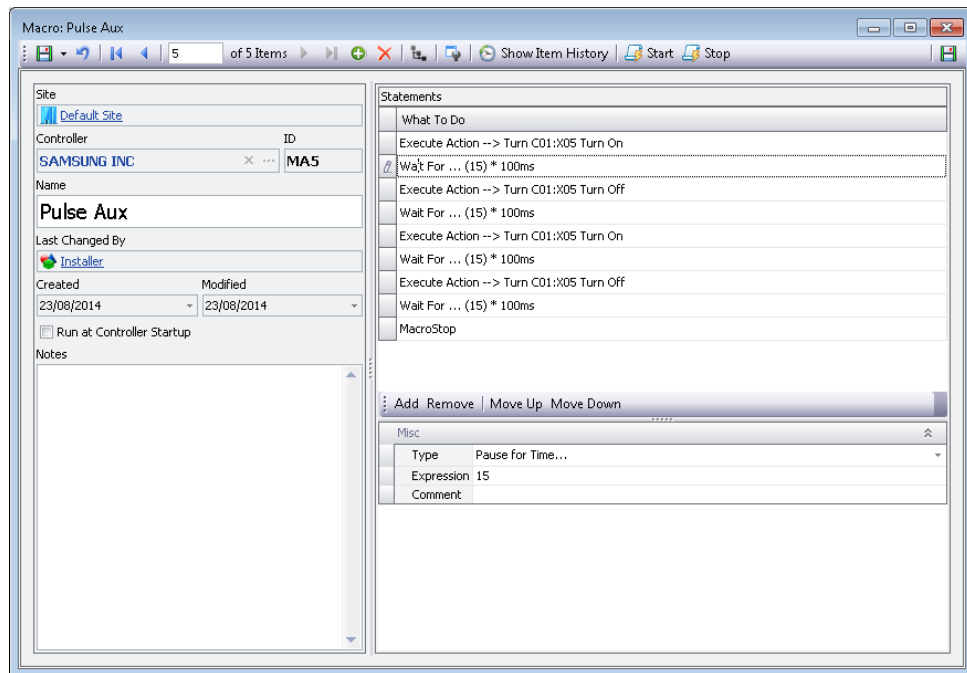
Asserted–Turn On

Dissasserted–Nothing

Click Add



Pause for Time-Expression 1500ms



Click Add

Do an Action-Action Control Aux

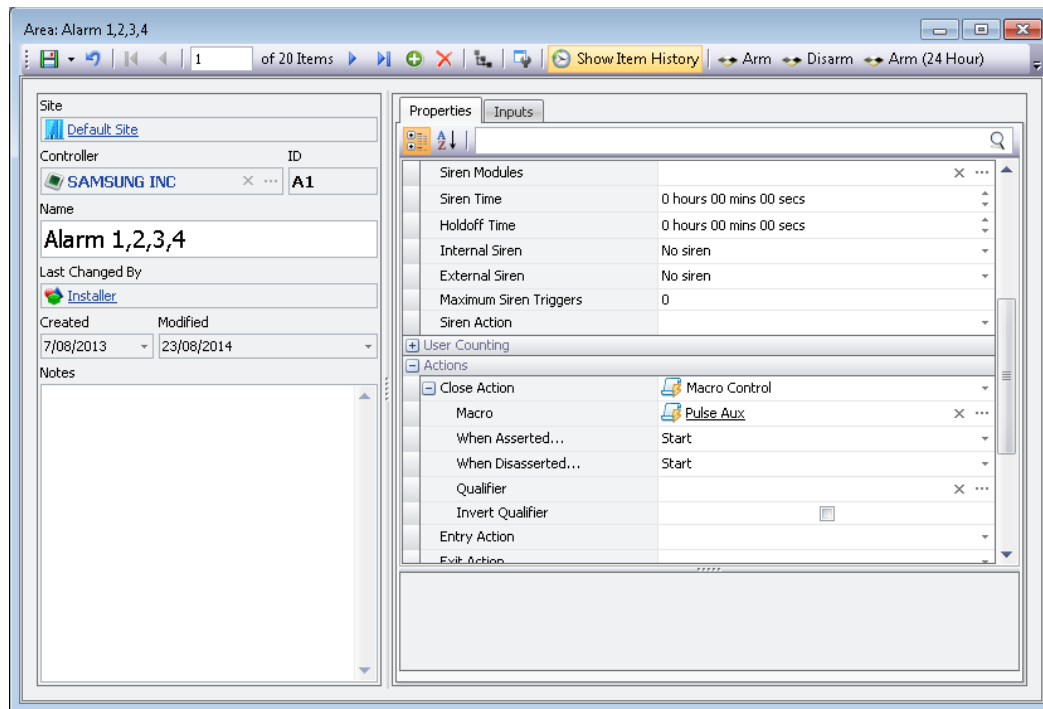
When Asserted-Turn Off

When Dissasserted-Nothing

Click Add...Repeat steps above for as long as you want the Pulse to occur, in this example we have On, Off, On, Off -Make sure on the last Pause for time you Add a Macro stop to the End.

