

Integriti Programming via LCD Terminal

Generic LCD Terminal operations.

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Overview

This document describes various generic LCD Terminal operations for the Integriti Hardware platform, and is divided into 5 sections:

1. Programming Operations.

The following programming operations are common to multiple entities and/or programming options throughout the various Menus and are described in detail.

- Alpha search.
- Creating a new entity.
- Program or edit text.
- Setting the Yes or No (Y/n) options.
- Permission (What/When Pair) programming.
- Action programming.

2. Logged Off Operations.

A range of operations may be made available at nominated LCD Terminals to allow access to basic status information and some types of control operations without requiring the User to Logon.

3. Information Menu Operations.

The Information Menu allows Users with the relevant permissions to Logon to an LCD Terminal and view a broad range of system information including a log of system activity, status information, current Input and Counter values and system diagnostic information.

The following Information Menus are provided:

- | | |
|-------------------------|---|
| ▪ Review Log. | View a comprehensive log of system activity. |
| ▪ Locate User. | View the last Area that a User entered via an access controlled Door. |
| ▪ Read Analogue. | View the current value of an Analogue Input. |
| ▪ Read Count | View the current value of an Event Counter. |
| ▪ Input States | Not yet implemented. |
| ▪ Read Volts | View the current Control Module Power Supply status. |
| ▪ Read Number of Users. | View the number of Users currently in an Area. |
| ▪ Modules. | View a list of connected Modules and their current status. |
| ▪ Panel Information | View serial number, MAC address, PCB revision, current firmware version and IP address. |

4. Test Menu Operations.

The Test Menu allows an Installer to Logon to an LCD Terminal to perform diagnostic tests and/or view the current status of a range of entities and operations.

The following Test Menus are provided:

- | | |
|----------------------|--|
| ▪ Inputs. | View the current status of a nominated Input, or a group of sequential Inputs. |
| ▪ Auxiliaries | Turn a nominated Auxiliary On, Timed On, Off or Timed Off. |
| ▪ Sirens | Turn a nominated Siren On or Off. |
| ▪ Telecommunications | Loop and/or Seize the PSTN Line and view the Rings, Voltage or Current as appropriate. |
| ▪ Cards | View the data from a Card presented at a nominated Reader. |
| ▪ Memory | Not yet implemented. |
| ▪ Ports | Not yet implemented. |
| ▪ Power | Perform a Battery Test on a nominated Module. |
| ▪ Volts | View a range of Controller Power Supply and Input/Output Voltages. |

5. Service Menu Operations.

The Service Menu allows an Installer to Logon to an LCD Terminal to perform a range of service operations.

The following Service Menus are provided:

- Request Service. Not yet implemented.
- Test Report Triggers the Time Report System Input.
- Security Not yet implemented.
- Answer Phone Not yet implemented.

Programming Operations

Alpha search.

When a Terminal screen is displayed that supports the alpha search feature, the item can be found by name as follows:

Step	Instructions	Example
1	Use the alpha-numeric keys to select the letter or number that the name begins with. The key press sequence is in the order; 1 st letter, 2 nd letter, 3 rd letter, Number. e.g. If you are searching for an item named “Office”, press the <5 MNO> key 3 times. If you are searching for an item named “3 rd Floor”, press the <3 GHI> key 4 times.	Find Area Name ^ Area 1
2	The lowest numbered item beginning with that letter will now be displayed. If the item you are looking for is not displayed, use the ^/v arrow keys to find the item in alphabetical order. e.g. If you are looking for the item named “Factory”, but the item named “Foyer” is displayed after pressing the <2 DEF> key 3 times, use the ^ arrow to find the item named “Factory”.	Find Area Name ^ Foyer Find Area Name ^ Factory

Creating a new entity.

The Integriti Controller does not display unused database items.

When selecting an item to view and/or edit, you will only be presented with items that have already been created and/or programmed, either in the product defaults, or subsequently in the system programming.

Note that the ability to create a new entity via LCD Terminal programming will depend on the Integriti software Controller “Synchronisation” settings. The settings of the “Global Data Sync Options”, “Local Data Sync Options” and/or “Enrolment Mode” may prevent some or all types of entities from being created via an LCD Terminal.

