



**SIMPLIFY
ACCESS &
CONTROL**

Intelli-Site 4.2
Security Management Software
User's Guide

Intelli-Site 4.2 User's Guide

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Security Management Software

User's Guide

For Windows 11 Pro and Enterprise,
Server 2019, and
Server 2022

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

Email: support@ossi-usa.com

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

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

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Introduction

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

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

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

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

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

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

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

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Key Features

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

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

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

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

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

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

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

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

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

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

Database – Intelli-Site utilizes PostgreSQL.

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

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

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

Optional Features

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

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

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

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

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

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

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

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

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

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

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

Database (DB) –The DB feature provides additional database functionality beyond that which is included by default. With this feature, you can add database tables and create screens to manage those tables in  **Live View**.

System Requirements

Operating System:	Windows 11 (Pro or Enterprise), Windows Server 2019 Windows Server 2022
CPU (Processor):	Minimum: Intel I7 Quad Core 2.8 GHz
RAM (Memory):	Minimum: 16GB DDR2 800 MHz Recommended: 32GB DDR4 SDRAM
HDD (Disk Space):	Minimum: 200GB & 1TB SATA Secondary Drive Recommended: 1TB
VGA (Video):	Minimum: 1GB VRAM @ 700Mhz Recommended: 4GB VRAM DDR3 @ 700MHz
Display:	17" VGA (Touch screen optional)
Input Devices:	Mouse, keyboard
Network & Protocols:	1Gb network adapter with Windows TCP/IP v4

Note: OSSI will continue to support existing systems that conform to the previous system requirements including Windows 10 (Pro or Enterprise) 64-bit. Everyone is encouraged to migrate to the new system requirements.

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

Display Settings

The minimum supported display setting is 1024x768 with small icons in the taskbar. All Views and screens have been designed for this display setting with a mind to be compatible with most handheld devices. There are a couple dialogs that are only used in configuration and programming that require 1920x1080. These dialogs are not intended to be used during normal day-to-day operations once the system has been configured and programmed at which point the minimum supported display applies.

Symbols and Conventions

Notes, Tips, and Cautions

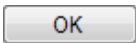
Special comments, or areas that demand extra-close attention, are flagged throughout this manual with separating lines and a boldface keyword, as shown below.

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

Fonts

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

Display Buttons

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

Software Controls

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

Using the Mouse

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

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Data Fields

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

Drop-down lists

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

Checkboxes

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

Simple List

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

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

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

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List:

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

List:

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

Table

A Table is a data control to allow the user to view or define data with multiple columns. Clicking on a column header will sort the table by that column. Tables are found in many places and in many forms. The table may have buttons associated with it, or it may just present the data rows.

	Card Number ▲	Site Code	Card Status	
▶	1776	0	Valid ▼	Add Delete Lost Temp

Because the tables are so flexible, the buttons and data in the various tables are explained in detail on an individual basis. It is hoped they are intuitive for the most part.

Intelli-Site Software Components

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

Intelli-Site has six main software components:

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

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

The Intelli-Site Engine

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

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

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

The Intelli-Site Driver Service

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

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

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

The Intelli-Site Database

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

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

The Intelli-Site Web Service

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

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

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

The Intelli-Site Client

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

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The Desktop Client

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

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

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

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

Installing the Desktop Client Only

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

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

Configuring the Remote Desktop Client

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

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

Figure 1 - Intelli-Site Logon dialog

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

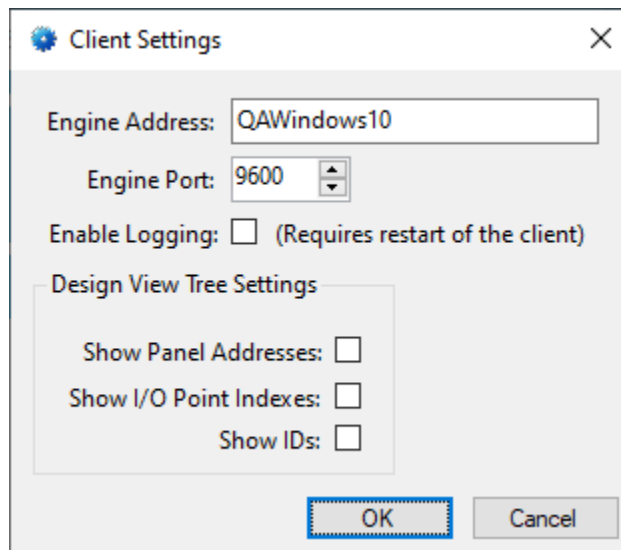
The dialog box is titled "Client Settings" with a close button (X) in the top right corner. It contains several settings: "Engine Address:" with a text field containing "QAWindows10"; "Engine Port:" with a spinner box set to "9600"; "Enable Logging:" with an unchecked checkbox and the text "(Requires restart of the client)"; and a section titled "Design View Tree Settings" containing three unchecked checkboxes: "Show Panel Addresses:", "Show I/O Point Indexes:", and "Show IDs:". At the bottom are "OK" and "Cancel" buttons.

Figure 2 - Client Settings dialog

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

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

Enable Logging – If checked, the Desktop Client will log its activity. When this checkbox is changed, the Desktop Client must be restarted for the change to take effect. **DesktopClientLog.txt** will be created in the **Documents** folder for the current Windows User. ***Only check at the direction of tech support.***

Design View Tree Settings – When checked, these options will modify how the names of different nodes in the tree will be displayed in **Design View**. When these settings are changed, the Desktop Client must be restarted for the change to take effect.

Show Panel Addresses – This setting will change the way that panels that have addresses are displayed in the tree. The address of the panel is prepended to the name in parentheses. For example, a default Compass Panel would be shown as "(1) Compass Panel" instead of "Compass Panel".

Show I/O Point Indexes – This setting will change the way that I/O points are displayed in the tree. The index of the I/O point is prepended to the name followed by a period. For example, Input 5 would be shown as "5. Input 5" instead of "Input 5".

Show IDs – This setting will change the way that every node in the tree is displayed. The ID of the node is prepended to the name of the node in brackets. For example, Setup would be shown as "[1] Setup" instead of "Setup".

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

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

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

The Web Client

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

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

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

No other web browsers are supported.

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

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

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

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

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-  **Scheduled Events View -**
<host computer>/Intelli-Site/Client/ScheduledEvents

The Intelli-Site Client Manager Service

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

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

The Configuration Utility

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

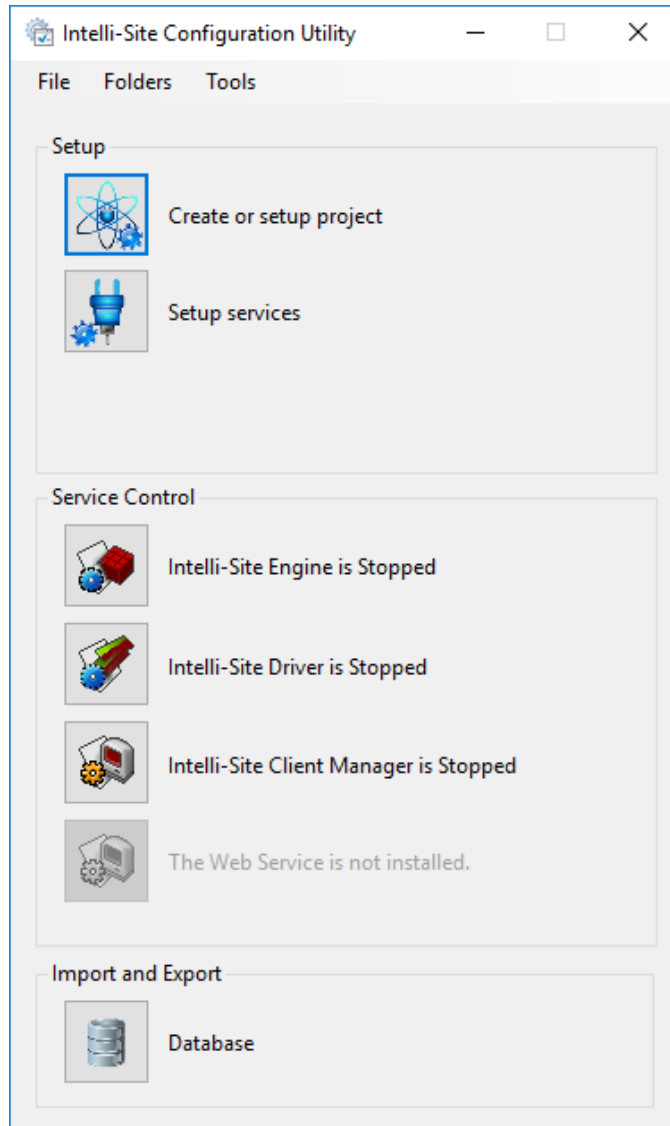


Figure 3 - The Configuration Utility

In the figure above, the Web Service icon is grey which indicates that it is not installed. The Intelli-Site Engine service, Driver Service and Client Manager are installed. The text next to these icons explains the state of the service (Stopped, Started, or not installed).

The Menu Bar

The Configuration Utility menu bar contains three menus:

- File
- Folders
- Tools

File

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

Folders

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

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

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

Tools

The Tools menu options include:

- *Project Setup...* - opens the **Setup Project** dialog
- *Services Setup...* - opens the **Setup Services** dialog
- *Edit pg_hba.conf* – opens the *Postgres pg_hba.conf* configuration file
- *Database Backup and Restore...* - opens the **Backup/Restore Database** dialog
- *Create Support Package...* - creates a support package for technical support

Note: *The user will only need to use the *Edit pg_hba.conf* option or *Create Support Package...* option at the request of Tech Support.*

The Setup Group

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

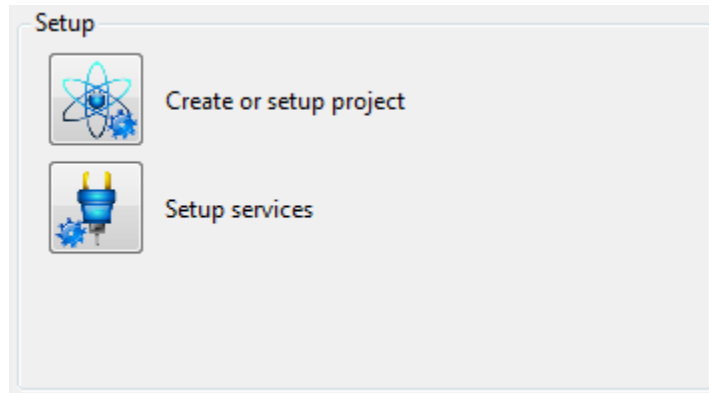


Figure 4 - The Configuration Utility Setup Group

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

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

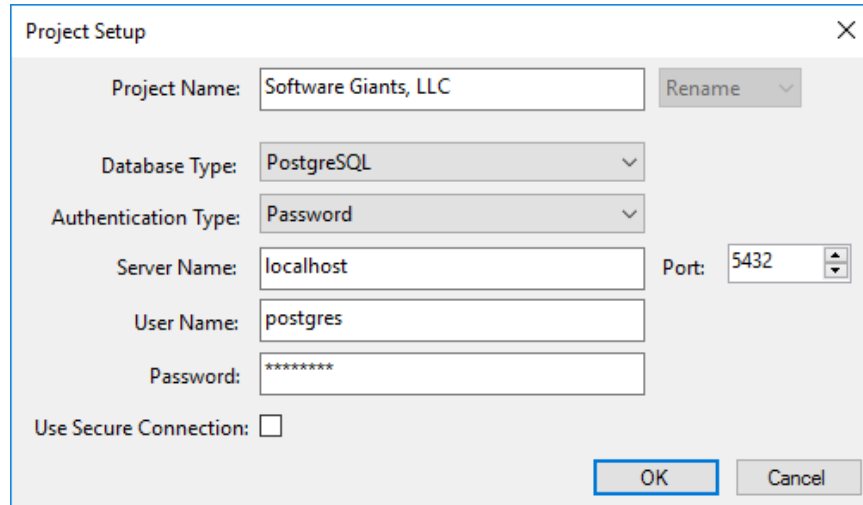
Note: Both of these options are disabled if the Engine or Driver Service is running. Both Services must be stopped to create or setup a project or to setup the services.

Create or Setup Project

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

Creating or Modifying a Project

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

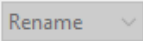


The Project Setup dialog box contains the following fields and controls:

- Project Name:** Text field containing "Software Giants, LLC". To its right is a "Rename" button with a downward arrow.
- Database Type:** Drop-down menu showing "PostgreSQL".
- Authentication Type:** Drop-down menu showing "Password".
- Server Name:** Text field containing "localhost".
- Port:** Spin box containing "5432".
- User Name:** Text field containing "postgres".
- Password:** Text field containing "*****".
- Use Secure Connection:** A checkbox that is currently unchecked.
- Buttons:** "OK" and "Cancel" buttons at the bottom right.

Figure 5 - Project Setup dialog

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

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

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

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

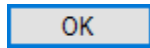
Server Name – The name of the computer on which the database resides; the default is the localhost

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

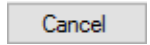
Password – The password to use during authentication with the database if an authentication type is specified

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



- Save the changes and create or rename the project



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

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Selecting the Current Project

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

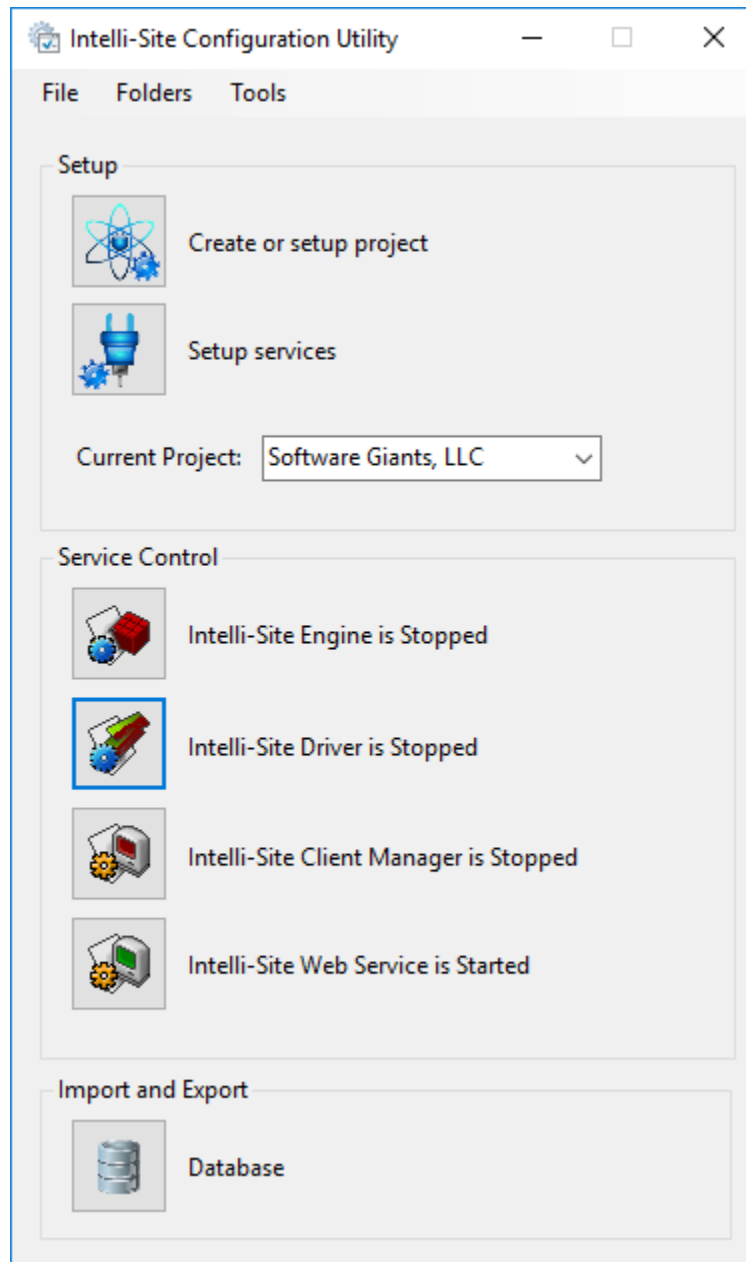


Figure 6 - Configuration Utility main window with multiple projects

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

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

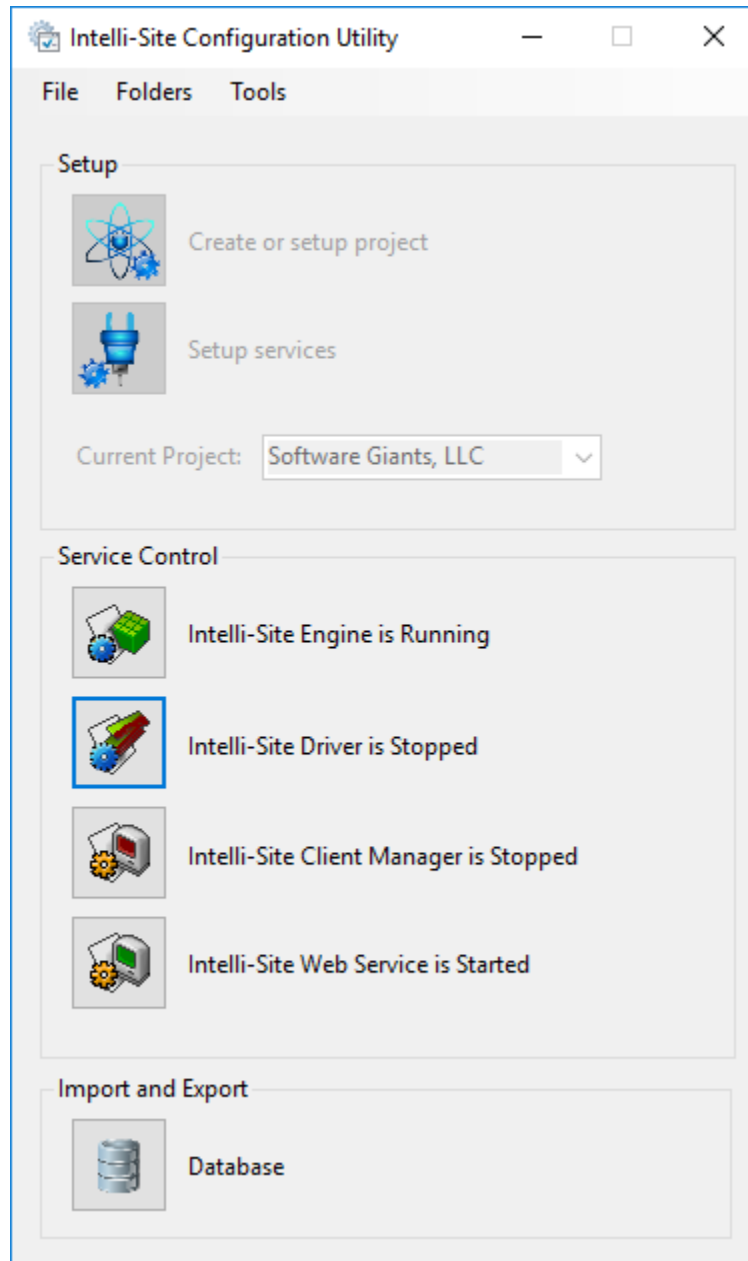


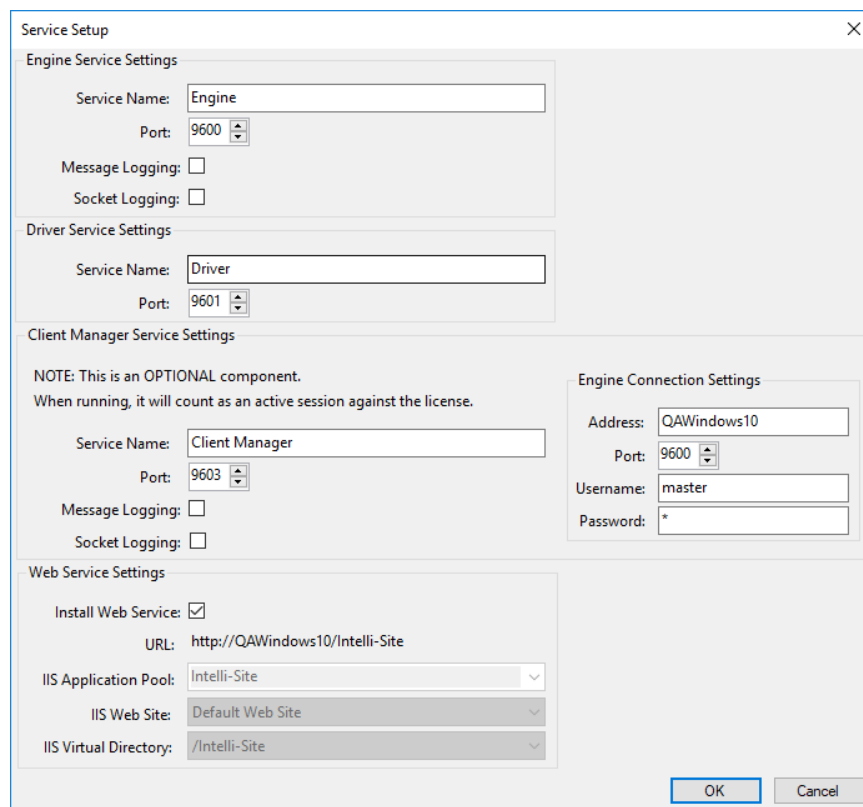
Figure 7 - Current Project when the Engine Service is running

Setup Services

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

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

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



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

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

At the bottom right, there are "OK" and "Cancel" buttons.

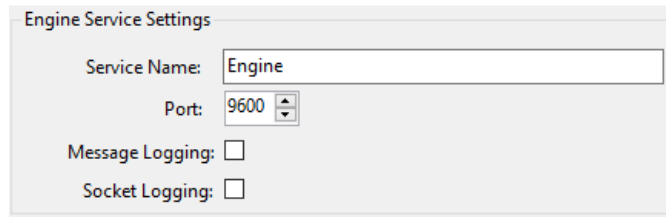
Figure 8 - Service Setup dialog

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

Engine Service Settings Group

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

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A screenshot of the 'Engine Service Settings' dialog box. It contains a 'Service Name' text field with the value 'Engine', a 'Port' spinner box set to '9600', and two unchecked checkboxes labeled 'Message Logging' and 'Socket Logging'.

Service Name – The name for the Engine Service

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

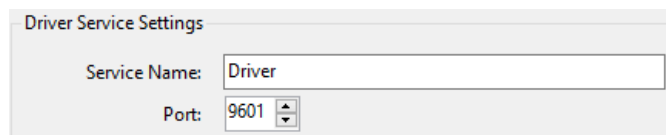
Message Logging – Troubleshooting tool; when this checkbox is selected, all messages are written to the EngineServiceMsg.log file in the Logs folder

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

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

Driver Service Settings Group

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

A screenshot of the 'Driver Service Settings' dialog box. It contains a 'Service Name' text field with the value 'Driver', a 'Port' spinner box set to '9601', and no checkboxes are visible.

Service Name – The name for the Driver Service

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

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Client Manager Service Settings Group

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

Service Name – The name for the Client Manger Service

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

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

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

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

Engine Connection Settings group

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

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

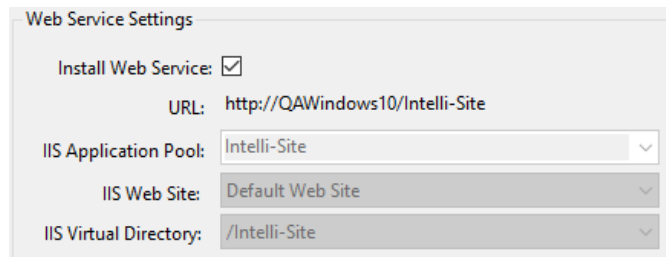
Username – The username the Client Manager Service will use to logon to the Engine

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

Web Service Settings Group

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



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

URL – The URL for the Intelli-Site Web Service

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

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

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

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

The Service Control Group

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

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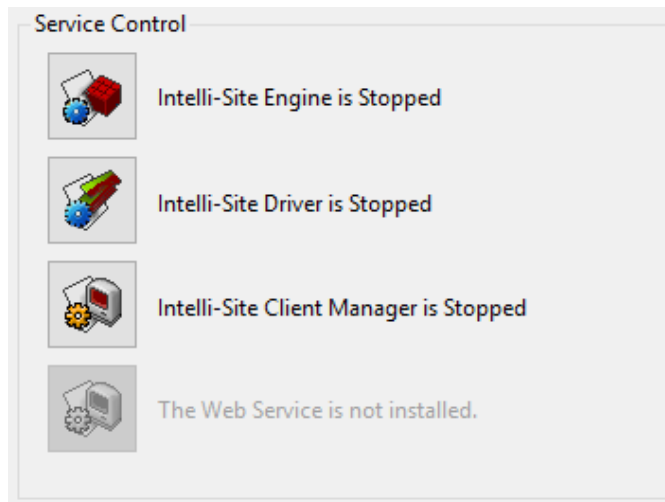


Figure 9 - The Configuration Utility Service Control Group

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

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

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

The Import and Export Group

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

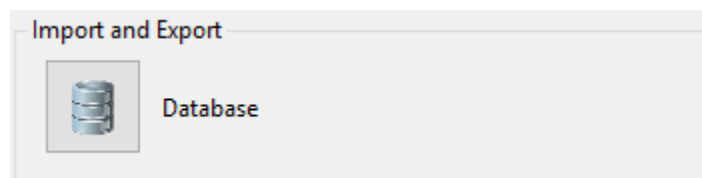


Figure 10 - The Configuration Utility Import and Export Group

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

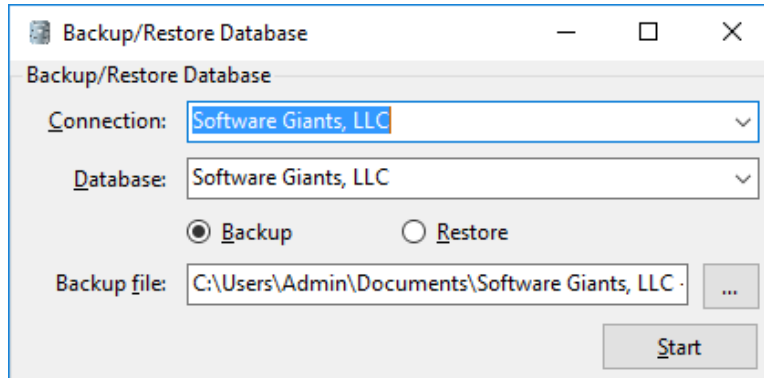


Figure 11 - Backup/Restore Database dialog

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

Database – Which of the databases to backup or restore

Backup – Radio button to select the action

Restore – Radio button to select the action

Backup file – The name for the backup file

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

 - Initiate the backup/restore

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

The Application Menu

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

The Views

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

This section explains each View in detail.

Accutech View

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

Enabling **Accutech View**

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

Note: *Changes made to a user's properties take effect the next time that user logs in. If the current user's properties were changed, logoff and log back in to access  **Accutech View**.*

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

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[1275] New User

Properties Conditional Logon

User Name: New User User Level: All Access ID: 1275

Password: *****

User Type: Private

Notes:

User View Options

- ☒ Access Management View
- ☐ Accutech View
- ☒ Activity View
- ☒ Design View
- ☒ Documentation View
- ☒ Exit
- ☒ Hardware Management View
- ☒ Live View
- ☒ Reports View

Card Data Pages:

[206] Card Data Screens\Card Data

Tag Data Pages:

[333] Tag Data Screens\Tag Data

Information Manager Options

Visible: ☒

Layout: [173] Default

Height: 0

Default Options

Default View: Live View

Initial Screen: [326] Default Screen Group\Leadin

User Mask:

Voice:

User Logon Points

Logon Card: 0

Logon Point:

Force Logoff Point:

OK Cancel

Figure 12 - User Properties dialog

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

Using Accutech View

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

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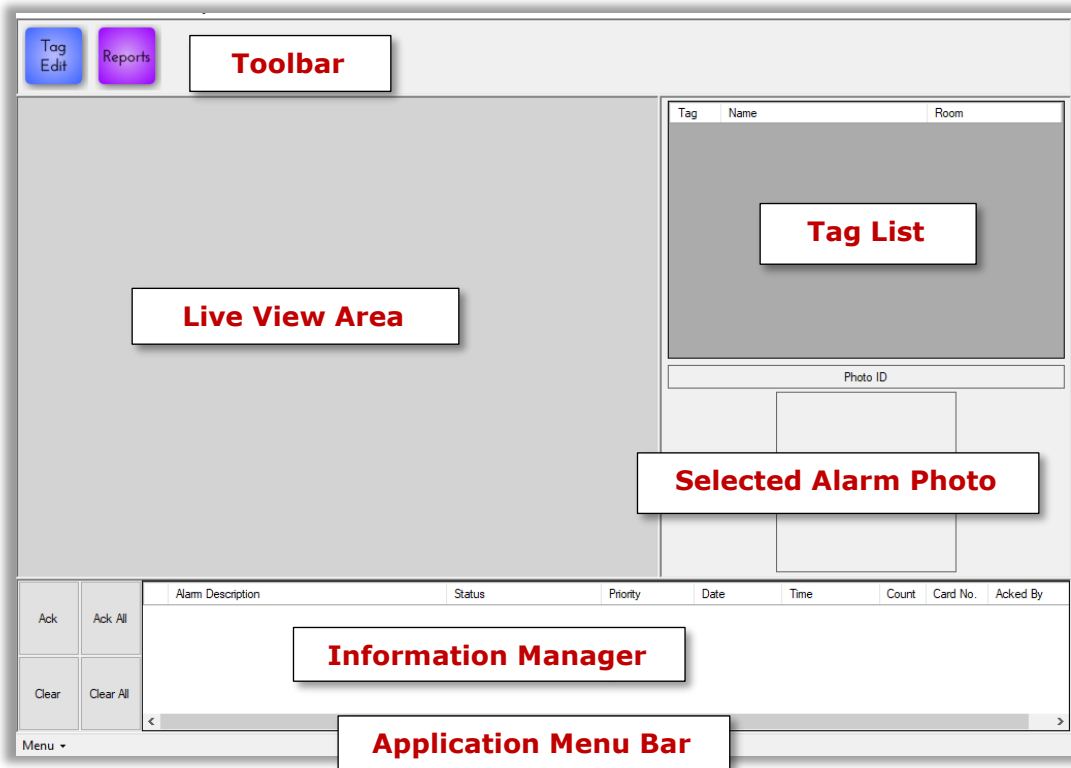


Figure 13 -  Accutech View

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

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

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

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

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

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Application Menu Bar – Contains the Application Menu and the status of the license and SMA; see [The Application Menu](#)

Toolbar

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

Tag Edit

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

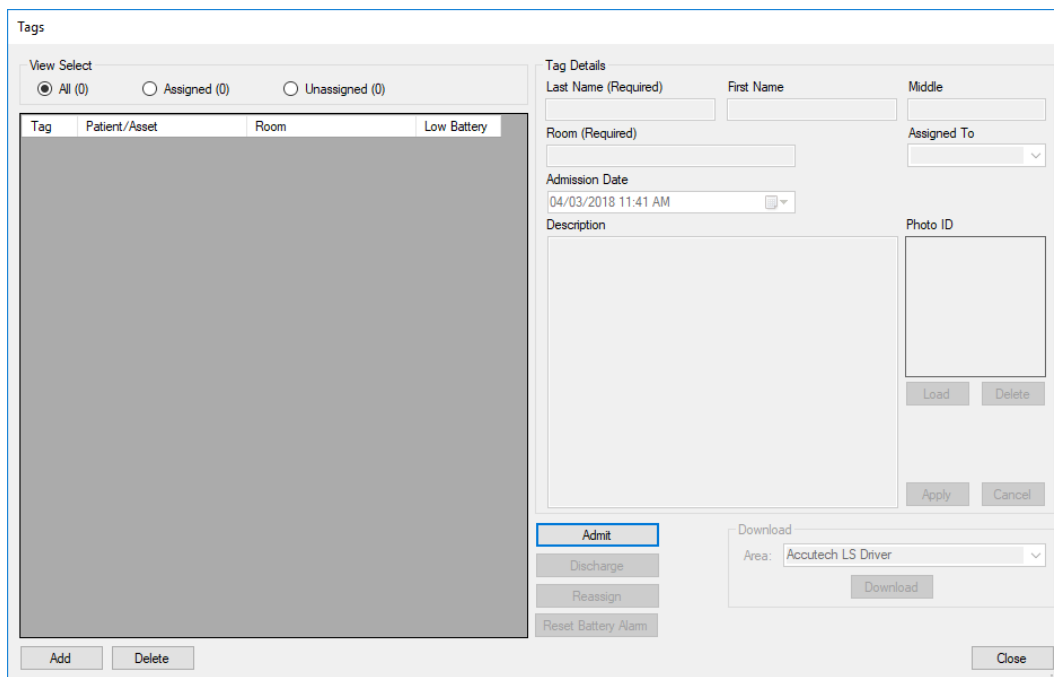


Figure 14 -  **Tag Edit dialog**

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

Tags Table

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

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Tag	Patient/Asset	Room	Low Battery

Figure 15 - Tags Table

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

All - Display all tags

Assigned – Display only assigned tags

Unassigned – Display only unassigned tags

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

Tag – tag number

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

Room – the room to which this tag is assigned

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

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

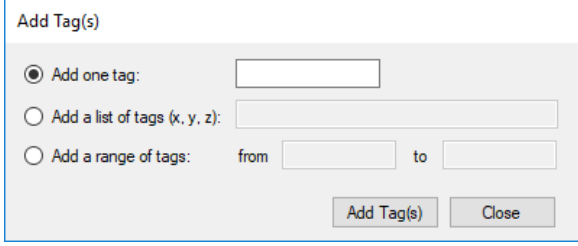
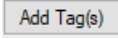
The dialog box is titled "Add Tag(s)". It contains three radio button options: "Add one tag:" (selected), "Add a list of tags (x, y, z):", and "Add a range of tags:". The "Add one tag:" option has a single text input field. The "Add a list of tags" option has a single text input field. The "Add a range of tags:" option has two text input fields labeled "from" and "to". At the bottom right, there are two buttons: "Add Tag(s)" and "Close".

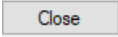
Figure 16 - Add Tag(s) dialog

Add one tag – add the tag specified in the field

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

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

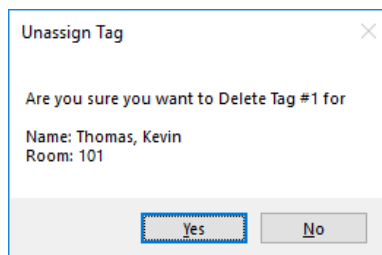
 - close the dialog and add the specified tag(s); an information dialog appears indicating that the tag(s) was/were successfully added

 - close the dialog without adding any tags

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

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



Tag Details

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

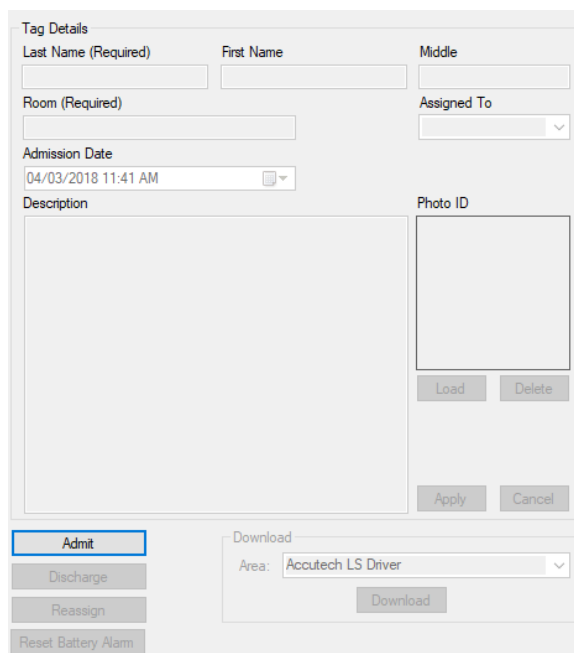
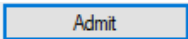
A form titled "Tag Details" with several input fields and buttons. The fields include "Last Name (Required)", "First Name", "Middle", "Room (Required)", "Assigned To" (a dropdown menu), "Admission Date" (a date and time picker showing "04/03/2018 11:41 AM"), "Description" (a large text area), and "Photo ID" (a square image placeholder). Below the "Photo ID" field are "Load" and "Delete" buttons. At the bottom of the form are "Apply" and "Cancel" buttons. Below the form is a section with buttons: "Admit" (highlighted with a blue border), "Discharge", "Reassign", and "Reset Battery Alarm". To the right of these buttons is a "Download" section with a dropdown menu labeled "Area:" showing "Accutech LS Driver" and a "Download" button.

Figure 17 - Tag Details

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

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

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

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

Middle – text; middle name of the patient if applicable

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

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

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

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

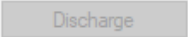
Photo ID – image; picture of the patient/asset

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

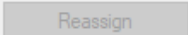
 - button; delete the image in the **Photo ID** for the selected tag

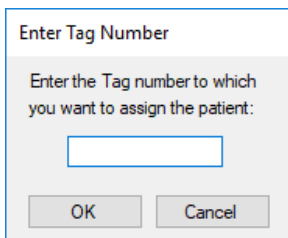
 - button; save the changes

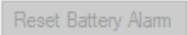
 - button; abandon the changes

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

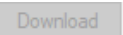
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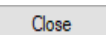
 - button; enabled when the selected tag is assigned; when clicked, an **Enter Tag Number** dialog appears allowing the user to specify a new tag number

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

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

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

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

 - button; closes the **Tags** dialog

Reports

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

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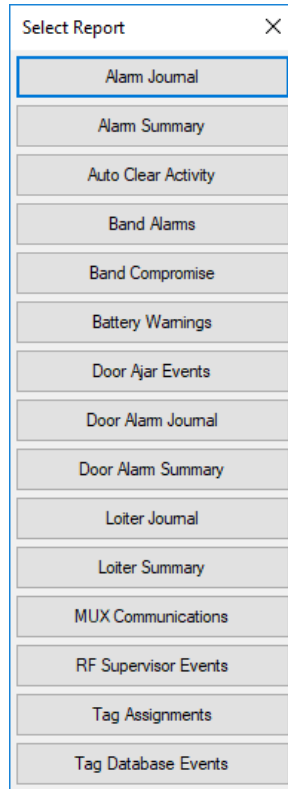


Figure 18 - Select Report dialog

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

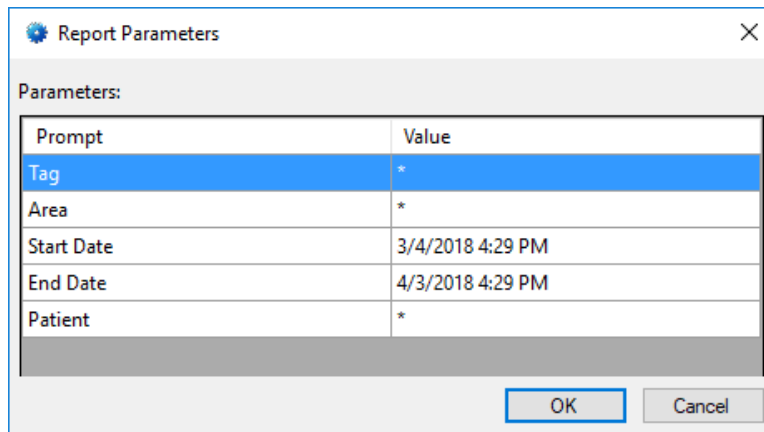


Figure 19 - Report Parameters dialog

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

Access Management View

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

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

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

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

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

Personnel & Cards Tab

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

Access sets are assigned to tokens here. Badges are specified and printed for personnel here as well. And in the event a token is lost, it is marked as lost in this View. Temporary cards can be assigned here too!

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Database Tables

Last Name	First Name

Card Number	Site Code	Card Status

Personnel & Token Management Area

Card Data | Access | Badge

Cardholder Image

Cardholder Data

First Name:

Middle:

Last Name:

Department:

Phone: Ext:

Email:

Address:

City:

State: Zip Code:

Card Data

Card Number:

Emboss No:

Site Code:

Card Format:

PIN Number:

Days to Log:

Card Type:

Elevator Group:

Long Access: ☐ APB Exempt: ☐

Activation

Activate: 21 January 2026

Expire: 21 January 2026

Buttons: Add, Edit, Delete, Search, Save, Cancel, Download, Add Card Range, Import Cards, Bulk Modify, Card Activity

Figure 20 - Access Management View: Personnel & Cards tab

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

Personnel Table – List of personnel in the database

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

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

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

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Personnel Table

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

Personnel & Cards			Holidays & Time Zones	Access Sets
Last Name		First Name		
Card Holder 2346		Card Holder 2346		
Biggie		Joe		
Lynch		Judy		
Card Holder 2345		Card Holder 2345		
Eldritch		Todd		
Card Holder 2347		Card Holder 2347		
Card Holder 2349		Card Holder 2349		
Card Holder 2348		Card Holder 2348		

Figure 21 - Personnel Table

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

When a row is highlighted in the Personnel Table, that person's data is displayed in the Personnel & Token Management Area to the right of the table. A row is highlighted by clicking on it or using the up and down arrow buttons. It is possible to select multiple rows using the standard shift+click and Ctrl+click methods.

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

There is also a context menu for this table.

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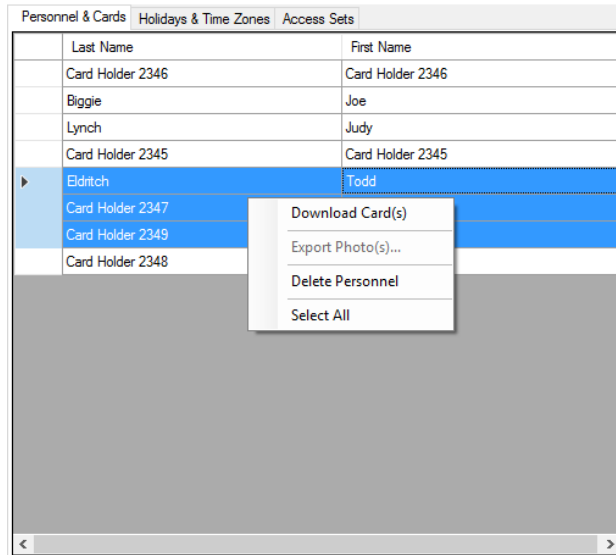


Figure 22 - Personnel Table Context Menu

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

Export Photo(s) – Export the photos of the selected personnel; enabled if the user has the **Photo Maintenance** [User View option](#) enabled

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

Select All – Select every personnel record

Token Table

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

A token cannot exist in the system unless it is associated with a person. When a person is added and saved, the first token for that person is usually added as well.

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Token Table Context Menu

There is a context menu for this table as well.

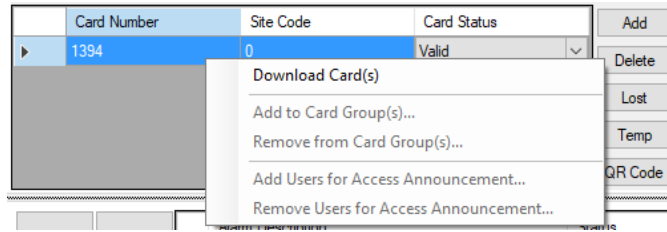


Figure 23 - Token Table Context Menu

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

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

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

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

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

Token Table Buttons

All tokens must be assigned to a person. These tokens are stored in the database and displayed in the token table. A person can have more than one token in multi-ID mode. The buttons to the immediate right of the token table manage the tokens themselves, not the access assigned to them.

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	Card Number	Site Code	Card Status	
▶	1394	0	Valid	▼
				Add
				Delete
				Lost
				Temp
				QR Code

Figure 24 - Token Table Buttons

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

Add - Add a token record to the highlighted personnel; always enabled; when pressed, the **Card Data** and **Activation** fields are activated; enter the token information then click **Save**. The new token will appear in the token table.

Delete - Delete the selected token; enabled if there is a token assigned to the highlighted personnel; when pressed, a **Confirm Card Delete** dialog displays.

Lost - Mark the selected token as lost and issue a replacement with the same access rights; See [Reporting a Lost Card](#)

Temp - Assign a temporary token to the person; See [Assigning a Temporary Card](#)

QR Code - Only present when a personnel is selected; create a temporary card access badge for the highlighted personnel; particularly helpful for visitors; See [Assigning a QR Code](#)

Personnel & Token Management Area

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

- **Card Data** – Information pertaining to the personnel and the card
- **Access** – Access Sets assigned to the card

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

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

The Personnel & Token Management Buttons

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

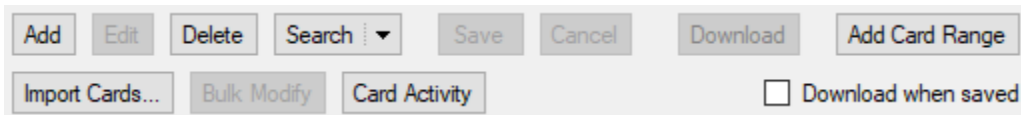


Figure 25 - Personnel & Token Management Buttons

The buttons will enable and disable automatically depending on the conditions surrounding the activity.

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

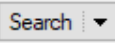
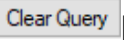
Edit - Edit the selected personnel record and token; enabled when a single personnel is selected and no other action is taking place; when pressed, the fields on the tabs are activated and contain the data for the selected personnel record

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

Search - Search the personnel and token database for the specified information; enabled when no other action is taking place. The default matching criteria is "begins with" for text field. The '%' wildcard can be used at the beginning of a string to change the criteria to "must contain". For drop-down lists and date-time fields, the matching criteria is an exact match.