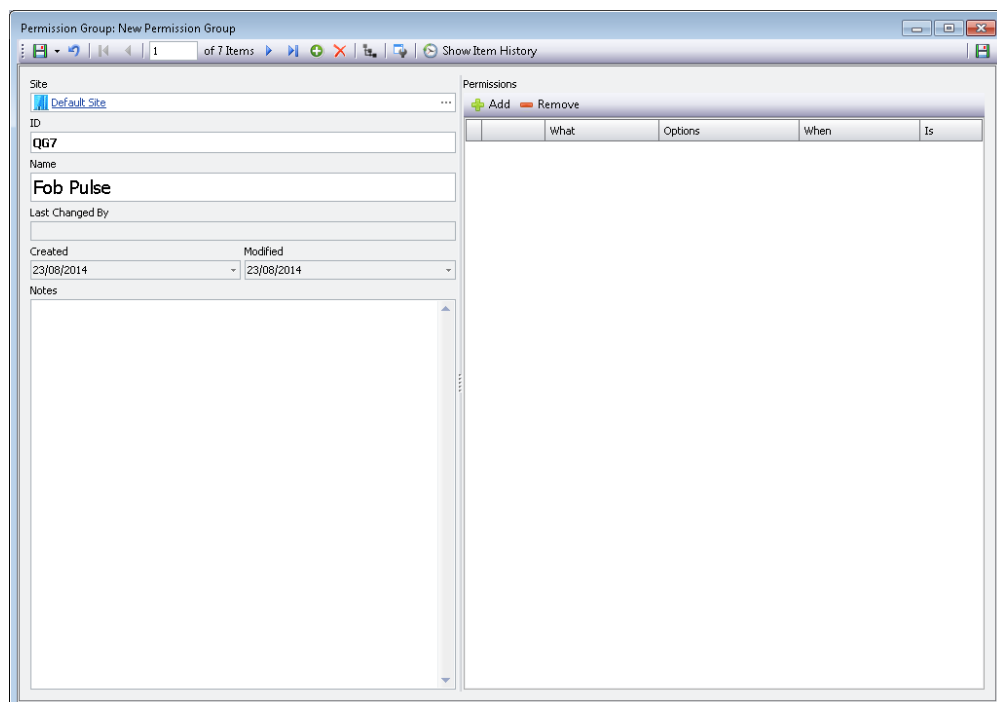
Statements	
What To Do	
Execute Action --> Turn C01:X05 Turn On	
Wait For ... (15) * 100ms	
Execute Action --> Turn C01:X05 Turn Off	
Wait For ... (15) * 100ms	
Execute Action --> Turn C01:X05 Turn On	
Wait For ... (15) * 100ms	
Execute Action --> Turn C01:X05 Turn Off	
Wait For ... (15) * 100ms	
MacroStop	
Add Remove Move Up Move Down	
Misc	
Type	End Current Macro
Comment	

2. In Area programming Select the Close Action.
3. The Action is Macro Control–Select the Pulse Aux Macro.
4. When Asserted Start/When Dissasserted Start.