The following steps are used to create a new item via a Terminal.

Step	Instructions	Example
1	From the “Find...” screen, press the <ON> key, to change the screen to item number selection.	Find Mgrp Name ^ All Menus Mgrp to Alter: MG00001
2	Use the <UP> arrow key to view the highest item number currently in use.	Mgrp to Alter: MG00009
3	Enter the next available number into this field, then press <OK>. e.g. If the highest number viewed in step 2 was 00009, then enter 00010.	Mgrp to Alter: MG00010
4	The next screen will prompt you to confirm creation of the new item. Press the <9 YZ> key to confirm.	Create MG00010? n
5	The display will return to the item number selection screen with the new item number displayed.	Find Mgrp Name ^ MenuGrp 00010
6	Press <OK> to begin programming the new item.	Mgrp MG00010 Name MenuGrp 00010

Program or Edit text.

Step	Instructions	Example
1	When the screen for an entity name is first displayed, it will show the default entity name. To program a new name for the item, press the <OFF> key to remove the default name and clear the screen, then use the alpha-numeric keys to program the name. <u>Up to 32 characters of text can be entered across 2 screens.</u>	DL00002 Name Door List 2 DL00002 Name
2	Pressing a key more than once will scroll through all the characters associated with that key, starting with the 3 letters, until the one you require is displayed. e.g. To enter the letter L, press the <4 JKL> key 3 times. To enter the number 4, press the <4 JKL> key 4 times.	DL00002 Name <u>L</u>
3	When programming text, the cursor will automatically advance when a <u>different</u> key is pressed. The Right Arrow key (>) needs to be used to advance (move) the cursor if the next letter appears on the same key.	DL00002 Name <u>LA</u>
4	The <ON> key can be used at any time to toggle the entry mode between Upper and Lower case for the letters that follow.	DL00002 Name LABORATORY Doors
5	To correct or modify an existing name, use the Left and Right Arrow keys (< / >) to position the cursor under the letter to be changed, and then use an alpha-numeric key to enter the new letter.	DL00002 Name LABORATORY <u>D</u>noors
6	When the name to be entered is longer than 16 characters, the display will automatically advance to the second name entry screen to allow up to 8 more characters to be entered. The <OK> key may also be pressed at any time to advance to the second screen.	DL00002 Name . . .
7	When complete: Press the <OK> key to save the text and move on to the next screen.	

Setting the Y/n options.

Yes / no option edits are performed as follows:

Step	Instructions	Example
1	Use the Left and Right Arrow Keys (< / >) to position the blinking cursor on the option to edit.	U000003 CPDEcdUG Usf 1: <u>nnnnnnnn</u>Y
2	Set the option to “Y” (Yes) with the <9 YZ> key, or to “n” (no) with the <5 MNO> key.	U000003 CPDEcdUG Usf 1: nn<u>Y</u>nnnnnY
3	The <OFF> key can be used at any time to set ALL options to “n”. (i.e. Unset)	U000003 CPDEcdUG Usf 1: <u>nnnnnnnn</u>

Permission (Qualify Pair) programming.

Permissions allow relevant entities to be paired together to provide a simple and logical, yet flexible and powerful means of defining permissions or qualifying operations.

A Permission consists of a “What” entity (Qualifyee) and an optional “When” entity (Qualifier).

- “What” is an item or a list of items that will be allowed or denied, or that will be processed together in some way. e.g. “What” is typically an entity such as an Area, Area List, Door, Door List, Floor List, Menu Group, Input, User Action, etc.
- “When” is an optional item or list of items that will determine when the permission applies. i.e. Defines when the “What” entity will be used in the processing. e.g. “When” is typically an entity such as a Time Period, Schedule, Area, Input, Comparison, etc. The absence of a “When” entity implies that the permission “Always” applies.

When programming via the Integriti software, Permissions or Qualify Pairs are given different titles depending on where they are applied.

e.g. When applied to User programming, they are called “Permissions”.

See the bulleted list below for the titles used in other entities.