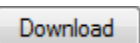
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Notice the . This opens a drop-down menu to allow the user to search based on activation date or deactivation date. Normally the search is an exact match of these fields. Choosing one of the other options allows the user to find all records that meet the Card Data and Cardholder Data criteria as well as before or after the selected date. This is especially useful when trying to find all the cards that are about to expire!

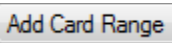
Once the  button is clicked, the  button becomes the  button. Enter the search criteria then click this button. A new  button appears which, when clicked, clears the query and exits search mode.

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

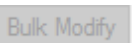
 - Cancel the current action; enabled when a record is being added, edited, or during a search

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

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

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

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

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

Card Data Tab

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

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The screenshot shows the 'Card Data' tab of the Intelli-Site 4.2 interface. It features three main sections: 'Cardholder Image', 'Card Data', and 'Cardholder Data'. The 'Cardholder Image' section contains a large empty box for a photo. The 'Card Data' section includes fields for Card Number, Emboss No, Site Code, Card Format (a dropdown menu), PIN Number, Days to Log, Card Type (a dropdown menu), Elevator Group (a dropdown menu), and checkboxes for Long Access and APB Exempt. The 'Cardholder Data' section includes fields for First Name, Middle, Last Name, Title, Company, Department, Phone (with an Ext. field), Email, Address, City, State, and Zip Code. At the bottom, there is an 'Activation' section with 'Activate' and 'Expire' date pickers, both set to 12 October 2016.

Figure 26 - Card Data tab

Cardholder Image – The image associated with the selected personnel; not a required field; the user must have Photo Maintenance enabled to add/edit/delete the Cardholder Image See [User View Options](#).

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

First Name – The personnel's first name

Middle Name – The personnel's middle name

Last Name – The personnel's last name

Title – The personnel's title

Company – The name of the company

Department – The name of the department

Phone – The phone number for the personnel

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Ext – The phone extension for the personnel

Email – The email address for the personnel

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

City – The city of the address

State – The state in which the city exists

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

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

Card Data Group – The information specific to a card

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

Note: *It is possible to add a person without a token by setting the Card Number equal to zero (0).*

Emboss No – numeric; the Emboss number

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

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

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

Days to Log – numeric; the number of days to display on the **Activity** tab. The **Activity** tab data is loaded along with all the other card data when a card is selected. Keeping this number low improves performance. This does not affect the history database. All activity is logged and kept in the active database or the archive.

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

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

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

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

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

Access Tab

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

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

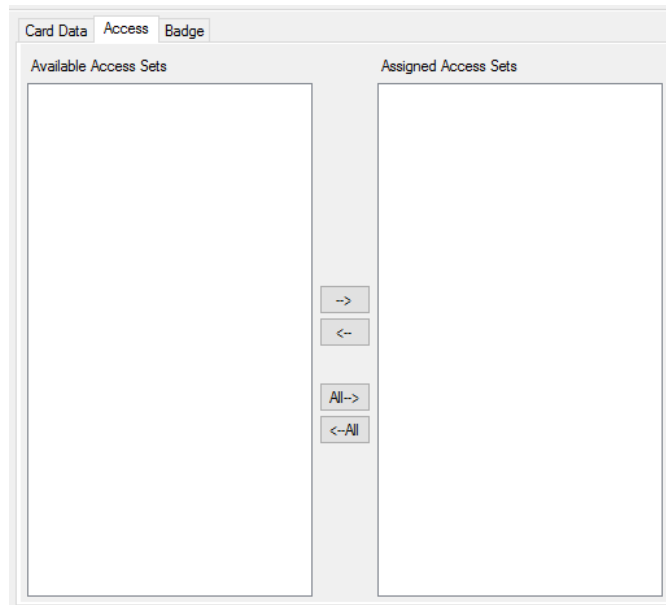


Figure 27 - Access tab

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

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

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

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

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

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

Badge Tab

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

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

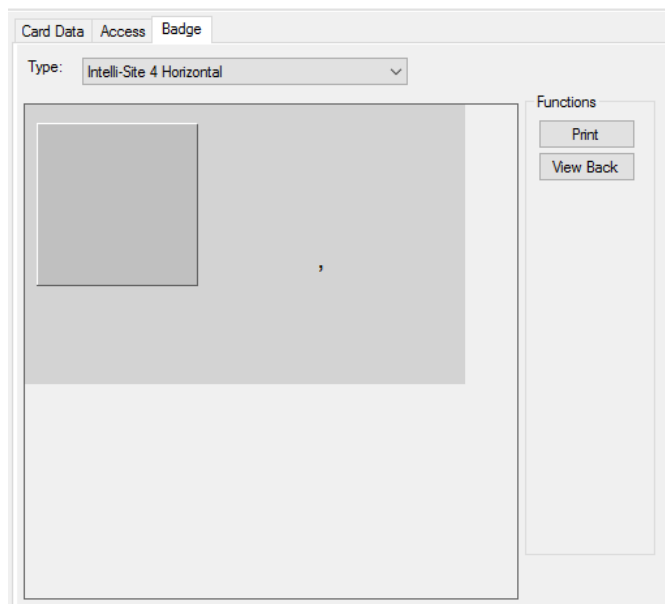


Figure 28 - Badge tab

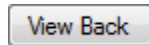
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Type – drop-down list; the available badge types; the available badge types can be found in the Project Node Tree under Cardholder Control->Badges in  **Design View**; additional user-defined badge types can be added.

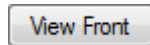
Functions Group Box – The functions that can be performed on a badge



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



or



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

Search the Personnel and Token Databases

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

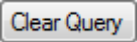
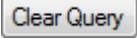
When the  button is clicked, the fields on the **Card Data** tab are enabled, allowing the user to enter the search criteria. In addition, buttons are modified or added.

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

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

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

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

Import Cards

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

- **Tab-delimited:** Each column in a row is separated by a tab character; most spreadsheets and database can generate tab delimited files
- **Header Row:** The first row is the header row which defines the mapping between the columns of the file and the database fields. Use the field name as it appears on the screen in  **Access Management View**. This corresponds to the **Name** field in the properties of each field in the database. The actual database field name can be used instead of the **Name**.

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

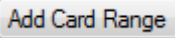
- **Data Rows:** The second and subsequent rows contain the data to import. The data is delimited by tabs and matches the header row.

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

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Add Card Range

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

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

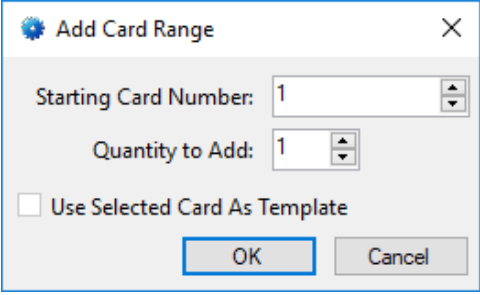
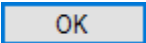
The image shows a dialog box titled "Add Card Range" with a close button (X) in the top right corner. Inside the dialog, there are two numeric input fields: "Starting Card Number:" with the value "1" and "Quantity to Add:" with the value "1". Below these fields is a checkbox labeled "Use Selected Card As Template" which is currently unchecked. At the bottom of the dialog are two buttons: "OK" and "Cancel".

Figure 29 - Add Card Range dialog

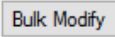
Starting Card Number – numeric; the number for the first card to add

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

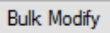
Use Selected Card As Template – checkbox; when checked, the data of the selected card will be used for the new personnel and token records

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

Bulk Modify Selected Records

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

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

Holidays & Time Zones Tab

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

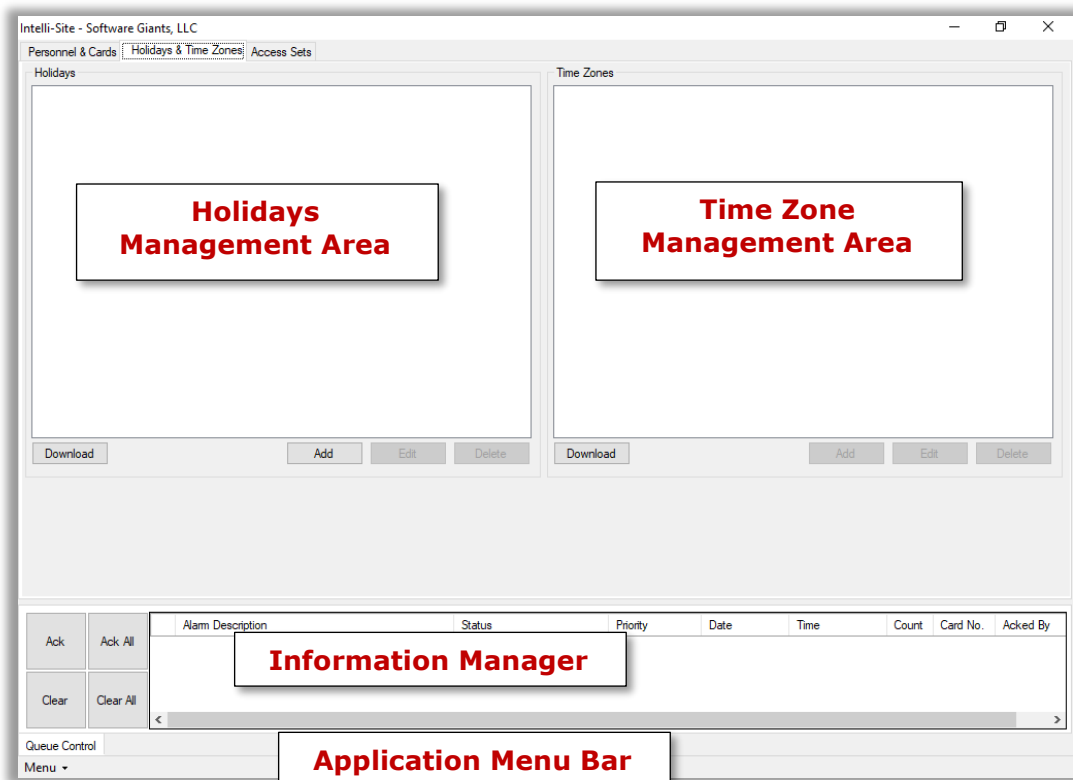


Figure 30 - Holidays & Time Zones tab

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

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

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

Application Menu Bar – Contains the Application Menu and the status of the license and SMA; see [The Application Menu](#)

Holidays

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

The Holiday Management Area contains:

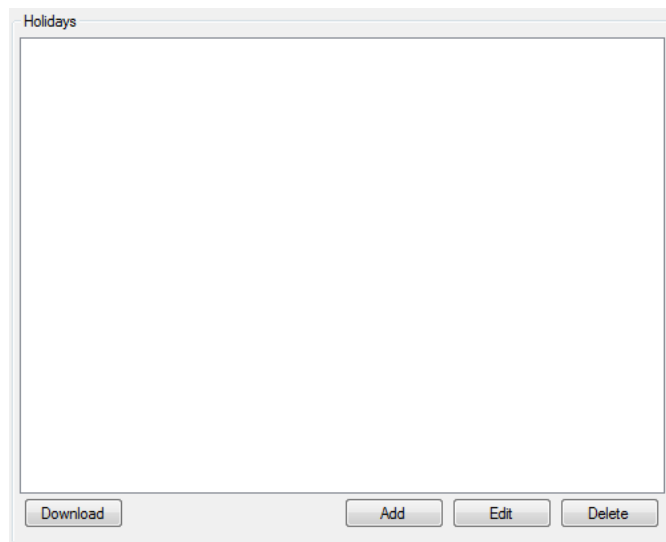
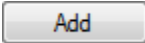


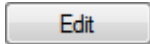
Figure 31 - Holidays Management Area

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

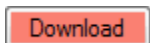
Note: *Some access control panels do not include the year with the date for holidays. In this case, holidays cannot span year boundaries. Refer to the Panel Guide for information on how your access control panels handle holidays.*

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

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

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

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

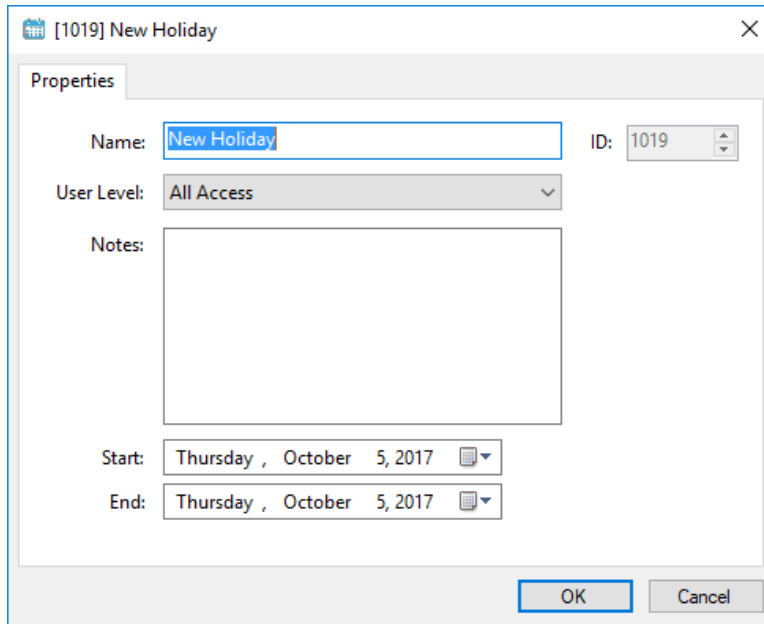


Figure 32 - Holiday Properties dialog

Time Zones

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

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

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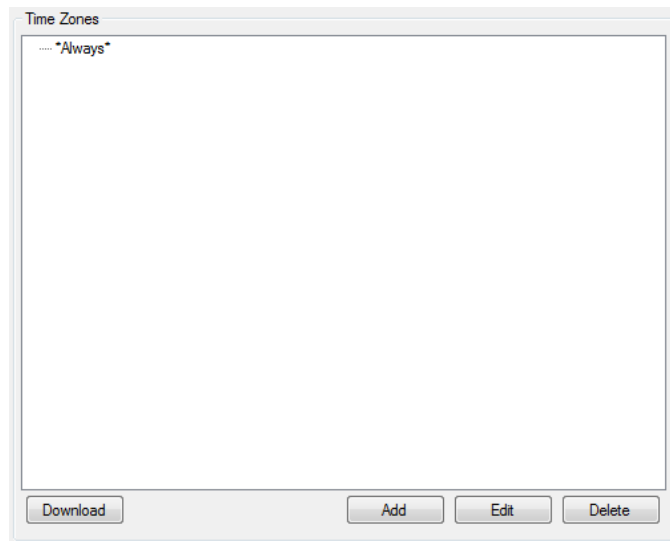
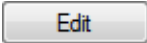


Figure 33 - Time Zone Management Area

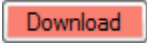
Time Zones – List box displaying the time zones tree; each time zone can be expanded to reveal the time lines of the specific time zone

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

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

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

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

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

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Access Sets Tab

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

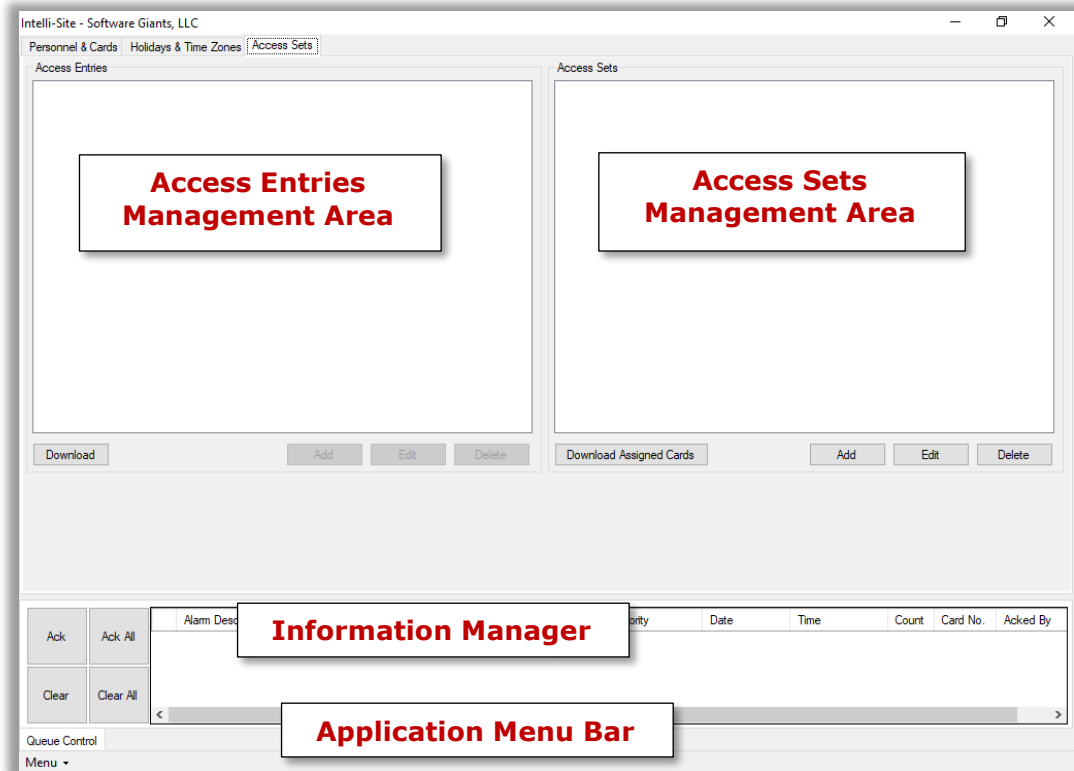


Figure 34 - Access Sets tab

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

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

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

Application Menu Bar – Contains the Application Menu and the status of the license and SMA; see [The Application Menu](#)

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Access Entries

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

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

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

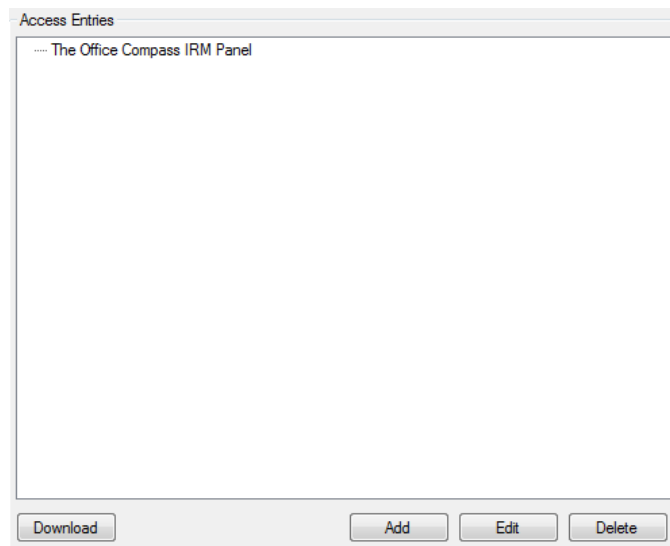
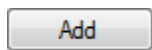
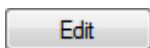


Figure 35 - Access Entries Management Area

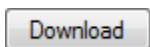
Access Entries – List box displaying the access entries tree; depending on the type of access control panel, each access control panel in the Project is listed, or each group is listed and can be expanded to reveal the defined access entries

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

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

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

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

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

Access Sets

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

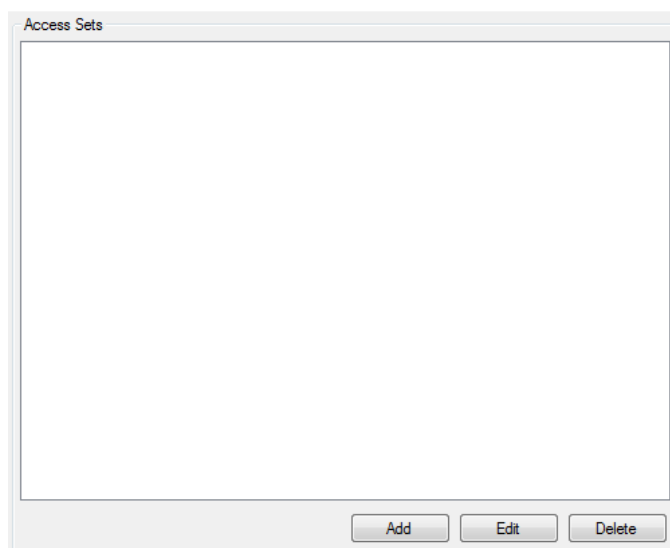
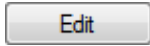


Figure 36 - Access Sets Management Area

Access Sets – List box displaying the access sets tree

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

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

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

Access Set Data Dialog

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

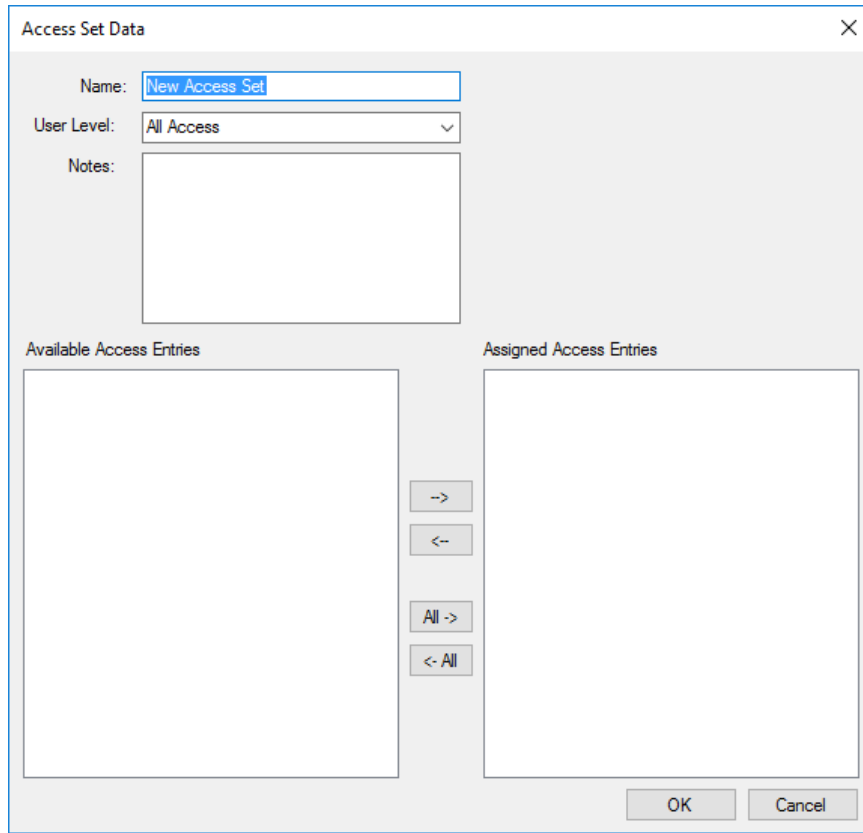
The dialog box is titled "Access Set Data" and has a close button (X) in the top right corner. It contains several fields: a "Name:" text box with "New Access Set" entered, a "User Level:" dropdown menu set to "All Access", and a "Notes:" text area. Below these are two large list boxes: "Available Access Entries" on the left and "Assigned Access Entries" on the right. Between these lists are four buttons: "-->", "<--", "All ->", and "<- All". At the bottom right are "OK" and "Cancel" buttons.

Figure 37 - Access Set Data dialog

Name – The name of the access set

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

Notes – Any notes about this access set

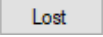
Available Access Entries – The access entries that have been defined but not included in this access set

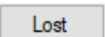
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Assigned Access Entries – The access entries that are included in this access set; when this access set is assigned to a card, that cardholder will be granted each of these access entries

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

Reporting a Lost Card

Cards are periodically lost. It is vital to quickly deactivate the lost card, issue the person a new card with the same access rights as the lost one, and download these changes to the panels. Use the  button on the token table for this.

Open  **Access Management View**. Locate the personnel who lost the card. Highlight the personnel record. Then highlight the card that was reported as lost. Click the  button next to the token table. The **Replacement Card Information** dialog displays.

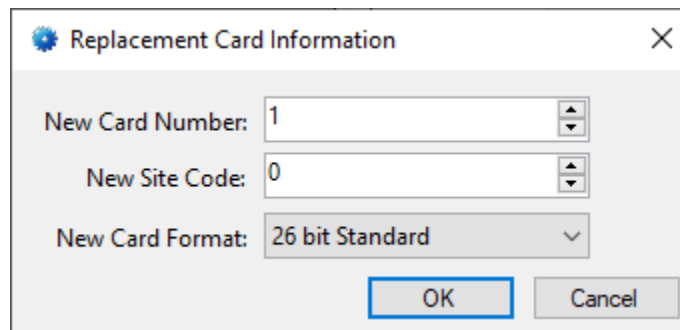
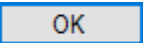
The image shows a dialog box titled "Replacement Card Information" with a close button (X) in the top right corner. Inside the dialog, there are three input fields: "New Card Number:" with a text box containing "1" and a spinner control; "New Site Code:" with a text box containing "0" and a spinner control; and "New Card Format:" with a dropdown menu showing "26 bit Standard". At the bottom of the dialog are two buttons: "OK" and "Cancel".

Figure 38 – Replacement Card Information Dialog

Enter the replacement token information in the dialog, and click . The **Card Status** of the selected card is set to *Lost* and the **Expired Date** is set to yesterday. It will still be assigned to this person. A new card is added with designated card number, site code, and format. The access rights of the original card are assigned to the new card. Both cards will be immediately downloaded.

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The lost card will no longer have access to any readers. The new one will function for the person exactly as the lost card did. If the lost card is ever used it will trigger an event like any other invalid card read. The **Card No.** column in the alarm queue will show the personnel name if there is one.

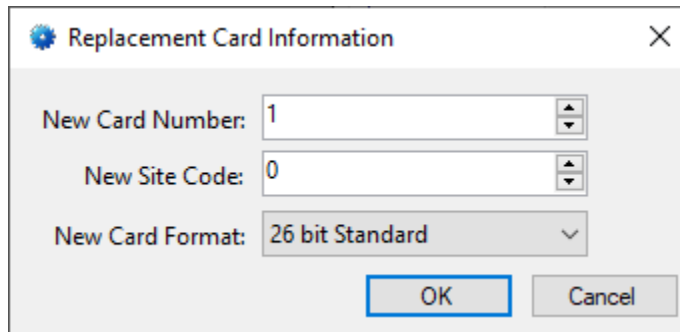
Note: *Intelli-Site marks this card as permanently lost and remembers to whom it was assigned. If the card is found, it must be deleted from the personnel record and added as if it is a new card even if it is to be assigned to the same person with the same access rights.*

Assigning a Temporary Card

There will be times when a temporary card is needed. For example, an employee left their badge on their kitchen counter next to their forgotten cup of coffee. This employee needs a new card for the day only. The  button of the token table streamlines this process.

Note: *Temporary and Visitor are two separate concepts. Temporary is the status of a specific card whereas Visitor is a category of card types.*

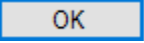
Open  **Access Management View**. Locate the person who needs a temporary card. Highlight their personnel record. Then highlight the card that must be temporarily replaced. Click the  button next to the token table. The **Replacement Card Information** dialog displays.

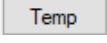


The dialog box titled "Replacement Card Information" contains three input fields: "New Card Number" with a value of 1, "New Site Code" with a value of 0, and "New Card Format" with a dropdown menu set to "26 bit Standard". At the bottom right are "OK" and "Cancel" buttons.

Figure 39 – Replacement Card Information Dialog

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Enter the replacement token information in the dialog, and click . The **Card Status** of the selected card is set to *Forgot*. It will still be assigned to this person, but its **Expired** date is today. A new card is added with identical settings to the original card. The **Card Status** is *Temp* and it is active for today only. The new card's **Activate** date is today and the **Expire** date is tomorrow. Both cards will be immediately downloaded. Hand the new card to the person with a stern warning or at the very least a sigh of resigned exasperation.

When the card is returned, locate the card in the token table. Highlight it.  becomes . Click it. The temporary card is deleted, and the forgotten card is re-activated and downloaded to the panels. The temporary card will no longer have access to any panels.

Assigning a QR Code

Consider an elementary school. There are often visitors on site and they may need access to an area or room whose access is controlled such as the copy room. These visitors don't need a permanent badge. Wouldn't it be great to give them a temporary badge they can throw away when they leave? This is just one example where printing a QR Code badge would fit the bill.

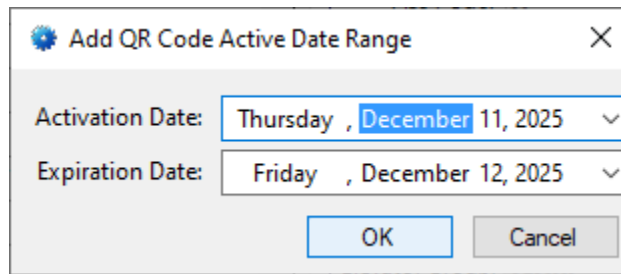
Note: *The Intelli-Site license must contain the QR Code module to activate this feature. In addition, Intelli-Site must be in Multi-ID, the default mode. This feature is not available in Single-ID mode.*

Open  **Access Management View**.

If the person needing a QR code badge is not in the personnel table, click the  button below the personnel Card Data tab. Enter this person's information in the **Cardholder Data** fields. Leave the **Card Data** fields alone. Click . A **Card number is 0** dialog displays to inform you a new personnel record has been added without a card.

Locate the person who needs a QR code badge in the personnel table. Highlight their personnel record. Click the  button next to the token table. The **Add QR Code Active Date Range** dialog displays.

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The dialog box is titled "Add QR Code Active Date Range" with a close button (X) in the top right corner. It contains two date selection fields. The "Activation Date" field is set to "Thursday, December 11, 2025" and the "Expiration Date" field is set to "Friday, December 12, 2025". Both fields have a dropdown arrow on the right. At the bottom, there are two buttons: "OK" and "Cancel".

Figure 40 - Add QR Code Active Date Range dialog

Set the **Activation Date** and the **Expiration Date** for this temporary QR Code card. Since this card is temporary by nature, the date range cannot exceed 5 days. Then click **OK**. Intelli-Site generates a QR Code using the next available number and a site code of 255. The QR Code is saved as a PNG file in your Documents folder. A dialog pops up indicating the fully qualified name of this file.

The QR Code token is added to the highlighted personnel's token table. Now assign access to it as you would any other token.

	Card Number	Site Code	Card Status	
▶	1394	0	Valid	▼
	1	255	Valid	▼

Add
Delete
Lost
Temp
QR Code

Figure 41 - Token Table after adding a QR Code token

The QR Code can now be used like any other token. The person just needs to present it to the reader. Of course, the reader must be able to read the QR Code.

Activity View

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

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

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This is the  **Activity View** window.

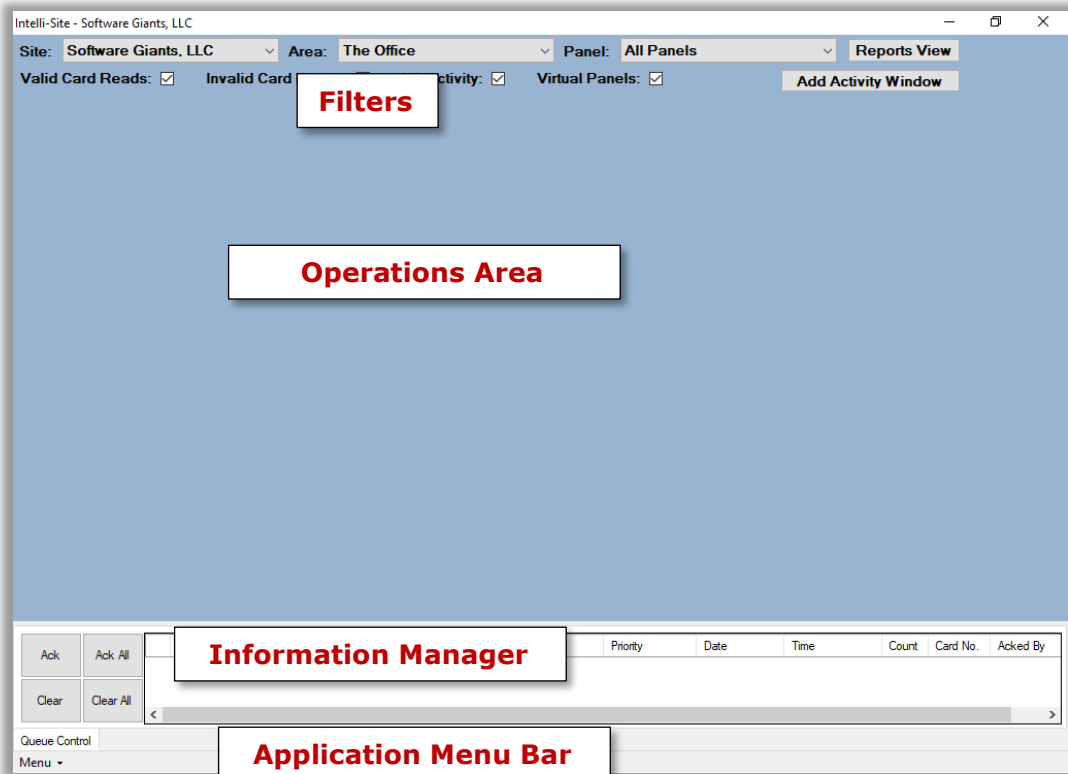


Figure 42 - The  **Activity View**

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

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

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

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

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

Application Menu Bar – Contains the Application Menu and the status of the license and SMA; see [The Application Menu](#)

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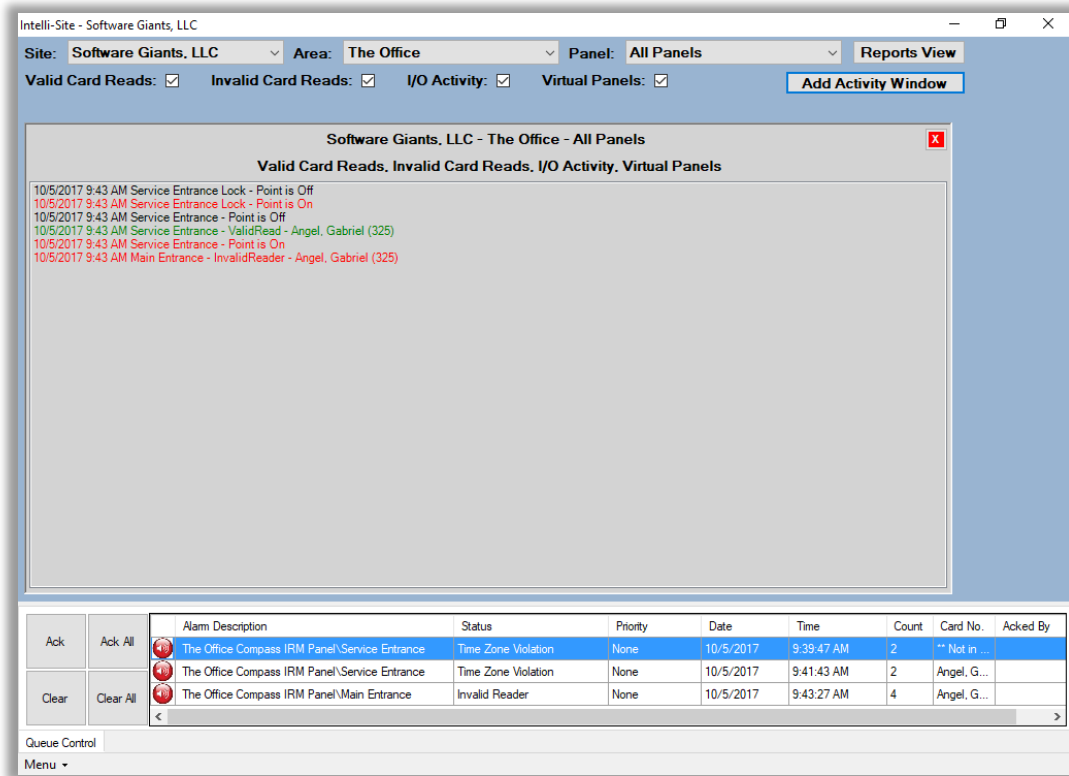


Figure 43 - Sample Activity Window

Design View

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

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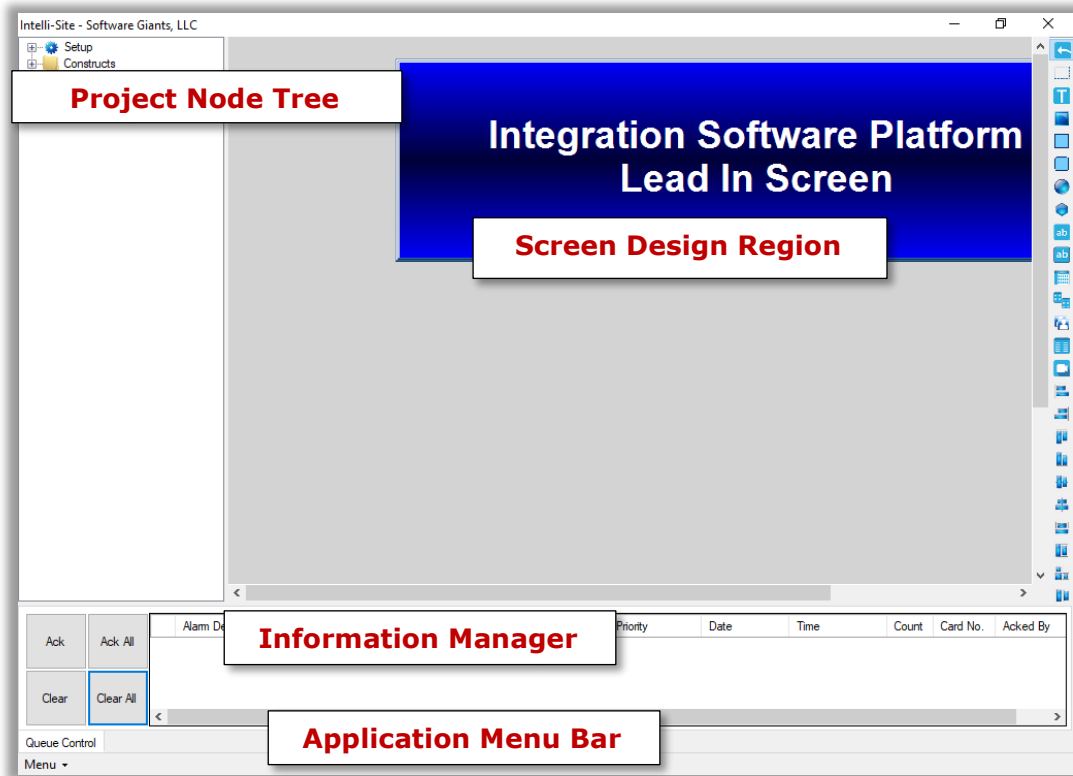


Figure 44 -  Design View

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

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

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

Application Menu Bar – Contains the Application Menu and the status of the license and SMA; see [The Application Menu](#)

Toolbar

The Design View Toolbar is located to the extreme right of the Screen Design Region. It contains a variety of tools to create screen objects, align selected objects, and manage the fonts and effects of selected objects. A short description of each tool displays as the mouse hovers over it.

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Selection Tools

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



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



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

Screen Object Tools

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

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

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



Create Label – create a label object



Create Button – create a button object



Create Rectangle – create a rectangle object



Create Rounded Rectangle – create a rectangle object with rounded corners



Create Ellipse – create an ellipse object



Create Polygon – create a polygon object; can also be a poly-line object



Create Database Field Control – create a database field control object; used to display and edit a single database field

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Create Database Field Display – create a database field display object; used to display a single database field

Create Database Grid Control– create a database grid control object; used to display and edit multiple database fields in a grid



Create Database Side by Side Control – create a database side-by-side control object; used to manage lists in the database in  **Live View**



Create Card Activity Control – create a card activity control object; used to display card swipes



Create Screen List Control – create a screen list control; used to create a screen tour within the control



Create Video Display – create a video display object; used to display video

Alignment and Attribute Tools

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

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

Consider the following image.

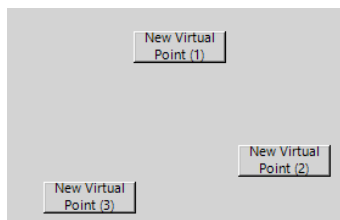


Figure 45 - Example Screen Objects

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

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



Align Lefts – align the left edges of the selected objects



Align Rights – align the right edges of the selected objects



Align Tops – align the top edges of the selected objects



Align Bottoms – align the bottom edges of the selected objects



Align V-Centers – align the vertical (top and bottom) centers of the selected objects



Align H-Centers – align the horizontal (left and right) centers of the selected objects



Make Same Width – set the width of all selected objects the same as the first object



Make Same Height – set the height of all selected objects the same as the first object



Make Same Size – set both the width and height of all selected objects the same as the first object



Make Horizontal Spacing Equal – Space the selected objects evenly across the range made by the left most edge of all objects and the right most edge of all objects; if the left most edge and the right most edge belong to the **same** object, nothing will happen.

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Make Vertical Spacing Equal – Space the selected objects evenly across the range made by the top most edge of all objects and the bottom most edge of all objects; *if the top most edge and the bottom most edge belong to the **same** object, nothing will happen.*



Center Horizontally – center each selected object horizontally on its parent object; the parent object can be a screen or another screen object



Center Vertically – center each selected object vertically on its parent object; the parent object can be a screen or another screen object



Make Same Font – each object will have the same font and font effects including shadow as the first selected object

Make Same Effects – each object will have the same effects including image as the first selected object

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

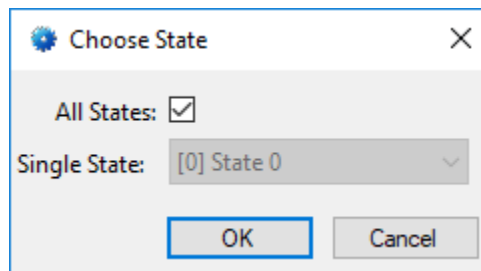


Figure 46- Choose State dialog



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

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Screen Objects

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

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

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

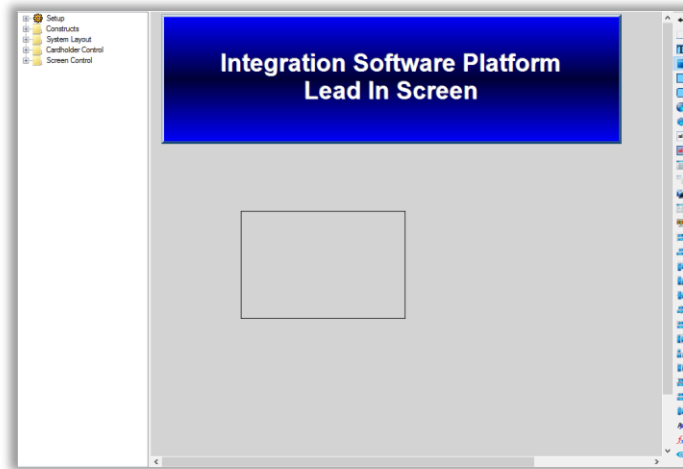
Screen objects come in two flavors: basic and custom. The basic screen object type can execute a variety of actions, display different states, and can display a number of different ways depending on its use. They are multitaskers, multipurpose and powerful. Custom screen objects have specialized and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

Drawing a Screen Object

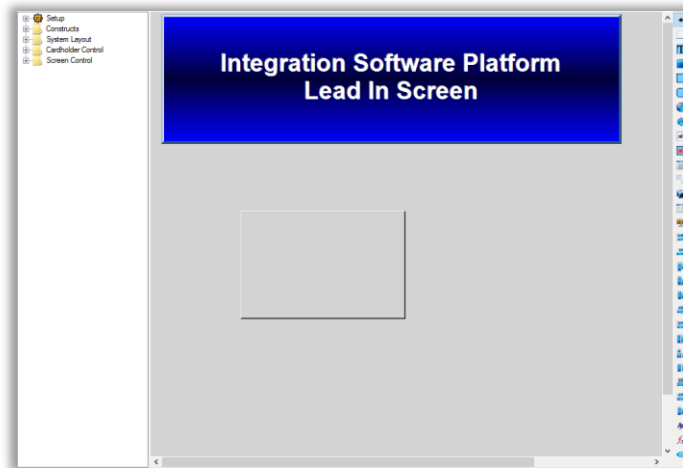
Drawing most screen object is simple. Polygons are different because not only can they have any number of sides, but each side can be a different length and stick out at any angle from the previous line. To draw a polygon, see [Drawing a Polygon](#). For all other screen objects, use the following steps.