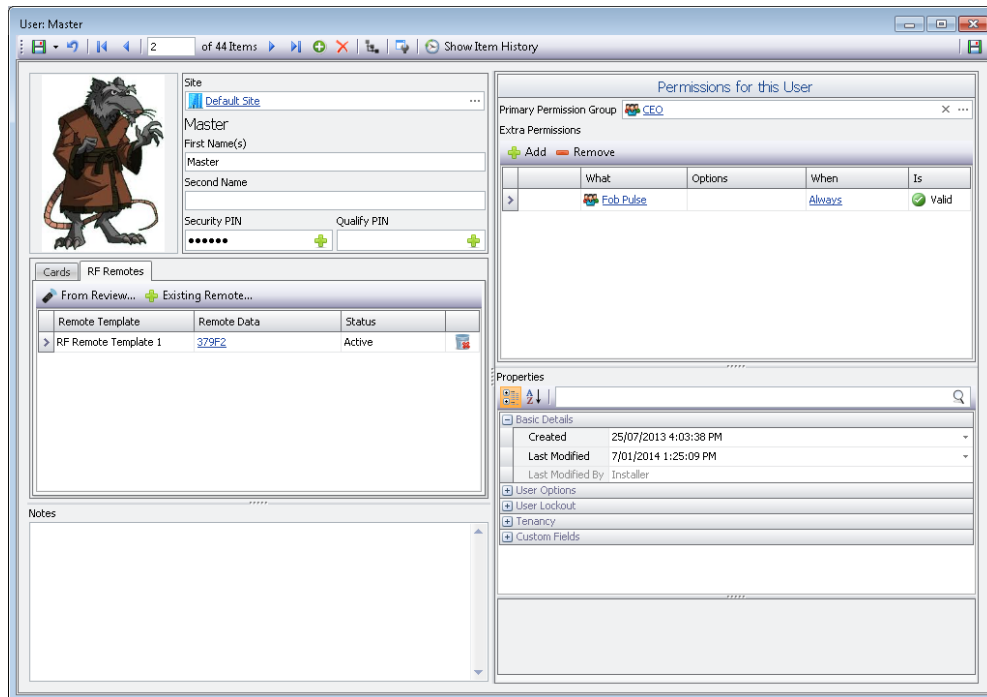


Because this needs to only be triggered when an RF Fob Arms the Area we will need to qualify this Action with a Permission Group.

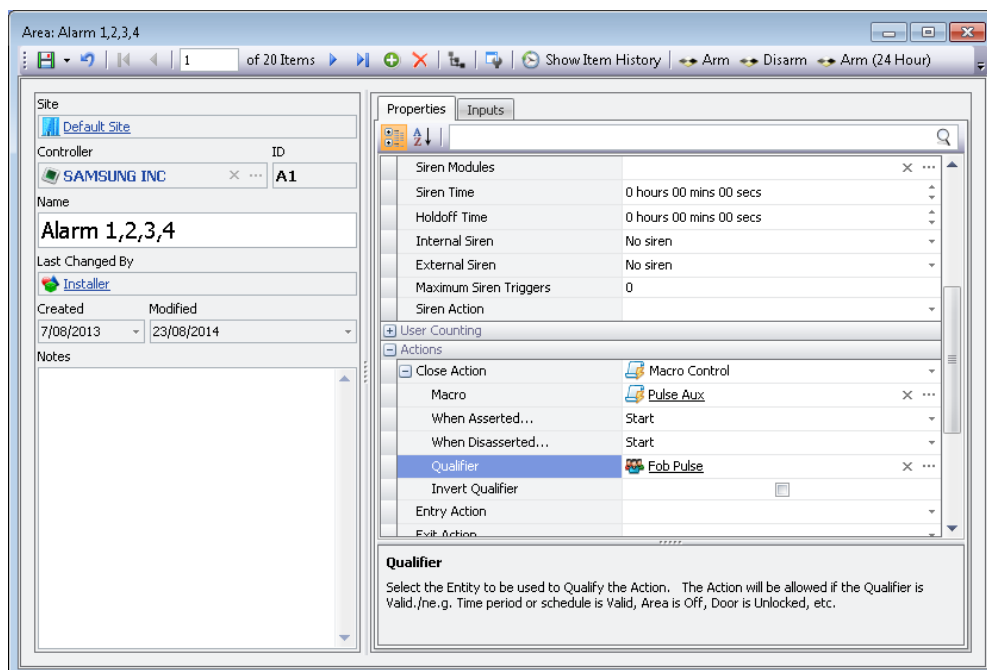
5. Program a Blank Permission Group name it and save it.



- Assign this Permission Group to any User that needs to have this functionality.



- In the Area programming Select Close action and assign this Permission group as the Qualifier for the Macro control Action.