In short, a Permission or Qualify Pair determines “what” entity is used in that permission or operation, and “when” it is used.

Permissions or Qualify Pairs can be assigned to:

- Users (Permissions)
- User Qualify Groups (Permission Groups)
- Interlock Groups (Interlocked Entities)
- Qualified Door Types (Door Types)

Permissions are programmed via an LCD Terminal as follows. The screen examples shown are from User programming, but will be the same except for the item ID wherever Permission editing is provided.

Option	Initial Screen / Option	Description
“What” type	U000003 Q1 What> None	Select the <u>type</u> of item to be used as the “What” for this Permission. e.g. Menu Group, Area List, Input, Auxiliary, etc.
“What”	U000003 Q1 What^ None	Once an item type is selected, this screen is then displayed to allow an item of that type to be selected as the “What”.
“What” options	A001 OFE..... Flags: nnnnnnnn AL00001 OFE..... Flags: nnnnnnnn O F E	Depending on the type of “What” chosen, a “Flags” screen may be displayed next. This screen will allow options relating to the “What” permissions to be selected. e.g. If the “What” chosen is an Area or an Area List, one of the screens shown opposite will be displayed to define how the Area/s may be controlled. On Off Grant Entry to Area. Allow the User to gain entry through a Door into an Area that is allowed, regardless of whether the Door is allowed.
Invert “What” option	U000001 Q1 what Inverted? <u>n</u>	If an item is selected, this screen is then displayed to allow the option of inverting the “What”. e.g. If a Door List is selected and this option is set to Yes, then Doors in this Door List will <u>not</u> be allowed.

“When” type	U000003 Q1 when> None	Select the type of item to be used as the “When” for this Permission. e.g. Time Period, Area, etc.
“When”	U000003 Q1 when^ None	If an item type is selected, this screen is then displayed to allow an item of that type to be selected as the “When”.
Invert “When” option.	U000001 Q1 when Inverted? <u>n</u>	If an item is selected, this screen is then displayed to allow the option of inverting the “When”. e.g. If a Time Period is selected and this option is set to Yes, then the “What” parameters will only be allowed when the Time Period is <u>not</u> valid.
Additional Permissions.	U000003 Q2 what> None U000003 Q2 when> None	The sequence of Permission screens is repeated up to the maximum number of Permissions allowed for that item. If a Permission “What” type is not selected, then only the 2 screens shown opposite are displayed for each Permission.

Action programming.

Actions allow an entity to be programmed to provide direct control of another entity.

This eliminates the need to program separate intermediate logic operations to link these entities.

Actions can be programmed for entities such as:

- Zones
- Areas
- RF Expander Feedback
- Communications Tasks
- Comparisons

Actions are programmed as follows. The screen examples shown are from Zone Input programming, but will be similar except for the item ID wherever Action editing is provided.

The first table describes the programming options common to all actions.

The second table describes the programming specific to particular entity types.

Option	Initial Screen / Option	Description
Action Type settings		
Select Action Type	C01 : Z01 Act : None Area Aux Xlist Door Door List Floor Lift Floor LList Flist Lift Flist LList Trg Input Uarea Account Icount Siren Alist Gtimer Gvar Aircon Macro Isolate Ctask Amnesty Aircon Temp	Select the Entity type that will be controlled or adjusted by the entity that you are currently programming. e.g. In Zone Input programming, this is the entity that will be controlled by the Alarm/Seal state of this input. Area Auxiliary Auxiliary List Door Door List Floor and Lift Floor and Lift List Floor List and Lift Floor List and Lift List Trigger an Input State Adjust User Area assignment. (The location of a nominated User) Adjust Area Count. (The number of Users currently in an Area) Adjust Input Count. (The current value of an Input event counter) Siren Area list Trigger a General timer Trigger a General Variable Airconditioner Trigger a Macro Isolate a nominated Input Comms Task operation. E.g. Restart or Update. Reset User Anti-Passback Area record. Adjust Temperature setting for a nominated Zone in a nominated Airconditioning Unit. After an entity type is chosen, press the <ON> key to access the remaining Action programming options.