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

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



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

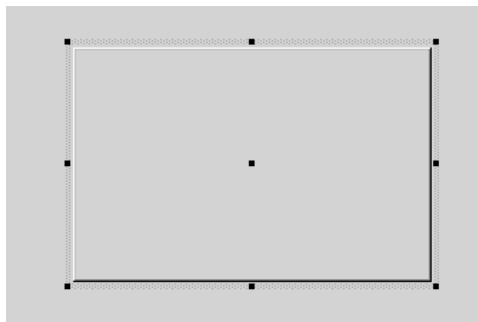


Figure 47 - A Selected Screen Object

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

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

Screen Objects and the Project Node Tree

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

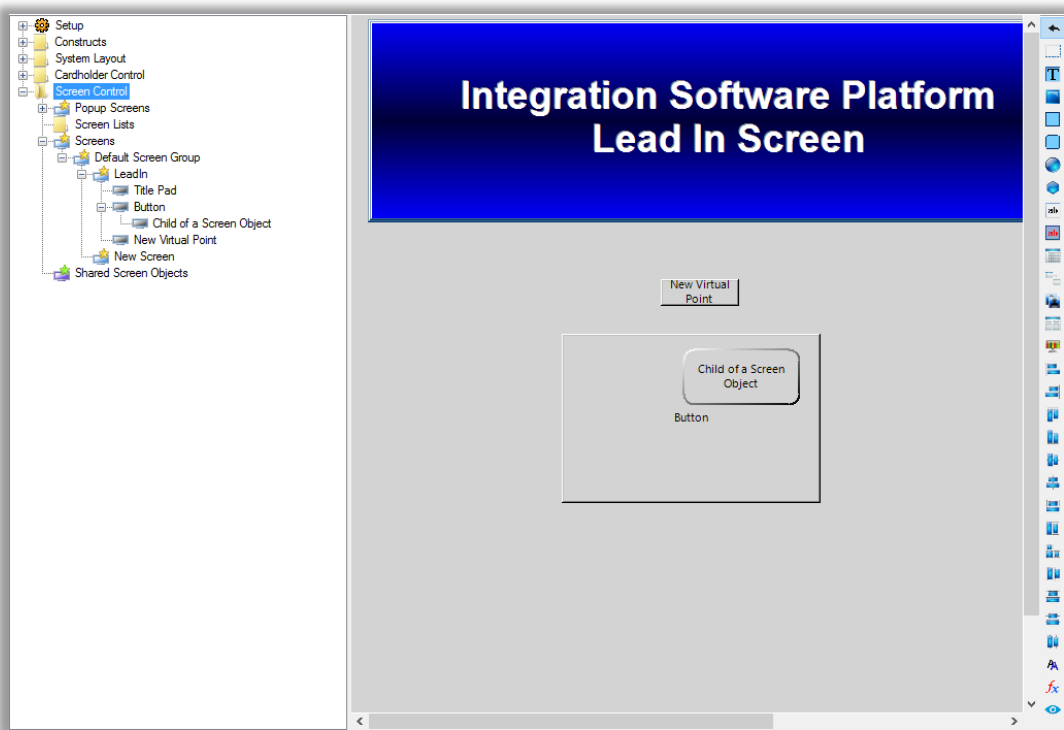


Figure 48 - Expanded Screen Control->Screens showing child screen objects

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

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

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

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

Basic Screen Object

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

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

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

- Name:** A text field containing 'New'.
- ID:** A numeric field containing '1303'.
- User Level:** A dropdown menu set to 'All Access'.
- Log When Selected:** A checked checkbox.
- Display Setup:** A section containing a preview of a 'Label' object.
- Attributes:** A section with a 'Freeze Edit' checkbox, which is currently unchecked.
- Location:** A section with four numeric fields: 'X Position' (156), 'Y Position' (385), 'Width' (73), and 'Height' (39).
- Frame Style:** A dropdown menu set to 'None'.
- Hover Object:** A field containing a small orange rectangular icon.
- Hover Text:** An empty text field.
- Notes:** A large empty text area for additional notes.
- Buttons:** 'OK' and 'Cancel' buttons at the bottom right.

Figure 49 - Basic Screen Object properties dialog

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

Properties Tab

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

The screenshot shows the 'Edit Screen Object' dialog box with the 'Properties' tab selected. The dialog has a title bar with a close button (X). Inside, there are two tabs: 'Properties' and 'States'. The 'Properties' tab contains the following fields:

- Name:** A text box containing 'New'.
- ID:** A text box containing '1303'.
- User Level:** A dropdown menu showing 'All Access'.
- Log When Selected:** A checked checkbox.
- Display Setup:** A section containing:
 - Label:** A large empty rectangular box.
 - Attributes:** A section with a 'Freeze Edit' checkbox, which is unchecked.
 - Location:** A section with four numeric input fields: 'X Position' (156), 'Y Position' (385), 'Width' (73), and 'Height' (39).
- Frame Style:** A dropdown menu showing 'None'.
- Hover Object:** A small rectangular box with an orange background.
- Hover Text:** An empty text box.
- Notes:** A large empty rectangular box.

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

Figure 50 - Basic Screen Object properties dialog - **Properties** tab

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

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

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

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

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

Height – numeric field; how tall the screen object is

Width – numeric field; how wide the screen object is

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

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

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

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

States Tab

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

The screenshot shows the 'Edit Screen Object' dialog box with the 'States' tab selected. The 'Properties' section at the top shows a table with two columns, 0 and 1, and two rows labeled 'New Virtual Point'. The 'State Properties' section shows the 'Name' as 'Normal' and a 'Lock Object' checkbox. The 'Display Properties' section includes 'Flash To State' (None), 'Flash Rate (ms)' (1000), 'Image' (a placeholder), 'Stretch' (unchecked), 'Rotate (deg.)' (0), and an 'Effects' button. The 'Label Properties' section includes 'Label Object' ([1062] Virtual Points\N), 'Pop Up X' (0), 'Pop Up Y' (0), and 'Hover Text' (empty). The 'Actions' section at the bottom shows a table with columns 'Action' and 'Target'. The first action is 'Play' with target '[959] Click.wav'. The second action is 'SetOn' with target '[1062] Virtual Points\New Virtual Point'. The 'Mouse' section at the bottom has buttons for 'Mouse Down', 'Mouse Up', 'Active', 'Inactive', 'Mouse Enter', and 'Mouse Leave'. The 'OK' button is highlighted.

State	0	1
New Virtual Point		
New Virtual Point		

State Properties
Name: Normal ☐ Lock Object

Display Properties
Flash To State: None
Flash Rate (ms): 1000
Image: Stretch: ☐
Rotate (deg.): 0 Effects

Label Properties
Label Object: [1062] Virtual Points\N
Pop Up X: 0 Pop Up Y: 0
Hover Object: Hover Text:

	Action	Target
1	Play	[959] Click.wav
2	SetOn	[1062] Virtual Points\New Virtual Point
3		
4		
5		
6		

Mouse Down Mouse Up Active Inactive Mouse Enter Mouse Leave

OK Cancel

Figure 51 - Basic Screen Object properties dialog - States tab

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

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



Figure 52 - State Selector on the States tab

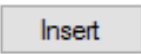
State Selector – horizontal list; list of the states of the screen object; displays a thumbnail of each state; states are evaluated in order listed



- button; move the selector right one slot



- button; move the selector left one slot



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



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



- button; delete the selected state

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

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

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State Properties

Name: ☐ Lock Object

Point	Selection	Qual.	Oper.
	** Not Applicable **	▼	▼
	** Not Applicable **	▼	▼
	** Not Applicable **	▼	▼
	** Not Applicable **	▼	▼

Insert Delete

Display Properties

Flash To State: Flash Rate (ms):

Image: Stretch: ☐ Rotate (deg.): Effects

Label Properties

Label Object: Font Shadow

H. Just.: V. Just.:

PopUp X: PopUp Y:

Hover Object: Hover Text:

Action	Target
1	
2	
3	
4	
5	
6	

Insert Delete

Mouse Down Mouse Up Active Inactive Mouse Enter Mouse Leave

Figure 53 - State Properties

Name – text box; the name for the selected state

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

Point	Selection	Qual.	Oper.
	** Not Applicable **	▼	▼
	** Not Applicable **	▼	▼
	** Not Applicable **	▼	▼
	** Not Applicable **	▼	▼

Insert Delete

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

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

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

The screenshot shows two side-by-side panels. The 'Display Properties' panel on the left includes a thumbnail image, a 'Flash To State' dropdown menu set to 'None', a 'Flash Rate (ms)' spinner set to 1000, an 'Image' dropdown menu, a 'Stretch' checkbox, a 'Rotate (deg.)' spinner set to 0, and an 'Effects' button. The 'Label Properties' panel on the right includes a text input field, 'Font' and 'Shadow' buttons, 'H. Just.' and 'V. Just.' dropdown menus both set to 'Center', a 'Label Object' dropdown menu, and 'PopUp X' and 'PopUp Y' spinners both set to 0.

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

The **Display Properties** group box

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

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

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

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

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

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

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

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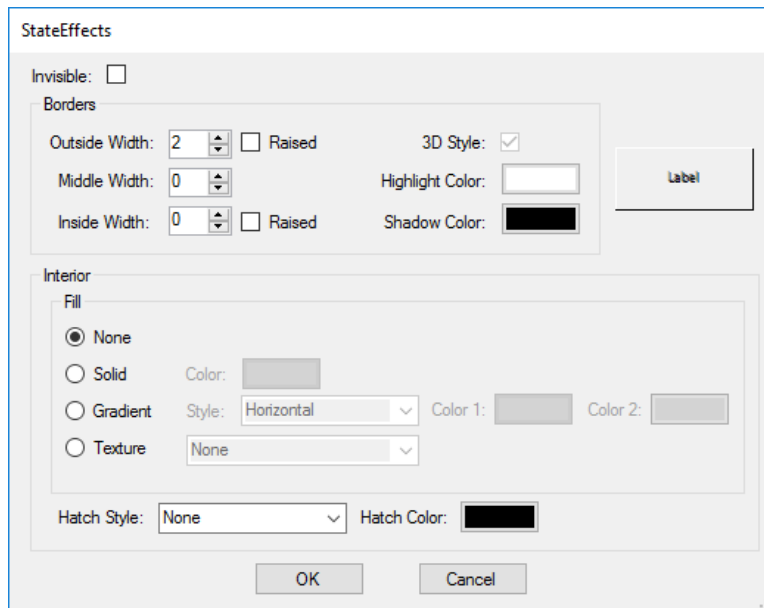


Figure 54 - State Effects dialog

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

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

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

The **Label Properties** group box

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

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

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

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

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

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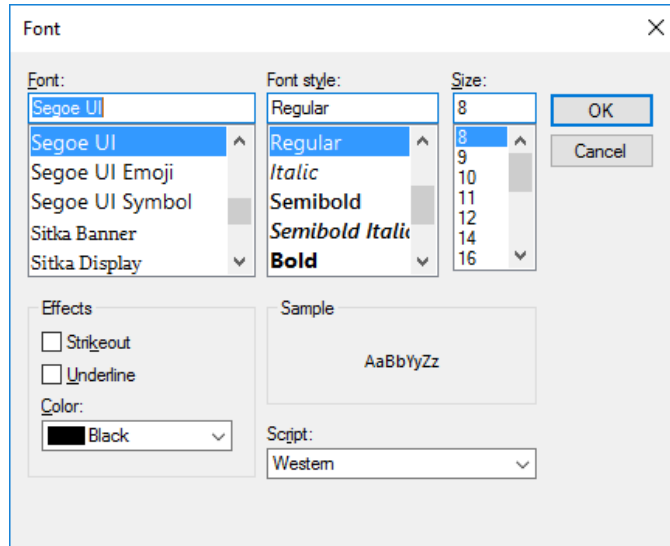


Figure 55 - Windows Font dialog

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

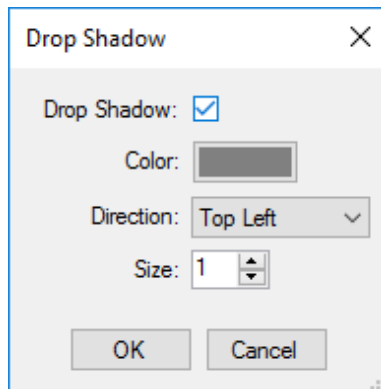


Figure 56 - Drop Shadow dialog

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

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

Polygon and PolyLine

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

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

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

Drawing a Polygon

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



Figure 57 - A polygon screen object while being drawn

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

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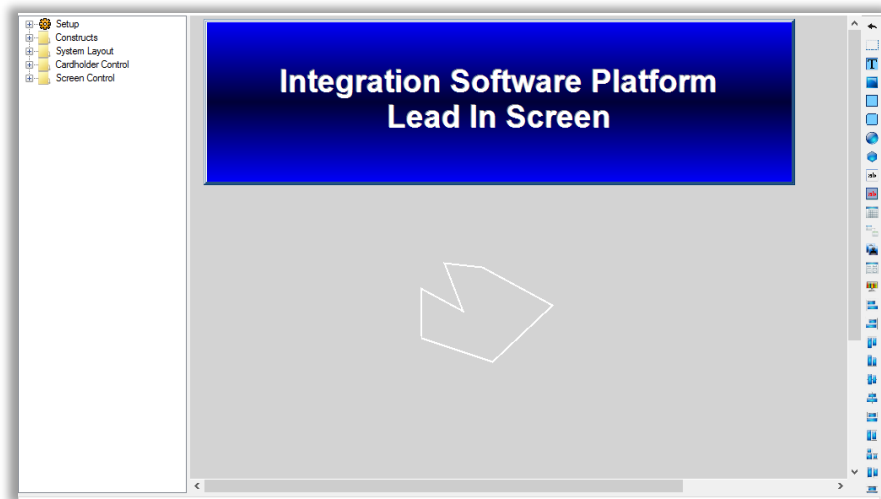


Figure 58 - A polygon screen object

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

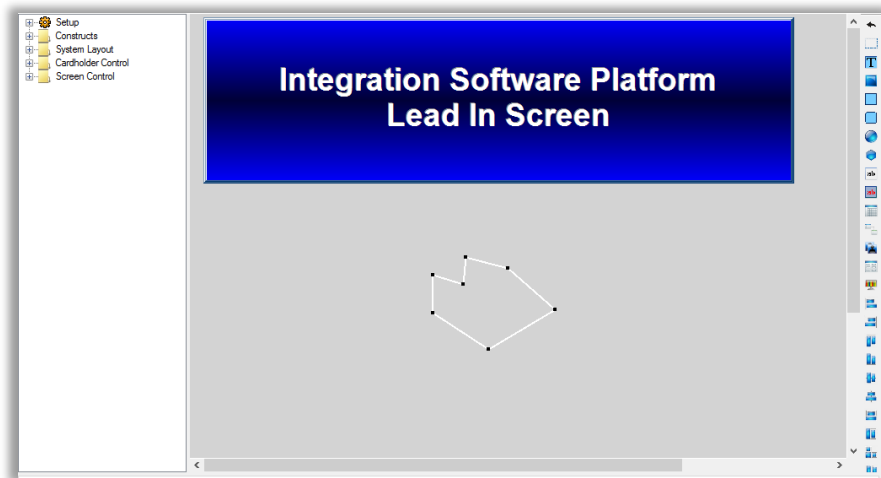


Figure 59 - A selected polygon screen object

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

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Figure 60 - A polygon that has been reshaped

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Properties Tab

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

Edit Screen Object

Properties States

Name: ID:

User Level: Log When Selected: ☒

Display Setup

Attributes

Freeze Edit: ☐

Location

X Position: Y Position:

X Offset	Y Offset
103	47
-12	72
-83	56
-72	-62

Add Delete

Frame Style: Line Style:

Hover Object: Hover Text:

Notes:

OK Cancel

Figure 61 - Polygon Screen Object properties dialog

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

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

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

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

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

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

The screenshot shows the 'Edit Screen Object' dialog box with the 'Properties' tab selected. The object is named 'New Poly Object' with ID '1306'. The 'User Level' is set to 'All Access' and 'Log When Selected' is checked. The 'Display Setup' section includes a preview window, 'Attributes' (with 'Freeze Edit' unchecked), and 'Location' settings (X Position: 327, Y Position: 373). A table of offsets is visible:

X Offset	Y Offset
103	47
-12	72
-83	56
-72	-62

The 'Frame Style' is set to 'PolyLine' and 'Line Style' is 'Solid'. The 'Hover Object' and 'Hover Text' fields are empty. The 'Notes' section is a large text area. The 'Alarm Locations' section includes an 'Alarm Zone' field, 'Starting Location' (0), 'Ending Location' (0), 'Active Image', and 'Inactive Image' fields. 'OK' and 'Cancel' buttons are at the bottom right.

Figure 62 - PolyLine properties dialog

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

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

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

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

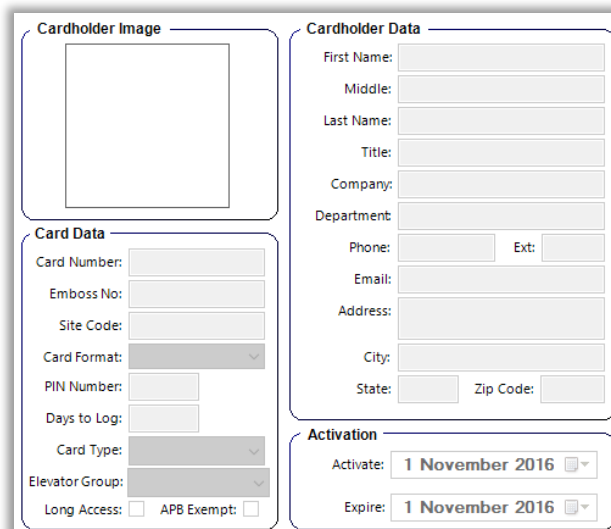
Ending Location – integer; the ending measurement of the last vertex

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

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

Database Field Control

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



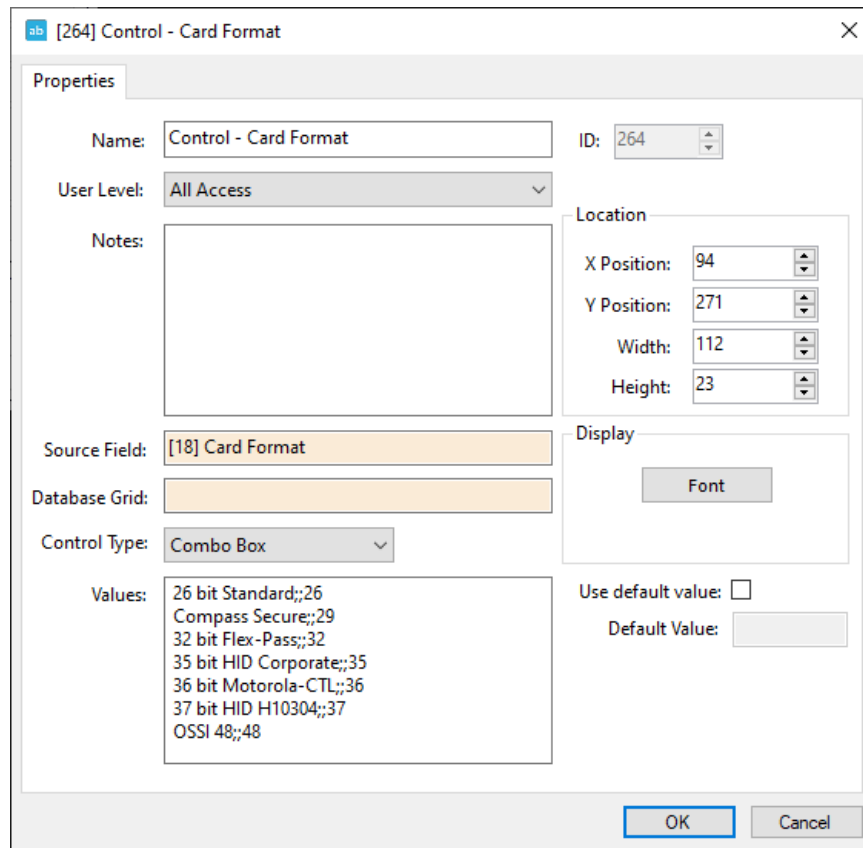
The screenshot displays the 'Card Data' screen with the following sections and fields:

- Cardholder Image:** A large empty rectangular box for the cardholder's photo.
- Cardholder Data:** A section containing text input fields for:
 - First Name
 - Middle
 - Last Name
 - Title
 - Company
 - Department
 - Phone (with an adjacent 'Ext:' field)
 - Email
 - Address
 - City
 - State (with an adjacent 'Zip Code' field)
- Card Data:** A section containing text input fields and dropdown menus for:
 - Card Number
 - Emboss No
 - Site Code
 - Card Format (dropdown)
 - PIN Number
 - Days to Log
 - Card Type (dropdown)
 - Elevator Group (dropdown)
 - Long Access (checkbox)
 - APB Exempt (checkbox)
- Activation:** A section containing date pickers for:
 - Activate: 1 November 2016
 - Expire: 1 November 2016

Figure 63 - Card Data screen illustrating different Database Field Control Screen Objects

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



The screenshot shows the 'Control - Card Format' properties dialog. The 'Name' field is 'Control - Card Format', 'ID' is '264', 'User Level' is 'All Access', and 'Notes' is empty. The 'Location' section has 'X Position' at 94, 'Y Position' at 271, 'Width' at 112, and 'Height' at 23. The 'Display' section has a 'Font' button. The 'Values' section lists card types: 26 bit Standard, 26; Compass Secure, 29; 32 bit Flex-Pass, 32; 35 bit HID Corporate, 35; 36 bit Motorola-CTL, 36; 37 bit HID H10304, 37; and OSSI 48, 48. The 'Control Type' is 'Combo Box'. The 'Source Field' is '[18] Card Format' and the 'Database Grid' is empty. The 'Use default value' checkbox is unchecked, and the 'Default Value' field is empty. The 'OK' and 'Cancel' buttons are at the bottom right.

Figure 64 - Database Field Control Screen Object properties dialog

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

Location group box

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

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

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

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Display group box

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

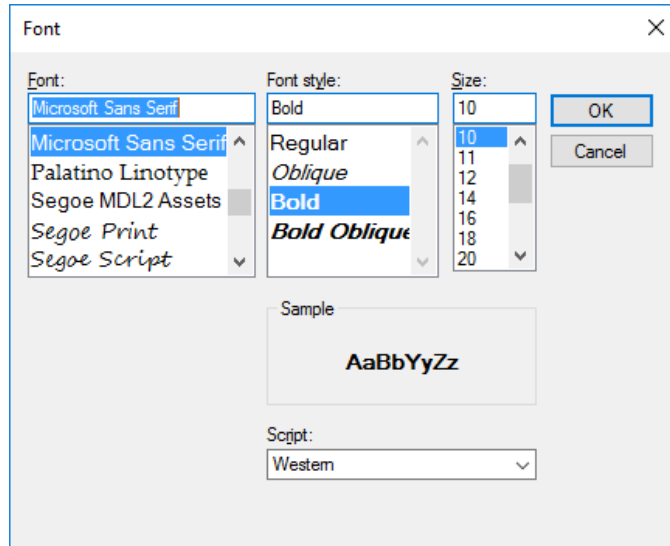


Figure 65 - Windows Font dialog

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

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

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

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

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

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ab [264] Control - Card Format

Properties

Name: Control - Card Format ID: 264

User Level: All Access

Notes:

Location

X Position: 94 Y Position: 271 Width: 112 Height: 23

Source Field: [18] Card Format Database Grid:

Control Type: Combo Box

Values: 26 bit Standard;;26
Compass Secure;;29
32 bit Flex-Pass;;32
35 bit HID Corporate;;35
36 bit Motorola-CTL;;36
37 bit HID H10304;;37
OSSI 48;;48

Display

Font

Use default value: ☐ Default Value:

OK Cancel

Figure 66 – Basic Format example

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

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The screenshot shows a 'Properties' dialog box for a control named 'Control - Year' with ID 315. The dialog is divided into several sections: 'Name' (Control - Year), 'ID' (315), 'User Level' (All Access), 'Notes' (empty text area), 'Source Field' ([115] Year), 'Database Grid' (empty table), 'Control Type' (Combo Box), 'Values' (#childIndex#[1182]), 'Location' (X Position: 110, Y Position: 185, Width: 45, Height: 23), 'Display' (Font button), 'Use default value' (checkbox), and 'Default Value' (empty text field). The 'OK' and 'Cancel' buttons are at the bottom right.

Figure 67 - Example Tree Node format

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

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The screenshot shows a dialog box titled "[356] Control - Owner ID". It has a "Properties" tab. The fields are as follows:

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

At the bottom are "OK" and "Cancel" buttons.

Figure 68 - Database Format example

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

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

Database Field Display

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

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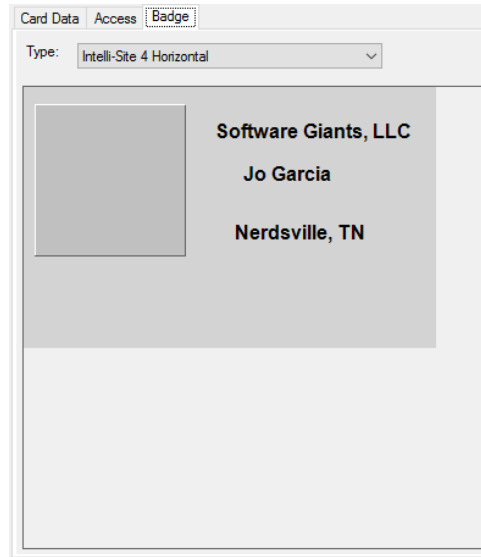


Figure 69 - Badge tab with data illustrating the Database Field Display Screen Object in action

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

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Properties

Name: ID:

User Level:

Notes:

Location

X Position:

Y Position:

Width:

Height:

Source Fields:

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

Add Delete

Values:

Database Grid:

Display

Frame Style:

Border Widths

Outside: Raised: ☐

Middle:

Inside: Raised: ☐

Colors

Interior:

Highlight:

Shadow:

Text Format

Font:

H-Just.:

V-Just.:

OK Cancel

Figure 70 - Database Field Display Screen Object properties dialog

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

Location group box

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

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

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

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

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

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

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

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

Outside – numeric field; Width of the outside edge of the border in pixels

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

Middle – numeric field; Width of the middle of the border in pixels

Inside – numeric field; Width of the inside edge of the border in pixels

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

Color group box - the color properties of the screen object

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

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

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

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

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

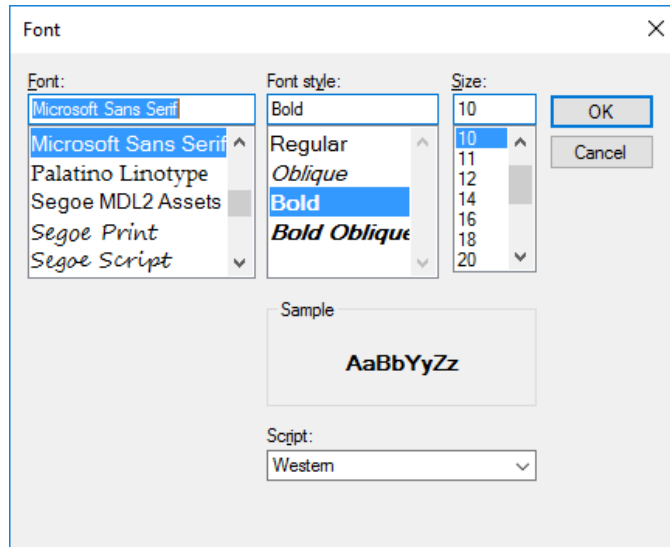


Figure 71 - Windows Font dialog

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

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

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

Database Grid Control

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

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[1261] New Database Grid

Properties

Name: New Database Grid ID: 1261

User Level: All Access

Notes:

Location

X Position: 151

Y Position: 245

Width: 428

Height: 165

Database Fields

Field	Width	Visible?	Display Field (optional)

Add Delete

OK Cancel

Figure 72 - Database Grid Control screen object properties dialog

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

Location group box

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

Height – numeric field; how tall the screen object is

Width – numeric field; how wide the screen object is

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

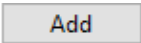
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Field – drop field; the database field for this row
Note: Each **Field** value must come from the same database table.

Width – numeric; the width of the field in pixels

Visible – checkbox; when checked, this column is visible

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

 - button; add a row to the table

 - button; delete the selected row from the table

Database Side-By-Side Control

Not Yet Implemented

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

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The screenshot shows a 'Properties' dialog box for a 'New DB Side By Side Control' object. The dialog has a title bar with a close button. The 'Properties' tab is selected. The 'Name' field is 'New DB Side By Side Control' and is highlighted with a blue border. The 'ID' field is '1006'. The 'User Level' is 'All Access'. The 'Notes' field is empty. The 'Location' group box contains 'X Position: 448', 'Y Position: 236', 'Width: 287', and 'Height: 269'. The 'Table' field is empty. The 'Drop Down List (Target Table)' group box contains 'Value Field:', 'Display Field:', and 'Description:' fields, all empty. The 'Side by Side Lists' group box contains 'Value Field:', 'Display Field:', and 'Description:' fields, all empty. The 'OK' and 'Cancel' buttons are at the bottom right.

Figure 73 - Database Side By Side Control screen object properties dialog

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

Location group box

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

Height – numeric field; how tall the screen object is

Width – numeric field; how wide the screen object is

Table – drop box; the database table with the database fields

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Drop-Down List (Target Table) group

Value Field – drop box; the database field that will be assigned the list of values

Display Field – drop box; the database field to display based on the **Value Field**; the **Value Field** may not mean anything to humans, but the **Display Field** may interpret the **Value Field**. For example, the **Value Field** may be 1, but it maps to an Event Type

Card Activity Control

A card activity control screen object is used to display card activity at a specific reader in real-time. The control displays this activity on a screen created by the user for this specific purpose.

Before creating a card activity control, you should create a screen for it to display. See [Screens](#). Use the database field display control to display database fields.



Figure 74 - A Simple Card Activity Screen Example

The figure above is a simple example of a card activity screen. It has two controls on it:

- A database field display object for the **Photo** database field
- A database field display object to display the **First Name** and **Last Name** database fields concatenated together separated by a space

A card activity control screen object has the four (4) basic properties: **Name**, **ID**, **User Level**, and **Notes**. The rest of the fields are specific to a card activity control screen object.

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The screenshot shows a Windows-style dialog box titled "[1309] New Card Activity Control". It has a "Properties" tab selected. The dialog contains several input fields and controls:

- Name:** A text box containing "New Card Activity Control".
- ID:** A numeric spinner box set to "1309".
- User Level:** A dropdown menu showing "All Access".
- Notes:** A large empty text area.
- Location:** A group box containing four numeric spinner boxes: "X Position" (506), "Y Position" (369), "Width" (60), and "Height" (69).
- Reader:** An empty text box.
- Screen:** An empty text box.
- Invalid Read Background:** A red color swatch button.
- # of Cells:** A numeric spinner box set to "1".
- Buttons:** "OK" and "Cancel" buttons at the bottom right.

Figure 75 - The Card Activity Control Screen Object properties dialog

Location group box

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

Height – numeric field; disabled; how tall the screen object is; this is informational only; it is set based on the height of the screen

Width – numeric field; how wide the screen object is, this is informational only, it is set based on the width of the screen and **# of Cells**

Reader – drop box; the access control reader that is the source of card activity to display

Screen – drop box; the screen on which the card activity will display

of Cells – numeric; the number of card data screens to show

Invalid Read Background – button; opens the Windows **Color** dialog allowing the user to set the background color of the screen when an invalid read is encountered on the **Reader**

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Screen List Control

The screen list control allows the user to create a table to easily and quickly switch between screens. Click on a cell in the table and that screen becomes the current screen.

Before creating a screen list control screen object, create a screen list. See [Screen List](#).

The screenshot shows a dialog box titled "[1130] New ScreenList Control". It has a "Properties" tab. The fields are as follows:

- Name: New ScreenList Control
- ID: 1130
- User Level: All Access (dropdown)
- Notes: (empty text area)
- Location group box:
 - X Position: 293
 - Y Position: 255
 - Width: 179
 - Height: 167
- Screen List: (empty text field)
- # of Rows: 0
- # of Columns: 0
- Click Sound: (empty text field)
- Font: (button)

At the bottom right are "OK" and "Cancel" buttons.

Figure 76 - Screen List Control Screen Object properties dialog

Of course, there are the four (4) basic properties: **Name**, **ID**, **User Level**, and **Notes**. There are additional fields specific to the screen list control screen object.

Location group box

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

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

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

Screen List – drop box; accepts only screen list nodes; the list of screens to display in the control

of Rows – numeric; number of rows for the screen list display

of Columns – numeric; number of columns for the screen list display

Click Sound – drop box; allows only sounds; the sound to play when the user clicks on a screen in the screen list control

Font - button; opens the Windows **Font** dialog allowing the user to set the font, font style, and size for the screen names as they are written on each cell of the screen list control

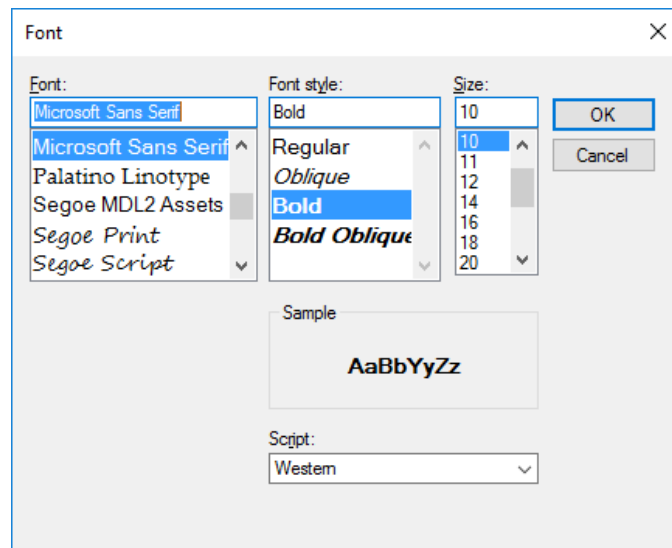


Figure 77 - Windows Font dialog

Video Display

A video display screen object is used to display video from one or more cameras.

A video display screen can stream video from up to four (4) cameras at a time. The display has a popup toolbar that allows the user to do a variety of things depending on the capabilities of the camera to which it is connected.

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Switching between cameras on a single video display is controlled by counters and counter values. The video display is programmed with the counter and counter values as well as which cameras are associated with which counter value. To switch cameras, simply program a button screen object with **ResetCounter** *counterval* in the **Mouse Down** action grid. Clicking on this button in **Live View** will cause the video display to switch to the configuration associated with that counter value.

Note: When a counter value is dragged and dropped on to the screen, a button is automatically created to set the counter to the counter value.

Video Display Screen Object Properties

A video display screen object has the four (4) basic properties: **Name**, **ID**, **User Level**, and **Notes**.

The screenshot shows the 'New Video Display' dialog box. The 'Properties' tab is selected. The 'Name' field contains 'New Video Display', 'ID' is '1307', 'User Level' is 'All Access', and 'Notes' is empty. The 'Location' section has 'X Position' (275), 'Y Position' (263), 'Width' (379), and 'Height' (205). The 'Options' section has '# of Cameras' set to 'One', 'Toolbar Enabled' (unchecked), 'Camera Change Allowed' (unchecked), and 'PTZ Allowed' (unchecked). A 'Select Cameras' button is present. The 'Configurations' tab shows a table with columns for 'Counter Value', 'Camera 1', 'Camera 2', 'Camera 3', and 'Camera 4'. The table is empty. At the bottom are 'Add', 'Delete', 'OK', and 'Cancel' buttons.

Figure 78 - Video Display Screen Object properties dialog

Select Cameras - button; automatically program the **Configuration** table; only enabled when **# of Cameras** is *One*

Location group box

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

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Height – numeric field; how tall the screen object is

Width – numeric field; how wide the screen object is

Options group box

of Cameras – drop-down list (default *One*); how many video windows to display; values are *One*, *Two*, and *Four*

Note: *When # of Cameras is Two, Intelli-Site uses the Height and Width to determine if the video windows are side-by-side or stacked. If the width is greater than the height, the video windows are side-by-side. If height is greater than width, they are stacked one above the other.*

Toolbar Enabled – checkbox; enables the video display toolbar

Camera Change Allowed – checkbox; enable the camera switching function of the toolbar; this field is enabled when **Toolbar Enabled** is checked

PTZ Allowed – checkbox; display the PTZ pad on the toolbar when the camera is PTZ enabled; this field is enabled only when **Toolbar Enabled** is checked

Configurations – table; each line defines the relationship between a counter value and the video streams to display on which window in the video display

Counter Value – drop box; the counter value that identifies the row in the table

Camera 1 – drop box; camera to display in window 1

Camera 2 – drop box; camera to display in window 2

Camera 3 – drop box; camera to display in window 3

Camera 4 – drop box; camera to display in window 4

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Figure 79 - Video Window Numbering of a Video Display

Note: It is strongly encouraged that at least one configuration has no cameras. This will disconnect all video on the video display.

When **# of Cameras** is *One*, only the **Camera 1** column is used, ignoring the other three.

When **# of Cameras** is *Two*, only the **Camera 1** and **Camera 2** columns are used, ignoring the other two.

The following is an example of a programmed video display object. Notice that the first line in the **Configuration** table has no cameras. This is so the display can be disconnected from all cameras.

Properties

Name: Kindergarten Video Display

ID: 1307

User Level: All Access

Notes:

Location

X Position: 275

Y Position: 263

Width: 379

Height: 205

Options

of Cameras: One

Toolbar Enabled: ☒

Camera Change Allowed: ☐

PTZ Allowed: ☐

Select Cameras

Configurations:

Counter Value	Camera 1	Camera 2	Camera 3	Camera 4
[1298] Kindergarten Counter\Dis...				
[1299] Kindergarten Counter\IPd...	[1308] DW Spectrum NVR\IPdome			
[1323] Kindergarten Counter\VS8...	[1310] DW Spectrum NVR\VS810...			
[1324] Kindergarten Counter\Ulis...	[1312] DW Spectrum NVR\Ulis...			
[1325] Kindergarten Counter\Pel...	[1319] DW Spectrum NVR\Pelco			
[1326] Kindergarten Counter\RTS...	[1321] DW Spectrum NVR\RTSP ...			

Add

Delete

OK

Cancel

Figure 80 - Example Video Display screen object

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Programming the Video Display Screen Object

A video display screen object can be programmed to display many camera configurations. A counter is used to determine which configuration to display. When **# of Cameras** is set to *One*, the **Select Cameras** function makes programming much simpler.

Whether the video display screen object is programmed using the **Select Cameras** function or by hand, a counter must be added to the project. Right-click on the area node to which the counter will be added and select *Add Node*. The **Add Panel** dialog displays.

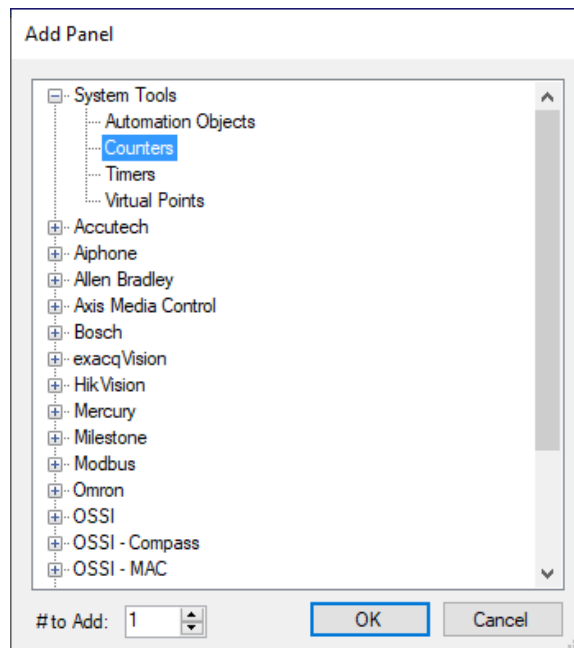


Figure 81 - Add Panel dialog

The **Counters** panel is located under the **System Tools**. Select it and click **OK**. A **Counters** panel is added to the area.

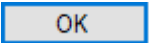
Expand the **Counters** panel until the newly added counter is exposed.

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If multiple users are logged in to Intelli-Site simultaneously, each user may want to use the video display at the same time but for different streams. And wouldn't it be upsetting to be viewing a video stream only to have it changed while one was watching! To ensure that each Client can control the video display regardless of any other Client logged in, the counter must be set to **Client Based**, a property on the counter. Open the properties dialog for this counter.

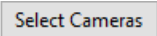
Figure 82 - Counter properties dialog with Client Based field callout

Check **Client Based**, change the **Name** then click .

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Programming using

Select Cameras

For the  button to be enabled, **# of Cameras** must be *One*. Click it and the **Select Cameras** dialog displays.

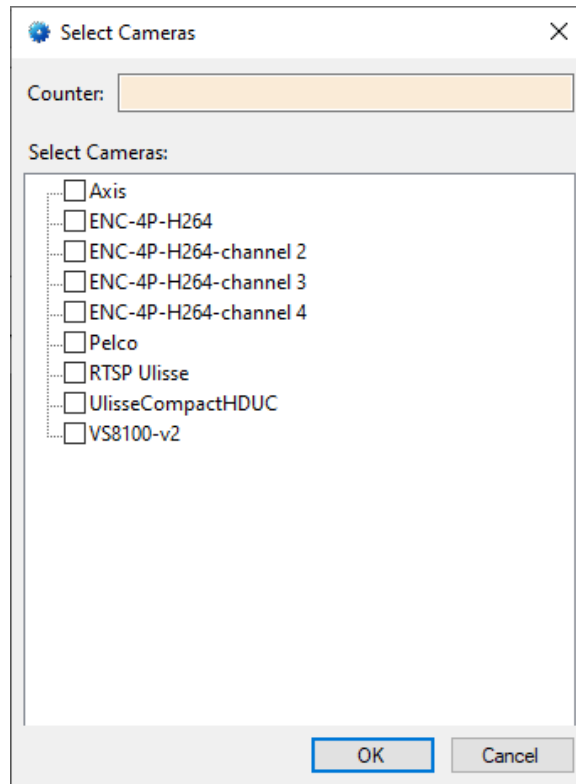
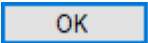


Figure 83 - Select Cameras dialog

The dialog lists all available cameras. Click the checkbox next to each of the cameras from which video will be streamed to this video display screen object.

Click in the **Counters** drop box to open a **Select Tree Item** dialog. This dialog lists all the available counters. Choose the desired counter then click the  button.

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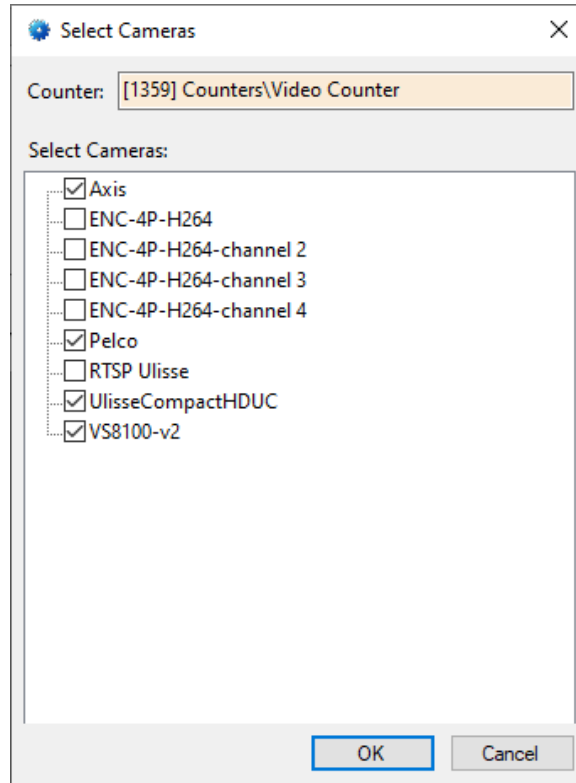
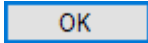


Figure 84 - Example Select Cameras dialog

Click  on the **Select Cameras** dialog. The **Configurations** table is filled in using the chosen counter and cameras.

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Properties

Name: ID:

User Level:

Notes:

Location

X Position: Y Position: Width: Height:

Options

of Cameras:

Toolbar Enabled: ☐

Camera Change Allowed: ☐

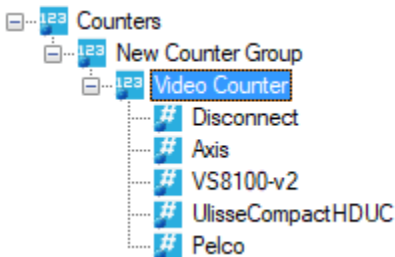
PTZ Allowed: ☐

Configurations:

Counter Value	Camera 1	Camera 2	Camera 3	Camera 4
[1387] Video Counter\Disconnect				
[1388] Video Counter\Axis	[1368] Warehouse DW Spectrum ...			
[1389] Video Counter\VS8100-v2	[1372] Warehouse DW Spectrum ...			
[1390] Video Counter\UlisseCom...	[1374] Warehouse DW Spectrum ...			
[1391] Video Counter\Pelco	[1381] Warehouse DW Spectrum ...			

Figure 85 - Configured video display screen object

Notice the **Counter Value** column of the **Configurations** table. added a counter value node for each chosen camera and an additional counter value for disconnect. Click to save and close the video display properties dialog.



When created the counter values, it checked the **Use Node Name for Label** field. Now when one of these counter values is dragged and dropped onto a screen, the automatically created button will display the node's name and not the node's value.

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The screenshot shows a dialog box titled "[1387] Video Counter\Disconnect". It has four tabs: "Properties", "Operation", "Alarm Queue", and "Actions". The "Properties" tab is selected. Inside the "Properties" tab, there are several fields: "Name" with the value "Disconnect", "ID" with the value "1387", "User Level" with a dropdown menu showing "All Access", "Notes" with a large empty text area, "Counter Value" with a spinner box showing "0", and a checkbox labeled "Use Node Name for Label" which is checked. A red arrow points to the checkbox. At the bottom right, there are "OK" and "Cancel" buttons.