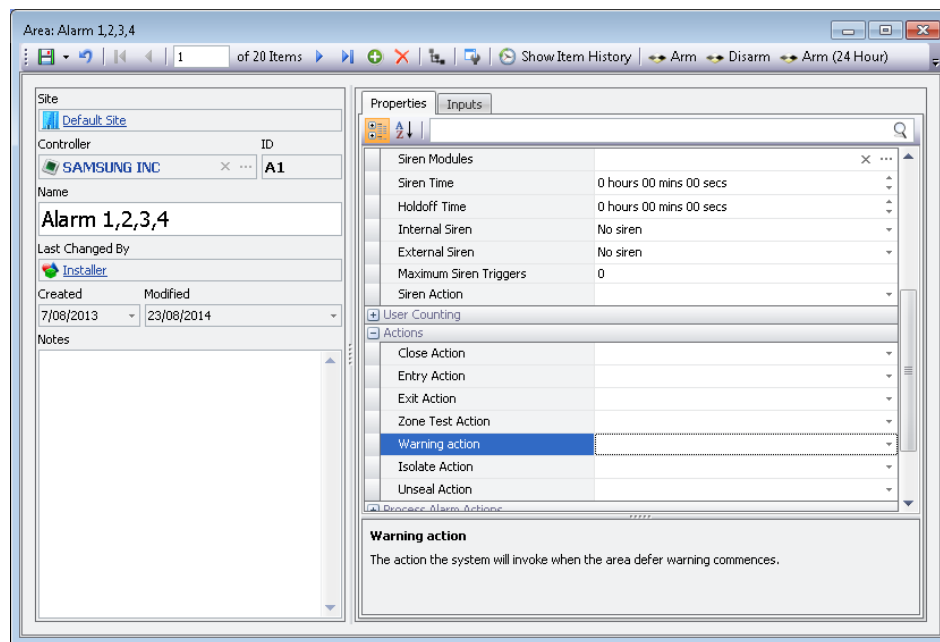
When a User with that Permission Group Arms this Area with the RF Fob the Macro will run for the time specified then stop, If the Area is armed in any other way the Macro will not run.

Alarm 4 Aux

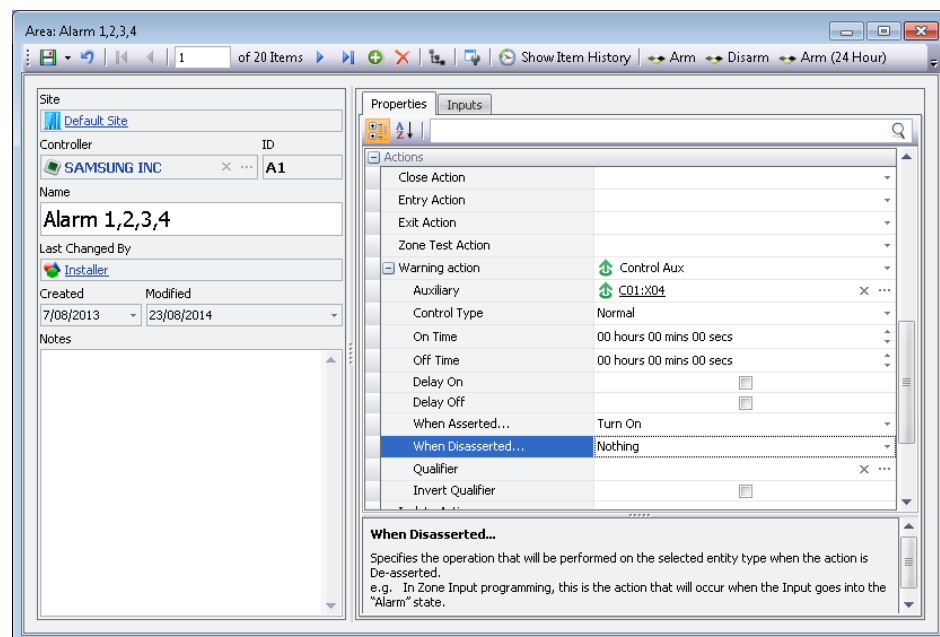
Alarm 4 Aux Input trigger is programmed exactly the same as [Alarm Aux 1](#)

The Defer Warning trigger is programmed as follows:

1. In the Area Actions select Warning Action



2. Action-Control Aux – Select the Aux
3. When Asserted–Turn On/When Dissasserted–Nothing



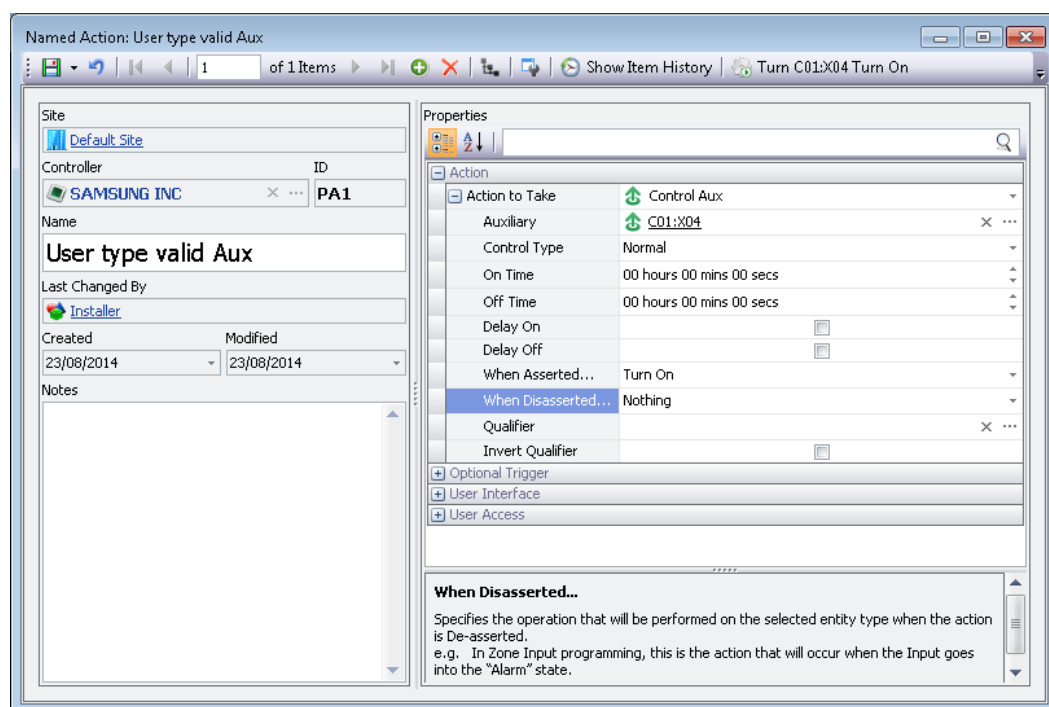
When Alarm occurs in the armed Area or the Defer Area warning timer starts the Aux turns On, The Aux will turn Off if one of the following is True:

- Area is Disarmed
- Area is Deferred Off restarting the Defer timer

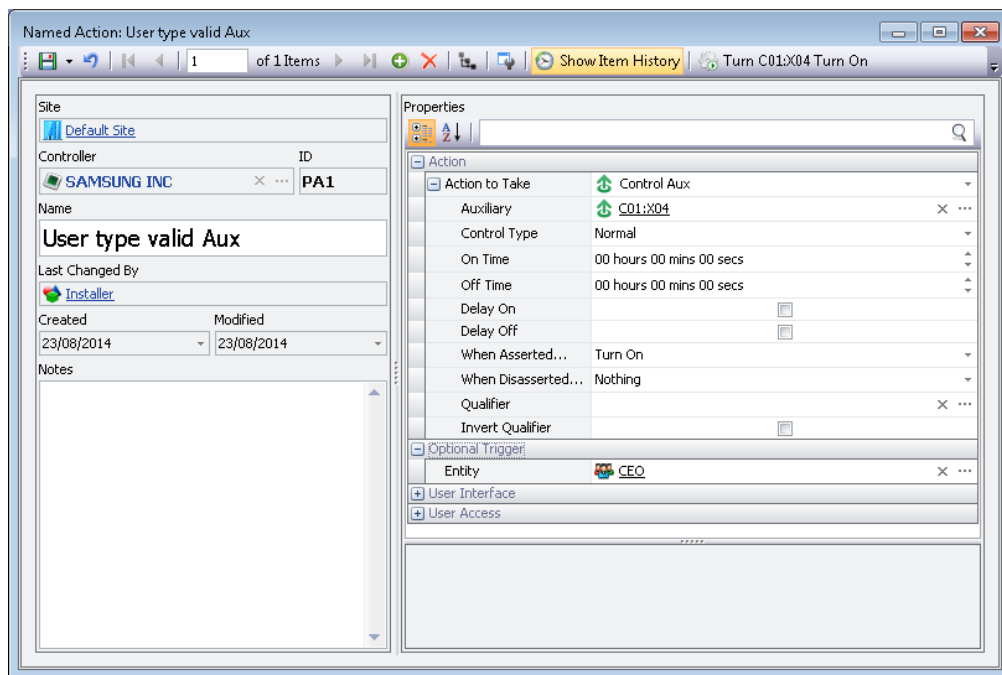
User Type Valid Aux

In Concept you were able to assign an Aux directly to a User type for Automation purposes, below explains how it is programmed in Integriti:

1. Add new Named Action and give it a name.
2. Action to take–Control Aux–Select the Aux.
3. When Asserted turn On/When Dissasserted Nothing.



4. The Optional Trigger is the Permission Group of the User or Users.



If any User with that Permission Group Logs into the Keypad, Badges a Door or Controls anything via an RF Fob the Aux will turn On.

An On time can also be specified so that the Aux turns Off etc.

If you find that this Document has not helped achieve the outcome you require please don't hesitate to contact CSD Technical Support.