Zone Alarm Action on Assert	Action: Do on Assert: None None On Off Toggle	Select the “Do On Assert” command type to specify the operation that will be performed on the selected entity type when the entity state is asserted. e.g. In Zone Input programming, this is the action that will occur when the Input goes into the “Alarm” state. No action. Turn On. Turn Off. Toggle from the current state to the opposite state. In the Integriti software, relevant terminology is substituted for “On” and “Off” dependent on the entity being controlled. e.g. For Area control, On=Arm / Off=Disarm. For Door control, On=Lock / Off=Unlock. For an Input, On=Trigger / Off=Restore. For an Isolate, On=Isolate / Off=De-isolate. For a Floor, On=Secure / Off=Unsecure
Zone Alarm Action on Deassert	Action: Do on Deassert	Select the “Do On Deassert” command type to specify the operation that will be performed on the selected entity type when the entity state is deasserted. e.g. In Zone Input programming, this is the action that will occur when the Input goes into the “Seal” state. Options as above.
Qualify settings		Actions may be qualified by the state of another entity. e.g. An action may be programmed to cause a Door to be unlocked when an Area is Disarmed. A Time Period can then be used in the Qualify options for this action to ensure that the action will only occur during normal working hours.
Qualify Type	Action Qualify > Type: None	Select the Entity Type for Action Qualification.
Qualify Entity	Action Qualify ^	Select the actual Entity for Action Qualification. The entities vary based on Entity Type selected in the previous screen.
Qualify Inverted	Action Qualify Inverted: n	Enabling (Y) inverts Qualification Logic for the given Action

Action Entity settings		The next settings that will be displayed will depend on the Action Type selected above.
AREA or AREA LIST		
Area or Area List selection	A:Act Area 1 AL:Act Area List 3	Select the Area or Area List to be controlled by this Action: Area Area List
Area options.	A002 OFE..... Flags: nnnnnnnn O F E	These options not used in Action programming.

Area Arm/Disarm type.	A:Act Area Type> Normal Normal Defer 24 Hour Cancel Exit 1st Stage A 2nd Stage A	Normal Arm/Disarm Start Defer Arming Timer Arm Disarm 24 Hour (Tamper) part of Area Cancel Exit Delay timer and Arm
Area action options	A:Act N..... Options:nnnnnnnn	Not yet defined.
AUXILIARY or AUXILIARY LIST		
Auxiliary or Auxiliary List selection.	X:Act ^ C01:X01 XL:Act ^ AuxList 00001	Select the Auxiliary or Auxiliary List to be controlled by this Action: Auxiliary Auxiliary List.
On timer	X:Act On Time 00 h 00 min 00 s	If the Auxiliary action requires an On timer, program the timer value in Hours, Minutes and Seconds. A value of up to 65535 Seconds may be programmed. i.e. 18 Hrs, 12 Mins and 15 Seconds.
Off timer	X:Act Off Time 00 h 00 min 00 s	If the Auxiliary action requires an Off timer, program the timer value in Hours, Minutes and Seconds. Value setting as above.
Refresh options	X:Act Aux Refresh: Normal Normal Timer Leave	Auxiliary will be controlled as specified in the Action. If a timer is currently running on the Auxiliary, the timer will be restarted with the new timer value. If a timer is currently running on the Auxiliary, it will not be refreshed.
Auxiliary Action options	X:Act UOF..... Options:nnnnnnnn U O F	(U)pdate dynamic only. Changes the internal state, but does not change the real state of the output. Delay (O)n instead of Timed On. Delay O(F)f instead of Timed Off.
DOOR or DOOR LIST		
Door or Door List selection.	D:Act ^ Door 001 DL:Act ^ DoorList 00001	Select the Door or Door List to be controlled by this Action: Door Door List.
Door Flags	D001 EX..... Flags: nnnnnnnn	Door Flags not used in Action Programming.