Figure 86 - Counter value properties dialog created by Select Cameras

Programming by Hand

If the video display screen object will display streams from multiple cameras simultaneously, it must be programmed by hand. One could make a case for a combined approach. That will be left as an exercise for the user. This section will walk the user through every grueling step.

Before starting one must carefully work out which cameras will be streaming at the same time and in which video display. For each camera combination, there will be a line in the **Configurations** table of the video display screen object. Let's begin.

Add a counter value to the video counter for each camera combination plus one for "Disconnect All". Name each of the counter values appropriately. It is suggested that counter value '0' be named "Disconnect All". If the automatically created screen object for the counter value is going to be used to switch configurations, check **Use Node Name for Label**.

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[1393] Multiview Counter\1

Properties Operation Alarm Queue Actions

Name: Disconnect All ID: 1393

User Level: All Access

Notes:

Counter Value: 0

Use Node Name for Label: ☒

OK Cancel

Figure 87 - Counter Value properties dialog

Add a video display screen object to the screen then open the properties for it. Set the **# of Cameras** to the desired number of displays.

Add the first line to the **Configurations** table. This will be the disconnect all configuration. Drag and drop the "Disconnect All" counter value into the **Counter Value** column. Leave all the other columns empty.

Add another line to the **Configurations** table. Drag and drop the next counter value into the **Counter Value** column. Drag and drop n camera nodes, one for each of the **Camera** columns, where n equals the value of **# of Cameras**.

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Properties

Name: MultiView Video Display ID: 1396

User Level: All Access

Notes:

Location

X Position: 174 Y Position: 499 Width: 346 Height: 155

Options

of Cameras: Two

Toolbar Enabled: ☐ Camera Change Allowed: ☐ PTZ Allowed: ☐

Select Cameras

Configurations:

Counter Value	Camera 1	Camera 2	Camera 3	Camera 4
[1393] Multiview Counter/Disco...				
[1394] Multiview Counter/Parkin...	[1364] Warehouse DW Spectrum ...	[1366] Warehouse DW Spectrum ...		
[1395] Multiview Counter/Parkin...	[1370] Warehouse DW Spectrum ...	[1385] Warehouse DW Spectrum ...		

Add Delete

OK Cancel

Figure 88 - Example Quick Config with # of Cameras = Two

Click **OK** to save and close the **Quick Config** dialog.

Video Display Toolbar

A video display toolbar appears when the mouse hovers over the video display when the toolbar is enabled. In addition, as the mouse hovers over the various tools, hover text appears providing the name of the tool.



Figure 89 - Video Display Toolbar

Select Camera – drop-down list; presents the list of configurations in the **Configurations** table of the video screen object properties

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Snapshot – button; takes a snapshot of the current video stream and saves it in My Pictures as a jpg file. The filename is the <camera name>-<date>.jpg (e.g. Ulisse Compact HD-11-18-2016 12-45-45.jpg).



PTZ – button; opens the PTZ pad for this camera; it takes a small amount of time to initialize the pad

Shared Screen Object

Shared screen objects are special screen objects that can be included on any number of screens. Changes made on one to a shared screen object will be reflected on all screens because the shared screen object is the same object on all screens.

A shared screen object node and opens its properties dialog which has the basic properties of **Name**, **ID**, **User Level**, and **Nodes** as well as properties specific to a shared screen object.

The screenshot shows a Windows-style dialog box titled "[1156] New Shared Screen Objects Group\New Shared Screen Object". It features a "Properties" tab. The "Name" field is a text box containing "New Shared Screen Object". The "ID" field is a spin box set to "1156". The "User Level" is a dropdown menu currently showing "All Access". Below it is a large, empty "Notes" text area. Further down are "Height" and "Width" spin boxes, set to "768" and "1024" respectively. At the bottom left is a "Background" color selection box, and at the bottom right is an "Invisible Background" checkbox. The dialog concludes with "OK" and "Cancel" buttons.

Figure 90 - Shared Screen Object properties dialog

Height – numeric field; how tall the shared screen object is

Width – numeric field; how wide the shared screen object is

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Background – color picker; the color of the background for the shared screen object

Invisible Background – checkbox; when checked, the background is invisible

How to Go To/Find a Screen Object in the Tree

Finding a screen object in the Project Node Tree can be difficult when there are a lot of screen objects. And what project doesn't have a lot of screen objects?

To go to/find a screen object node in the Project Node Tree, select the screen object on the screen then press the F11 key on your keyboard. The Project Node Tree expands to reveal the screen object node. It is also highlighted.

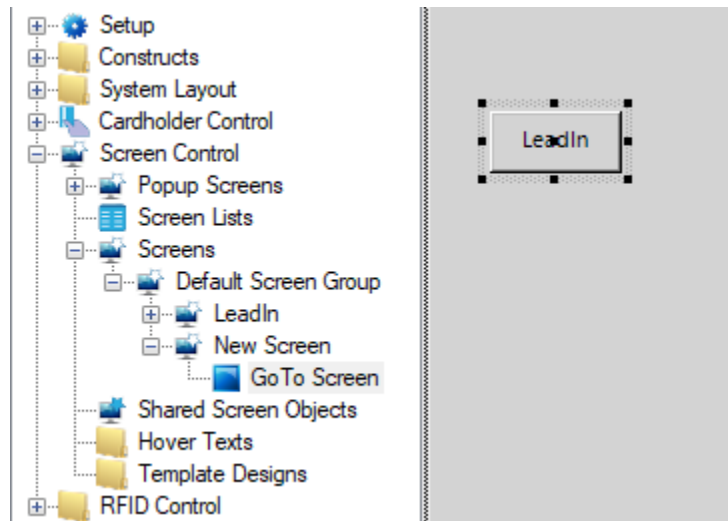


Figure 91 - Screen Object located in Project Node Tree after F11

Automatically Created Screen Objects

Many Project Tree nodes will create screen objects when they are dragged and dropped onto the screen. This makes programming faster and easier.

Automation Objects

The automatically created screen object for an automation object is a button.

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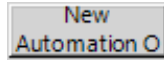


Figure 92 - An Automation Object button

No actions are performed when it is clicked. Its purpose is to illustrate the current state of the automation object. Remember an automation object is an I/O Point whose state is determined by a collection of I/O Points. Therefore, the screen object is programmed to display the current state of the automation object.



**Figure 93 - An Automation Object button
when the automation object point is true/alarm**

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State 0 is the base state; it displays when the automation object evaluates to off or normal.

Edit Screen Object

Properties States

0 1

New Automation O New Automation O

>> << Insert Add Delete

State Properties

Name: Normal Lock Object

Display Properties

Flash To State: None Flash Rate (ms): 1000

Image: Stretch: Rotate (deg.): 0 Effects

Label Properties

Font Shadow H. Just.: Center V. Just.: Center

Label Object: [1000] Automation Obj PopUp X: 0 PopUp Y: 0

	Action	Target
1		
2		
3		
4		
5		
6		
7		

Mouse Down Mouse Up Active Inactive Mouse Enter Mouse Leave

Insert Delete

OK Cancel

Figure 94 – Automation Object button State 0 properties dialog

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State 1 displays when the automation object evaluates to true or alarm. Notice the evaluation grid. See that it contains the automation object point and *State* is the **Selection** value?

The screenshot shows the 'Edit Screen Object' dialog box with the 'States' tab selected. The dialog is divided into several sections:

- Properties / States:** A grid showing two states, 0 and 1. State 1 is highlighted in red.
- State Properties:** A section for configuring the state. The 'Name' is 'Alarm'. There is a 'Lock Object' checkbox.
- Display Properties:** A section for configuring the display. It includes 'Flash To State' (set to 'None'), 'Flash Rate (ms)' (set to '1000'), 'Image' (a small icon), 'Rotate (deg.)' (set to '0'), and an 'Effects' button.
- Label Properties:** A section for configuring the label. It includes 'Label Object' (set to '[1000] Automation Object'), 'Font' and 'Shadow' buttons, 'H. Just.' (set to 'Center'), 'V. Just.' (set to 'Center'), 'PopUp X' (set to '0'), and 'PopUp Y' (set to '0').
- Action Table:** A table with two columns: 'Action' and 'Target'. It has 8 rows, with row 1 selected. Below the table are buttons for 'Insert' and 'Delete'.
- Buttons:** 'OK' and 'Cancel' buttons at the bottom right.

Figure 95 - Automation Object button State 1 properties dialog

Call Stations

A call station has many states and alerts that can be used in a screen object evaluation grid. There are nine (9) possible values for *Selection* when a call station is the *Point* in the evaluation grid. Programming screen objects to manage call stations is pretty involved though it is pretty standardized which is why Intelli-Site automatically creates a call station screen object when a call station construct node is dragged and dropped onto a screen.

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Figure 96 – A Call Station screen object

This screen object has states for the most commonly reported or managed states of the call station. Instead of taking 30 minutes to create a call station screen object from scratch, just drag and drop the construct onto the screen and position it where it belongs.

The call station screen object has twelve (12) states:

- State 0 - Normal
- State 1 - Selected
- State 2 - Disabled
- State 3 - Disabled & Selected
- State 4 - Call-In
- State 5 - Call-In & Selected
- State 6 - Call-In Acked
- State 7 - Call-In Acked & Selected
- State 8 - Call-In Acked & Disabled
- State 9 - Call-In Acked, Disabled & Selected
- State 10 - Tamper
- State 11 - Tamper & Selected

Additional states can be added for any of the other possible **Selections** or combination thereof. Remember that the order of precedence is dictated by the state number. If two or more state evaluation grids evaluate as true, the one on the higher numbered state is the one that is active.

Note: *These states are programmed with the understanding that acknowledging and processing the call station will be done using a separate screen object. You are welcome to modify the programming to include AckCallIn and ProcessCallIn. If you do, the [Reprogram...](#) context menu option will be immensely helpful.*

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State 0 – Normal

State 0, the Normal state, displays if everything is normal. When the screen object is clicked, the call station is selected.

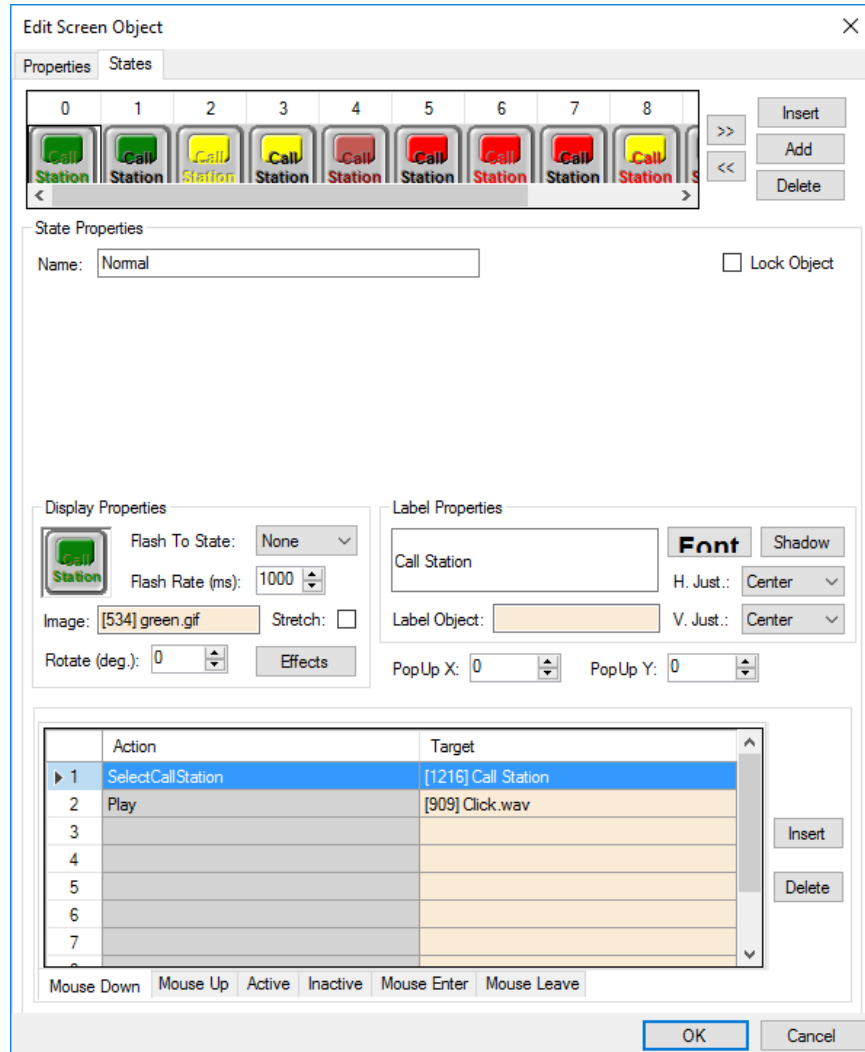


Figure 97 - Call Station screen object State 0 properties dialog

Name – the name of the State; *Normal*

Image – the image displayed when this state is active

Label Properties – the label and how it displays

Mouse Down – action grid; the actions executed when the mouse down event is triggered for this screen object on this state; there are two actions:

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- 1 SelectCallStation Call Station node
- 2 **Play** Click.wav

Note: Notice that the label is not using the node as the Label Object but a string. This is about formatting on the button itself. While this is inconvenient if the call station is renamed, which happens rarely, it makes the screen object prettier. This design was developed for a specific customer site.

State 1 – Selected

This state displays when the call station is selected. Notice the evaluation grid. It contains the call station as the **Point**. **Selection** is *Selected*. When the screen object is clicked, a **DeselectCallStation** action on the call station is executed.

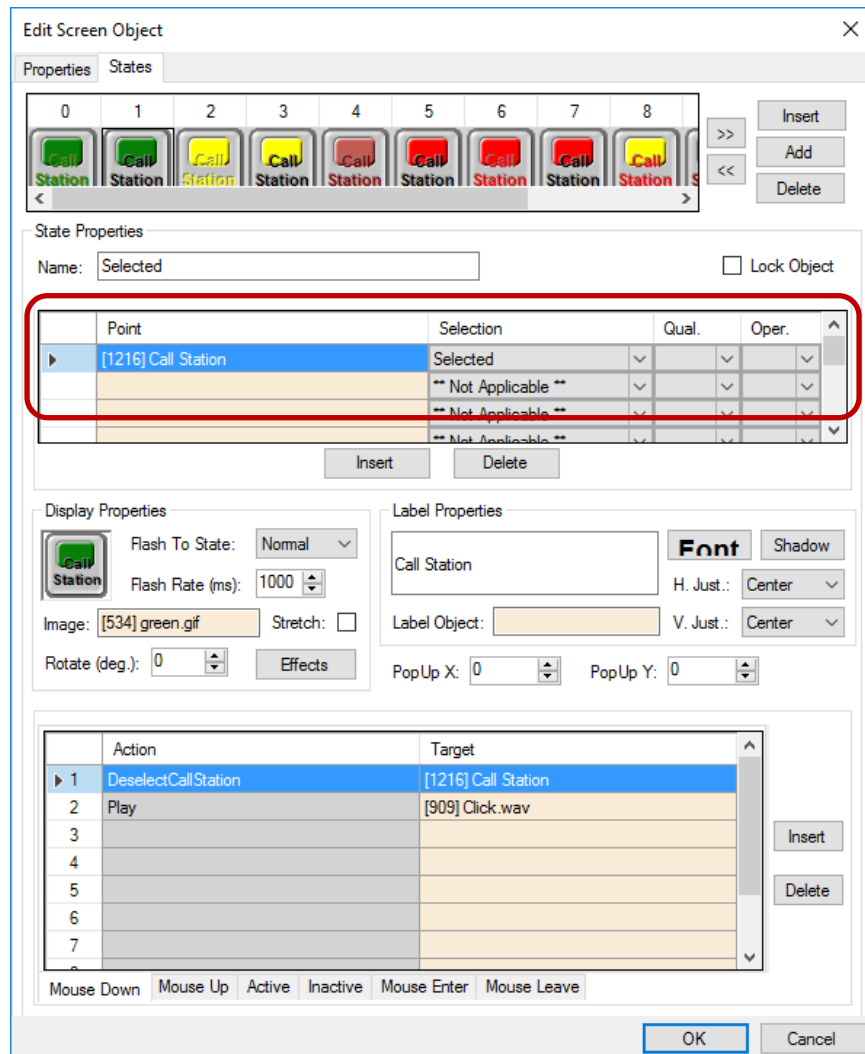


Figure 98 - Call Station screen object State 1 properties dialog

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Name – the name of the State; *Selected*

Image – the image displayed when this state is active

Label Properties – the label and how it displays

Mouse Down – action grid; the actions executed when the mouse down event is triggered for this screen object on this state; there are two actions

1	DeselectCallStation	Call Station node
2	Play	Click.wav

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State 2 - Disabled

This state displays when the call station is disabled. Notice the evaluation grid. It contains the call station as the **Point**. **Selection** is *Disabled*. When the screen object is clicked, a **SelectCallStation** action on the call station is executed.

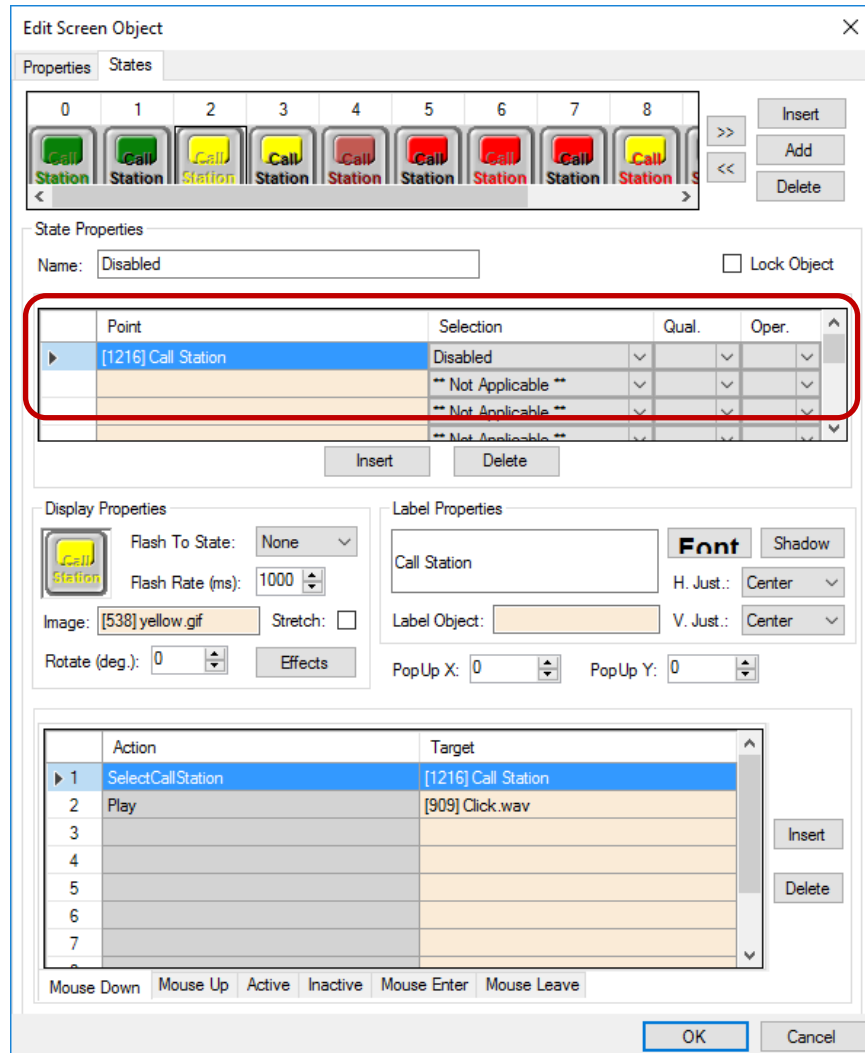


Figure 99 - Call Station screen object State 2 properties dialog

Name – the name of the State; *Disabled*

Image – the image displayed when this state is active

Label Properties – the label and how it displays

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Mouse Down – action grid; the actions executed when the mouse down event is triggered for this screen object on this state; there are two actions

1	SelectCallStation	Call Station node
2	Play	Click.wav

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State 3 – Disabled & Selected

This state displays when the call station is both disabled and selected. Notice the evaluation grid has two lines. The first line is for the call station being in the *Selected* state. The second line is the call station being in the *Disabled* state. The **Operator** for the first line is *And* which means both of these lines must evaluate to true for this state to display. When the screen object is clicked, a **DeselectCallStation** action on the call station is executed.

The screenshot shows the 'Edit Screen Object' dialog box with the 'States' tab selected. At the top, there is a row of 9 call station icons labeled 0 through 8. Below this is the 'State Properties' section. The 'Name' field is set to 'Disabled & Selected'. A red rectangle highlights the evaluation grid, which contains two rows. The first row is for '[1216] Call Station' with 'Selected' in the 'Selection' column and 'And' in the 'Oper.' column. The second row is for '[1216] Call Station' with 'Disabled' in the 'Selection' column. Below the grid are 'Insert' and 'Delete' buttons. The 'Display Properties' section shows a 'Flash To State' dropdown set to 'Disabled' and a 'Flash Rate (ms)' of 1000. The 'Image' is '[538] yellow.gif'. The 'Label Properties' section shows the 'Label' as 'Call Station' and 'Label Object' as '[909] Click.wav'. The 'Actions' section at the bottom shows a list of actions: 1. 'DeselectCallStation' targeting '[1216] Call Station', 2. 'Play' targeting '[909] Click.wav', and 3-7 are empty. The dialog has 'OK' and 'Cancel' buttons at the bottom right.

Point	Selection	Qual.	Oper.
[1216] Call Station	Selected		And
[1216] Call Station	Disabled		
	** Not Applicable **		
	** Not Applicable **		

Action	Target
1 DeselectCallStation	[1216] Call Station
2 Play	[909] Click.wav
3	
4	
5	
6	
7	

Figure 100- Call Station screen object State 3 properties dialog

Name – the name of the State; *Disabled & Selected*

Flash To State – drop-down list; the screen object will flash between the current state and the designated state, *Disabled*, using the value supplied in **Flash Rate**

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Image – the image displayed when this state is active

Label Properties – the label and how it displays

Mouse Down – action grid; the actions executed when the mouse down event is triggered for this screen object on this state; there are two actions

1	DeselectCallStation	Call Station node
2	Play	Click.wav

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State 4 - Call-In

This state displays when the call station is in the *CallIn* state. Notice the evaluation grid. It contains the call station as the **Point**. **Selection** is *CallIn*. When the screen object is clicked, a **SelectCallStation** action on the call station is executed.

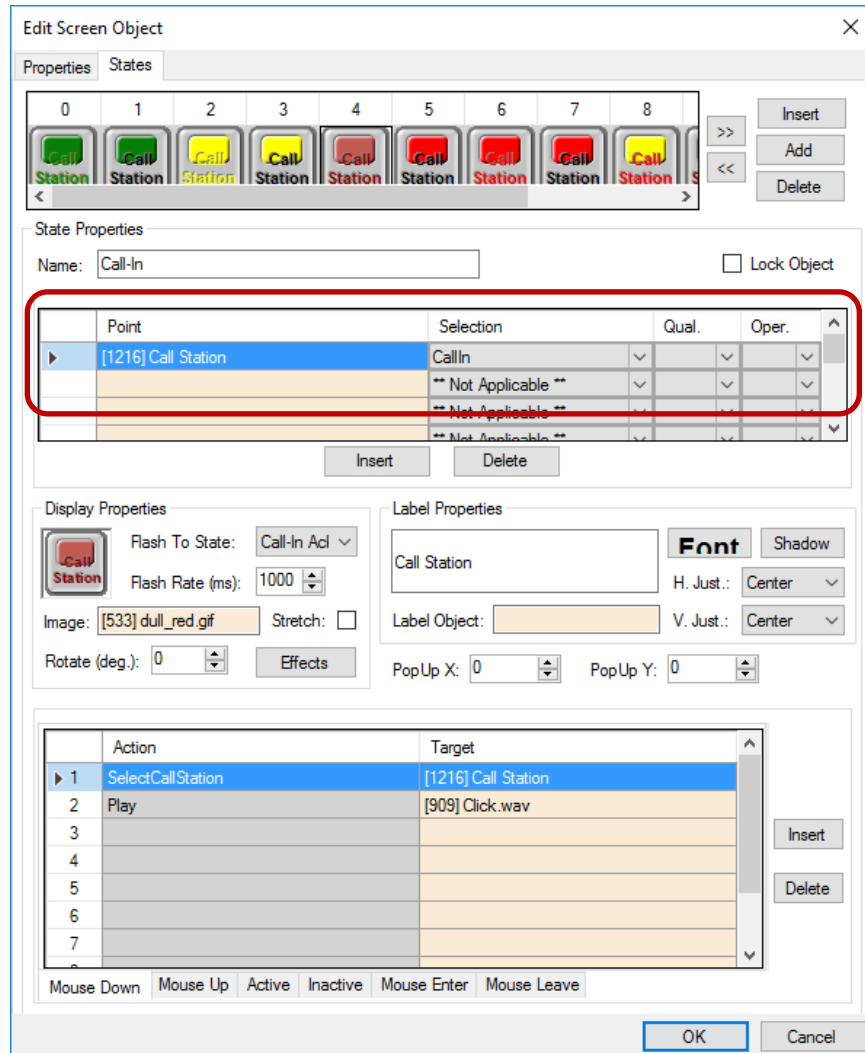


Figure 101 - Call Station screen object State 4 properties dialog

Name – the name of the State; *Call-In*

Flash To State – drop-down list; the screen object will flash between the current state and the designated state, *Call-In Acl*, using the value supplied in **Flash Rate**

Image – the image displayed when this state is active

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Label Properties – the label and how it displays

Mouse Down – action grid; the actions executed when the mouse down event is triggered for this screen object on this state; there are two actions

1	SelectCallStation	Call Station node
2	Play	Click.wav

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State 5 - Call-In & Selected

This state displays when the call station is both in the *CallIn* state and selected. Notice the evaluation grid has two lines. The first line is for the call station being in the *Selected* state. The second line is the call station being in the *CallIn* state. The **Operator** for the first line is *And* which means both of these lines must evaluate to true for this state to display. When the screen object is clicked, a **DeselectCallStation** action on the call station is executed.

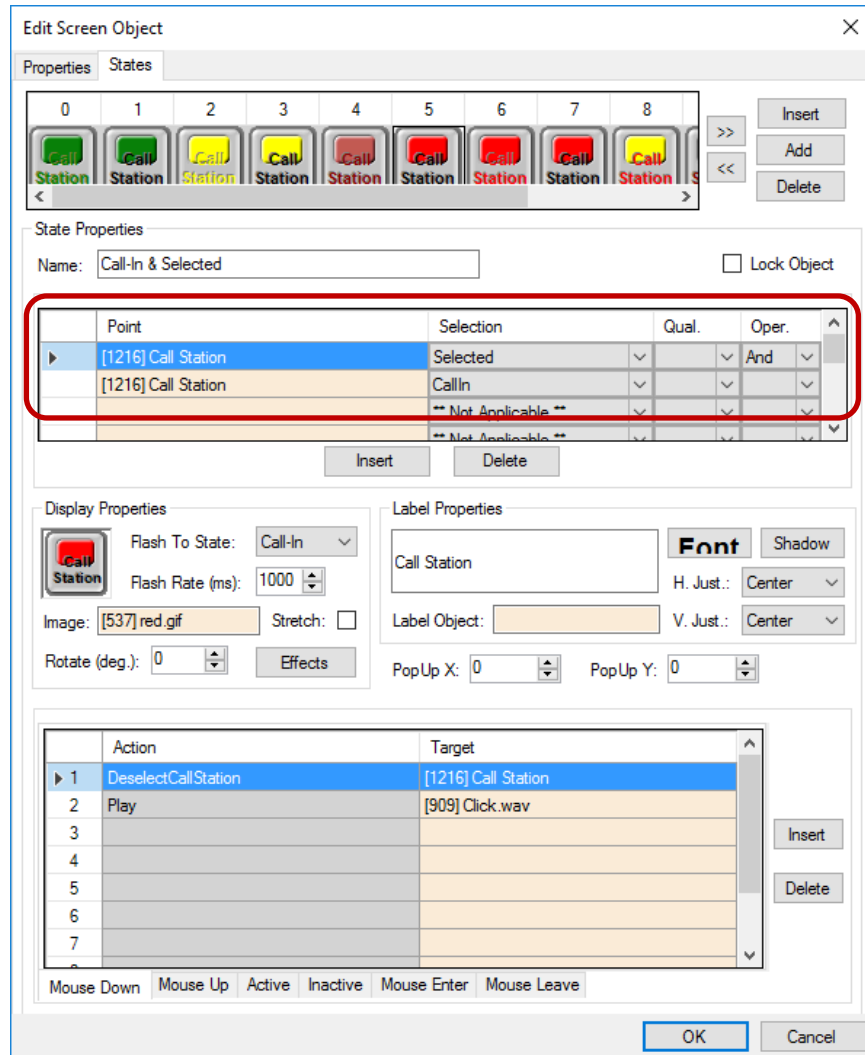


Figure 102 - Call Station screen object State 5 properties dialog

Name – the name of the State; *Call-In & Selected*

Flash To State – drop-down list; the screen object will flash between the current state and the designated state, *Call-In*, using the value supplied in **Flash Rate**

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Image – the image displayed when this state is active

Label Properties – the label and how it displays

Mouse Down – action grid; the actions executed when the mouse down event is triggered for this screen object on this state; there are two actions

1	DeselectCallStation	Call Station node
2	Play	Click.wav

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State 6 - Call-In Acked

This state displays when the call station is both *CallIn Acked* and *CallIn*. Notice the evaluation grid has two lines. The first line is for the call station being in the *CallIn* state with the **Qualifier** *ACK*. The second line is the call station being in the *CallIn* state. The **Operator** for the first line is *And* which means both of these lines must evaluate to true for this state to display. When the screen object is clicked, a **SelectCallStation** action on the call station is executed.

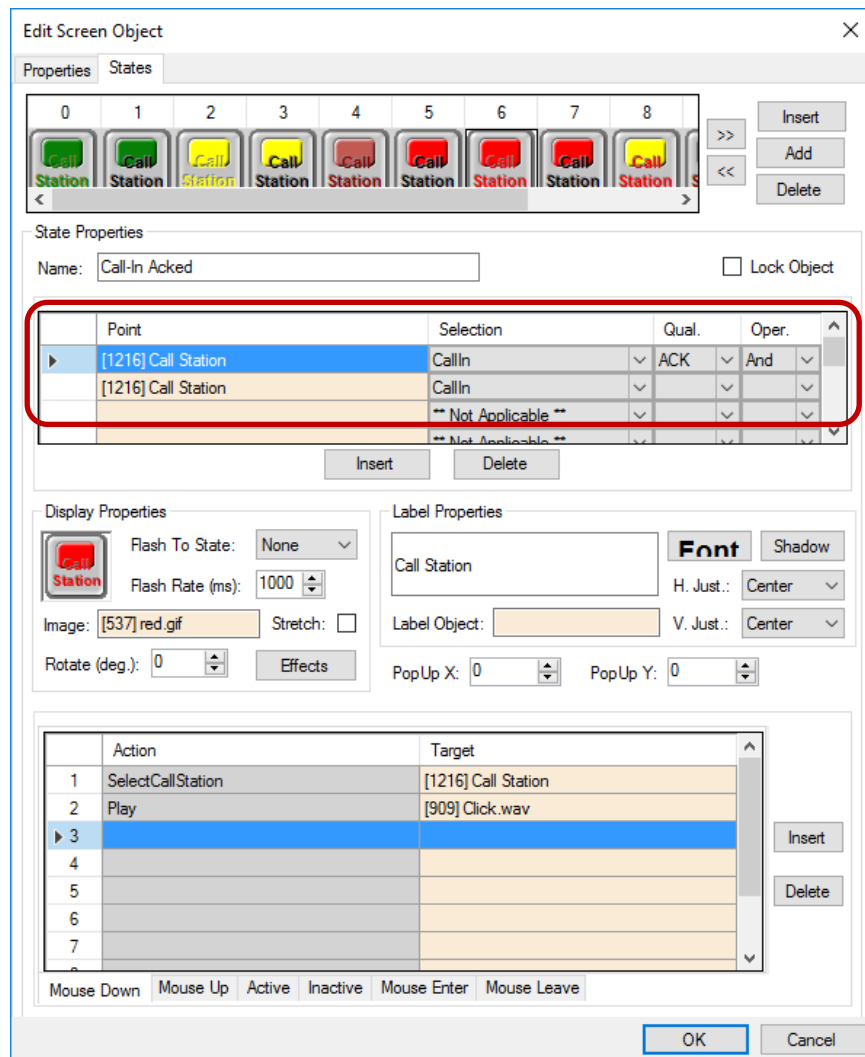


Figure 103 - Call Station screen object State 6 properties dialog

Name – the name of the State; *Call-In Acked*

Image – the image displayed when this state is active

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Label Properties – the label and how it displays

Mouse Down – action grid; the actions executed when the mouse down event is triggered for this screen object on this state; there are two actions

1	SelectCallStation	Call Station node
2	Play	Click.wav

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State 7 - Call-In Acked & Selected

This state displays when the call station is in *Call-In Acked*, *Call-In*, and selected. Notice the evaluation grid has three lines. The first line is for the call station being in the *CallIn* state with the **Qualifier** *Ack*. The second line is the call station being in the *CallIn* state. The third line is the call station is *Selected*. The **Operator** for the first line is *And* as well as the **Operator** on the second line which means all three of these lines must evaluate to true for this state to display. When the screen object is clicked, a **DeselectCallStation** action on the call station is executed.

Edit Screen Object

Properties States

0 1 2 3 4 5 6 7 8

Call Station Call Station Call Station Call Station Call Station Call Station Call Station Call Station

Insert Add Delete

State Properties

Name: Call-In Acked & Selected Lock Object

Point	Selection	Qual.	Oper.	
[1216] Call Station	CallIn	ACK	And	
[1216] Call Station	CallIn		And	
[1216] Call Station	Selected			

Insert Delete

Display Properties

Flash To State: Call-In Ack

Flash Rate (ms): 1000

Image: [537] red.gif Stretch: ☐

Rotate (deg.): 0 Effects

Label Properties

Call Station

Font Shadow

H. Just.: Center

V. Just.: Center

Label Object:

PopUp X: 0 PopUp Y: 0

Action	Target
DeselectCallStation	[1216] Call Station
Play	[909] Click.wav

Insert Delete

Mouse Down Mouse Up Active Inactive Mouse Enter Mouse Leave

OK Cancel

Figure 104 - Call Station screen object State 7 properties dialog

Name – the name of the State; *Call-In Acked & Selected*

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Flash To State – drop-down list; the screen object will flash between the current state and the designated state, *Call-In Acked*, using the value supplied in **Flash Rate**

Image – the image displayed when this state is active

Label Properties – the label and how it displays

Mouse Down – action grid; the actions executed when the mouse down event is triggered for this screen object on this state; there are two actions

1	DeselectCallStation	Call Station node
2	Play	Click.wav

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State 8 - Call-In Acked & Disabled

This state displays when the call station is in *Call-In Acked*, *Call-In*, and disabled. Notice the evaluation grid has three lines. The first line is for the call station being in the *CallIn* state with the **Qualifier** *Ack*. The second line is the call station being in the *CallIn* state. The third line is the call station is *Disabled*. The **Operator** for the first line is *And* as well as the **Operator** on the second line which means all three of these lines must evaluate to true for this state to display. When the screen object is clicked, a **SelectCallStation** action on the call station is executed.

The screenshot shows the 'Edit Screen Object' dialog box for State 8. The 'States' tab is active, showing a row of 9 call station icons. The 'State Properties' section is highlighted with a red box. It contains a table with three rows, each representing a condition for the state. The first two rows are for 'CallIn' with a 'Qual.' of 'ACK' and 'Oper.' of 'And'. The third row is for 'Disabled' with a 'Qual.' of '' and 'Oper.' of 'And'. Below the table are 'Insert' and 'Delete' buttons. The 'Display Properties' section shows a 'Call Station' icon, 'Flash To State: Disabled', 'Flash Rate (ms): 1000', 'Image: [538] yellow.gif', 'Stretch: []', 'Rotate (deg.): 0', and 'Effects'. The 'Label Properties' section shows 'Call Station' text, 'Font' settings, 'H. Just.: Center', 'V. Just.: Center', 'Label Object: []', 'PopUp X: 0', and 'PopUp Y: 0'. The 'Actions' section shows a table with two rows: '1 SelectCallStation' targeting '[1216] Call Station' and '2 Play' targeting '[909] Click.wav'. The 'Mouse' section shows 'Mouse Down', 'Mouse Up', 'Active', 'Inactive', 'Mouse Enter', and 'Mouse Leave' buttons. The 'OK' and 'Cancel' buttons are at the bottom right.

Point	Selection	Qual.	Oper.
[1216] Call Station	CallIn	ACK	And
[1216] Call Station	CallIn		And
[1216] Call Station	Disabled		

Action	Target
1 SelectCallStation	[1216] Call Station
2 Play	[909] Click.wav

Figure 105 - Call Station screen object State 8 properties dialog

Name – the name of the State; *Call-In Acked & Disabled*

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Flash To State – drop-down list; the screen object will flash between the current state and the designated state, *Disabled*, using the value supplied in **Flash Rate**

Image – the image displayed when this state is active

Label Properties – the label and how it displays

Mouse Down – action grid; the actions executed when the mouse down event is triggered for this screen object on this state; there are two actions

1	SelectCallStation	Call Station node
2	Play	Click.wav

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State 9 - Call-In Acked, Disabled & Selected

This state displays when the call station is in *Call-In Acked*, *Call-In*, disabled, and selected. Notice the evaluation grid has four lines. The first line is for the call station being in the *CallIn* state with the **Qualifier** *Ack*. The second line is the call station being in the *CallIn* state. The third line is the call station is *Disabled*. The fourth line is the class station is *Selected*. The **Operator** for each line is *And* which means all four of these lines must evaluate to true for this state to display. When the screen object is clicked, a *DeselectCallStation* action on the call station is executed.

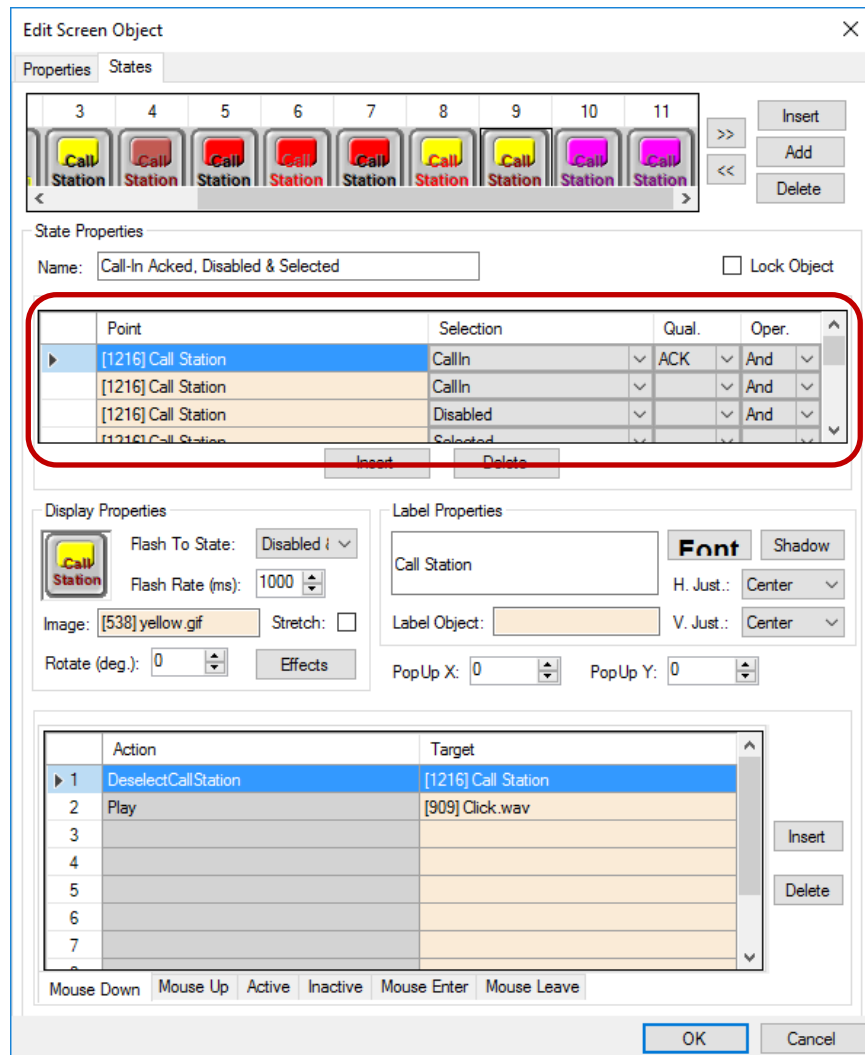


Figure 106 - Call Station screen object State 9 properties dialog

Name – the name of the State; Call-In Acked, Disabled & Selected

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Flash To State – drop-down list; the screen object will flash between the current state and the designated state, Disabled & Selected, using the value supplied in **Flash Rate**

Image – the image displayed when this state is active

Label Properties – the label and how it displays

Mouse Down – action grid; the actions executed when the mouse down event is triggered for this screen object on this state; there are two actions

1	DeselectCallStation	Call Station node
2	Play	Click.wav

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State 10 – Tamper

This state displays when the call station is being tampered with. Notice the evaluation grid. It contains the call station as the **Point**. **Selection** is *Tamper*. When the screen object is clicked, a *SelectCallStation* action on the call station is executed.

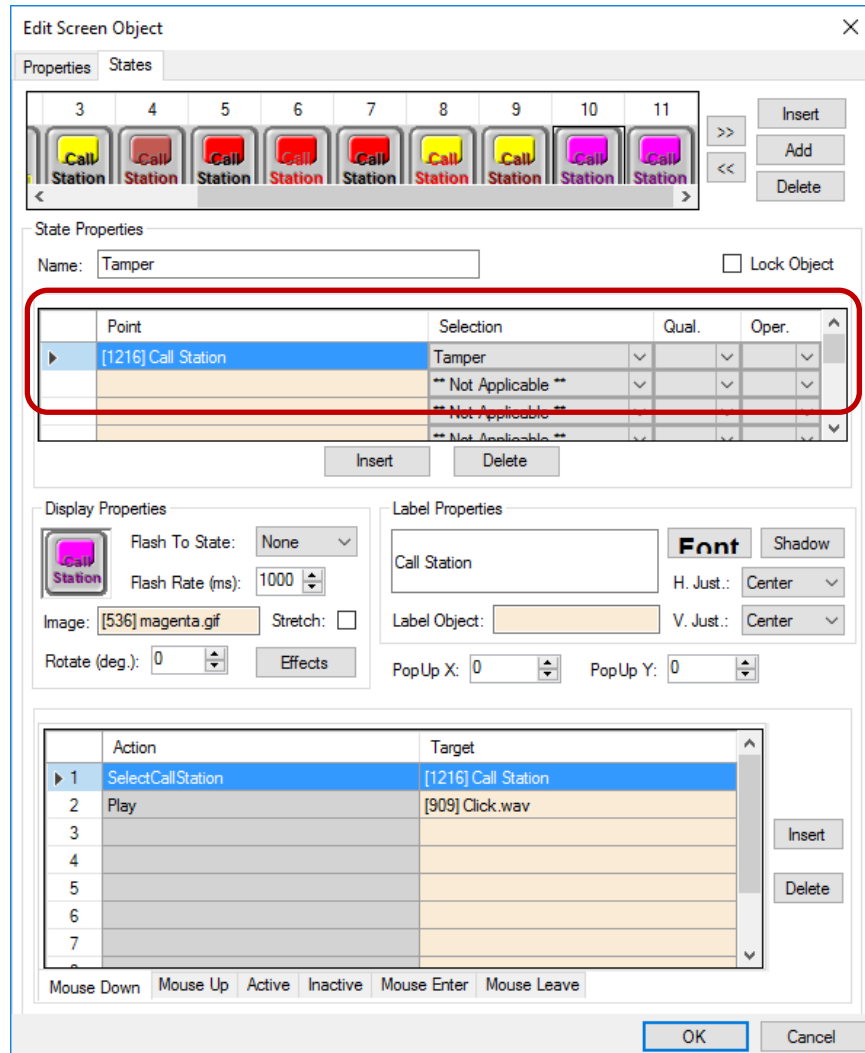


Figure 107 - Call Station screen object State 10 properties dialog

Name – the name of the State; *Tamper*

Image – the image displayed when this state is active

Label Properties – the label and how it displays

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Mouse Down – action grid; the actions executed when the mouse down event is triggered for this screen object on this state; there are two actions

1	SelectCallStation	Call Station node
2	Play	Click.wav

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State 11 - Tamper & Selected

This state displays when the call station is both tampered and selected. Notice the evaluation grid has two lines. The first line is for the call station being in the *Selected* state. The second line is the call station being in the *Tamper* state. The **Operator** for the first line is *And* which means both of these lines must evaluate to true for this state to display. When the screen object is clicked, a *DeselectCallStation* action on the call station is executed.