Unlock time	D:Act Time 00 h 00 min 00 s	If the Door or Door List is required to Unlock for a specific period of time, program the timer value in Hours, Minutes and Seconds. A value of up to 65535 Seconds may be programmed. i.e. 18 Hrs, 12 Mins and 15 Seconds.
Door control options	D:Act 0..... Options:nnnnnnnn 0	(O)verride Allowed.
LIFT ACCESS CONTROL		Not yet implemented.
Select Lift/s and/or Floor/s.	L:Act:1 None LL:Act:1 None FL:Act:2 None	Select the Lift/s and/or Floor/s to be controlled by this Action. Examples: Lift Car to control. In some cases two screens will be presented. e.g. When the action “Floor List and Lift Car List” is chosen, then screens will be provided to allow both the Floor List and the Lift List to be specified.
TRIGGER INPUT		
State to trigger	Trg:Act Desired State: 000 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16	Select the Input state to be triggered. Enter a value between 1 and 16 to define the required state. Alarm Mask Orientation Fault Range Tamper Low Tamper High Tamper Zone Self-test Failure Low Battery Encryption failure Poll failure Spare Soaking Soak Test Fail Isolate
Input to trigger	Trg:Act Input ^ C01:Z16	Select the Input to be controlled by this Action.
Input trigger options	Trg:Act U..... Options:nnnnnnnn U	Input action options. Update State. This option.....?????
USER LOCATION (USER AREA ASSIGNMENT)		
User location.	Uar:Act Area ^ Area 1	Select the Area to be assigned to the User by this Action to define the User’s current location.
Area options.	A002 OFE..... Flags: nnnnnnnn	These options not used in Action programming.

User to edit.	Uar:Act User ^ John Smith	Select a User to be set within the specified Area. i.e. The User to whom the Area is being assigned.
AREA USER COUNT (NUMBER OF USERS IN AREA)		
Number of Users	Acn:Act Num of Users:73852	Select a number between 0-99999999. This is the value that the Area Count will be set to, when the Action is triggered.
Area selection.	Acn:Act Area ^ Area 11	Select the Area to be edited by this Action.
INPUT COUNT (ADJUST INPUT EVENT COUNTER)		
Input to edit.	Icon:Act Input ^ E01:X09	Select the Input that will have its Count adjusted by this Action.
	Icon:Act Count 0000000000	Enter Count Value. The selected input will have its count adjusted to this value when the Action is triggered.
SIREN		
Siren to control	Sir:Act Siren: None	Select the Siren to be controlled by this Action.
Siren Options	Sir:Act IECiec0. Options:nnnnnnnn I E C i e c O .	Sound (I)nternal Siren Sound (E)xternal Siren Siren (C)hirp (Not yet implemented) Chirp (i)nternal Siren (Not yet implemented) Chirp (e)xternal Siren (Not yet implemented) Chirp (c)hange (Not yet implemented) (O)verride Priority (.)Timer Running (Not yet implemented)
Siren Tone	Sir:Act Tone: None None Bell Sweep Fire Evac Spr5 Spr6 Spr7 Spr8 Squawk1 Squawk2 Squawk3 Squawk4 Squawk5 Squawk6 Squawk7 Squawk8 etc.	Select Siren Tone. None Bell tone Sweep tone Fire tone Evacuation tone Not defined Not defined Not defined Not defined Chirp. 1 Pulse Chirp. 2 Pulses Not defined Not defined Not defined Harp Video Game Gong

Siren Action Time	Sir:Act Time 0 h 00 min 00 s	Enter a Siren Time in Hours, Minutes and Seconds. Determines how long the siren will stay active when the Action is triggered. A time of up to 6553 Seconds may be entered. i.e. 1 Hr, 49 Min and 13 Seconds.
SET TIMER VARIABLE		Not yet implemented.
Select ??.	?:Act:1 None	Select the
SET GENERAL VARIABLE		Not yet implemented.
Select ??.	?:Act:1 None	Select the
CONTROL AIRCONDITIONING		Not yet implemented.
Select ??.	Ac1:Act Unit: 001 Ac1:Act Mode > Off Off Heating Cooling Ventilate HeatPump Ac1:Act Delay 00 days 00:00:00 Ac1:Act Run 00 days 00:00:00 Ac1:Act 12345678 ZnEnbls:nnnnnnnn	Select the
MACRO CONTROL		Not yet implemented.
Select ??.	?:Act:1 None	Select the
ISOLATE AN INPUT		
Select Input	Isl:Act Input ^ E04:Z23	Select the Input to be Isolated by this Action.
COMMS TASK OPERATION		
Select Comms Task	Ctk:Act Comms Task CT000	Select the Comms Task to be controlled by this Action.
Comms Task Action	Ctk:Act Type > Normal Normal Restart Update All	Select the operation to perform when the Action is triggered.
AMNESTY		Not yet implemented.

Select ??.	?:Act:1 None	Select the
AIRCON TEMPERATURE		Not yet implemented.
Select ??.	Ac2:Act Unit: 001 Ac2:Act Zone: 001 Ac2:Act Temp 000.0 deg C	Select the

Logged Off Operations

No.	Option	Initial Screen / Option	Description
	Logged Off		These operations may be allowed at nominated LCD Terminals without being logged on to the Terminal.
	<u>Logged Off Menu</u>		The MENU key is pressed, followed by the Menu Number.
1	Quick Review	e.g. Jan16 15:31:46.5 Area 1 On by Mas	Allows a User to view the Alarm Review Events, without needing to logon. Use the Up/Down arrow keys to scroll through the Review entries.
2	Panel Information	Firmware: 2.0.3_14902 Serial Number: SC001179 Mac Address: 00:11:B9:05:00:E Hardware: ISC AS IP Address: 192.168.1.127 Module Update Currently Idle	Panel information. Use the Up/Down arrow keys to view the following information: Firmware Version and Build Serial Number MAC Address Hardware Type and Revision IP Address Module Update status.
3	Date and Time	Jan16 15:38:18.4	Displays the current system Date and Time in 24 Hour mode in the following format: MmmDD hh:mm:ss.s. Where: Mmm = Abbreviated Month. DD = Day of month. hh = Hour. Mm = Minute. ss.s = Second.
	<u>Other Logged Off operations.</u>		MENU key is <u>not</u> required.
^ / v	Area Status	Office is Off Chemical Store is On A001: 12345678 nnnnnnnn	“Area Text” mode. Up and Down Arrow keys scroll through Areas one at a time. “Area Array” mode. Up and Down Arrow keys scroll through the Area status display in groups of 8 Areas. The Area number at the left of the display indicates the first Area in the array.

>	User Actions	Find Actn Name ^ None	Allows any User to select and control a Predefined User Action that has been set to “Allow Logged Off Access”. Use the UP/DOWN Arrow buttons or Alpha-search to select an Action to control. Follow on-screen prompts to control. Note: Some actions will require another parameter (e.g. A timer value) to be entered before the key is pressed to execute the action (e.g. ON or OFF key).
HELP	Help and Panic	Help at Term. 01 Enter your pin c Press HELP Again for Panic	A single press of the HELP key will provide help text for the current screen. Pressing the HELP key twice in succession will display the following prompt. Pressing the HELP key again at this prompt will trigger the relevant Terminal Panic Input.
??	Air-conditioning Control		

Information Menu Operations

No.	Option	Initial Screen / Option	Description
1	Information Menu	** Info Menu **	Top screen for the Information Menu.
1, 0	EN Review Log		View log of mandatory Review events in accordance with EN50131.
1, 1	Review Log		View Review log according to User's Review Level and Classifications.
1, 2	Locate User	Find User Name ^ Master Admin Area	View which Area a User is currently in. Use the alpha search feature and the Up/Down arrow keys to make a selection by Name. Use the <ON> key to change the display to make a selection by Number. When User is selected press <OK>. Display will show the User name and the Area currently recorded for that User. If allowed, the Area assigned to the User may be changed.
1, 3	Read Analogue	Find Input Name# C01:Z18 Input to Read: G02:S19 G02 Temperature +19.4 C	View the Analogue value on the selected Input. Use the UP/DOWN Arrows to scroll through the Inputs that have their Input Type defined as "Analogue"; Or press the ON key to enter the Input ID of the Input you wish to view then press OK.
1, 4	Read Count	Find Input Name# C01:Z01 Staff Car Park 00017 Raw Units	View the Event Counter value on the selected Input. Use the UP/DOWN Arrows to scroll through the Inputs that have their Input Type defined as a Counter; Or, press the <ON> key to change the display to make a selection by Input ID. When the Input is selected press <OK>. Display will show the current Count on the Input. The display will update if the count changes while being viewed. If allowed, the Count may be changed.
1, 5	Input States		Not yet implemented.
1, 6	Spare		