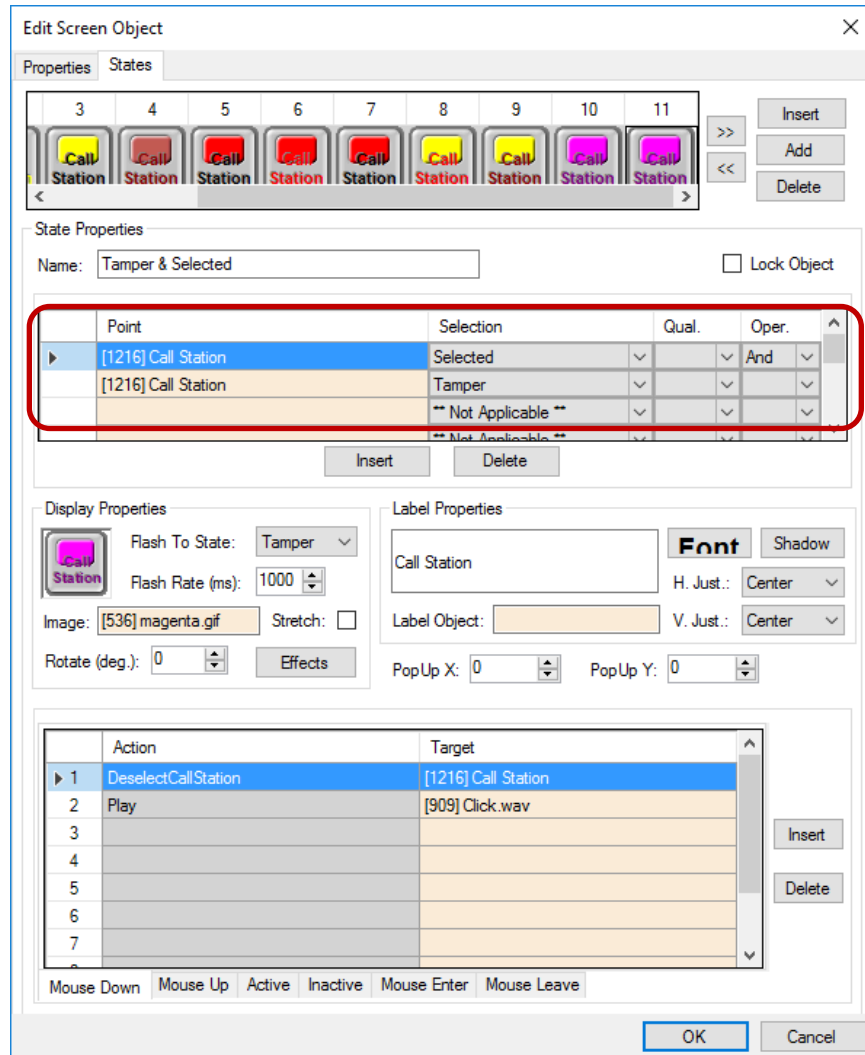


Figure 108 - Call Station screen object State 11 properties dialog

Name – the name of the State; *Tamper & Selected*

Flash To State – drop-down list; the screen object will flash between the current state and the designated state, *Tamper*, using the value supplied in **Flash Rate**

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Image – the image displayed when this state is active

Label Properties – the label and how it displays

Mouse Down – action grid; the actions executed when the mouse down event is triggered for this screen object on this state; there are two actions

1	DeselectCallStation	Call Station node
2	Play	Click.wav

Counters

The automatic screen object created when a counter is dropped onto a screen is one of the most complex objects created.



Figure 109 - A Counter screen object

Expanding the screen reveals a group of screen objects for the counter object.

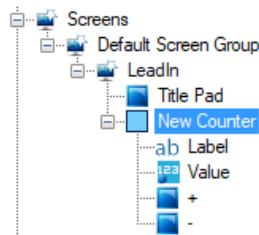


Figure 110 - The Project Node Tree showing the Counter screen object nodes

The parent node for the group uses the name of the counter object that was dropped onto the screen. It is a basic screen object with **Frame Style Rectangle**. The child nodes are a label, a value, and two buttons used to increment or decrement the counter.

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Label

The **Label** node is a label object with only State 0. It has no actions to execute. The name of the counter is written in the label text box to ensure the label really is the name of the counter. The counter itself can be set to display either its name or its value. So if the counter was dropped in the **Label Object** field, it may or may not display the name of the counter.

The dialog box is titled "Edit Screen Object" and has a close button (X) in the top right corner. It contains several sections for configuring the label object.

Properties / States: A tabbed interface with "Properties" and "States" tabs. The "States" tab is active, showing a list of states. State 0 is selected, and its name is "State 0". To the right of the list are buttons for ">>", "<<", "Insert", "Add", and "Delete".

State Properties: A section with a "Name:" field containing "State 0" and a "Lock Object" checkbox.

Display Properties: A section with a "Flash To State:" dropdown menu set to "None", a "Flash Rate (ms):" spinner set to "1000", an "Image:" field with a small image icon, a "Stretch:" checkbox, and a "Rotate (deg.):" spinner set to "0". There is also an "Effects" button.

Label Properties: A section with a "New Counter:" text field, a "Font" button, a "Shadow" button, "H. Just.:" and "V. Just.:" dropdown menus set to "Right" and "Center" respectively, a "Label Object:" field with a small image icon, and "PopUp X:" and "PopUp Y:" spinners both set to "0".

Actions: A table with two columns: "Action" and "Target". The table has 8 rows, numbered 1 through 8. Row 1 is selected. To the right of the table are "Insert" and "Delete" buttons.

Buttons: At the bottom of the dialog are "OK" and "Cancel" buttons.

Figure 111 - The Label screen object properties dialog

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Value

The **Value** node is a rectangle screen object that displays the value of the counter however the counter chooses to display its value. Intelli-Site assumes it is displaying a number and the number is less than 10. The user is invited to adjust the sizes of the screen objects to display everything neatly.

Edit Screen Object

Properties States

0

0

Insert

Add

Delete

State Properties

Name: State 0

Lock Object

Display Properties

Flash To State: None

Flash Rate (ms): 1000

Image: [Image]

Stretch: ☐

Rotate (deg.): 0

Effects

Label Properties

Font

Shadow

H. Just.: Left

V. Just.: Center

Label Object: [1017] Counters\New C

PopUp X: 0

PopUp Y: 0

	Action	Target
1		
2		
3		
4		
5		
6		
7		

Mouse Down Mouse Up Active Inactive Mouse Enter Mouse Leave

Insert

Delete

OK Cancel

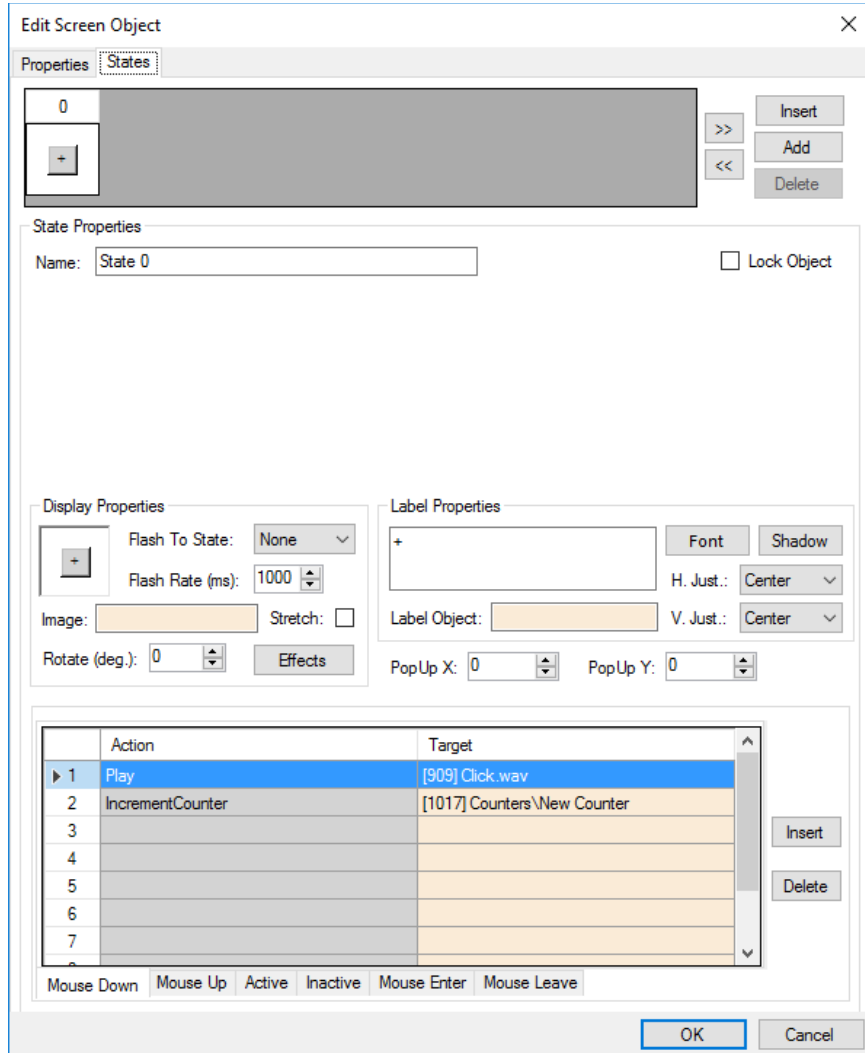
Figure 112 - The Value screen object properties dialog

Notice that the **Label Object** field contains the actual counter. See [Counters](#) and [Counter Values](#) to learn about changing the way **Value** screen object displays.

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 Increment and  Decrement buttons

To the right of the **Value** screen object are the  increment and  decrement buttons. These buttons are programmed to increment and decrement the counter respectively.



The dialog box is titled "Edit Screen Object" and has a close button (X) in the top right corner. It contains several sections for configuring the "State 0" object.

Properties tab is selected. It shows a preview of the screen object with a counter displaying "0" and a "+" button. To the right of the preview are buttons for ">>", "<<", "Insert", "Add", and "Delete".

State Properties section includes a "Name" field set to "State 0" and a "Lock Object" checkbox.

Display Properties section includes a preview of the "+" button, a "Flash To State" dropdown set to "None", a "Flash Rate (ms)" spinner set to "1000", an "Image" field with a color swatch, a "Stretch" checkbox, a "Rotate (deg.)" spinner set to "0", and an "Effects" button.

Label Properties section includes a preview of the "+" label, "Font" and "Shadow" buttons, "H. Just." and "V. Just." dropdowns both set to "Center", a "Label Object" field with a color swatch, and "PopUp X" and "PopUp Y" spinners both set to "0".

Actions section contains a table with columns "Action" and "Target".

	Action	Target
▶ 1	Play	[909] Click.wav
2	IncrementCounter	[1017] Counters\New Counter
3		
4		
5		
6		
7		

Below the table are buttons for "Mouse Down", "Mouse Up", "Active", "Inactive", "Mouse Enter", and "Mouse Leave". To the right of the table are "Insert" and "Delete" buttons.

At the bottom are "OK" and "Cancel" buttons.

Figure 113 -  screen object State 0 properties dialog

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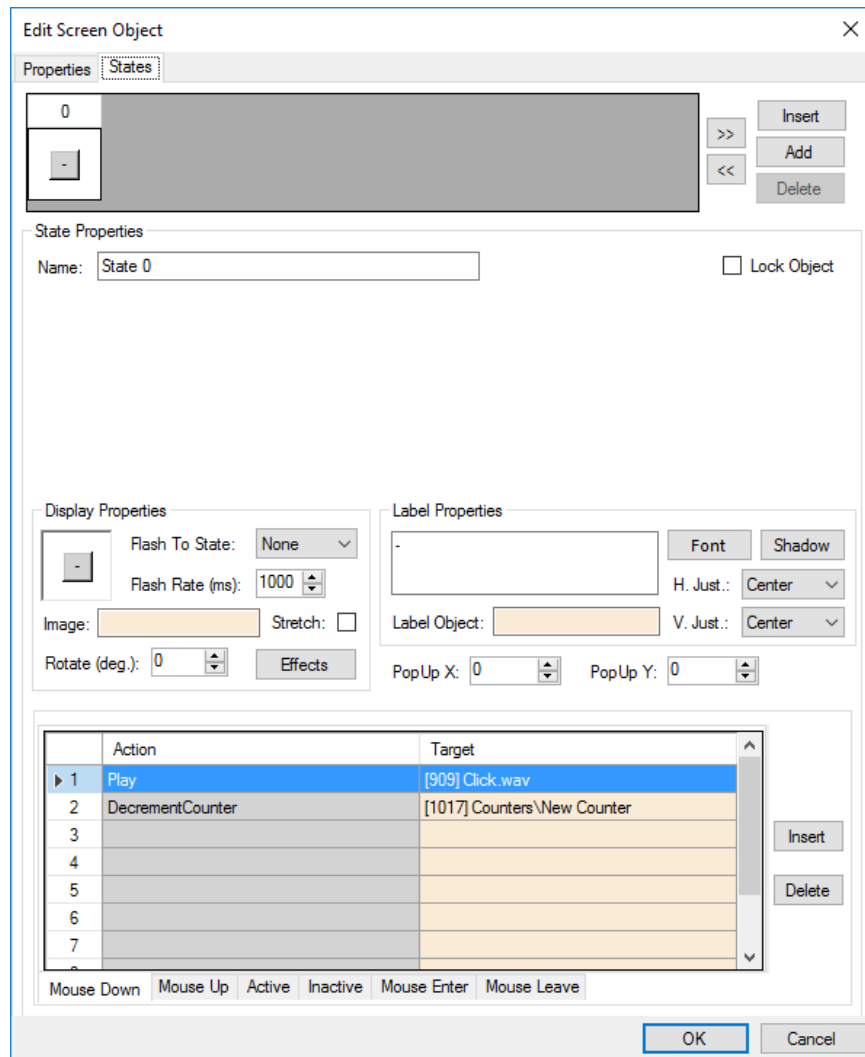


Figure 114 - screen object State 0 properties dialog

Counter Values

A counter value creates a button screen object that resets the counter to the counter value.



Figure 115 - Counter Value screen object

Intelli-Site assumes the counter value is set to display a number less than 10 when it sets the size of the button. The user is invited to change the size, font, color, or whatever. This screen object gives the user a quick jumping off point.

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A counter value, like a counter object can be set to display either the value or name which would definitely require the user to modify the size of the button. See [Counter Values](#).

The counter value button has two states. State 0 is programmed to reset the counter to this counter value.

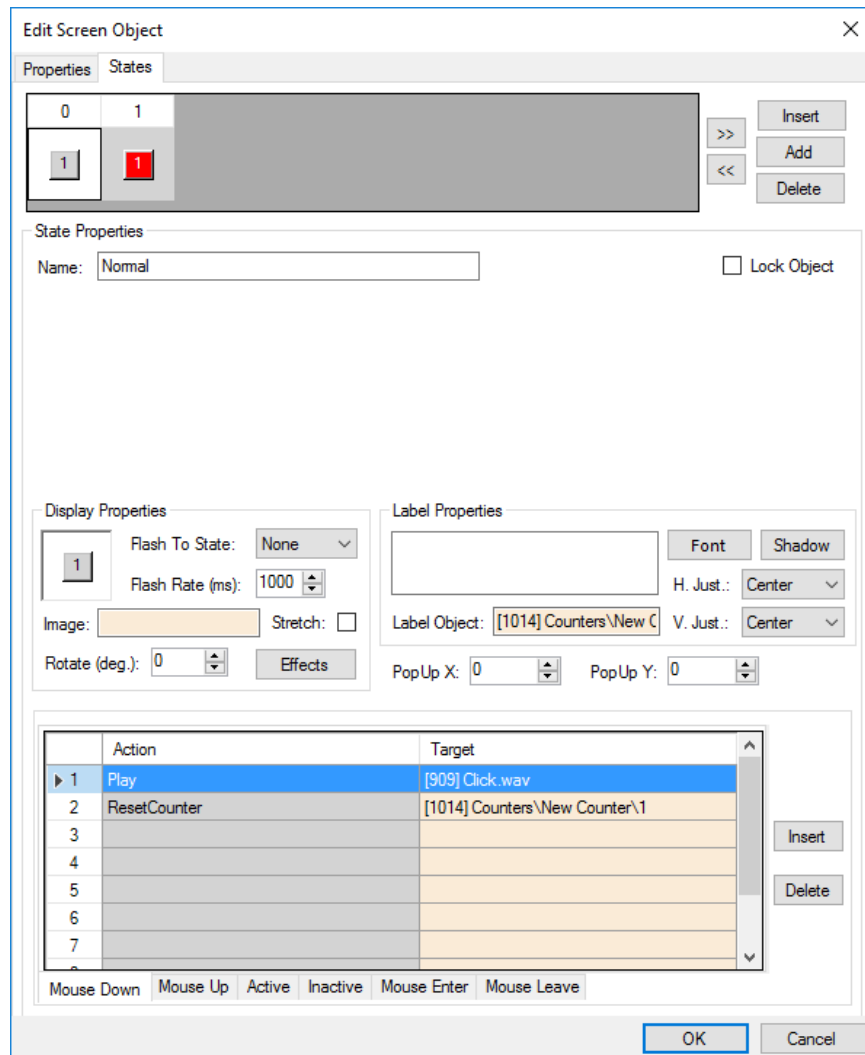


Figure 116 - Counter Value screen object State 0 properties dialog

State 1 displays when the counter value is high. A counter value is high when the counter equals this counter value. It is low otherwise.

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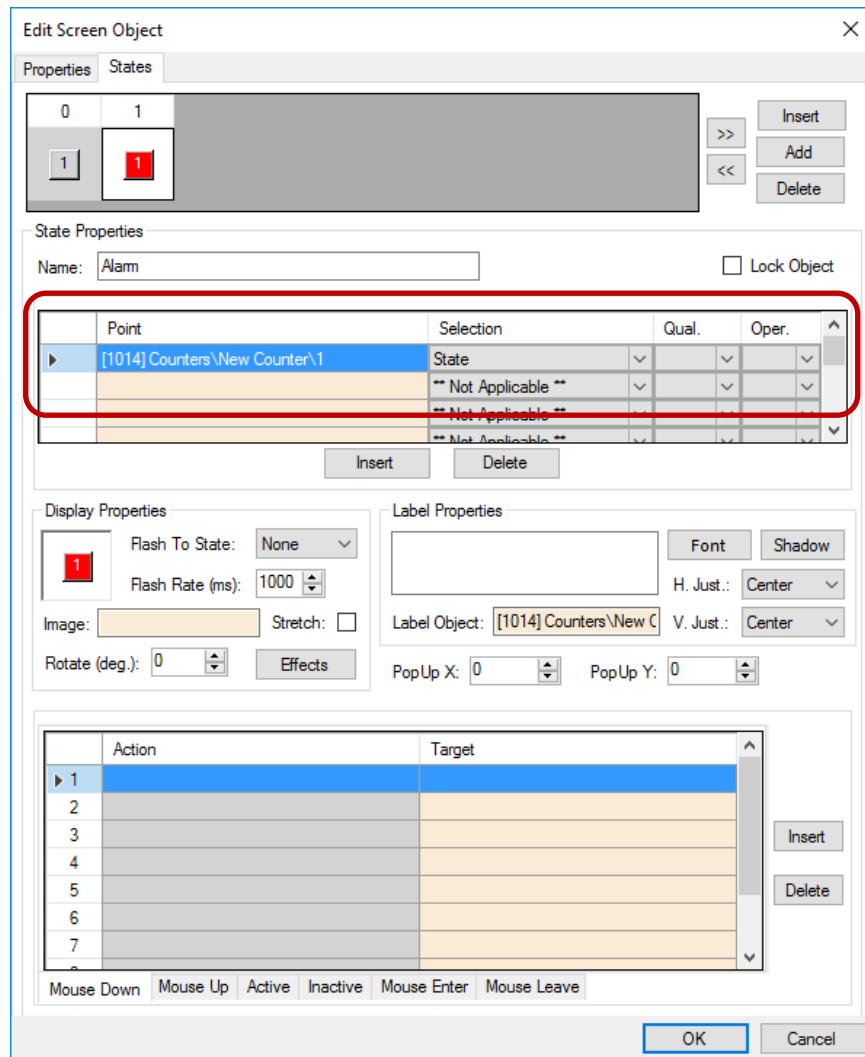


Figure 117 - Counter Value screen object State 1 properties dialog

Clicking on this button when it is in State 1 does nothing because there are no programmed actions in the action grid.

Custom Scripts

The automatically created screen object for a custom script is a button.

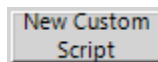


Figure 118 – A Custom Script button

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The button has two states that correspond to the state of the custom script point. State 0 is visible when the custom script is not running (a.k.a. off). When the script is running (on), State 1 is visible.

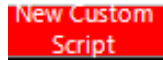


Figure 119 – A Custom Script button when the custom script is active

The button is programmed to **StartScript** or **StopScript** depending on its current state. And of course, it plays a sound to give the user feedback when the button is clicked.

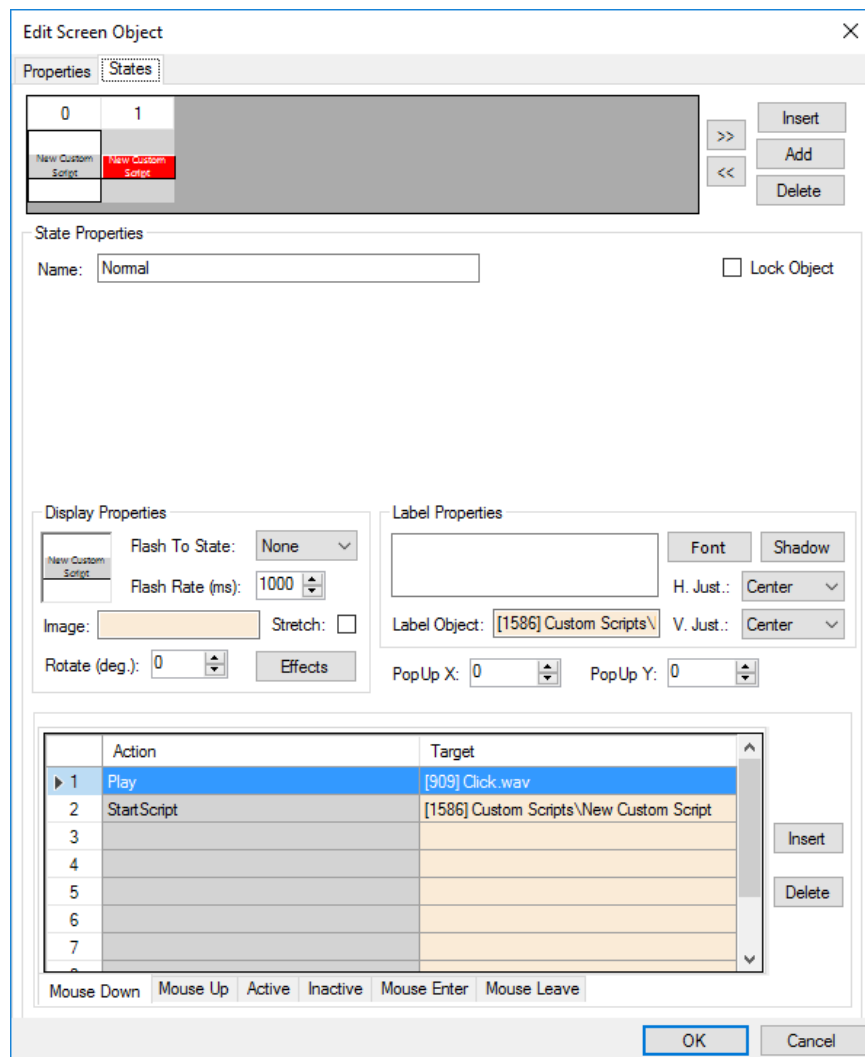


Figure 120 – Custom Script button State 0 properties dialog

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The following figure is State 1 for the automatically created button. Notice that the **State Properties** is programmed to change to State 1 when the custom script is on.

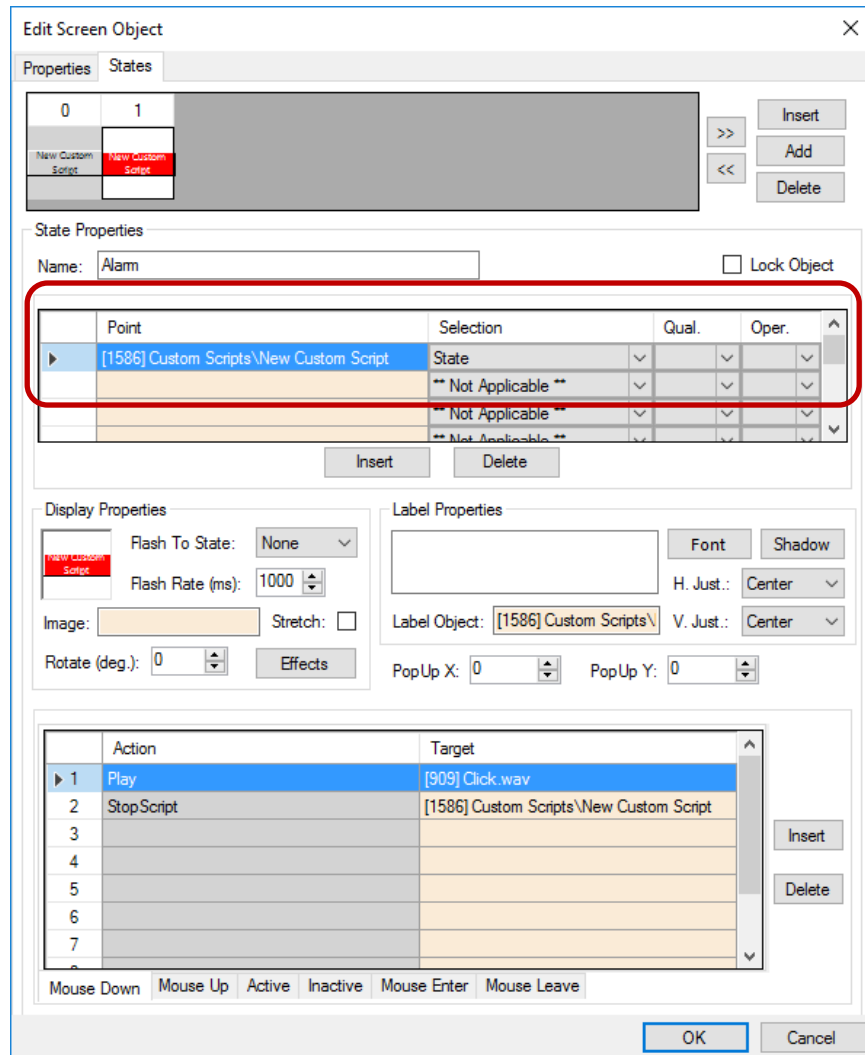


Figure 121 - Custom Script button State 1 properties dialog

Database Fields

When a database field is dragged and dropped onto a screen, it creates a group of screen objects containing a label screen object and a database field control screen object. The label object is the name of the database field.



Figure 122 - A Database Field screen object

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To see that the screen object is really three objects, expand the screen in the Tree to locate the object named for the database field.

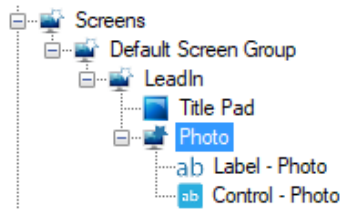


Figure 123 - The Project Node Tree showing the Database Field screen object nodes

The names of the nodes created use the name of the database field. The example above uses the **photo** field from the **Personnel** table. Therefore, the nodes are name **Photo**, **Label - Photo**, and **Control - Photo**. The rest of this section will refer directly to the example nodes for ease of discussion.

The **Photo** node is a frameless, single state basic screen object whose purpose is to group the label and the control objects. This allows the child nodes to be moved around as a group.

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Label

The **Label – Photo** node is a label screen object. It too has a **Frame Style** of *None*.

The dialog box is titled "Edit Screen Object" and has a close button (X) in the top right corner. It contains several sections for configuring the object's properties.

Properties tab is selected. It shows a preview of the object with a "Photo:" label and a large gray rectangle. To the right are buttons: ">>", "<<", "Insert", "Add", and "Delete".

States tab is also visible. It shows "State 0" with a "Name:" field containing "State 0" and a "Lock Object" checkbox.

Display Properties section includes:

- "Flash To State:" dropdown set to "None".
- "Flash Rate (ms):" spinner set to "1000".
- "Image:" color picker showing a light orange color.
- "Stretch:" checkbox (unchecked).
- "Rotate (deg.):" spinner set to "0".
- "Effects" button.

Label Properties section includes:

- "Photo:" text field.
- "Font" and "Shadow" buttons.
- "H. Just.:" dropdown set to "Left".
- "V. Just.:" dropdown set to "Center".
- "Label Object:" color picker showing a light orange color.
- "PopUp X:" and "PopUp Y:" spinners both set to "0".

Actions section features a table with 7 rows and 2 columns: "Action" and "Target".

	Action	Target
▶ 1		
2		
3		
4		
5		
6		
7		

Below the table are buttons for "Mouse Down", "Mouse Up", "Active", "Inactive", "Mouse Enter", and "Mouse Leave". To the right of the table are "Insert" and "Delete" buttons.

At the bottom are "OK" and "Cancel" buttons.

Figure 124 - Database Label object State 0 properties dialog

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Control

The **Control – Photo** node is a database field control screen object programmed with the database field as the **Source Field**.

The screenshot shows a dialog box titled "[1158] Control - Photo". It has a "Properties" tab. The "Name" field is "Control - Photo" and the "ID" is "1158". The "User Level" is set to "All Access". There is a "Notes" text area. The "Source Field" is "[76] Photo" and the "Database Grid" is empty. The "Control Type" is "Edit Text". There is a "Values" text area. On the right, the "Location" section has "X Position: 273", "Y Position: 251", "Width: 175", and "Height: 23". Below that is a "Display" section with a "Font" button. At the bottom are "OK" and "Cancel" buttons.

Figure 125 - Database Control object properties dialog

Doors

A door has many states and alerts that can be used in a screen object evaluation grid. When a reader is the point, the **Selection** drop-down list displays the possible selections for a reader. There are sixteen (16) selections for a single door. Needless to say, programming a screen object to report on and manage a door is tedious and time consuming. And in most installations, there are dozens of doors. When a door construct node is dragged and dropped onto a screen a door screen object is created.



Figure 126 - A Door screen object

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This screen object has states for the most commonly reported or managed states of the door. Instead of taking 30 minutes to create a door screen object from scratch, just drag and drop the construct onto the screen and position it where it belongs.

The basic door screen object has six (6) states:

- State 0 - Normal
- State 1 - Flash To
- State 2 - Unlocked
- State 3 - Open
- State 4 - DOTL
- State 5 - Forced

Additional states can be added for any of the other possible **Selections** or combination thereof. Remember that the order of precedence is dictated by the state number. If two or more state evaluation grids evaluate as true, the one on the higher numbered state is the one that is active.

Note: If the door construct includes an Intercom Station, an additional six (6) states are added to the door screen object. It is assumed that after reading about these basic states, the reader will understand the programming of any state on the door screen object.

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State 0 – Normal

State 0, the Normal state, displays if everything is normal. When the screen object is clicked, the door is pulsed.

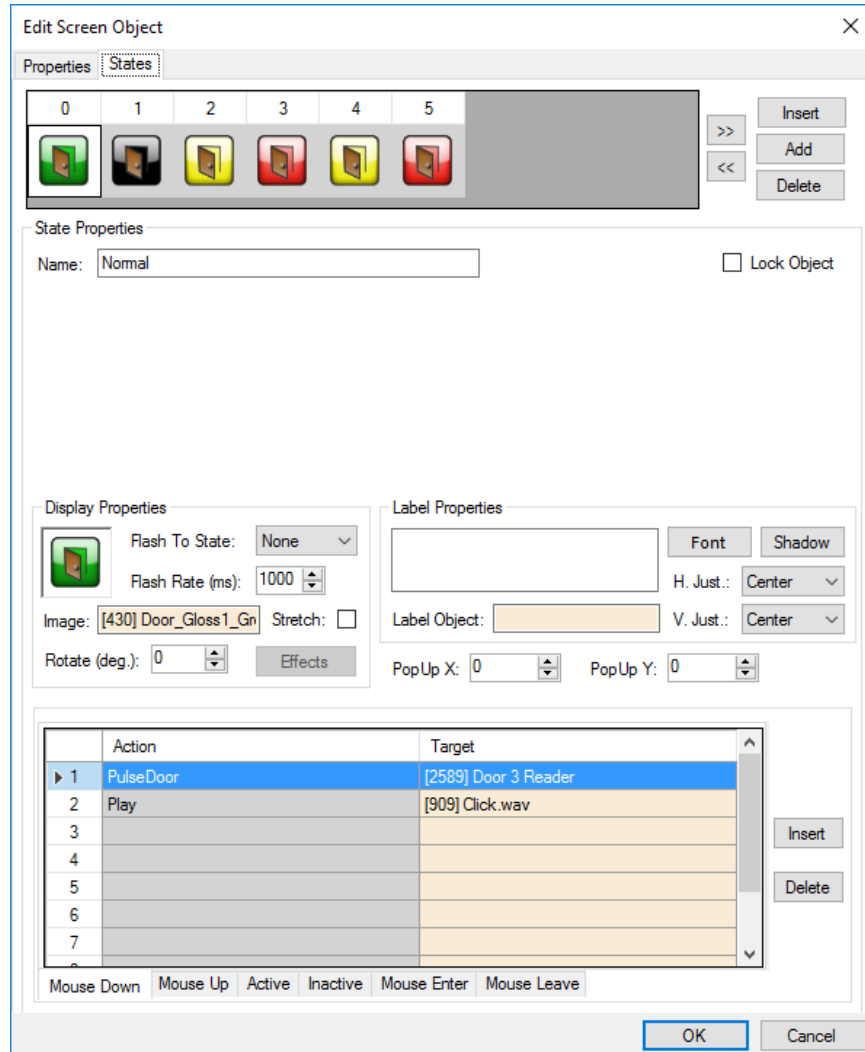


Figure 127 - Door screen object State 0 properties dialog

Name – the name of the State; *Normal*

Image – the image displayed when this state is active

Mouse Down – action grid; the actions executed when the mouse down event is triggered for this screen object on this state; there are two actions

1 **PulseDoor**
Construct

Access Point of the Door

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2 Play

Click.wav

State 1 – Flash To

There is no programmatic way for this state to display. It is the target state for the **Flash To State** field on the DOTL and Forced states.

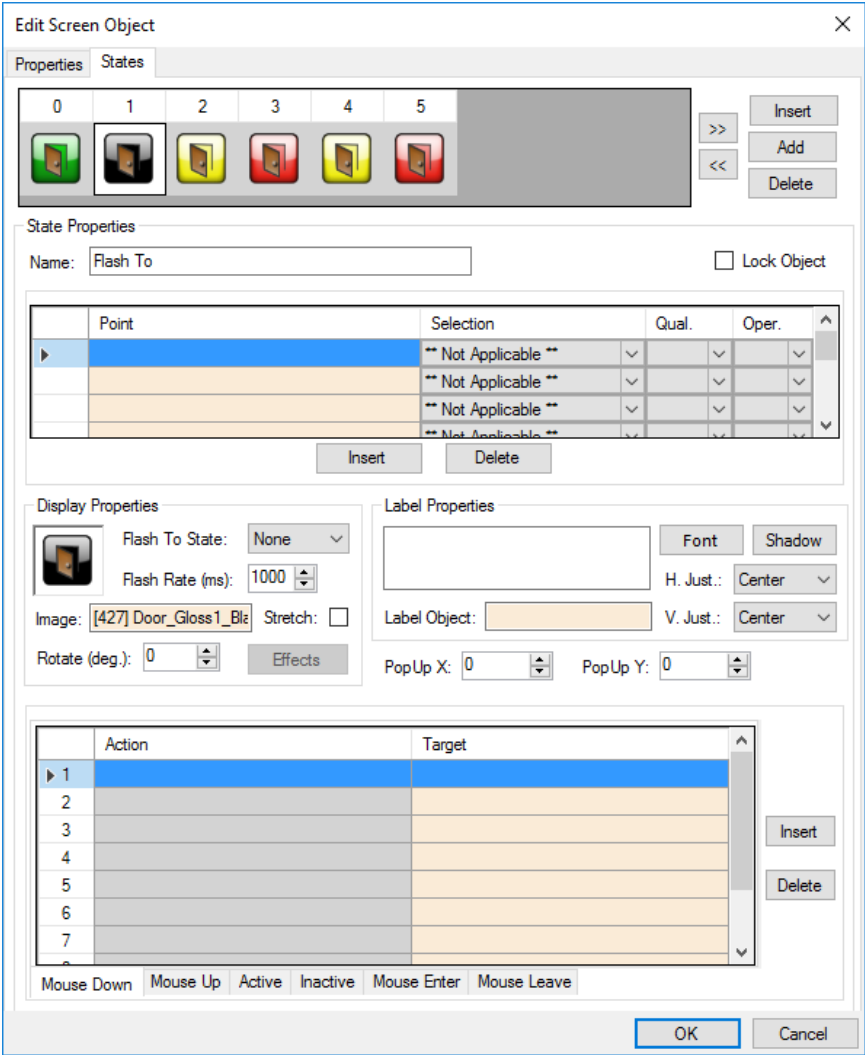


Figure 128 - Door screen object State 1 properties dialog

Name – the name of the State; *Flash To*

Image – the image displayed when this state is active or flashed

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State 2 – Unlocked

This state is displayed when the door is unlocked. Notice the evaluation grid. It contains the Door 3 Reader which is the **Access Point** for the door construct used to create this door screen object. **Selection** is *Unlocked*. When the screen object is clicked, a **LockDoor** action on the **Access Point** is executed.

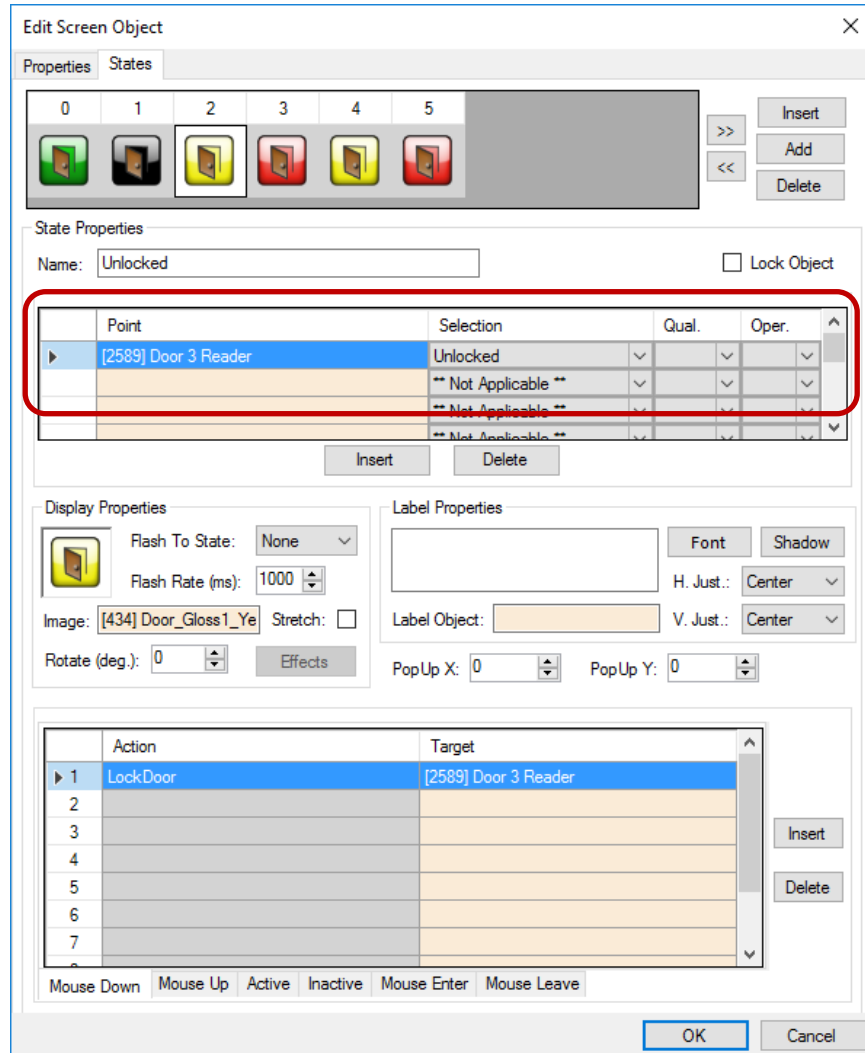


Figure 129 - Door screen object State 2 properties dialog

Name – the name of the State; *Unlocked*

Image – the image displayed when this state is active

Mouse Down – action grid; the actions executed when the mouse down event is triggered for this screen object on this state; there are two actions

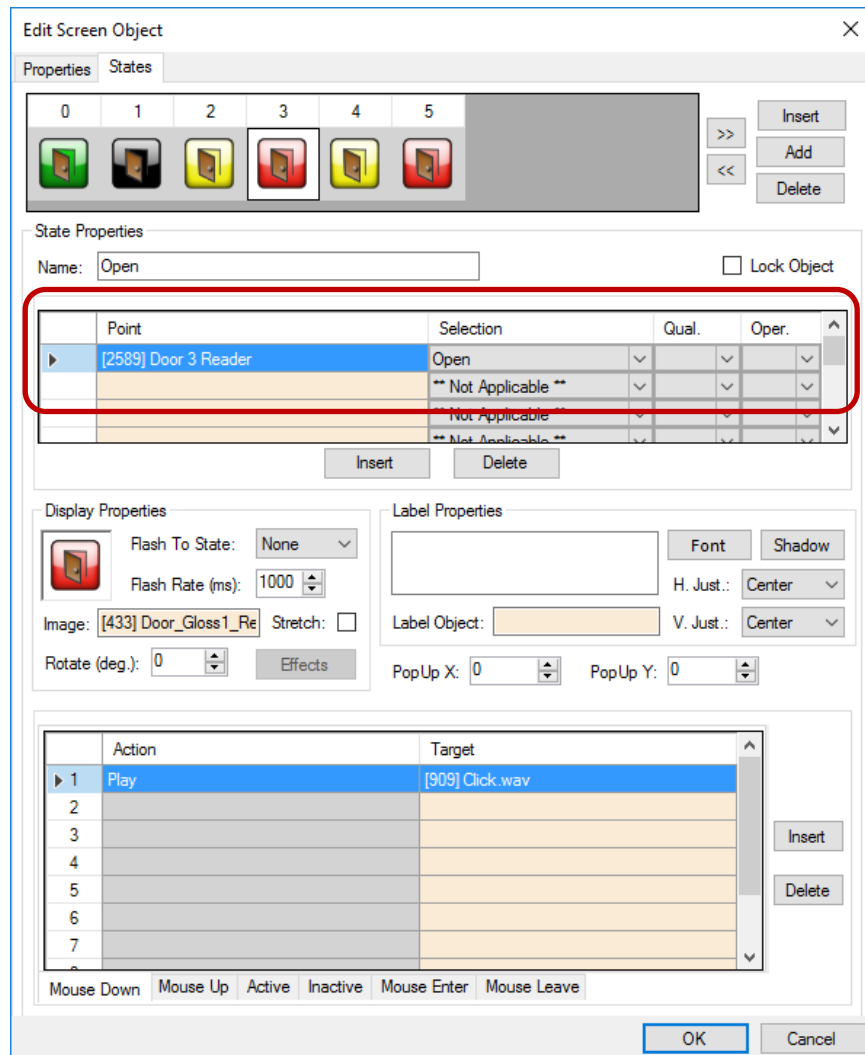
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1 LockDoor Construct

Access Point of the Door

State 3 – Open

This state displays when the door is opened. The evaluation grid is programmed with the **Access Point** of the door construct in the **Point** field and the **Selection** is *Open*. Being open is not an alarm condition, but it is something to notice; therefore, the image is red.



Name – the name of the State; *Open*

Image – the image displayed when this state is active

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Mouse Down – action grid; the actions executed when the mouse down event is triggered for this screen object on this state; there are two actions

1 **Play**

Click.wav

State 4 – DOTL

This state displays when the door has been open too long. The action grid contains the **Access Point** for the door construct and the **Selection DOTL**. There are no actions executed when the screen object is in this state.

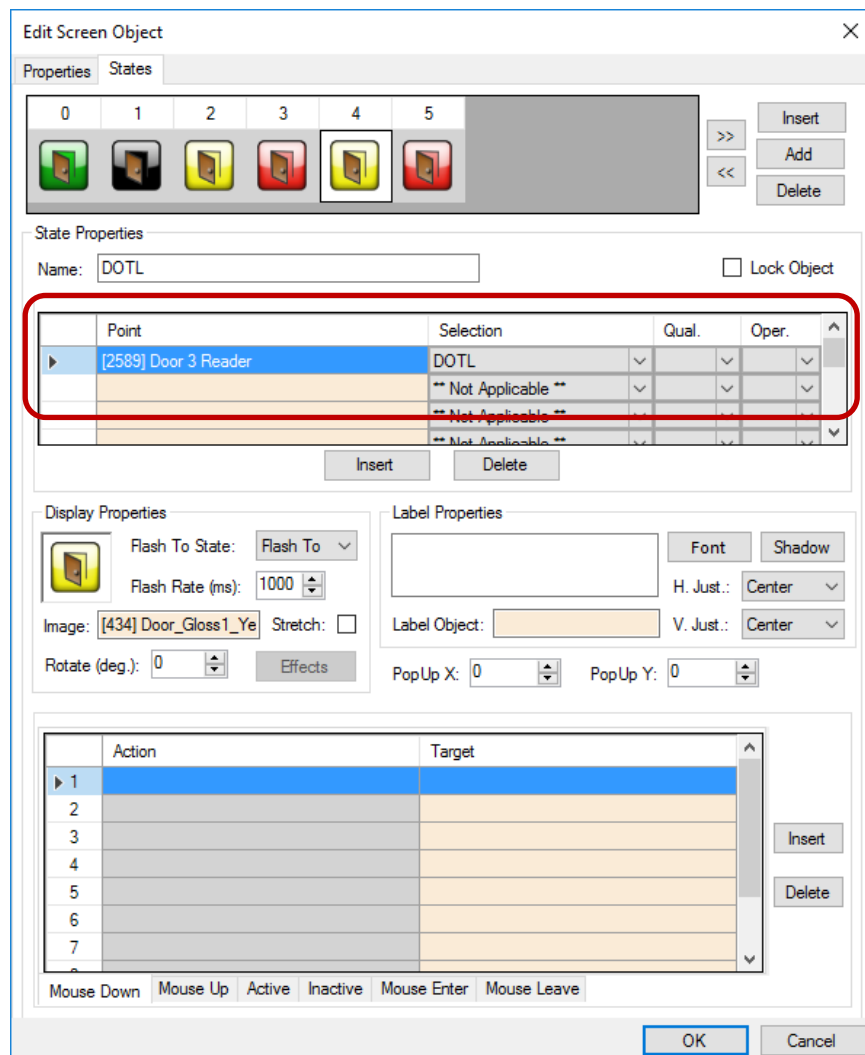


Figure 131 - Door screen object State 4 properties dialog

Name – the name of the State; *DOTL*

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Flash To State – drop-down list; the screen object flashes between the current state and the selected state in this case **Flash To** which is State 1

Image – the image displayed when this state is active

State 5 – Forced

This state displays when the door has been forced. The action grid contains the **Access Point** for the door construct and the **Selection Forced**. There are no actions executed when the screen object is in this state.

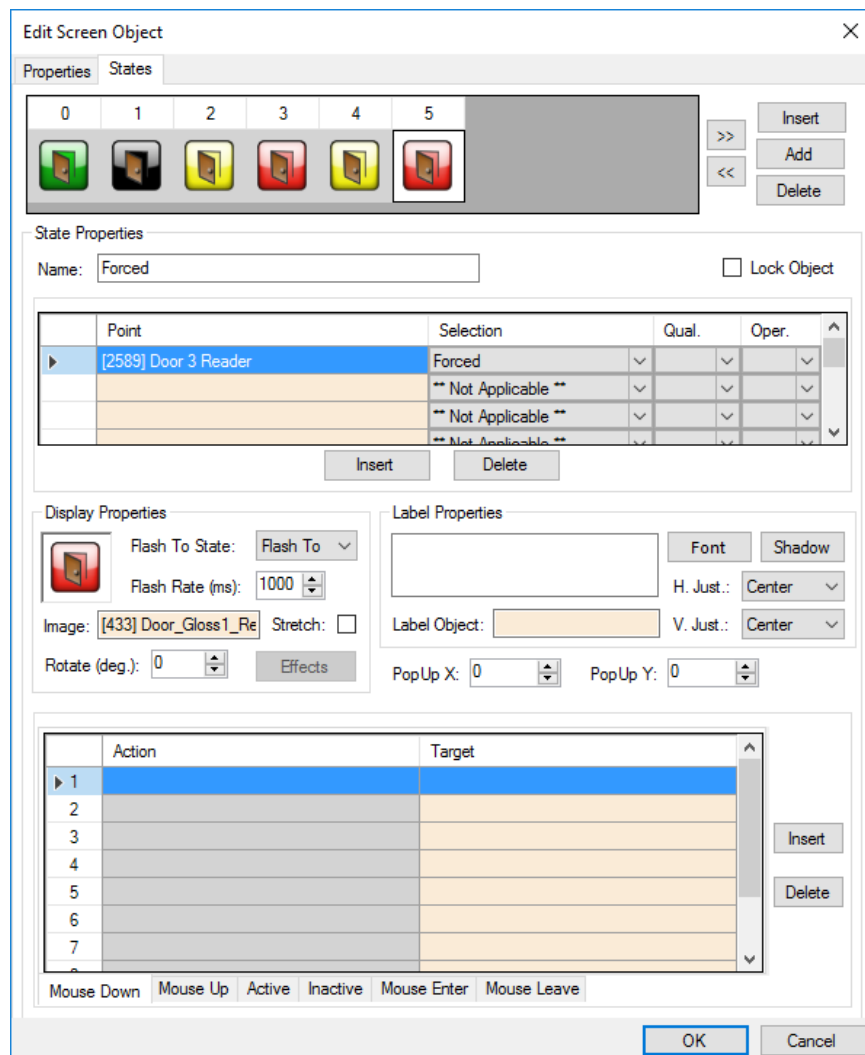


Figure 132 - Door screen object State 5 properties dialog

Name – the name of the State; *Forced*

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Flash To State – drop-down list; the screen object flashes between the current state and the selected state in this case **Flash To** which is State 1

Image – the image displayed when this state is active

Images

When an image is dragged and dropped onto a screen a basic screen object with a **Frame Style** of *None* is created.

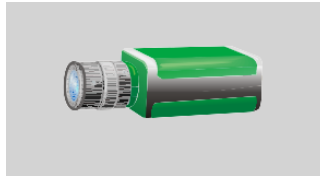


Figure 133 - An Image screen object

This screen object is essentially a label screen object. The screen object is transparent, allowing the image to display exactly as expected.

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There is only one state with no actions.

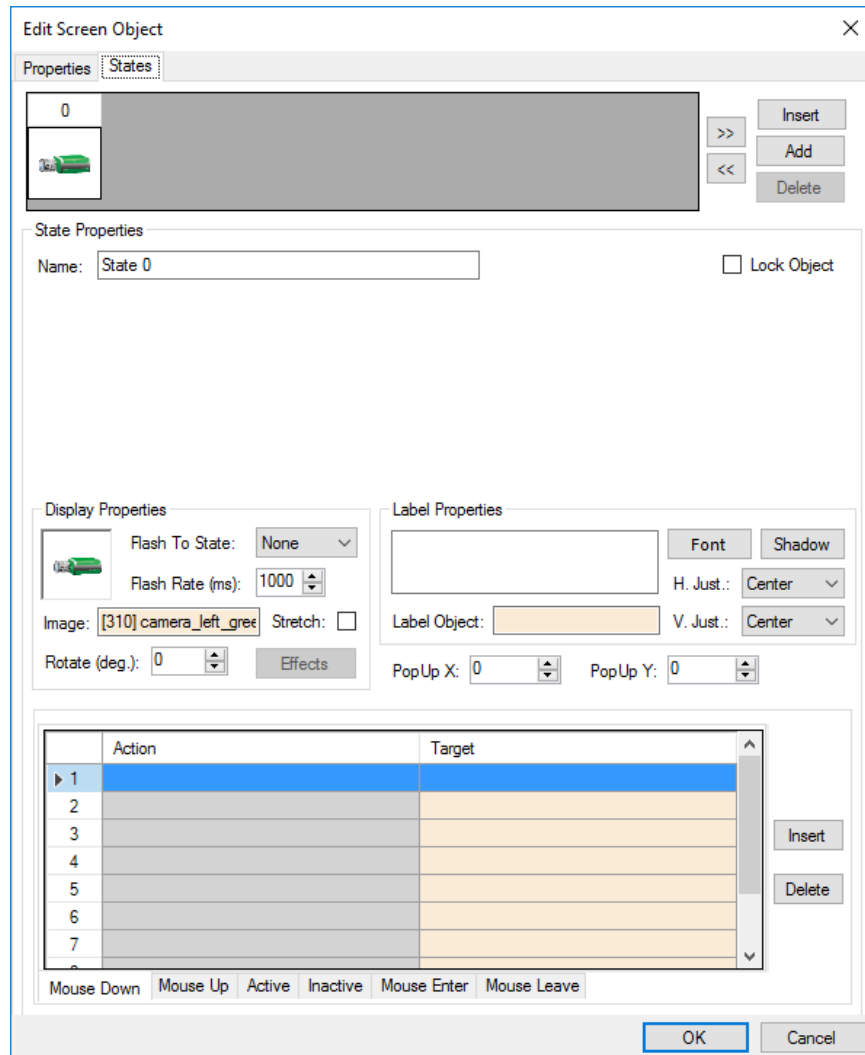


Figure 134 – Image screen object State 0 properties dialog

Popup Queues

The automatically created screen object for a popup queue is a button.

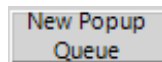


Figure 135 - A Popup Queue button

When the button is clicked, it pops up the popup queue.

There is only one state on the button programmed to **PopUpQueue** the popup queue.

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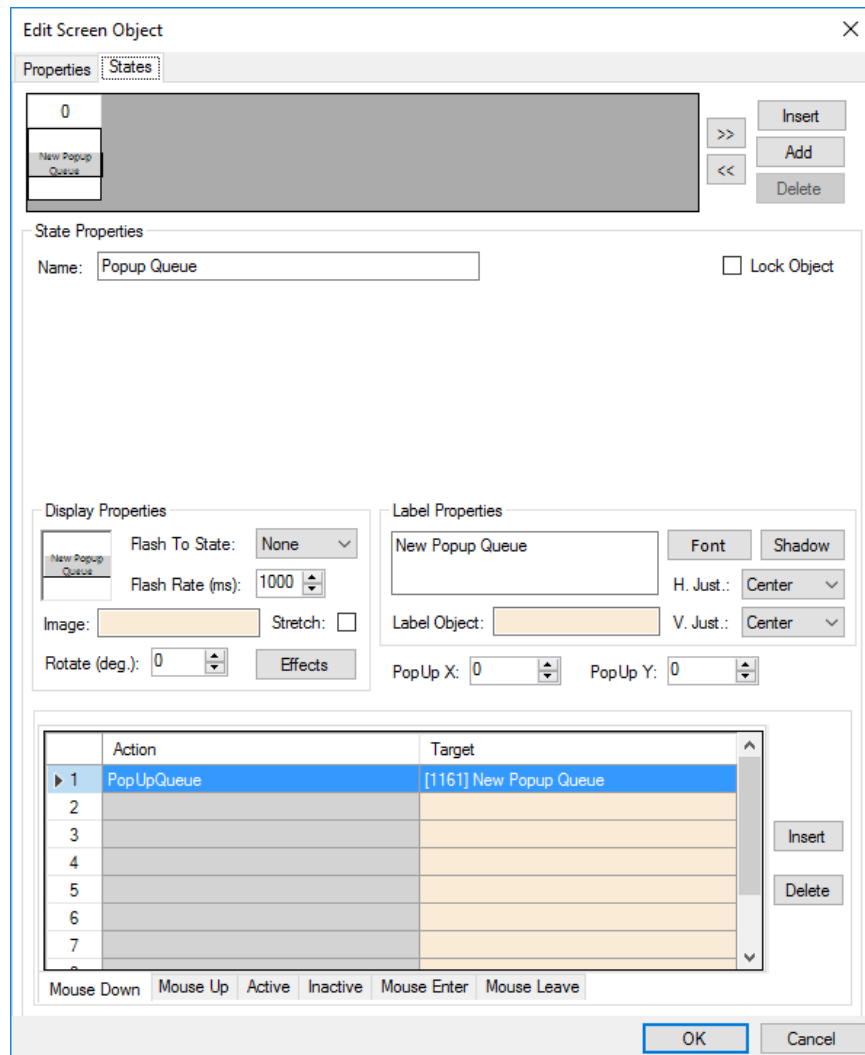


Figure 136 - Popup Queue button State 0 properties dialog

Popup Screen

A popup screen node will create a button screen object when it is dragged and dropped onto a screen.

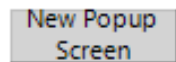


Figure 137 - A Popup Screen button

There is only one state for a popup screen button screen object. The button is programmed to **PopUp** the popup screen. If you want the screen to be a dialog when it pops up, replace **PopUp** with **PopUpDialog**.

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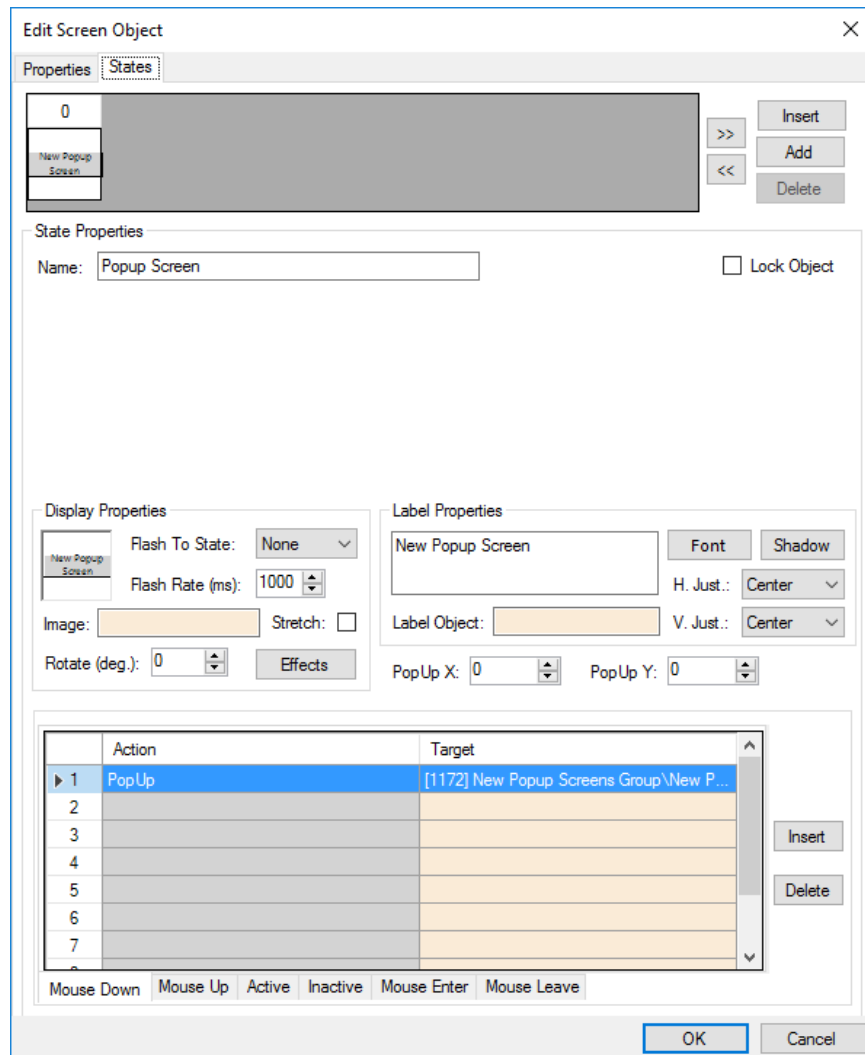


Figure 138 - Popup Screen button State 0 properties dialog

Scheduled Events

The automatically created screen object for a scheduled event is a button.

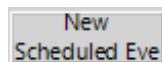


Figure 139 – A Scheduled Event button

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No actions are performed when it is clicked. Its purpose is to illustrate the current state of the scheduled event.

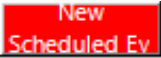


Figure 140 – A Scheduled Event button when the scheduled event is active

State 0 is the base state; it displays when the scheduled event is not active.

Edit Screen Object

States

0	1
New Scheduled Ev	New Scheduled Ev

State Properties

Name: ☐ Lock Object

Display Properties

Flash To State: Flash Rate (ms):

Image: Stretch: ☐ Rotate (deg.): Effects

Label Properties

Label Object: H. Just.: V. Just.:

PopUp X: PopUp Y:

Action	Target
1	
2	
3	
4	
5	
6	
7	

Mouse Down Mouse Up Active Inactive Mouse Enter Mouse Leave

OK Cancel

Figure 141 – Scheduled Event button State 0 properties dialog

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State 1 displays when the scheduled event is active. Notice the evaluation grid. See that it contains the scheduled event point and *State* is the **Selection** value?

Point	Selection	Qual.	Oper.
[1008] Scheduled Events\New Scheduled E...	State		
	** Not Applicable **		
	** Not Applicable **		
	** Not Applicable **		

Action	Target
1	
2	
3	
4	
5	
6	
7	

Figure 142 – Scheduled Event button State 1 properties dialog

Screen

When a screen node is dragged and dropped onto a screen, a button screen object is created that will display the screen when clicked.

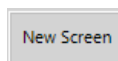


Figure 143 – A Screen button

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There is only one state for a screen button screen object. The button is programmed to **Display** the screen.

The 'Edit Screen Object' dialog box is shown with the 'States' tab selected. It contains the following sections:

- State Properties:** Name: Display Screen, Lock Object checkbox.
- Display Properties:** Flash To State: None, Flash Rate (ms): 1000, Image: [New Screen], Stretch: [unchecked], Rotate (deg.): 0, Effects button.
- Label Properties:** New Screen, Font, Shadow, H. Just.: Center, V. Just.: Center, Label Object: [New Screen], PopUp X: 0, PopUp Y: 0.
- Actions Table:**

	Action	Target
1	Display	[1317] Default Screen Group\New Screen
2		
3		
4		
5		
6		
7		

Buttons: Insert, Add, Delete, OK, Cancel.

Figure 144 - Screen button State 0 properties dialog

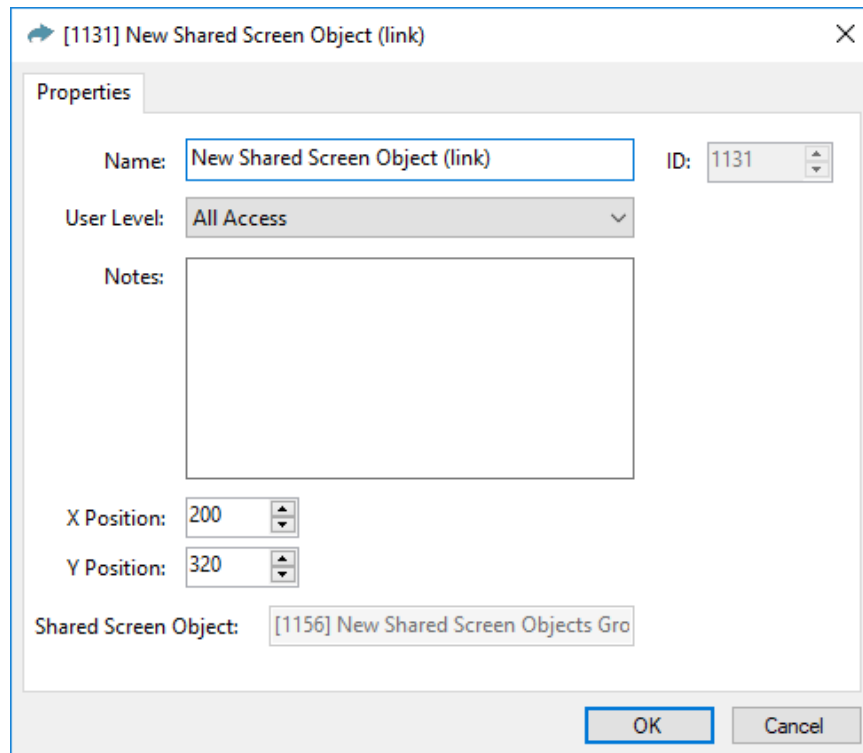
Screen Tour

Not Yet Implemented

Dragging a screen list node to the screen will create a screen tour button.

Shared Screen Object (Link)

Once a shared screen object has been created, it can be dragged onto any screen to create a shared screen object (link) object. It looks exactly like the shared screen object on the screen, but its properties are unique.



The screenshot shows a dialog box titled "[1131] New Shared Screen Object (link)". It has a "Properties" tab. The fields are: "Name" with the value "New Shared Screen Object (link)", "ID" with the value "1131", "User Level" with a dropdown menu showing "All Access", "Notes" with a large empty text area, "X Position" with a numeric field showing "200", "Y Position" with a numeric field showing "320", and "Shared Screen Object" with a dropdown menu showing "[1156] New Shared Screen Objects Gro". At the bottom right are "OK" and "Cancel" buttons.

Figure 145 - Shared Screen Object (link) properties dialog

The basic properties of **Name**, **ID**, **User Level**, and **Name** are present.

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

Shared Screen Object – disabled drop box; the shared screen object to which this object is linked; the shared screen object that was used to create this link object

Note: Remember that a shared screen object (link) object only displays the shared screen object. To modify anything other than its position on the screen you must edit the actual shared screen object.

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Sounds

When a sound node is dragged and dropped onto a screen a button is created that will play the sound when it is clicked.

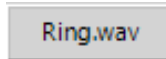


Figure 146 – A Sound button

There is only one state for this button. It is programmed to play the sound on mouse down.

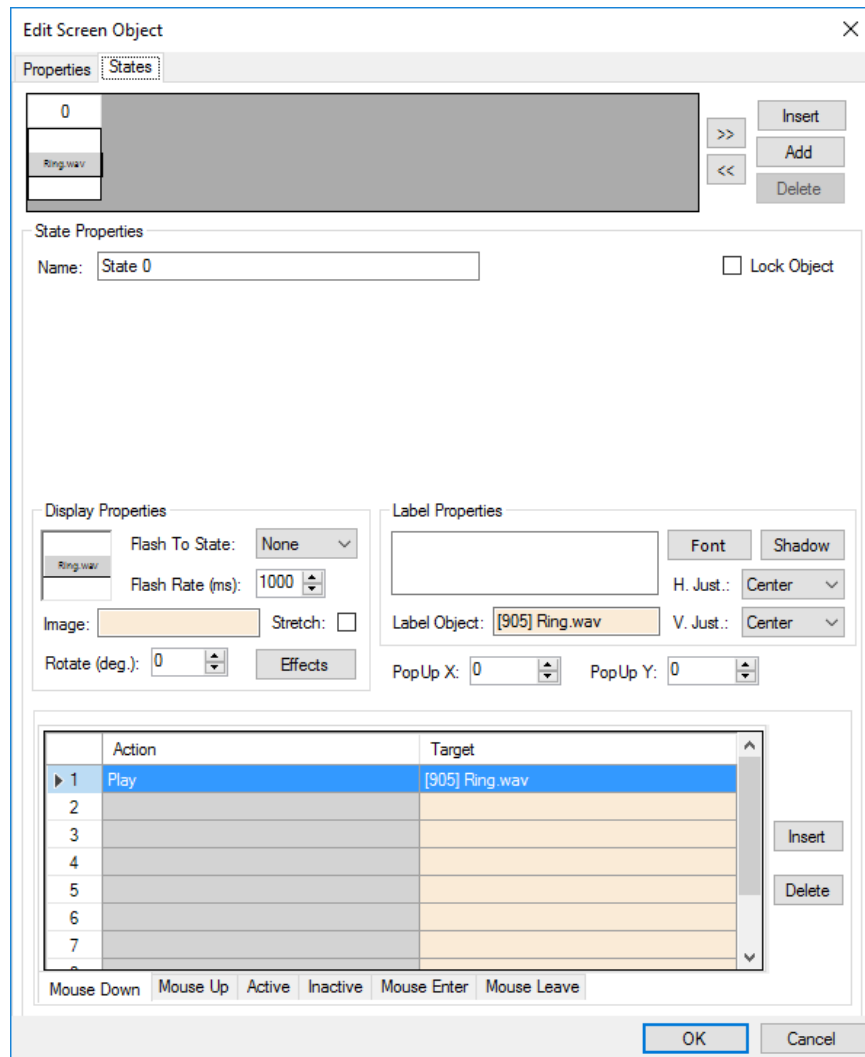


Figure 147 – Sound screen object State 0 properties dialog

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System Schedules

The automatically created screen object for a system schedule is a button.

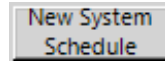


Figure 148 – A System Schedule button

No actions are performed when it is clicked. Its purpose is to illustrate the current state of the system schedule.

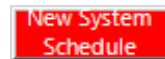


**Figure 149 – A System Schedule button
when the system schedule is active**

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State 0 is the base state; it displays when the system schedule is not active.

Edit Screen Object

Properties States

0	1
New System Schedule	New System Schedule

>> << Insert Add Delete

State Properties

Name: Normal Lock Object

Display Properties

Flash To State: None Flash Rate (ms): 1000 Image: Stretch: Rotate (deg.): 0 Effects

Label Properties

Font Shadow H. Just.: Center V. Just.: Center Label Object: [1028] System Schedul PopUp X: 0 PopUp Y: 0

	Action	Target
1		
2		
3		
4		
5		
6		
7		

Insert Delete

Mouse Down Mouse Up Active Inactive Mouse Enter Mouse Leave

OK Cancel

Figure 150 – System Schedule button State 0 properties dialog

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State 1 displays when the system schedule is active. Notice the evaluation grid. See that it contains the system schedule point and *State* is the **Selection** value?

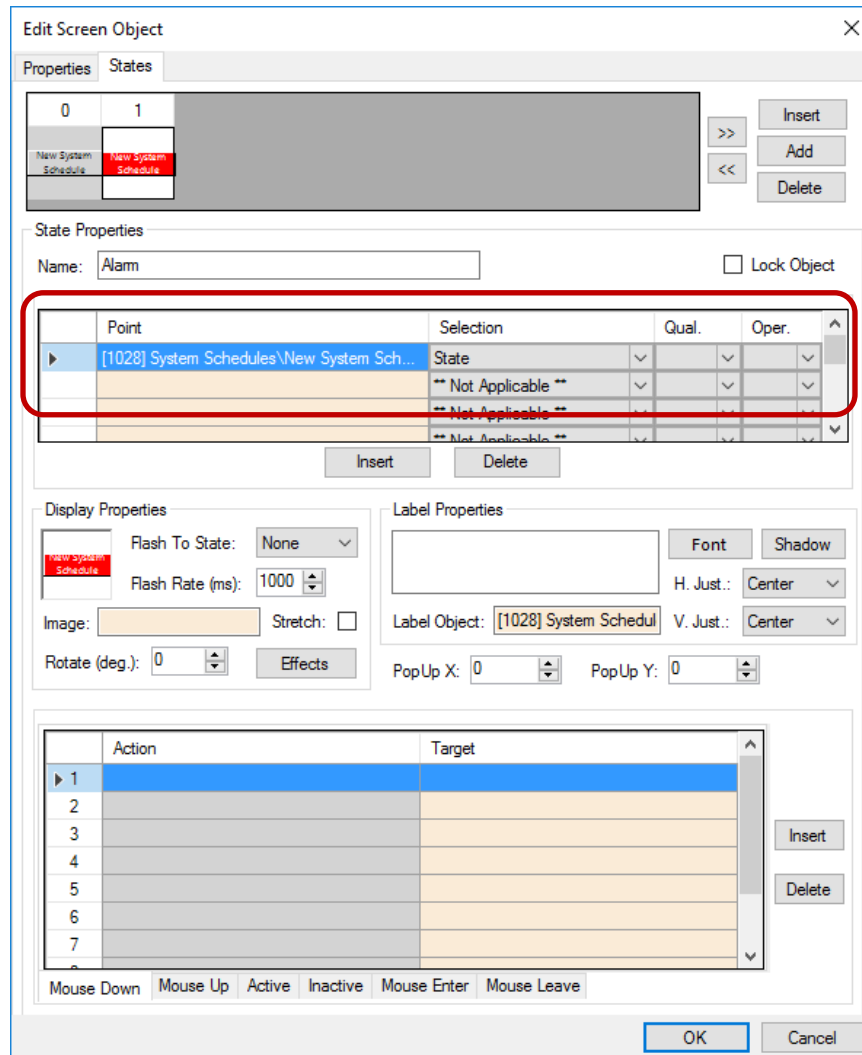


Figure 151 – System Schedule button State 1 properties dialog

System Time Periods

The automatically created screen object for a system schedule is a button.

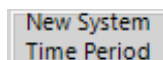


Figure 152 – A System Time Period button

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No actions are performed when it is clicked. Its purpose is to illustrate the current state of the system time period.

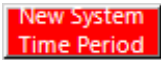


Figure 153 – A System Time Period button when the system time period is active

State 0 is the base state; it displays when the system time period is not active.

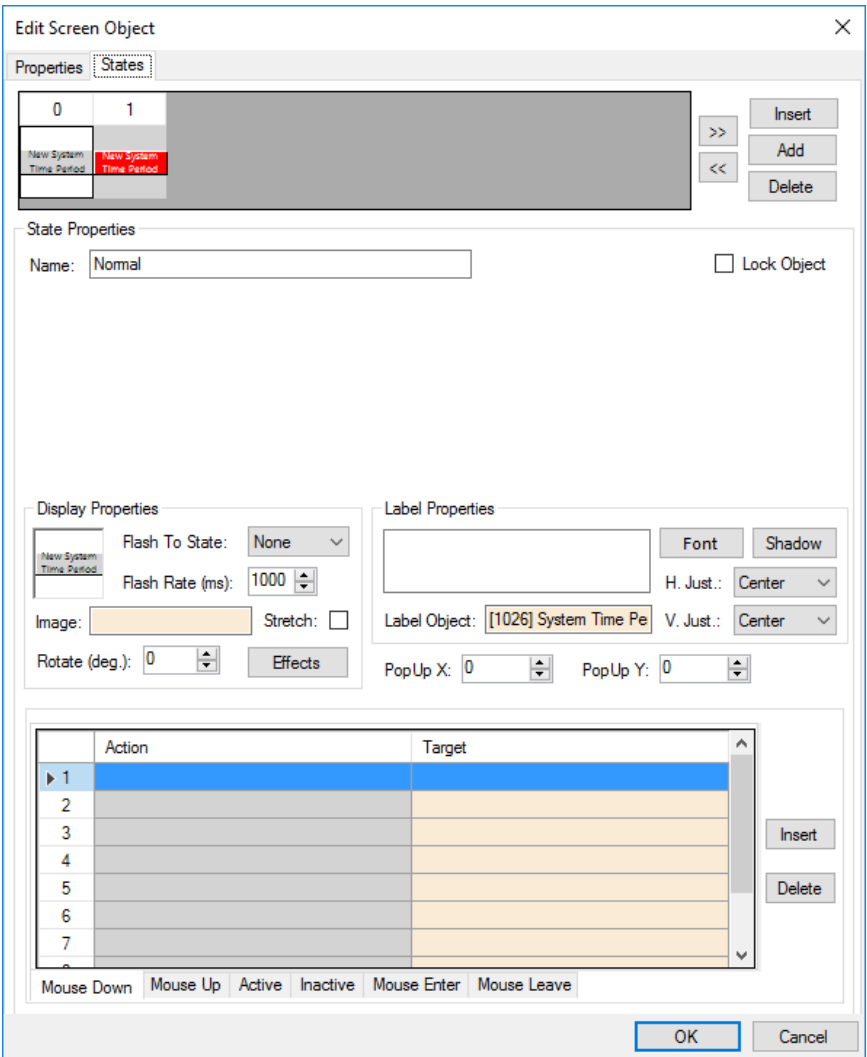


Figure 154 – System Time Period button State 0 properties dialog

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State 1 displays when the system schedule is active. Notice the evaluation grid. See that it contains the system time period point and *State* is the **Selection** value?

Edit Screen Object

Properties States

0 1

New System Time Period New System Time Period

Insert Add Delete

State Properties

Name: Alarm Lock Object

Point	Selection	Qual.	Oper.
[1026] System Time Periods\New System Ti...	State		
	** Not Applicable **		
	** Not Applicable **		
	** Not Applicable **		

Insert Delete

Display Properties

Flash To State: None

Flash Rate (ms): 1000

Image: Stretch: Effects

Label Properties

Font Shadow

H. Just.: Center

V. Just.: Center

Label Object: [1026] System Time Pe

PopUp X: 0 PopUp Y: 0

Action	Target
1	
2	
3	
4	
5	
6	
7	

Insert Delete

Mouse Down Mouse Up Active Inactive Mouse Enter Mouse Leave

OK Cancel

Figure 155 – System Time Period button State 1 properties dialog

Timers

A timer is a special I/O Point that is high when it is started and remains high until the end of its duration or until it is the target of a **ForceTimer** or **KillTimer** action. See [Timers](#) for more details.

Because it is an I/O Point, dragging one to the screen will automatically create a button screen object.

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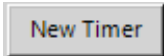


Figure 156 - A Timer button

The button has two states that correspond to the state of the timer. State 0 is visible when the timer is off.



Figure 157 - A Timer button when the timer is running

State 0 executes **StartTimer** when clicked.

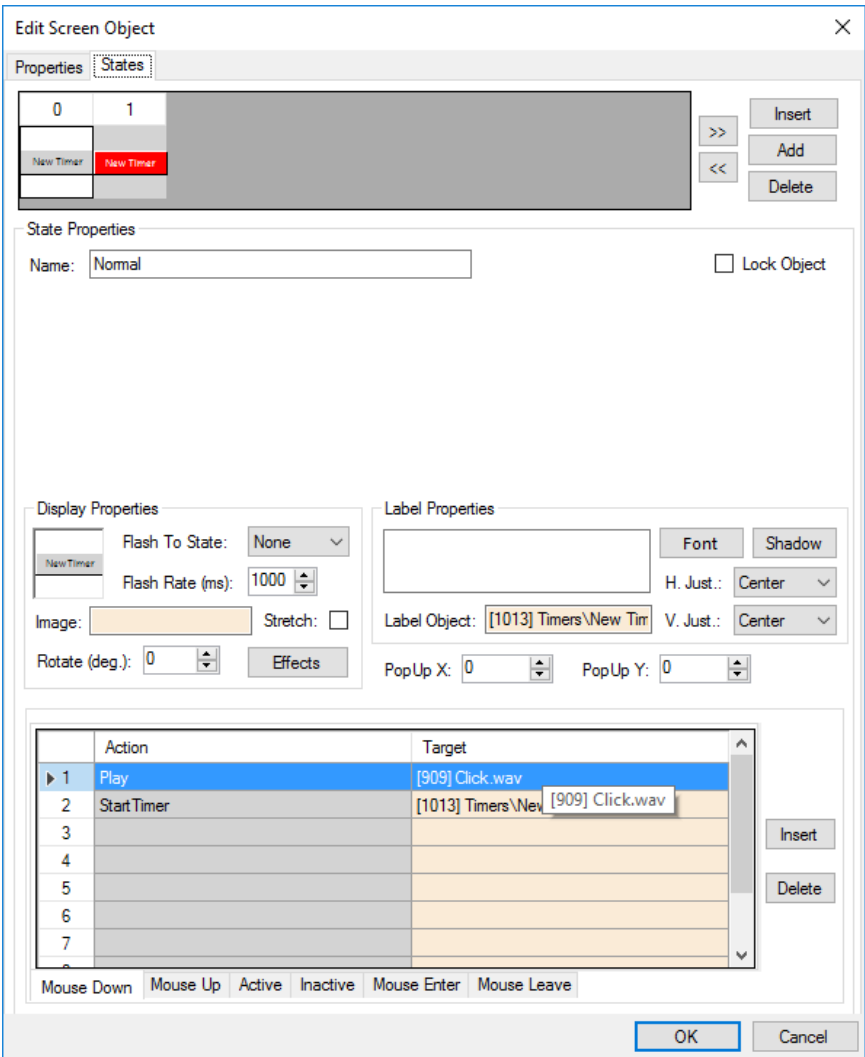


Figure 158 - Timer button State 0 properties dialog

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When the timer is on, running, State 1 is visible. State 1 executes **ForceTimer** when clicked. Notice that the State Properties is programmed to change to State 1 when the timer is on.

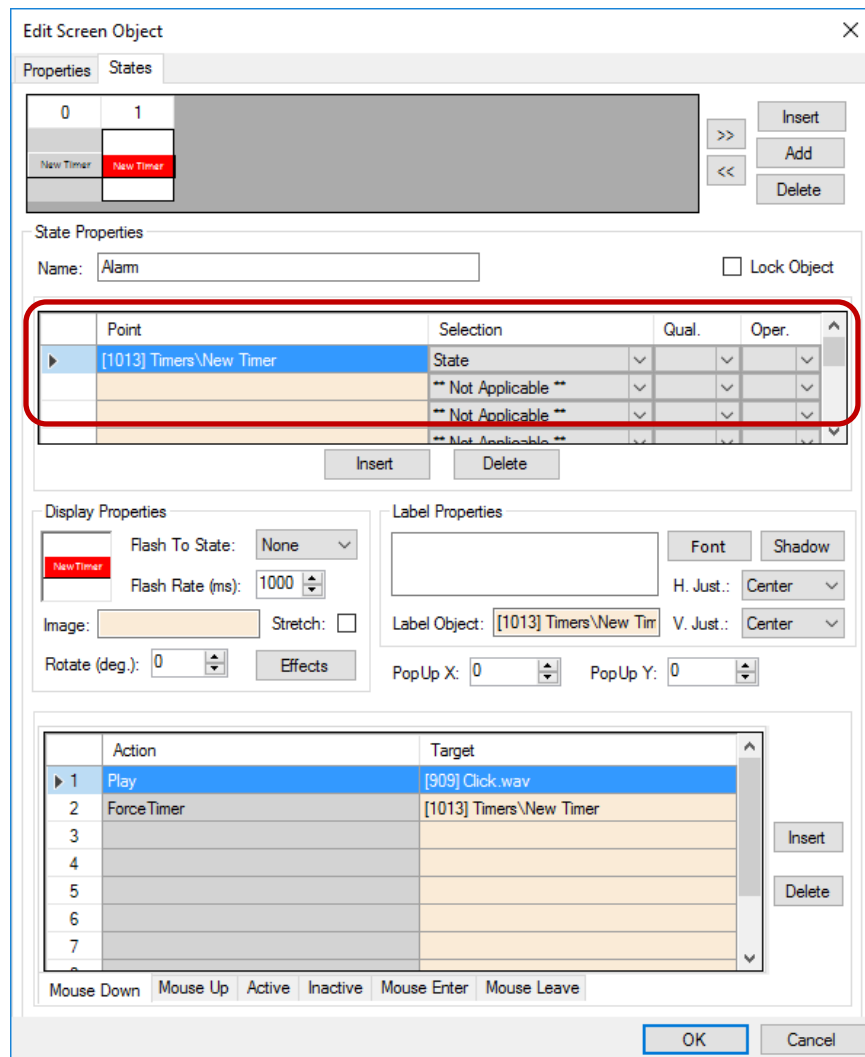


Figure 159 - A Timer button State 0 properties dialog

Virtual Points and All I/O Points

Any I/O Point will create a button screen object. This includes virtual points, panel I/O Points, and panel alarm points.

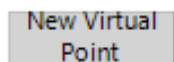


Figure 160 - An I/O Point button

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Each button has two states that correspond to the state of the I/O Point. State 0 is visible when the I/O Point is off. When the I/O Point is on, State 1 is visible.

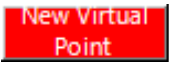
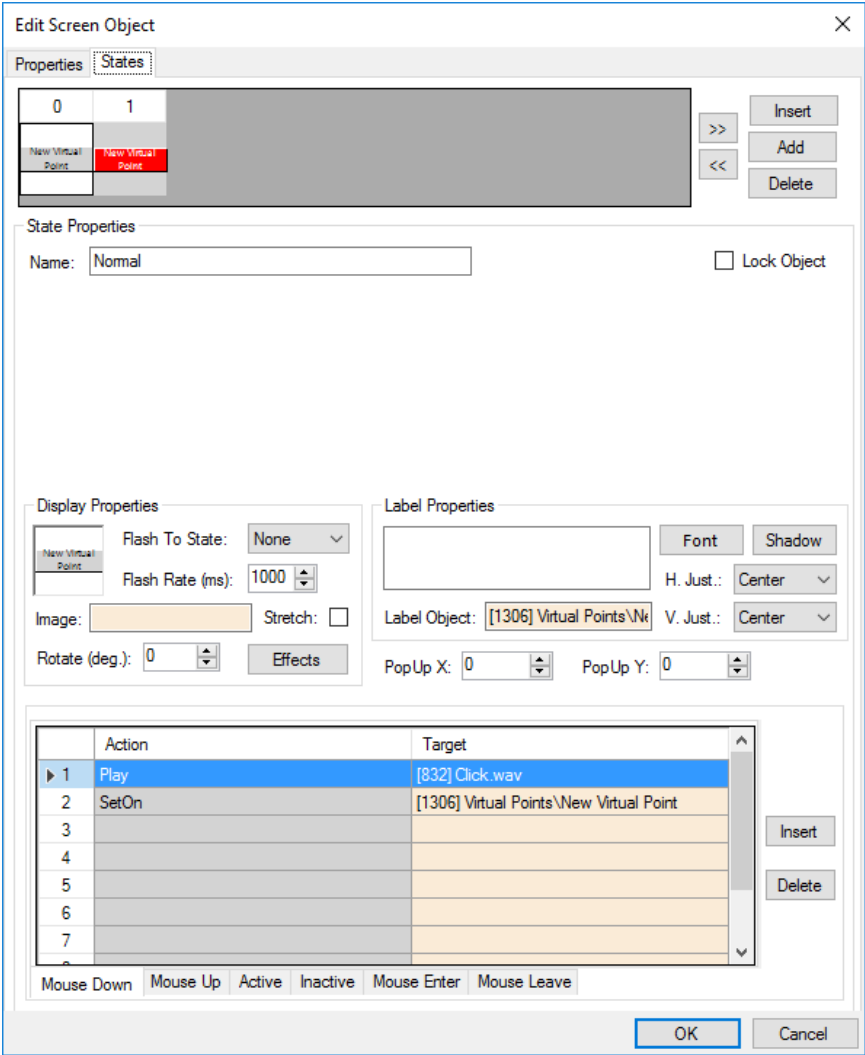


Figure 161 – An I/O Point button when the point is On

The button is programmed to **SetOff** or **SetOn** the point depending on its current state. And of course, it plays a sound to give the user feedback when the button is clicked.



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The following figure is State 1 for the automatically created button. Notice that the **State Properties** is programmed to change to State 1 when the virtual point is on.

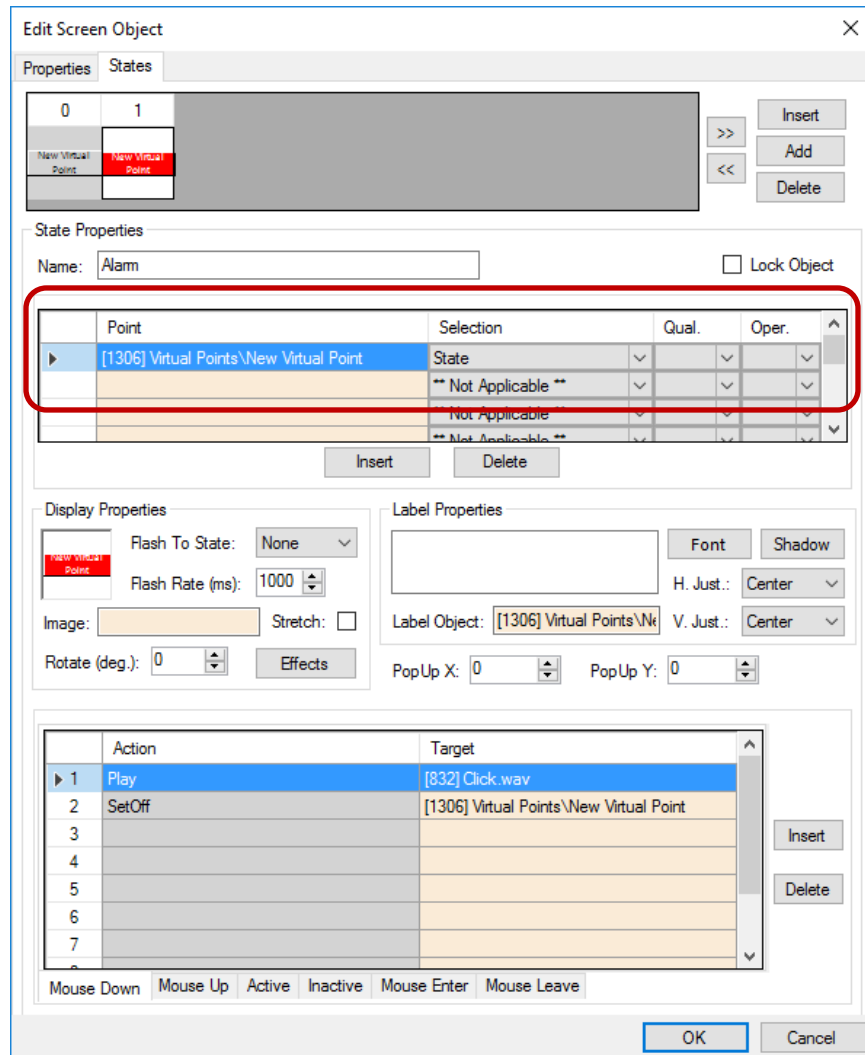


Figure 163 - I/O Point button State 1 properties dialog

Preview of Images and Sounds

Deciding on which image or sound to use can be tricky. Intelli-Site gives you a quick way to preview images and sounds.

Locate the image or sound in the Project Node Tree. Place the mouse cursor over the node. Hold down the mouse button. A preview image will show for an image node. The sound will play for a sound node.

Try it! It's fun.

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Documentation View

The Intelli-Site manuals, including Panel Guides, can be read within Intelli-Site using the  **Documentation View**. In addition, documents provided by the integrator can be read in this View. To learn how to add documents, see section [Documentation](#)

This is the  **Documentation View** window.