1, 7	Read Number of Users	Find Area Name # Area 1 Area to Read: A001 Area 1 Users 0	View the current number of Users in the selected Area. Use the alpha search feature and the Up/Down arrow keys to select an Area by Name. Use the <ON> key to change the display to make a selection by Area number. When the Area is selected press <OK>. Display will show the current User Count for the Area. If allowed, the Count may be changed.
1, 8	Modules	Find Module ^ Integriti Contro Find Module ^ WiredExp: 01 E01 Present & Secure e.g. E01 Version: 7.0.0 E01 SN/Hware 00000000 E01 Unibus 1 . Type: Zone Exp. e.g. E01 TxOk 00001848 E01 TxFail 00000000 E01 TxBusy 00000000 E01 RxOk 00000407	View Modules currently in the System. Use the Up/Down arrow keys to view the list of the Modules that have been created in this system. Modules will be displayed in order of their type and then number. Note that this screen will display all Modules that have been created in this system, even if they are not currently present. Press OK to select the displayed Module. The display will show the current status of the Module. From this screen, the Up/Down arrow keys can be used to display all Modules that are currently Present. i.e. The Modules that are currently powered up and communicating on the LAN. The OK key can also be used to scroll through the following information for the displayed Module. • Firmware Stream, Version and Build. • Serial Number and Hardware Revision. • Unibus Expander boards fitted. From any of these Module information screens, the Up/Down arrow keys can be used to view the same information for other Modules. E.g. If you want to view the Firmware Version of all Wired Expanders, navigate to the Version screen for E01, then use the Down Arrow key to scroll through the Version screens for all other Wired Expanders. The ON key can be used to view a range of LAN statistics. The values are reset whenever a LAN Secure or Reset is performed. • TX OK. Number of packets sent successfully • TX Fail. Number of packets not sent successfully • TX Busy. Number of packets delayed by busy LAN • RX OK. Number of packets received successfully. From any of these Module information screens, the Up/Down arrow keys can be used to view the same information for other Modules.

1, 9	Panel Information	Examples. Firmware: 1.2.1_13041 Serial Number: PT000051 Mac Address: 00:11:B9:FF:00:33 Hardware: ISC AS IP Address: 0.0.0.0 Module Update Currently Idle	View Panel information. Use the Up/Down arrow keys to view the following information: • Firmware Stream, Version and Build. • Serial Number. • MAC Address. (Scrolls to show last character) • Hardware Revision. • IP Address. • Module Update.
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Test Menu Operations

No.	Option	Initial Screen / Option	Description
4	Information Menu	** Test Menu ** 1=Inputs 2=Auxes	Top screen for the Information Menu.
4, 1	Inputs	Find Input Name# C01:Z01 Input to Test: C01:Z01 C01:Z01 All Sealed C01:Z01 C01:Z01 To C01:Z08	Test Inputs Select the Input to test. Use the UP/DOWN arrows to scroll through the Inputs by name. OR, Press the ON key to change the selection screen to allow the Input ID to be entered with the alpha-numeric keys. Press OK to scroll through the three different Input State display screens: Display the highest priority Input state currently asserted for this Input. Display all Input states currently asserted for this Input. Display the highest priority Input state currently asserted for eight Inputs, beginning with the selected Input. The LCD Terminal will emit a short beep when a displayed Input changes state.
4, 2	Auxiliaries	Find Aux Name # C01:X01 Aux to Operate: C01:X01 C01:X01 Is Off Press On C01:X01 ON Time 00000 S C01:X01 OFF Time 00000 S	Test Auxiliaries Select the Auxiliary to test. Use the UP/DOWN arrows to scroll through the Auxiliaries by name. OR, Press the ON key to change the selection screen to allow the Auxiliary ID to be entered with the alpha-numeric keys. Turn the Auxiliary On or Off using the ON and OFF keys. If you need to time the Auxiliary On or Off, press the OK key until the required Timer display is shown. Enter the time value required, and then use the OK key to return to the Auxiliary On/Off control screen to perform the test. Any timer values are cleared when you exit the Auxiliary Test Menu.
4, 3	Sirens	Siren To Operate: C01 Siren C01 is Off Siren C01 is Bell Tone	Test Sirens Select the Siren to test. Use the UP/DOWN arrows to scroll through the existing Sirens by name. OR, Enter the required Siren ID with the alpha-numeric keys. Turn the Siren On or Off using the ON and OFF keys. When the Siren is turned On, the Siren tone type will be displayed. The tone can be changed by using the DIGIT keys.