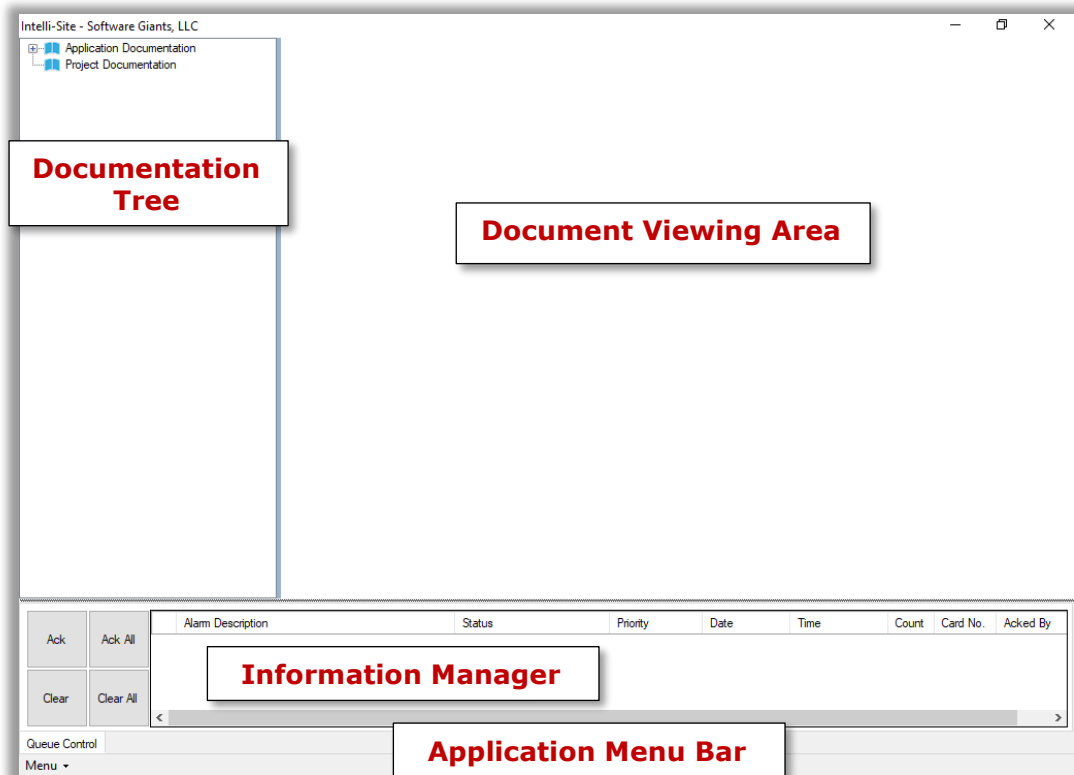


Figure 164 - The  **Documentation View**

Documentation Tree – Used to navigate to the desired document or manual; divided into two folders:

Application Documentation – The documents pertaining to Intelli-Site; includes the Intelli-Site User's Guide and the Panel Guides for the installed drivers

Project Documentation – The documents specific to the project created by the integrator; the integrator is strongly encouraged to provide a user's manual for the project.

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Document Viewing Area – Displays the selected document

Note: *All Intelli-Site manuals are PDF files. Therefore, a PDF reader must be installed on the computer on which the manuals are to be viewed. If there is not a PDF reader on the computer, an “error loading webpage” message displays in the Document Viewing Area.*

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

Application Menu Bar – Contains the Application Menu and the status of the license and SMA; see [The Application Menu](#)

Hardware Management View

Hardware is managed and monitored in the  **Hardware Management View**. This section explains managing and monitoring:

- Hardware Organization (Sites and Areas)
- Drivers
- Panels

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This is the  **Hardware Management View** window.

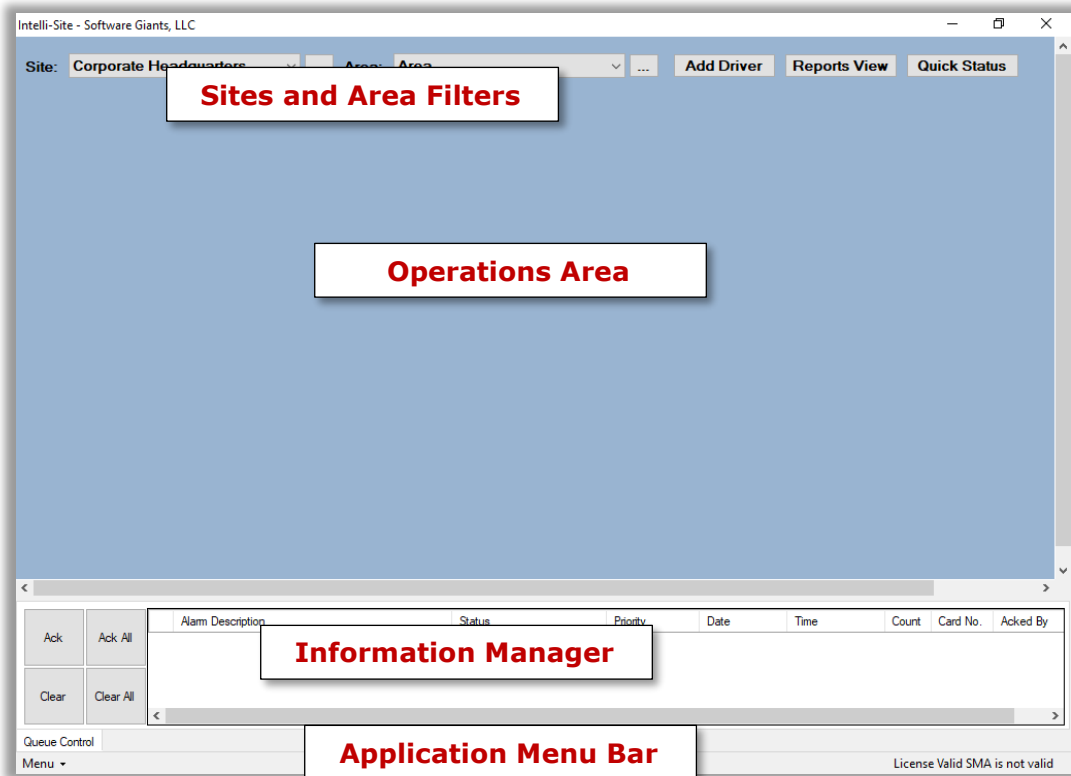


Figure 165 - The  **Hardware Management View**

Site and Area Filters – Drop-down lists used to filter the Operations Area

Add Driver – button; Add a Driver to the Project; it will display in the Operations area. A panel cannot be added until a corresponding Driver has been added.

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

Quick Status – button; Opens a tree list box to manage the Drivers and Panels as a list versus graphical view; allows faster enabling or disabling of multiple Drivers and panels.

Operations Area – Displays the Drivers and panels filtered by the selected Site and Area; Drivers that have no panels in their **Panel List** will appear in all Sites and Areas

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

Application Menu Bar – Contains the Application Menu and the status of the license and SMA; see [The Application Menu](#)

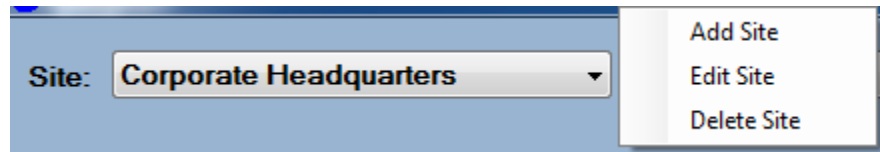
Site and Area Filters

The Site and Area filters consist of a **Site** drop-down list and its  button and an **Area** drop-down list and its  button. The  button is used to manage the drop-down list to its immediate left.

Note: *Sites and Areas are nodes under the System Layout node in the Project Node Tree. See [System Layout](#)*

Site - Drop-down list containing the list of available sites including the **All Sites** option

Site  button – Opens the menu to manage the Sites in the project



Add Site – Add a Site to the Project and open the new site's properties dialog; see [Site](#)

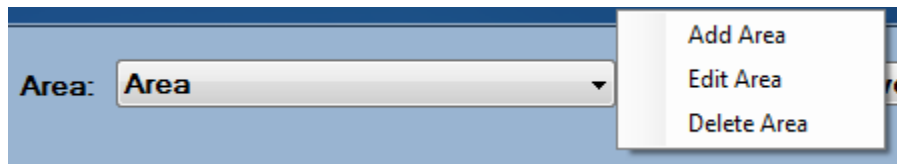
Edit Site – Open the properties dialog for the selected site, the site displayed in the **Site** menu

Delete Site – Delete the selected site, the site displayed in the **Site** menu

Area - Drop-down list containing the list of available areas in the selected Site including the **All Areas** option

Area  button – Opens the menu to manage the Areas in the project; the menu contains:

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Add Area – Add an Area to the selected site and open the new area's properties dialog; see [Site](#)

Edit Area – Open the properties dialog for the selected area, the area displayed in the **Area** menu

Delete Area – Delete the selected area, the area displayed in the **Site** menu

The Add Driver Button and Adding Panels

The **Add Driver** button is used to add a driver to the Project. If only one driver type was selected during the Intelli-Site installation process, clicking this button will immediately add a driver for this driver. If more than one driver type was selected during installation, a **Choose Driver Type** dialog is opened.

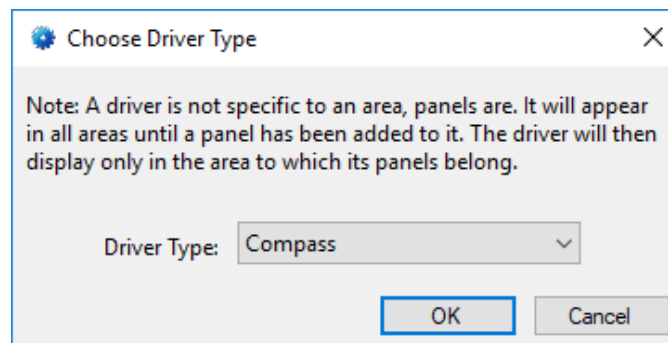


Figure 166 - Choose Driver Type dialog

A new driver icon is added to the Operations Area and the properties dialog for the driver is opened.

Note: An  alert icon appears on a new driver until a communication method has been defined for it.

Once a driver is added, a panel can be added to it. A Site and Area must be specified because a panel is a child node of an Area in the Project Node Tree. A panel is added using the Driver Context Menu.

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The Driver Context Menu

The Driver Context Menu is opened by right-clicking on the driver icon.

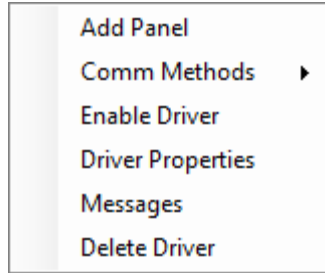


Figure 167 - Driver panel Context Menu

Add Panel – Opens the **Add Panel** dialog, select the desired panel and enter the number to add. This **Add Panel** dialog only displays the possible panels for the target driver.

Comm Methods – A side menu to add and manage communication methods for this driver; communication methods are child nodes of the driver node in the Project Node Tree

Note: *Not all drivers require a communication method. An  icon appears on a new driver that requires a communication method until one has been defined for it. See the respective panel guide for details.*

Enable Driver – Enable/Disable this driver; if the driver is enabled, the menu option is **Disable Driver**

Driver Properties – Open the properties dialog for this driver; the properties dialog is specific to each type of driver, see the appropriate Panel Guide for details

Messages – Open the **Messages** window

Delete Driver – Permanently remove this driver from the Project

The Panel Context Menu

The Panel Context Menu is opened by right-clicking on the panel icon.

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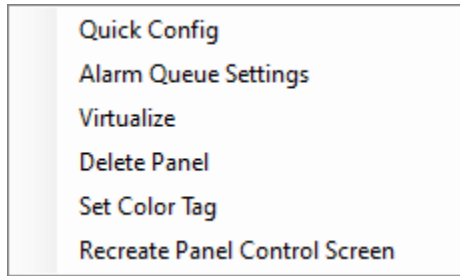


Figure 168 - Panel Context Menu

Quick Config – Open the **Quick Config** dialog for this panel. The **Quick Config** dialog provides a centralized method to program and configure a panel's properties. These properties may exist on multiple nodes in the Project Node Tree. This dialog is different for each panel type; consult the Panel Guide for more information.

Note: An  icon appears on a panel whenever the Engine detects a download is needed for said panel. The **Quick Config** dialog contains buttons to download any and all settings, holidays, time zones, etc. that may be required by a panel. The button for the required download will be salmon-colored instead of grey. But of course, the driver and panel must be online for a download to complete.

Alarm Queue Settings – Open the **Alarm Queue Settings** dialog for this panel. Alarm Queue Settings determine which points on this panel can generate events for the Alarm Queue, when the events are generated and how the events are to be handled. The points can exist on multiple nodes in the Project Node Tree. The **Alarm Queue Settings** dialog provides a centralized location for setting these properties. See [Replace All... I/O Point Settings](#).

Virtualize – Put this panel in Virtual mode; when a panel is “virtualized”, the Engine will not attempt to communicate with actual panel but will pretend the panel is there. It will appear to be online and some basic functionality may appear to work. This allows the integrator to program the project and perform basic programming without actually having the hardware in place. When the panel is in Virtual mode, this option becomes **Unvirtualize**.

Delete Panel – Permanently remove this node and all references to it from the Project

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Set Color Tag – Allows the user to set the color of a small light on the panel icon. Selecting this option opens the **Color** dialog. This allows the user to color-code each panel as fits their requirements.

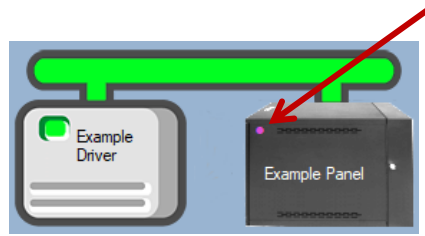


Figure 169 - Color Tag on Panel Icon

Recreate Panel Control Screen – Deletes and recreates the Panel Control Screen that is opened when you click on the panel icon.

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The Quick Status Button

The **Quick Status** button is used to manage the drivers and panels as a tree list instead of a graphical view. This allows faster enabling or disabling of multiple drivers and panels, which is extremely useful at larger facilities. Clicking this button opens the **Quick Change Driver/Panel Status** dialog.

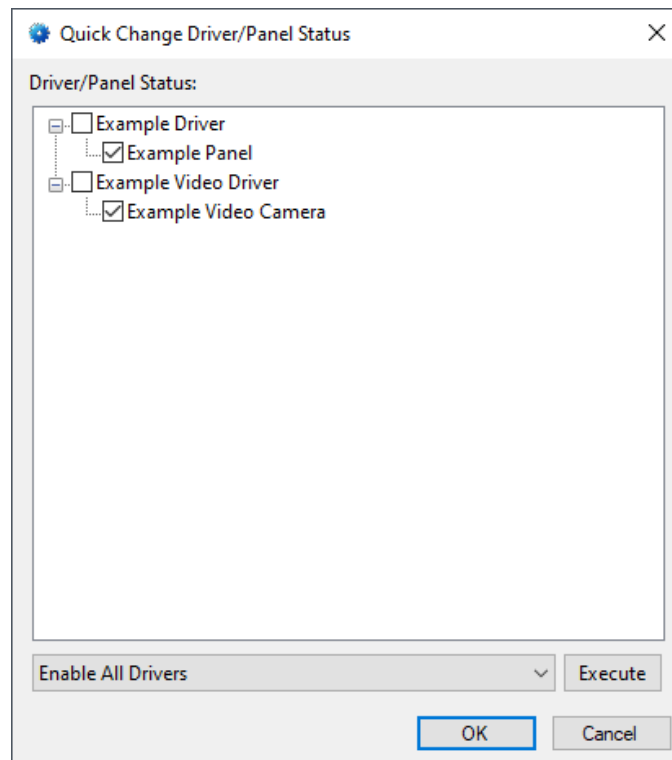


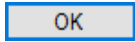
Figure 170 – Example Quick Change Driver/Panel Status

Driver/Panel Status – tree list; list of the drivers with their associated panels; the checkboxes indicate the current state of the drivers and panels. If the driver is online, the box is checked. If the panel is not virtualized, its box is checked.

Global Status Modifier – drop-down list; allows the user to change the statuses all of the drivers and panels at one time; values "Enable All Drivers", "Disable All Drivers", "Unvirtualize All Panels", "Virtualize All Panels", followed by a list of Unvirtualize/Virtualize each sets of panels by their drivers

Execute - button; performs the task on the tree list specified in the Global Status Modifier drop-down list

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 - button; closes the dialog and saves the changes to the tree list, the Engine then enables all the drivers and panels that are checked and disables/virtualizes the drivers and panels that are not checked if applicable.

 - button; closes the dialog abandoning any changes.

Note: *Not every driver can be enabled this way. Many video drivers must be enabled individually. This option is meant to simplify the management of access control panels at large facilities.*

Operations Area

The Operations Area is used to monitor the state of drivers and panels in the Project. The drivers and panels that are displayed are filtered by the **Site** and **Area** drop-down lists.

Right-clicking on the Operations Area opens the Operations Area Context Menu which allows you to adjust the size of the icons.

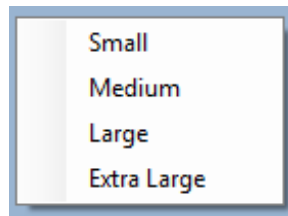


Figure 171 - Operations Area Context Menu

Monitoring Drivers

Once a driver has been properly configured,  **Hardware Management View** allows the user to manage and monitor its state. The user may also monitor the communication between the driver, the Engine, and the field device.

Driver States

Using the driver's context menu, a driver can be enabled or disabled. The icon for the driver will change color to indicate the current state of the driver.

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A driver has three states:



Disabled – The driver is disabled



Offline – The driver is enabled but offline



Online – The driver is enabled and online

Note: An  icon appears on a new driver until a communication method has been defined for it.

Driver Messages Window

The **Driver Messages** window allows the user to see the communication messages between the driver, the Engine, and the field device in real time. The Driver Messages window for a driver is opened using the *Messages* option of the context menu for the target driver.

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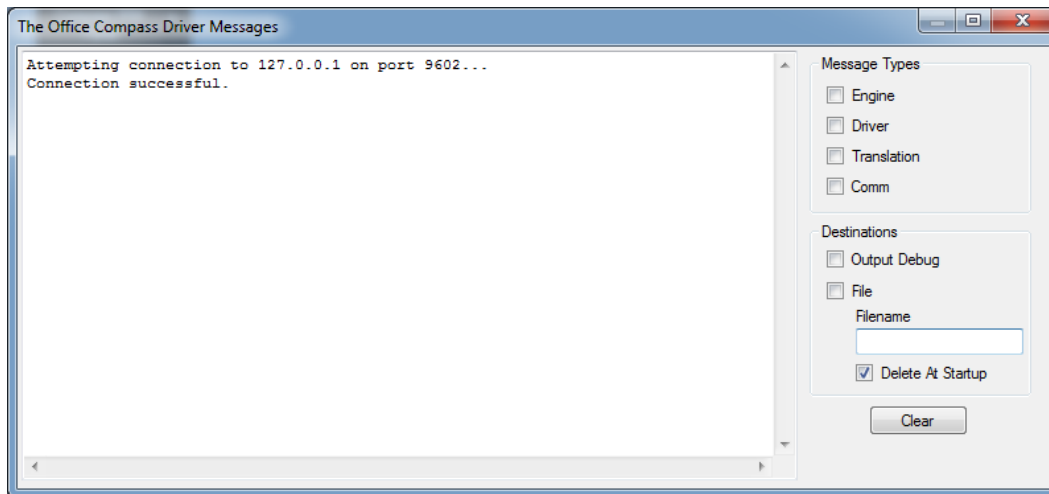


Figure 172 - Messages Window

The **Message Types** group of checkboxes controls which messages that are displayed and how they are displayed.

Engine – Display all messages to and from the Engine

Driver – Display all messages to and from the Driver

Translation – Display the messages in human readable format

Comm – Display the messages in their native format (hex)

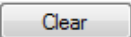
The **Destinations** group allows the user to send the messages to another destination when the Driver Messages window is open.

Output Debug – Send the messages to output debug

File – Send the messages to the file specified in

Filename – The destination file

Delete At Startup – When checked, the file will be deleted; when clear, the file will be appended to

 - Clear the messages window (does not clear the file)

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Monitoring and Managing Panels

Once a panel has been properly configured and its driver enabled,  **Hardware Management View** allows the user to manage and monitor its state. The user may also monitor and manage the panel using its panel control screen.

Panel States

When a driver is online, the panel has three states:



Offline – The driver is enabled, but the panel is offline



Online – The driver is enabled, and the panel is online



Virtual – If the driver is enabled, the panel is *Virtual*; if the driver is disabled, the state of the panel is indeterminate.

Note: An  icon appears on a panel whenever the Engine detects a download is needed for said panel. The Configure Panel dialog contains buttons to download any and all settings, holidays, time zones, etc. that may be required by a panel. But of course, the driver and panel must be online for a download to complete.

Panel Control Screen

The Panel Control Screen allows the user to monitor and manage the panel. It is opened by clicking on the panel icon. The Panel Control Screen is specific to the type of panel. For information on the specific Panel Control Screen, consult the specific Panel Guide.

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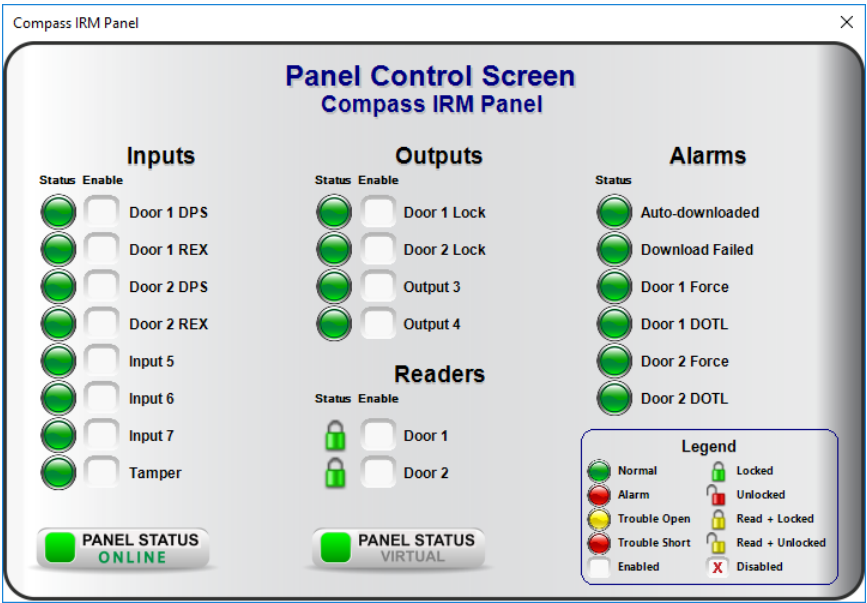


Figure 173 - Compass IRM Panel Control Screen

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▶ **Live View**

▶ **Live View** is the main working view for Project monitoring and control. Project programming and screen design used in this View is handled in 🎨 **Design View**. See [Screen Control](#).

This is the default ▶ **Live View** window. Of course, the final look and feel of this View depends on the screens created in 🎨 **Design View**.

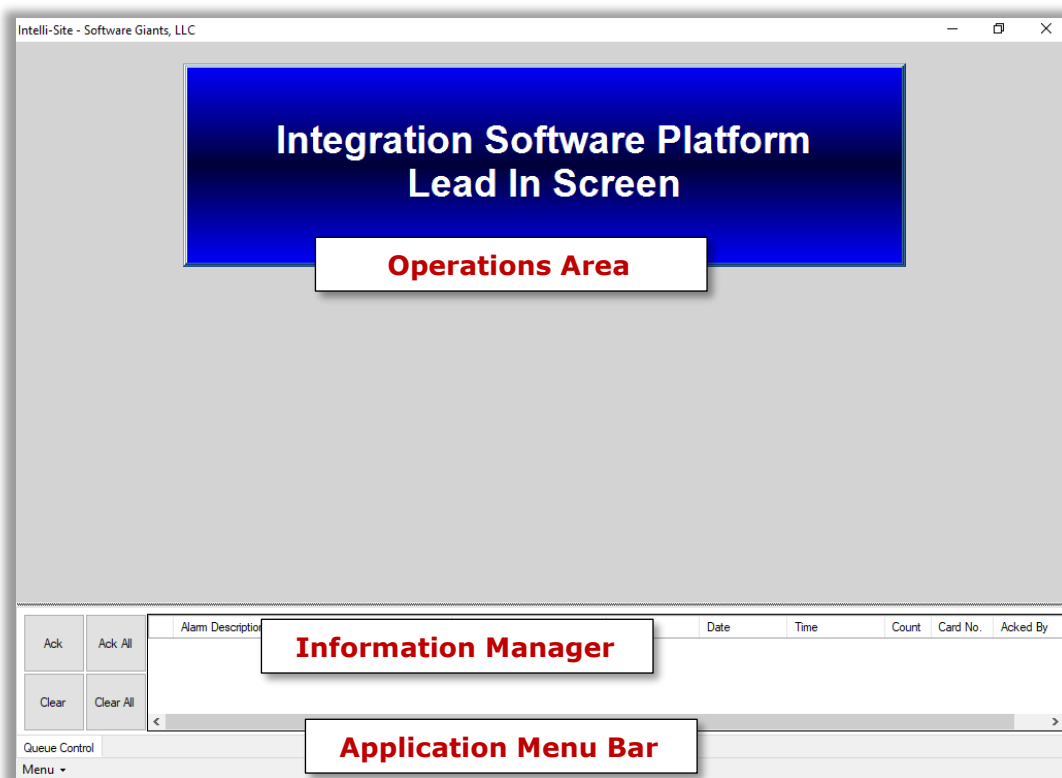


Figure 174 - The ▶ **Live View**

Operations Area – Displays the screen the user selected; screens are created and managed in 🎨 [Design View](#)

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

Application Menu Bar – Contains the Application Menu and the status of the license and SMA; see [The Application Menu](#)

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Reports View

The Intelli-Site provides several reports on card activity and system information in  **Reports View**. Intelli-Site uses the Microsoft® SQL Server® 2012 Report Viewer to display reports. The [Microsoft® SQL Server® 2012 Report Builder](#) is required to create the RDL files that are used by Report Viewer. The integrator and user can create their own custom reports. For information on creating and including custom reports, see [Reports](#)

Generating a report is simple. Navigate to the report in the Reports Tree and double-click on the node. Some reports require the user to enter parameters, others don't. A **Reports Parameters** dialog appears allowing the user to specify them if necessary. Values may be entered explicitly, or "wildcard" search parameters may be used. All reports are displayed to the screen and can be printed or exported.

This is the  **Reports View** window.

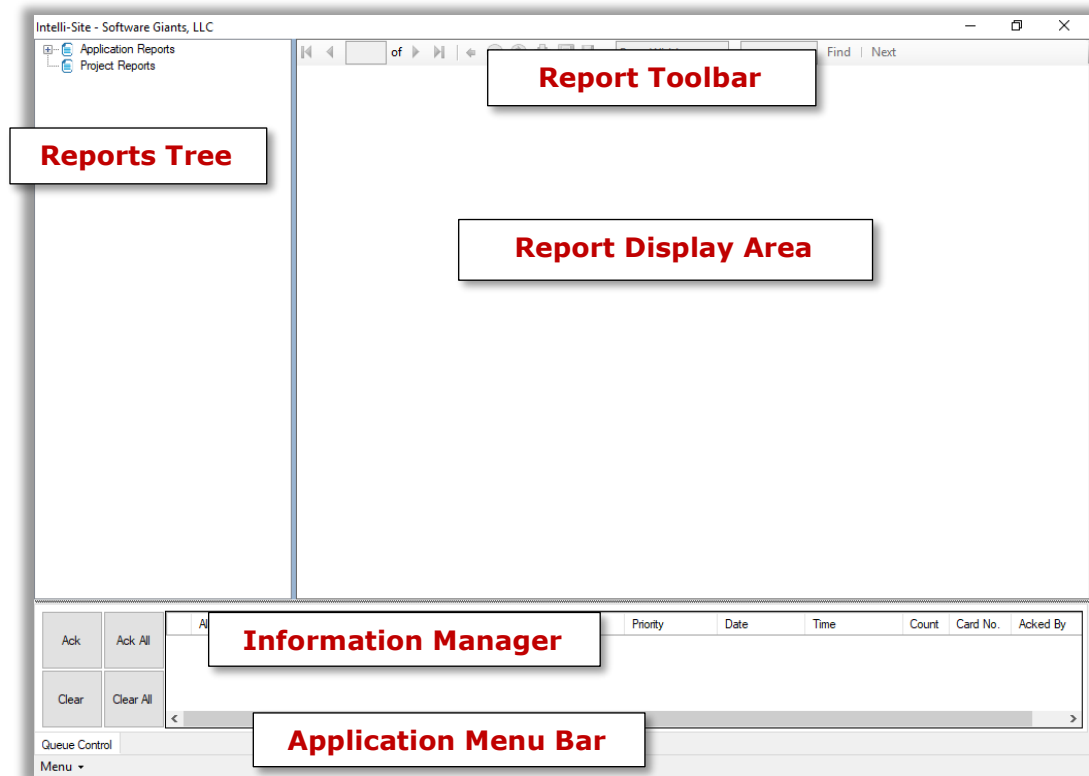


Figure 175 - The  **Reports View**

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Reports Tree – Used to navigate to the desired report; divided into two folders:

- **Application Reports** – The reports supplied by Intelli-Site, divided into two folders
 - **Cards** – Card management (May also include Accutech and/or RFID if those systems were included in the installation and license)
 - **System** – Providing information on event history, statistics, and detailed system information
- **Project Reports** – The reports specific to the project created by the integrator or the user using Microsoft's **SQL Server Reporting Services (SSRS)**

Report Display Area – Displays the generated report

Report Toolbar – Contains the tools to manipulate the generated report

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

Application Menu Bar – Contains the Application Menu and the status of the license and SMA; see [The Application Menu](#)

Reports Tree

The Reports Tree contains two root nodes: Application Reports and Project Reports. The Application Reports are the default reports that are installed with Intelli-Site. The Project Reports are those reports the integrator or user creates. Custom reports can be created using Microsoft's **SQL Server Reporting Services (SSRS)**, a third-party reporting product. See [Reports](#).

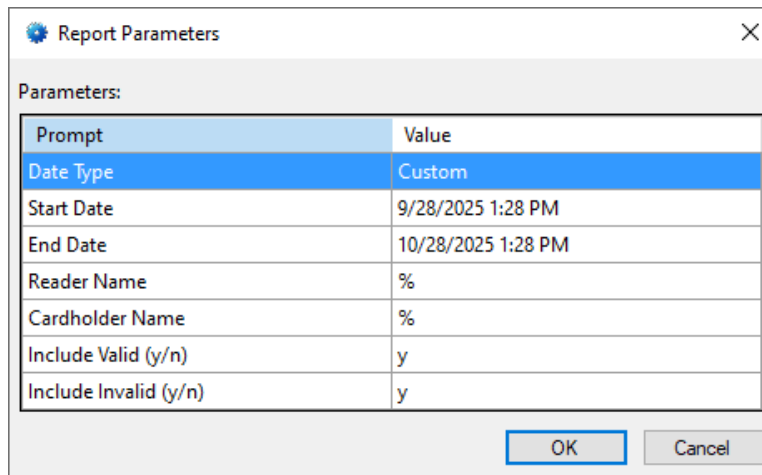
The **Cards** node and the **System** node are revealed when the **Application Reports** node is expanded. Cards reports are useful for Card Management, and System reports are useful for providing information on event history, statistics, and detailed system information.

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Listed under the **Cards** node are sixteen (16) predefined reports. Listed under the **System** node is, at a minimum, the All History Report, Cardholder Activity Report, Custom History Report, Download Report, Exceptions Report, Guard Tour Report, I/O Activity Report, Operator Report, Project Changes Report and the System Information Report. Under the Master History Report node are the Asset Event Report and Asset Setup Report.

Report Parameters Dialog

Many of the reports have parameters or filtering options that the user may specify. If the report being generated has any parameters, the **Report Parameters** dialog will display.



Prompt	Value
Date Type	Custom
Start Date	9/28/2025 1:28 PM
End Date	10/28/2025 1:28 PM
Reader Name	%
Cardholder Name	%
Include Valid (y/n)	y
Include Invalid (y/n)	y

Figure 176 - Report Parameters Dialog

The **Prompt** column contains the prompts for each of the filters for the report.

The **Value** column is where the user enters the corresponding data for the search criteria. There are special keywords values for the *Date Type* prompt. If the user supplies one of following keywords, the *Start Date* and *End Date* prompts are ignored.

- **Custom** – Use the supplied *Start Date* and *Stop Date*
- **Today** – All records since midnight this morning
- **Daily** – The previous full day
- **Weekly** – Sunday through Saturday of the last full week
- **Monthly** – The previous month

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The values for *Include Valid* and *Include Invalid* prompts are either y or n.

In the string value fields, the default value is '%'. By entering '%', everything will be reported. For any other value in the field, the report generator will match values that contain the specified string. For example, if the card number is the parameter, and the user enters '121', then the report will include all cards whose numbers contain 121'.

Note: *For the reports, the search criteria use “contains” and not “begins with”. This means that if ‘1’ is specified as the search criterion for a Card Number, every card that has a ‘1’ in it will be included in the report. 1000032, 54123, and 432451 would all be included in the report because each card number contains the number 1.*

Accutech Reports

These reports are explained in  **Accutech View** [Reports](#).

Cards Reports

The following sections describe the purpose and use of each of the cards reports.

Access Assignment Log Report

The Zone Assignment Log, **Zone Assignment Log.rdl**, lists the changes in zone assignments which receivers are included in which zone. When the report is double-clicked, the user is presented with the **Reports Parameter** dialog. The parameters for this report are:

- Date Type
- Start Date
- End Date
- Operator Name
- Computer Name
- Change Type (Assigned, Removed, *)
- Name
- Card Number

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Every access set assignment modification matching the supplied information will be included in the report. The report is sorted by date and time.

Access Entry by Access Set Report

The Access Entry by Access Set Report, **Access Entry by Access Set.rdl**, lists which access entries are in which access set. When the report is double-clicked, the user is presented with the **Reports Parameter** dialog. The user may specify a specific access set name, part of an access set name, or '%' for all access sets.

The report columns are **Access Set** and **Access Entry**; it is sorted by Access Set.

Access Entry by Cardholder Report

The Access Entry by Cardholder Report, **Access Entry by Cardholder.rdl**, lists the access entries a cardholder has been assigned. When the report is double-clicked, the user is presented with the **Reports Parameter** dialog. The user may specify a full card number, part of a card number, part or all of the last name of a card holder, or '%' for all cardholders. All cards matching the information supplied will be included in the report.

The report columns are **Name**, **Card #**, **Site Code**, **Card Format**, **Activate Date**, **Expire Date**, and **Access Entry**. The Name contains the first name and last name of the cardholder. The report is sorted by card number.

Access Entry by Reader Report

The Access Entry by Reader Report, **Access Entry by Reader.rdl**, lists the access entries that include the specified reader. When the report is double-clicked, the user is presented with the **Reports Parameter** dialog. The user may specify a full or part of a reader name or '%' for all readers. All readers matching the supplied information will be included in the report.

The report columns are **Reader Name** and **Access Entry**. The report is sorted by **Reader Name**.

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Access Set by Access Entry Report

The Access Set by Access Entry Report, **Access Set by Access Entry.rdl**, lists which access entries are included in which access set. When the report is double-clicked, the user is presented with the **Reports Parameter** dialog. The user may specify a specific part or all an access entry name or '%' for all access entries.

The report columns are **Access Entry** and **Access Set**; it is sorted by **Access Entry**.

Access Set by Cardholder Report

The Access Set by Cardholder Report, **Access Set by Cardholder.rdl**, lists the access sets a cardholder has been assigned. When the report is double-clicked, the user is presented with the **Reports Parameter** dialog. The user may specify a full card number, part of a card number, all or part of a last name, or '%' for all cardholders. All cards matching the information supplied will be included in the report.

The report columns are **Name**, **Card #**, **Site Code**, **Card Format**, **Activate Date**, **Expire Date**, and **Access Set**. The **Name** contains the first name and last name of the cardholder. The report is sorted by card number.

Access Set by Reader Report

The Access Set by Reader Report, **Access Set by Reader.rdl**, lists the access sets that include the specified reader. When the report is double-clicked, the user is presented with the **Reports Parameter** dialog. The user may specify all or part of a reader name, or '%' for all readers. All readers matching the supplied information will be included in the report.

The report columns are **Reader Name** and **Access Set**. The report is sorted by **Reader Name**.

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Cardholder by Access Entry Report

The Cardholder by Access Entry Report, **Cardholder by Access Entry.rdl**, lists which cardholders have been assigned which access entries. When the report is double-clicked, the user is presented with the **Reports Parameter** dialog. The user may specify an access entry, part of an access entry, or '%' for all access entries. All access entries matching the supplied information will be included in the report.

The report columns are **Access Entry, Name, Card #, Site Code, Card Format, Activate Date, and Expire Date**. The **Name** contains the first name and last name of the cardholder. The report is sorted by **Access Entry**.

Cardholder by Access Set Report

The Cardholder by Access Set Report, **Cardholder by Access Set.rdl**, lists which cardholders have been assigned which access sets. When the report is double-clicked, the user is presented with the **Reports Parameter** dialog. The user may specify an access set name, part of an access set name, or '%' for all access sets. All access sets matching the supplied information will be included in the report.

The report columns are **Access Set, Name, Card #, Site Code, Card Format, Activate Date, and Expire Date**. The **Name** contains the first name and last name of the cardholder. The report is sorted by **Access Set**.

Cardholder by Reader Report

The Cardholder by Reader Report, **Cardholder by Reader.rdl**, lists which cardholders have been assigned access to which readers. When the report is double-clicked, the user is presented with the **Reports Parameter** dialog. The user may specify all or part of a reader name or '%' for all readers. All readers matching the supplied information will be included in the report.

The report columns are **Reader, Name, Card #, Site Code, Card Format, Activate Date, and Expire Date**. **Name** contains the first name and last name of the cardholder. The report is sorted by **Reader**.

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Cardholder by Zone Report

The Cardholder by Zone Report, **Cardholder by Zone.rdl**, lists which cardholders are in which Anti-passback (APB) Zone. When the report is double-clicked, the user is presented with the **Reports Parameter** dialog. The user may specify all or part of an APB Zone name or '%' for all APB Zones. All zones matching the supplied information will be included in the report.

The report columns are **Zone** and **Name** where Name is Last Name, First Name.

Company Card Report

The Company Card Report, **Company Card Report.rdl**, lists cardholders and their cards grouped by the **Company** field on the **Card Data** tab. There are no parameters for this report.

The report columns are **Company, Name, Card #, Site Code, Card Format, Activate Date,** and **Expire Date.** **Name** contains the first name and last name of the cardholder. The report is sorted by **Company.**

Department Card Report

The Department Card Report, **Department Card Report.rdl**, lists cardholders and their cards grouped by the **Department** field on the **Card Data** tab. There are no parameters for this report.

The report columns are **Department, Name, Card #, Site Code, Card Format, Activate Date,** and **Expire Date.** **Name** contains the first name and last name of the cardholder. The report is sorted by **Department.**

Master Card Report

The Master Card Report, **Master Card Report.rdl**, lists cardholders and their cards grouped by the **Company** field on the **Card Data** tab. There are no parameters for this report.

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Each entry of the report takes three (3) lines. Line one contains **Name, Card #, Site Code, Card Format, Activate Date,** and **Expire Date.** The **Name** contains the first name and last name of the cardholder. Line two contains **Date Created, Created by, Date Last Modified,** and **Modified by.** Line three contains **Last Read (date and time)** and **Last Reader.** **Name** is last name, first name. The report is sorted by **Name.**

Muster Report

The Muster Report, **Muster.rdl**, is a snapshot of the cardholders' presence during a Mustering Event. It will list all cardholders that are not in a Muster Zone but are in a Zone somewhere.

The report columns are **Zone** and **Name** where **Name** is Last Name, First Name.

Personnel Detail Report

The Personnel Detail Report, **Personnel Detail Report.rdl**, lists the personnel that meet the report parameters supplied.

The report parameters are:

- Department
- Last Name
- Company

Each entry of the report gives all the available personnel data including the photo if present.

Reader by Access Entry Report

The Reader by Access Entry Report, **Reader by Access Entry.rdl**, lists which readers are included in which access entry. When the report is double-clicked, the user is presented with the **Reports Parameter** dialog. The user may specify all or part of an access entry name or '%' for all access entries. All access entries matching the supplied information will be included in the report.

The report columns are **Access Entry** and **Reader.** It is sorted by **Access Entry.**

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Reader by Access Set Report

The Reader by Access Set Report, **Reader by Access Set.rdl**, lists which readers are included in which access set. When the report is double-clicked, the user is presented with the **Reports Parameter** dialog. The user may specify all or part of an access set name or '%' for all access set. All access sets matching the supplied information will be included in the report.

The report columns are **Access Set** and **Reader**. It is sorted by **Access Set**.

Reader by Cardholder Report

The Reader by Cardholder Report, **Reader by Cardholder.rdl**, lists which cardholders have access to which readers. When the report is double-clicked, the user is presented with the **Reports Parameter** dialog. The user may specify all or part of a card number, all or part of a last name, or '%' for all card numbers. All cardholders matching the information supplied will be included in the report.

The report columns are **Name**, **Card #**, **Site Code**, **Card Format**, **Activate Date**, **Expire Date**, and **Reader**. **Name** is last name, first name. The report is sorted by **Name**.

RFID Reports

The following sections describe the purpose and use of each of the RFID reports.

Master Tag Report

The Master Tag Report, **Master Tag Report.rdl**, lists tags and their current status. There are no parameters for this report.

Each entry of the report takes 7 (7) lines. Line one contains Tag Name, Tag #, Owner and Notes. Line two contains Tag Type and Owner Tag #. Line three is Date Created, Created by, Date Last Modified, and Modified by. Line four contains Last Read (date and time) and Last Receiver. Line five is the Status header/separator. Line six is the names of the different RFID statuses: Missing, Moving, Over Time Limit, Unescorted, Escorted, Invalid Zone Low Battery, and Lost. Line seven will have 'X' under the status header if the tag is in said RFID state.

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The report is sorted by Tag Number.

Receiver by Zone Report

The Receiver by Zone Report, **Receiver by Zone.rdl**, lists which receivers are included in which zone. When the report is double-clicked, the user is presented with the **Reports Parameter** dialog. The user may specify all or part of a zone name or '%' for all zones. Every zone matching the supplied information will be included in the report.

The report columns are **Zone** and **Receiver**. It is sorted by **Zone**.

Zone Assignment Log

The Zone Assignment Log, **Zone Assignment Log.rdl**, lists the changes in zone assignments which receivers are included in which zone. When the report is double-clicked, the user is presented with the **Reports Parameter** dialog. The parameters for this report are:

- Start Date
- End Date
- Operator Name
- Computer Name
- Change Type (Assigned, Removed, *)
- Tag Name
- Tag Number

Every modification made to a zone assignment that matches the supplied information will be included in the report. The report is sorted by date and time.

Zone by Receiver Report

The Zone by Receiver Report, **Zone by Receiver.rdl**, lists which zones are contain in which receivers. When the report is double-clicked, the user is presented with the **Reports Parameter** dialog. The user may specify all or part of a receiver name or '%' for all receivers. Every receiver matching the supplied information will be included in the report.

The report columns are **Receiver** and **Zone**. It is sorted by **Receiver**.

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System Reports

The Intelli-Site software logs activity or events within the system as well as Project changes in the database. The events it logs are:

- Card activity,
- I/O activity,
- Exceptions,
- Downloads,
- Client activity, and
- Alarms.

The Project changes logged are

- Node additions, modifications, and deletions
- Card additions, modifications, and deletions
- Personnel additions, modifications, and deletions
- Access Set additions, modifications, and deletions

There are ten (10) system reports on the above information. The last system report is the System Information report that provides needed information for tech support if you should ever have an issue with Intelli-Site.

The following explains each report.

All History Report

The All History Report, **All History.rdl**, lists every event that has been logged in the database. When this report is double-clicked, the **Report Parameters** dialog appears. The parameters are the Start Date, and Stop Date.

There are two (2) rows in the report header describing the information supplied. If an entry does not have any information for row two, that row is not written. The columns of the first row are **Date/Time**, **Point**, **Operator**, **Status/Event**, and **Computer**. The second row, if applicable, is **Cardholder**, **Card Number**, and **Comments**. The report is sorted by **Date/Time**.

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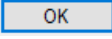
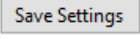
Cardholder Activity Report

The Cardholder Activity Report, **Cardholder Activity.rdl**, lists the readers at which a card has been seen. When this report is double-clicked, the **Report Parameters** dialog appears. The parameters of the report are the search criteria allowed for the report. They are listed in the **Prompt** column. For this report they are *Date Type*, *Start Date*, *Stop Date*, *Reader Name*, *Cardholder Name*, *Include Valid* (reads), and *Include Invalid* (reads).