4, 4	Telecommunications	Waiting for Modem Unlooped Ring:00 UnSeized V=+00v Looped: UnSeized I=00ma	This message will be displayed briefly before the Telecommunications status screen is displayed. Use the ON/OFF keys to Loop/Unloop the Line. Press the OK key to Seize the Line. The Line Voltage will be displayed if Unlooped. The Line Current will be displayed if Looped.
4, 5	Cards	Find Module ^ TwoDoorRdr: 01 Module To select: R01 Present card at TwoDoorRdr: 01	Test Cards Select the Module to be used to perform the Card test. i.e. The Module that the Reader is connected to. Use the UP/DOWN arrows to scroll through the existing Modules by name. OR, Press the ON key to change the selection screen to allow the Module ID to be entered with the alpha-numeric keys. Press OK. The display will prompt you to present the Card at a Reader on the nominated Module.
4, 6	Memory		Not yet implemented.
4, 7	Ports		Not yet implemented.
4, 8	Power	Find Btest Mod ^ Integriti Contro Module for Btest: C01 Battery Test Time: 00000 sec Battery Test Start now? Y/n n Battery Test Started OK	Battery Test Select the Module that you wish to perform a Battery Test on. Use the UP/DOWN arrows to scroll through the existing Modules by name. OR, Press the ON key to change the selection screen to allow the Module ID to be entered with the alpha-numeric keys. Press OK. Enter the time period for the Battery Test. The period is entered in Seconds. Press OK. Press the “9 YZ” key (Yes) to start the Battery Test now. Press the “5MNO” key to abort. If Yes is selected, this message will be displayed to confirm that the Battery Test has started. The Battery Test result will be logged to Review.

4, 9	Volts	Lan Idle +0.0 Volts 13V7 Bus +13.67 Volts 13V Bus +13.48 Volts RS485 Bus +04.96 Volts Lan B +03.71 Volts Tamper +7.67 Volts USB Bus +04.95 Volts Lan A +00.18 Volts	Test Voltages Use the UP/DOWN arrow keys to scroll through the Controller Voltage Tests. LAN Idle Expected Range = +??.?? V +/- 0.?? V 13.75 Volt Bus Expected Range = +13.75 V +/- 0.02 V 13V Bus Expected Range = +13.65 V +/- RS485 Bus Expected Range = +5.00 V +/- LAN B Expected Range = +?.?? V +/- Tamper Input Expected Range = +?.?? V +/- USB Bus Expected Range = +5.00 V +/- LAN A Expected Range = +?.?? V +/-
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Service Menu Operations

No.	Option	Initial Screen / Option	Description
8	Service Menu	* Service Menu * 1=Req.Service 2=	Top screen for the Service Menu.
8, 1	Request Service		Not yet implemented.
8, 2	Test Report	Time Report Triggered	Triggers the Control Module “Time Report” System Input. (C01:S16). Allows the Installer to manually trigger a Test Report to the Central Monitoring Station. Note that the Input must be assigned to an Area with the appropriate Process Group.
8, 3	Security		Not yet implemented.
8, 4	Answer Phone		Not yet implemented.