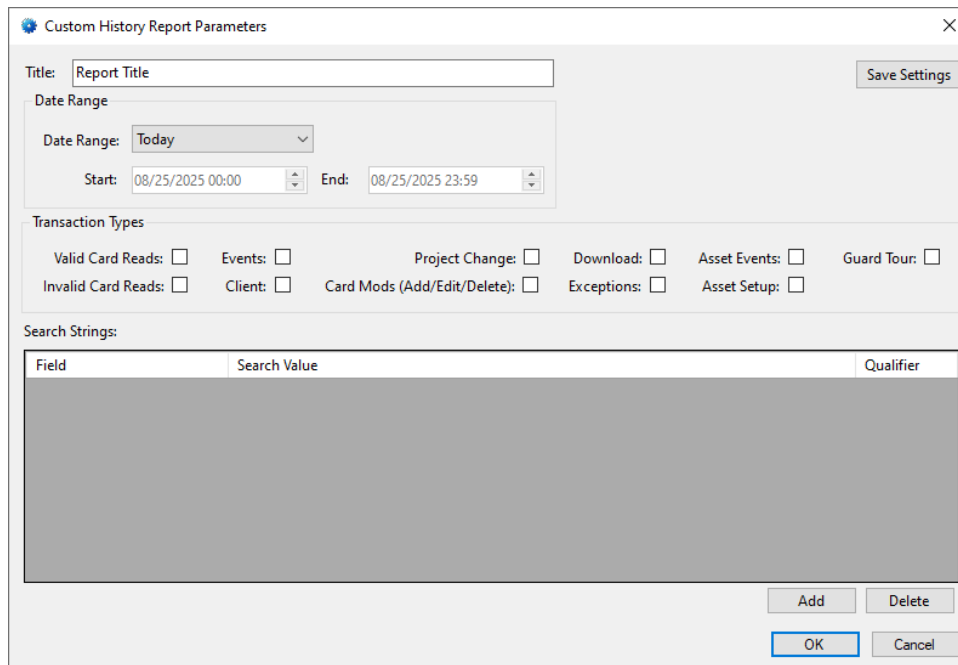
The report columns are **Date/Time**, **Reader**, **Cardholder**, **Card Number**, **Site Code**, and **Status**. **Cardholder** is last name, first name. The report is sorted by **Date/Time**.

Custom History Report

The Custom History Report, **Custom History.rdl**, is used to create a history report with more search criteria than the normal history reports. This lets you combine information in one report that might normally exist in multiple reports or pinpoint the data reported. When this report is double-clicked, the **Custom History Report** dialog appears.

After selecting the report settings, click  to run the report. Use  to save the settings as a Report Settings node to use these settings again in Reports View or in project programming.

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The dialog box is titled "Custom History Report Parameters" and contains the following sections:

- Title:** A text input field with the placeholder "Report Title" and a "Save Settings" button to its right.
- Date Range:** A section containing a "Date Range:" dropdown menu set to "Today", and "Start:" and "End:" date/time pickers. The "Start:" field shows "08/25/2025 00:00" and the "End:" field shows "08/25/2025 23:59".
- Transaction Types:** A group of checkboxes for selecting event types: Valid Card Reads, Invalid Card Reads, Events, Client, Project Change, Card Mods (Add/Edit/Delete), Download, Exceptions, Asset Events, Asset Setup, and Guard Tour.
- Search Strings:** A table with three columns: "Field", "Search Value", and "Qualifier". The table body is currently empty.
- Buttons:** "Add" and "Delete" buttons are located below the Search Strings table. "OK" and "Cancel" buttons are at the bottom right of the dialog.

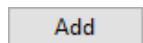
Figure 1773 – Custom History Report Dialog

Title – Allows the user to specify a title for this report instead of the default title presented by the other reports.

Date Range – Filters events to only those whose time matches the selected Start and End times. The Start and End times are automatically generated for all Date Ranges except for Custom.

Transaction Types – Allows the user to specify what types of events will be selected for the report.

Search Strings – table; Allows the user to specify search strings on a field-by-field basis from the Activity and Project Change tables. An event must match all the search criteria to be included in the report. But if the same database field is entered multiple times, the event needs to only match one of those criteria for that field to be included.

 - button; add a row to the Search Strings table

 - button; delete the highlighted row from the Search Strings table

Field – drop-down box; the database fields in the Activity and Project Change tables that can be used to filter the data

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Search Value – text box; the text to compare with the **Field** data

Qualifier – drop-down list (values: = (default), <, > *Starts With*, *Ends With*, and *Contains*)

Note: *Every time a Custom History report is run the report parameters are stored in the Custom History node in the Project Node Tree. They are global. These are the starting parameters used the next time the Custom History report is double-clicked. It is remembered from login to login.*

If the report settings created for this report are ones you will use again, click . An **Are you sure?** dialog displays. If you click , the report settings are saved as a child of the **Custom History** node in the reports tree. The name of this node is the text in the **Title** field of the report parameters.

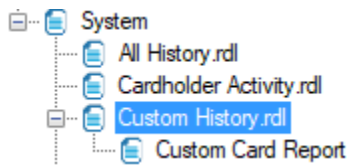


Figure 178 - Custom History Report Settings node

It is possible a user could be confused by and ; does not run the report. It saves the report settings to be used at another time or in project programming. Whether you save the settings or not, you are returned to the **Custom History Report Settings** dialog. Click to run the report or to not run the report.

The report columns are **Date/Time**, **Point**, **Operator**, **Status/Event** and **Computer**. The report is sorted by **Date/Time**.

Download Report

The Download Report, **Download.rdl**, lists each card download. When this report is double-clicked, the **Report Parameters** dialog appears. The parameters are the Date Type, Start Date, and Stop Date.

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The report header is two (2) rows. The columns of the first row are **Date/Time**, **Panel**, **Type**, and **Computer**. The columns of the second row are **Cardholder Name**, **Card Number**. **Cardholder Name** is "last name, first name". **Card Number** is in Cxxx Sxx Fxx format. The report is sorted by **Date/Time**.

Exceptions Report

The Exceptions Report, **Exceptions.rdl**, lists the exceptions. When this report is double-clicked, the **Report Parameters** dialog appears. The parameters are the Date Type, Start Date, and Stop Date.

The report columns are **Date/Time**, **Status**, **Component**, and **Computer**. The report is sorted by Date/Time.

Guard Tour Report

The Guard Tour Report, **Guard Tour.rdl**, lists the points in a guard tour that are activated as defined in the guard tour construct. When this report is double-clicked, the **Report Parameters** dialog appears. The parameters are the Date Type, Start Date, End Date, and Tour Name.

The report header has two (2) rows. The columns of the first row are **Date/Time**, **Tour Name**, **Start Time**, **End Time**, and **Total Time**. The columns for the second row are **Point**, **Time**, **Duration**, **Status**, and **Guard**. The report is sorted by the **Date/Time** the Guard Tour started, and is grouped by **Guard Tour**. If all the points assigned to the Guard Tour are readers, the **Guard** column will contain the name of the cardholder associated with the card that was read at each point.

I/O Activity Report

The I/O Activity Report, **IO Activity.rdl**, lists I/O Point activity. When this report is double-clicked, the **Report Parameters** dialog appears. The parameters are the Start Date, Stop Date, Point Name, Include Active, Include Normal, and Include Acked/Cleared.

The report columns are **Date/Time**, **Point**, **Status**, **User**, and **Comments**. The report is sorted by **Date/Time**.

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Operator Report

The Operator Report, **Operator.rdl**, lists the operator (a.k.a. user) activity such as logon/logoff. When this report is double-clicked, the **Report Parameters** dialog appears. The parameters are the Start Date, and Stop Date.

The report header has two (2) rows. The columns of the first row are **Date/Time**, **Operator**, and **Computer**. The columns for the second row are **State\action**, and **Event**. The report is sorted by **Date/Time**.

Project Change Report

The Project Change Report, **Project Change.rdl**, lists the changes made to the Project. When this report is double-clicked, the **Report Parameters** dialog appears. The parameters are the Start Date, Stop Date, Operator Name, Computer, Change Type, and Key Word.

Change types are:

- Node Add
- Node Modify
- Node Delete
- Card Add
- Card Modify
- Card Delete
- Personnel Add
- Personnel Modify
- Personnel Delete
- Access Set Add
- Access Set Modify
- Access Set Delete

The report columns are **Date/Time**, **Operator**, **Computer**, **Change Type**, and **Data**. Key word is used to filter the **Data** column. The report is sorted by **Date/Time**.

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System Information Report

The System Information Report, **System Information.rdl**, provides a detailed list of the installed Intelli-Site license, the Intelli-Site components that have been installed as well as their versions; in addition it may include other system information. It is a tool for technical support if you ever need to contact them. It may take a few moments to generate this report.

Technical Support is trained to ask for this report for all incidents. If they fail to ask for it, the development team will riot. It's not a pretty sight. So please, generate this report and send it to tech support with your question.

Report Toolbar

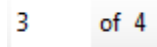
Any report generated will appear in the Report Display Area. At the top of the area is the Report toolbar.



Displays the first page of the report



Displays the previous page of the report



Indicates which page of the report is showing (e.g., page 2 is showing; the report has 2 pages)



Displays the next page of the report



Displays the last page of the report



Back to Parent Report is **not available** because generating sub-reports requires the full SQL Server Reporting Services



Stop rendering; only active when the report is being generated



Refresh the report using the same parameters

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Opens the standard Windows Print dialog to print the report



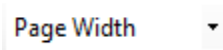
Print Layout toggles between showing the report in print layout or not



Opens the standard Page Setup dialog



Open the Export Options menu to export the report; the options are Excel, PDF, or Word



Allows selection of the screen magnification options to size the report display



Enter the text to search for in the report; not available in Print Layout view

RFID Management View

Intelli  **RFID Management View** is the window in which all RFID management activities are managed. Tags, Tag Groups, Zones, and Zone Access are all managed in  **RFID Management View**. The  **RFID Management View** window has three (3) tabs.

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

This section discusses these tabs in detail. In addition, we will discuss the Information Manager and the modifications necessary for RFID Management.

Note: *This View must be specifically enabled for each user. In addition, what a user can see and do in this View is configurable in the User View Options field on the user's properties dialog. See [User View Options](#).*

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Tags Tab

RFID tags are managed on the **Tags** tab of  **RFID Management View**. Tags are defined here, granted access, and added to tag groups. Their current status is displayed here too.

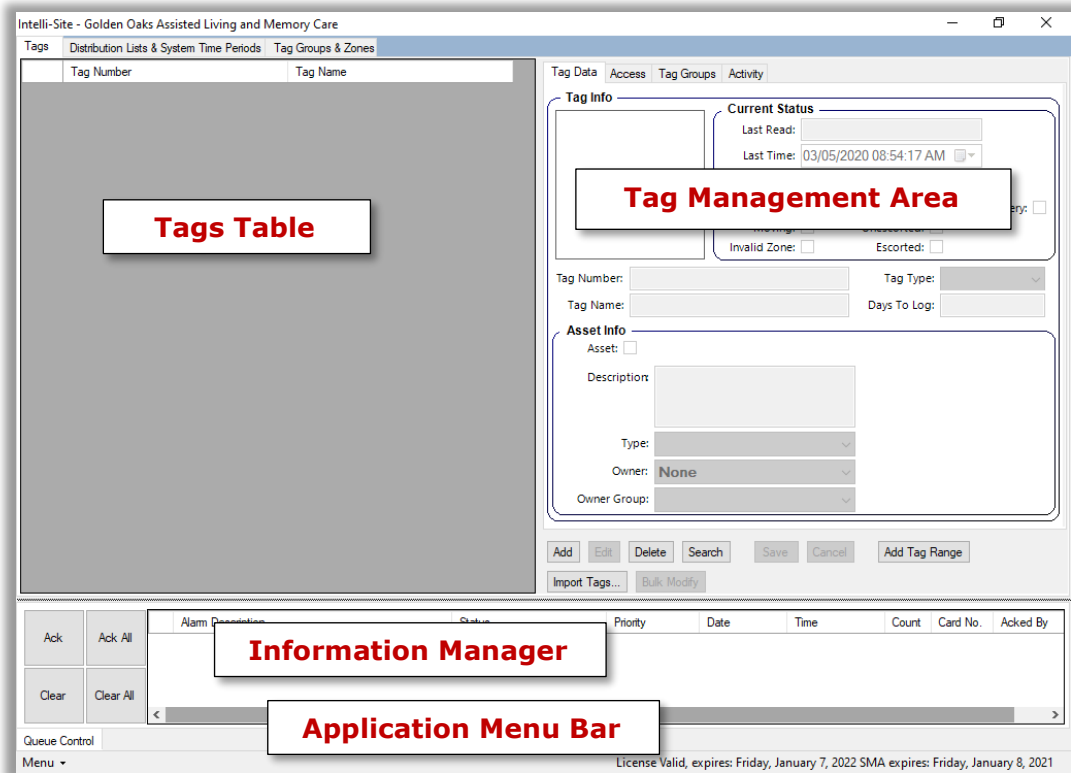


Figure 179 -  RFID Management View: Tags tab

Tags Table – List of tags in the database

Tag Management Area – Displays the data for the selected tag; area where tag data is added, edited, and deleted

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

Note: When RIFD Management events are written to the Alarm Queue, the Tag Number is written in the Card Number column. The Zone in which the event occurred is written in the Zone column. If the Receiver is not assigned to a Zone, then the Receiver is written in the Zone column. The Zone column is not included in the Information Manager Layout. You must edit the Default layout or create new ones.

Application Menu Bar – Contains the Application Menu and the status of the license and SMA; see [The Application Menu](#)

Tag Management Area

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

- **Tag Data** – Information pertaining to the tag
- **Access** – The Zone(s) assigned to the tag
- **Tag Groups** – The Tag Group(s) to which this tag belongs
- **Activity** – Displays the receivers/zones in which this tag has been read

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

The Tag Management Buttons

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

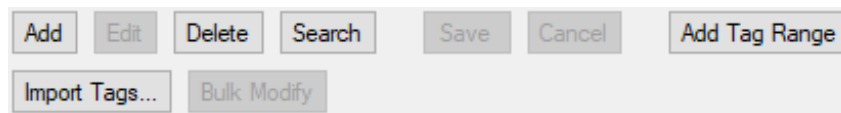


Figure 180 - Tag Management Buttons

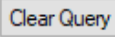
The buttons will be disabled or enabled depending on the conditions surrounding the activity.

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

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

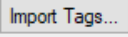
 - Delete the tag personnel record; enabled when a single tag record is selected, and no other action is taking place

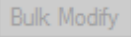
 - Search the tag database for the specified information; enabled when no other action is taking place. Once clicked, the  button becomes the  button. Enter the search criteria then click this button. A new  button appears which, when clicked, clears the query and exits search mode.

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

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

 - Add tag records for all tags in a specified range

 - Import tag data from a properly formatted, tab-delimited file (**Note:** Tags can be imported directly from some RFID panels. See the respective panel guide.)

 - Modify the tag data for all selected tag records; disabled until more than one tag record is selected in the Tag Table

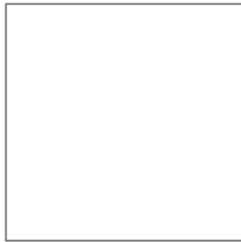
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Tag Data Tab

The **Tag Data** tab contains the information specific to the tag.

The screenshot shows the 'Tag Data' tab selected in a software interface. The tab contains three main sections: 'Tag Info', 'Current Status', and 'Asset Info'. The 'Tag Info' section has a large empty box for a tag image. The 'Current Status' section includes fields for 'Last Read', 'Last Time' (03/05/2020 08:54:17 AM), and several checkboxes for 'Missing', 'Over Time Limit', 'Low Battery', 'Moving', 'Unescorted', 'Invalid Zone', and 'Escorted'. The 'Asset Info' section includes fields for 'Tag Number', 'Tag Name', 'Tag Type' (a dropdown menu), 'Days To Log', 'Asset' (a checkbox), 'Description' (a text box), 'Type' (a dropdown menu), 'Owner' (a dropdown menu showing 'None'), and 'Owner Group' (a dropdown menu).

Figure 181 - Tag Data tab



– The image associated with the selected tag; not a required field

Tag Number – **Required**; edit box; the identification number of the tag

Tag Name – edit box; the name of the person or asset to which this tag is assigned

Tag Type – drop-down list; (values: *None* (default), *Actall HD Tag*, *Actall Tag*) the type of tag; most panels do not have a tag type

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Days To Log – numeric; the number of days to display on the **Activity** tab. The **Activity** tab data is loaded along with all the other card data when a card is selected. Keeping this number low improves performance. This does not affect the history database. All activity is logged and kept in the active database or the archive.

Current Status – group; the current status of the tag; these fields are informational and updated by the software which is why they are disabled

Last Read – the reader the tag was last detected by

Last Time – the date and time the tag was last read

Missing – checkbox; when checked the tag is not detected by any reader

Moving – checkbox; when checked, the tag is in motion

Invalid Zone – checkbox; when checked the tag is in zone to which it is not assigned

Over Time Limit – checkbox; when checked, the tag has been in a zone longer than allowed

Unescorted – checkbox; when checked, the tag is unescorted when it is supposed to have an escort

Escorted – checkbox; when checked, the tag is escorted

Low Battery – checkbox; when checked, the tag's battery is low and should be replaced

Asset Info – group; those fields that define the asset information if the tag is for an asset

Asset – checkbox; when checked, this tag is for an asset

Description – multi-line edit box; the information about the asset

Type – drop-down list; the type of asset; the types must be defined per Project, see [Database Field Control](#)

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Owner – drop-down list; automatically populated with all the tags as they are added; the tag that is the owner of this asset; if set, this tag must be escorted by its owner

Owner Group – drop-down list; automatically populated with the tag groups; this tag is owned by any tag that is assigned to the selected tag group; if set, this tag must be escorted by at least one tag assigned to this tag group

Days To Log – numeric; the number of days to display on the **Activity** tab. The **Activity** tab data is loaded along with all the other tag data when a tag is selected. Keeping this number low improves performance. This does not affect the history database. All activity is logged and kept in the active database or the archive.

Access Tab

The **Access** tab allows the user to assign zones to a tag. The zones listed in the Assigned Zones list box are the zones assigned to the selected tag.

Note: Zones are defined on the [Tag Groups & Zones](#) tab.

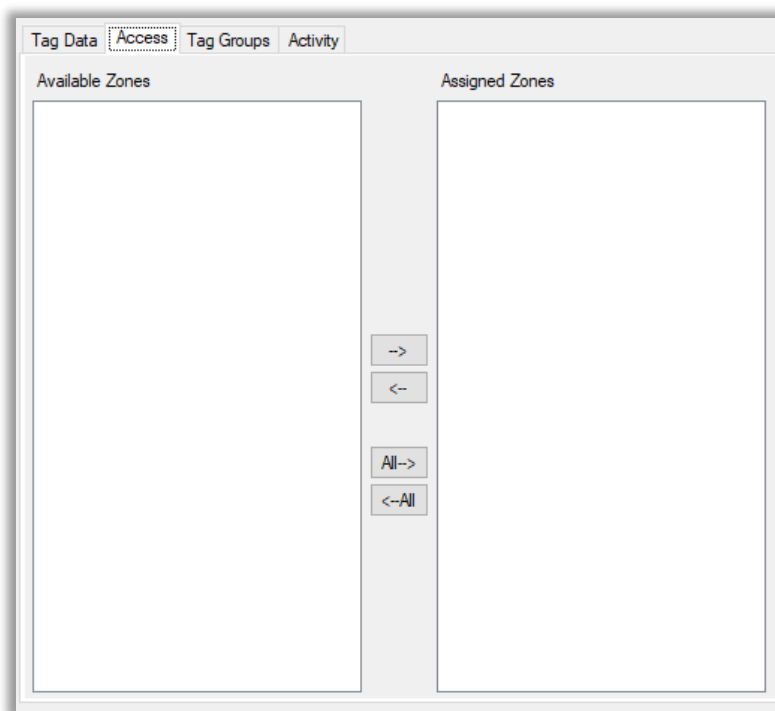


Figure 182 - Access tab

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Available Zones – List box containing the zones that have **not** been assigned to the selected tag

Assigned Zones – List box containing the zones assigned to the selected tag



- Move the selected zone(s) in the Available Zones list box to the Assigned Zones list box



- Move the selected zone(s) in Assigned Zones to Available Zones



- Move all zones in the Available Zones list box to the Assigned Zones list box



- Move all zones in the Assigned Zones list box to the Available Zones list box

Tag Groups Tab

The **Tag Groups** tab allows the user to assign tag groups to a tag. The tag groups listed in the Assigned Tag Groups list box are the groups assigned to the selected tag.

Note: Tag Groups are defined on the [Tag Groups & Zones](#) tab.

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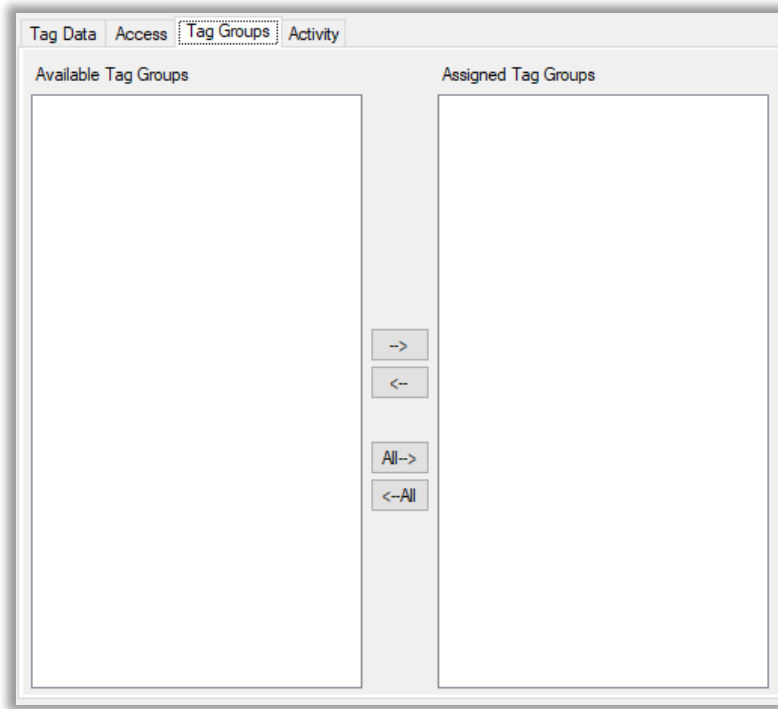


Figure 183 - Access tab

Available Tag Groups – List box containing the tag groups that have **not** been assigned to the selected tag

Assigned Tag Groups – List box containing the tag groups assigned to the selected tag

 - Move the selected tag group(s) in the Available Tag Groups list box to the Assigned Tag Groups list box

 - Move the selected tag group(s) in Assigned Tag Groups to Available Tag Groups

 - Move all tag groups in the Available Tag Groups list box to the Assigned Tag Groups list box

 - Move all tag groups in the Assigned Tag Groups list box to the Available Tag Groups list box

Tags Table

The Tags Table is a list of all tags in the database. The columns are Tag Number and Tag Name.

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Tags	Distribution Lists & System Time Periods	Tag Groups & Zones
	Tag Number	Tag Name
	3	HD 3
	4	HD 4
	5	HD 5
	6	HD 6
	7	HD 7
▶	1	Tag 1
	2	Tag 2
	3	Tag 3
	4	Tag 4
	5	Tag 5

Figure 184 - Tags Table

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

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

Use the buttons in the Tag Management Area to manage the tags in the Tags Table.

There is also a context menu for this table.

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Tags	Distribution Lists & System Time Periods	Tag Groups & Zones
	Tag Number	Tag Name
	3	HD 3
	4	HD 4
	5	HD 5
	6	HD 6
	7	HD 7
▶	1	Tag 1
	2	
	3	
	4	
	5	

Export Photo(s)...

Delete Tags

Select All

Figure 185 - Personnel Table Context Menu

Export Photo(s) – Export the photos of the selected personnel; enabled if the user has the **Photo Maintenance** [User View option](#) enabled

Delete Tags – Delete the selected tag record(s)

Select All – Select every tag record

Distribution Lists & System Time Periods Tab

Distribution lists and system time periods are managed on the ***Distribution Lists & System Time Periods*** tab of  **RFID Management View**.

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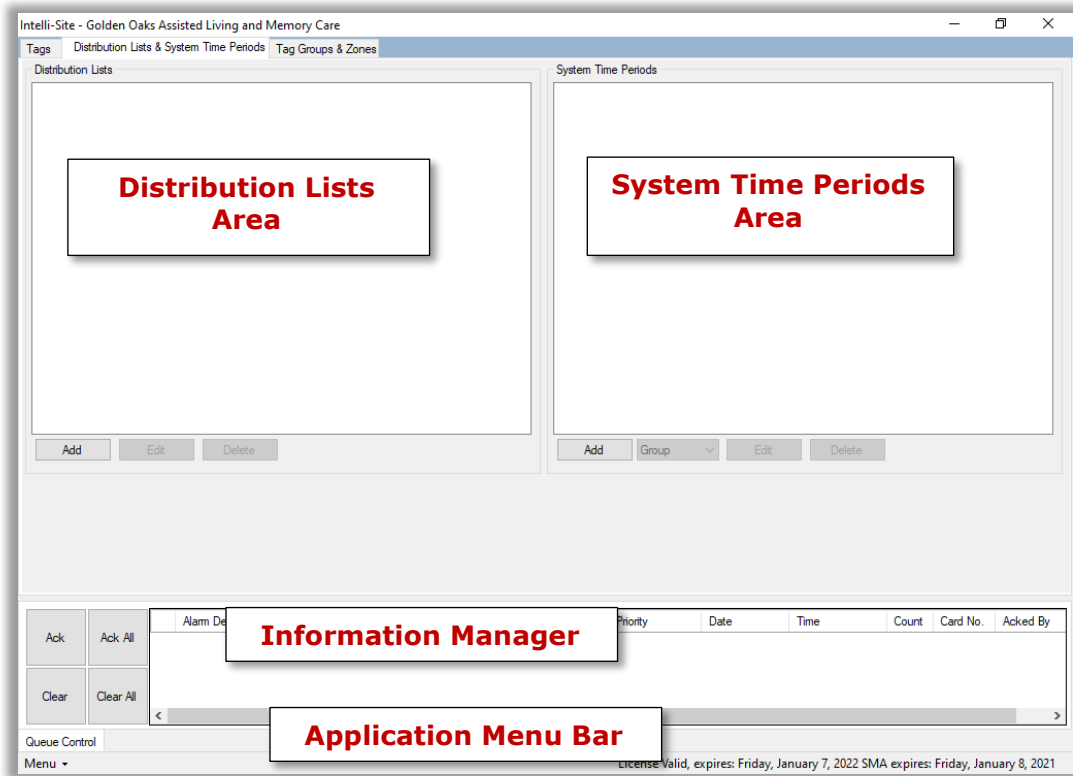


Figure 186 -  RFID Management View: Distribution Lists & System Time Periods tab

Distribution Lists Area – Distribution lists are listed and added/edited/deleted here; see [Distribution Lists](#)

System Time Periods Area – System time periods are listed and added/edited/deleted here; see [System Time Periods](#)

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

Application Menu Bar – Contains the Application Menu and the status of the license and SMA; see [The Application Menu](#)

Tag Groups & Zones Tab

Distribution lists and system time periods are managed on the ***Distribution Lists & System Time Periods*** tab of  **RFID Management View**.

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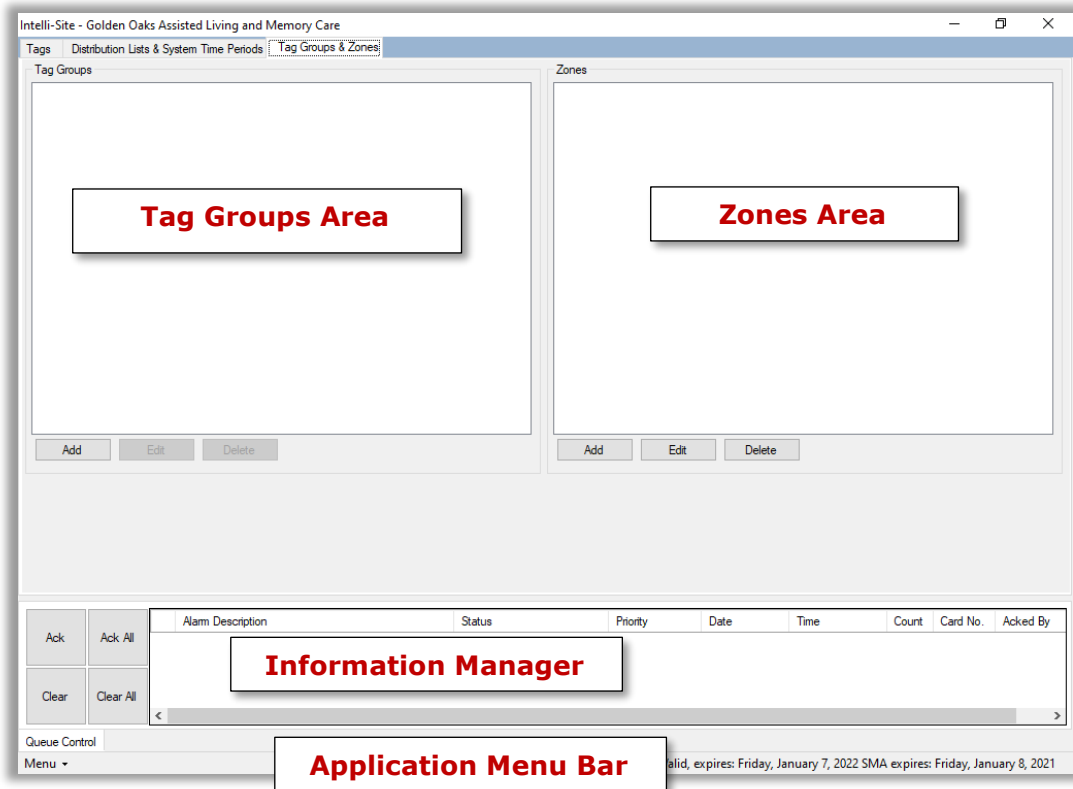


Figure 187 -  RFID Management View:
Tag Groups & Zones tab

Tag Groups Area – Tag groups are added, edited, and deleted here

Zones Area – Zones are added, edited, and deleted here

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

Application Menu Bar – Contains the Application Menu and the status of the license and SMA; see [The Application Menu](#)

Tag Groups

A tag group defines who will be notified when an RFID Manager event occurs during a specific system time zone.

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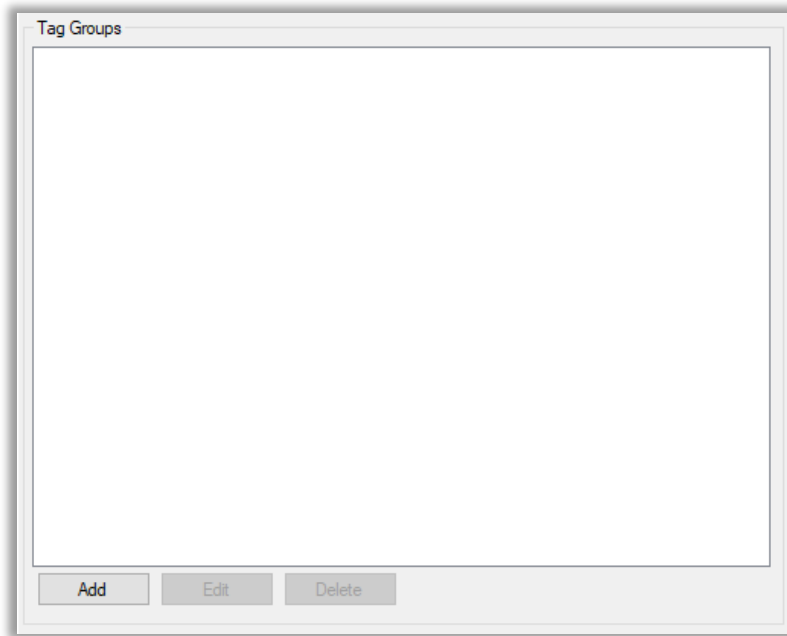


Figure 188 - Tag Groups

Clicking the  button adds a new tag group and opens its properties dialog.

The standard node fields of **Name**, **ID**, **User Level**, and **Notes** are present. The important fields are the **Time Zone** and **Distribution List** for each RFID Manager event. The RFID Manager events are:

- Missing Tag Alarm
- Invalid Tag Location Alarm
- Moving Tag Alarm
- Over Time Limit Alarm
- Unescorted Tag Alarm
- Escorted Tag Alarm

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The screenshot shows a 'New Tag Group' dialog box. The title bar reads '[1276] New Tag Group'. The 'Properties' tab is active. The 'Name' field contains 'New Tag Group'. The 'ID' field shows '1276'. The 'User Level' is set to 'All Access'. There is a large 'Notes' text area. Below the main fields are six alarm configuration sections, each with a 'Time Zone' dropdown and a 'Distribution List' dropdown:

- Missing Tag Alarm
- Over Time Limit Alarm
- Invalid Tag Location Alarm
- Unescorted Tag Alarm
- Moving Tag Alarm
- Escorted Tag Alarm

At the bottom right are 'OK' and 'Cancel' buttons.

Figure 189 - Tag Group node Properties dialog

When the RFID Manager determines that a tag is in one of these alarm states, the Manager will check the [tag groups assigned](#) to this tag. If appropriate, it will send email about the event. Email must be set up. See [Email Notification](#).

Zones

A zone is a set of RFID receivers that are to be treated as a single unit.

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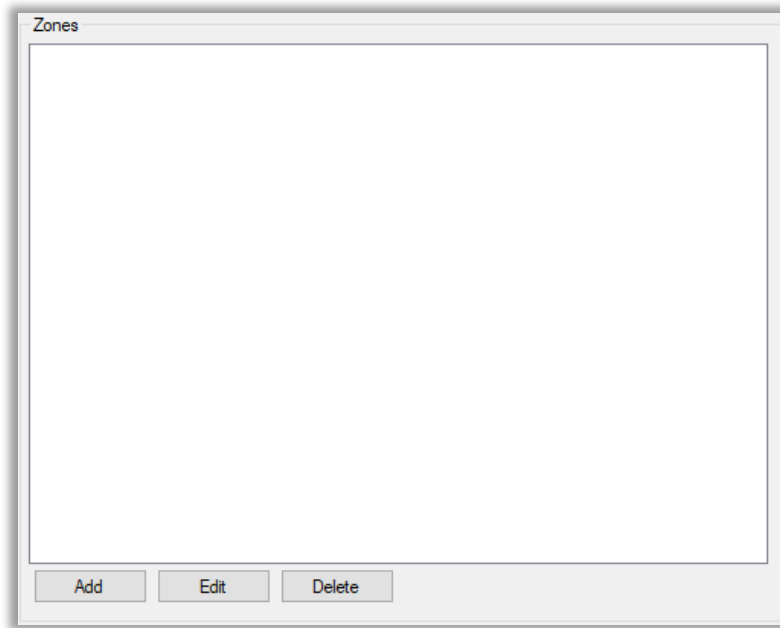


Figure 190 - Zones

Clicking the  button adds a new zone and opens its properties dialog.

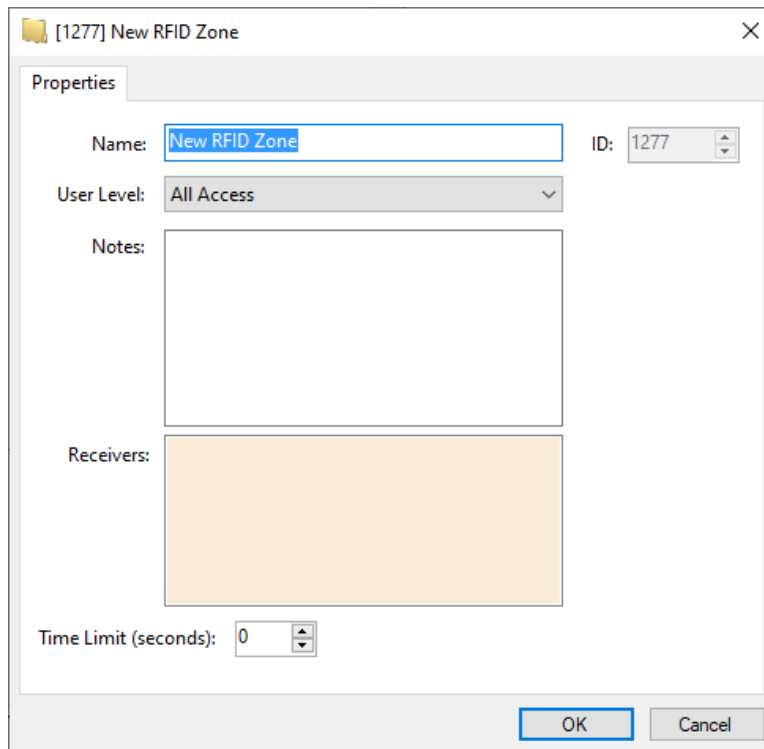


Figure 191 - Tag Group node Properties dialog

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Of course, the standard fields are present. **Name**, **ID**, **User Level**, and **Notes** are on every node. The fields specific to a zone are **Receivers** and **Time Limit**.

Receivers – drop list; the list of RFID receivers that are part of this zone

Time Limit (seconds) – numeric; the maximum number of seconds that a tag may remain in this zone without generating an event; 0 = unlimited

Information Manager

The Information Manager contains the **Alarm Queue** and the **Shunt/Force Queue (Not Yet Implemented)**. The “look and feel” of the Information Manager is governed by an Information Manager Layout. Section [The Information Manager](#) fully explains the Information Manager. This section addresses the modifications to the default Information Layout for RFID management.

When an alarm happens, it is written to the **Alarm Queue**. The **Card No.** column contains the tag name, tag number and tag type.

		Alarm Description	Status	Priority	Date	Time	Count	Card No.	Acked By
Ack	Ack All	 Crisis Controller\New Tag	Point is On	None	2/24/2020	2:22:55 PM	1	Tag 3 (3 ...	
		 Crisis Controller\New Tag	Point is On	None	2/24/2020	2:22:55 PM	1	** Not in ...	
Clear	Clear All								
Queue Control									

Figure 192 - Default Alarm Queue

It is possible to also display the location of the tag by adding the **Zone** data field in the **Information Manager Layout**. If the receiver is part of a zone, the name of the zone is displayed. If it is not part of a zone, then the name of the receiver is written to the Zone column.

The **Information Manager Layout** nodes are modified in  **Design View**. They are found by expanding **Setup -> User Setup -> Information Manager Layouts**.

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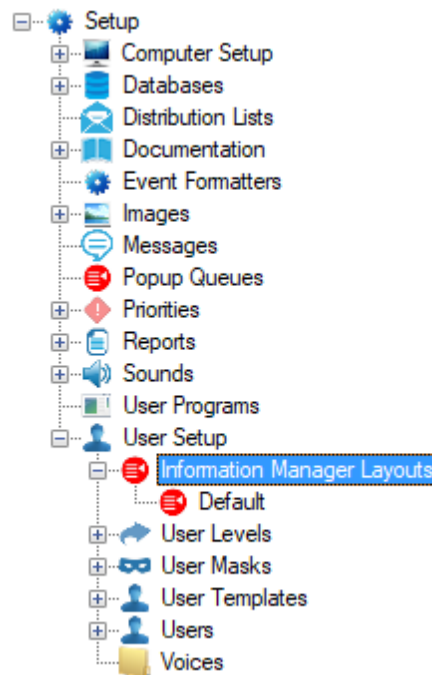


Figure 193 - Information Manager Layouts node

Right-click on the **Default** node and select *Properties...*. The column definitions are found on the ***Alarm Status Queue*** tab.

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[173] Default

Properties Alarm Status Queue Shunt/Force Queue

Alarm Queue Columns:

Data Field	Label	Justification	Width
Description	Alarm Description	Left	270
Status	Status	Left	150
Priority	Priority	Left	90
Date	Date	Left	85
Time	Time	Left	95
Count	Count	Left	45
Card	Card No.	Left	60
AckedBy	Acked By	Left	100

Add Delete

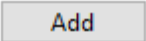
Alarm Queue Buttons:

Type	Label	Row	Column
Ack	Ack	1	1
AckAll	Ack All	1	2
Clear	Clear	2	1
ClearAll	Clear All	2	2

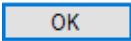
Add Delete

OK Cancel

**Figure 194 - Information Manager Layout Properties dialog:
Alarm Status Queue tab**

Under the **Alarm Queue Columns** table, click the  button. A new row is added to the table. In **Data Field** cell, select *Zone*. In the **Label** cell, give the label for this column. Select the **Justification** for the column and define how wide the column needs to be.

Note: *The order of the rows in this table is the order of the columns in the Alarm Queue. A row cannot be inserted directly, but one can easily modify the rows to define the order of the columns that best fit the facility's needs.*

When the column definitions are satisfactory, click the  button to save them.

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[173] Default

Properties Alarm Status Queue Shunt/Force Queue

Alarm Queue Columns:

Data Field	Label	Justification	Width
Description	Alarm Description	Left	200
Status	Status	Left	100
Priority	Priority	Left	80
Date	Date	Left	70
Time	Time	Left	70
Count	Count	Left	40
Card	Tag Name (# Type: #)	Left	125
Zone	Zone / Receiver	Left	100
AckedBy	Acked By	Left	70

Add Delete

Alarm Queue Buttons:

Type	Label	Row	Column
Ack	Ack	1	1
AckAll	Ack All	1	2
Clear	Clear	2	1
ClearAll	Clear All	2	2

Add Delete

OK Cancel

Figure 195 - Information Manager Layout Properties dialog: Alarm Status Queue tab w/ Zone column

Every alarm queue that uses this **Information Manager Layout** is updated to reflect the changes.

Ack	Ack All	Alarm Description	Status	Priority	Date	Time	Count	Tag Name (# Type: #)	Zone / Receiver	Acked By
		Crisis Controller\Unauthorized Tag	Point is On	None	3/3/2020	4:23:03 PM	1	Tag 4 (4 Type: 2)	PT Zone	
		Crisis Controller\Missing Tag	Point is On	None	3/3/2020	4:27:03 PM	1	Tag 4 (4 Type: 2)	PT Zone	
Clear	Clear All									

Queue Control

Figure 196 - Updated Default Alarm Queue

Scheduled Events View

 **Scheduled Events View** manages the scheduled events. A scheduled event is types of virtual point that can be programmed to set points based on time and date parameters and then clear those points when the time expires. For example, Software Giants, LLC is hosting an open house on Saturday, May 23, 2020 from 7:00am to 7:00pm. The user would create an event to unlock the Main Entrance. Then schedule that event to begin May 23, 2020 at 7:00am and end May 23, 2020 at 7:00pm.

This is the  **Scheduled Events View** window.

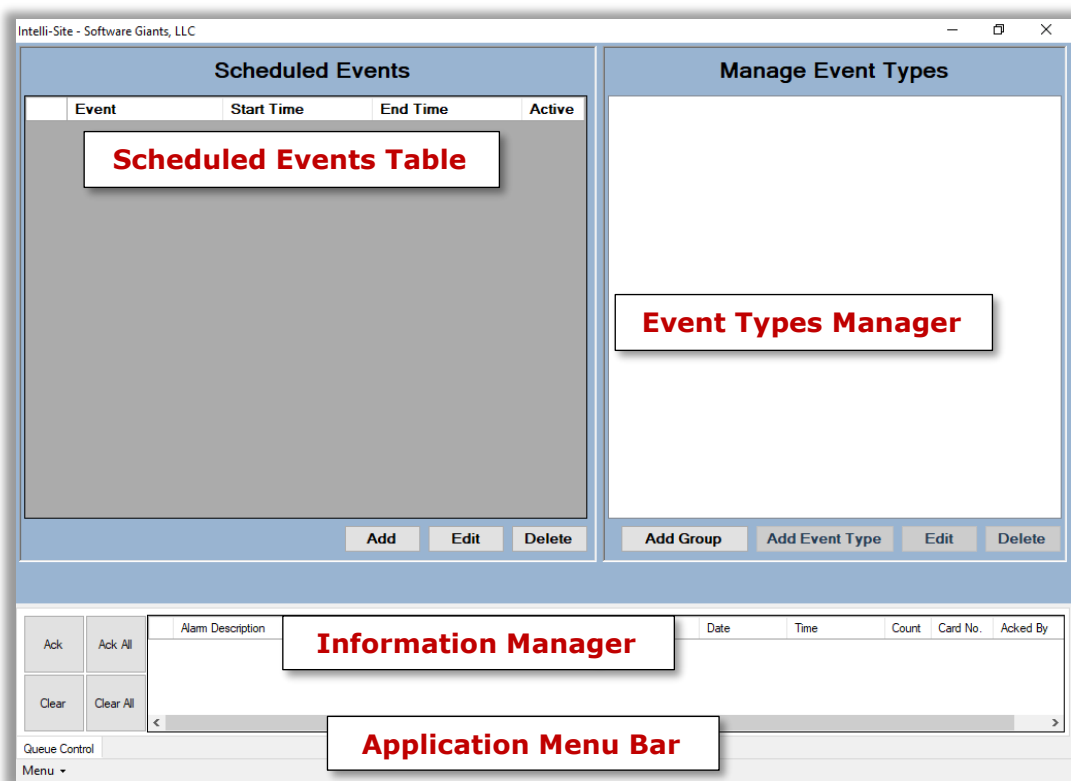


Figure 197 -  **Scheduled Events View**

Event Type Manager – Add, edit, and delete event groups and event types

Scheduled Events Table – Contains the specific events and their activation and deactivation dates and times. Clicking on the column headers will sort the list by that column.

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

Application Menu Bar – Contains the Application Menu and the status of the license and SMA; see [The Application Menu](#)

Event Type Manager

The Event Type Manager is used to add, edit, and delete scheduled event groups and scheduled event types.

Scheduled Event Group – The means by which event types are organized

Scheduled Event Type - Contains all the points that will be set with the schedule begins and cleared when the schedule ends

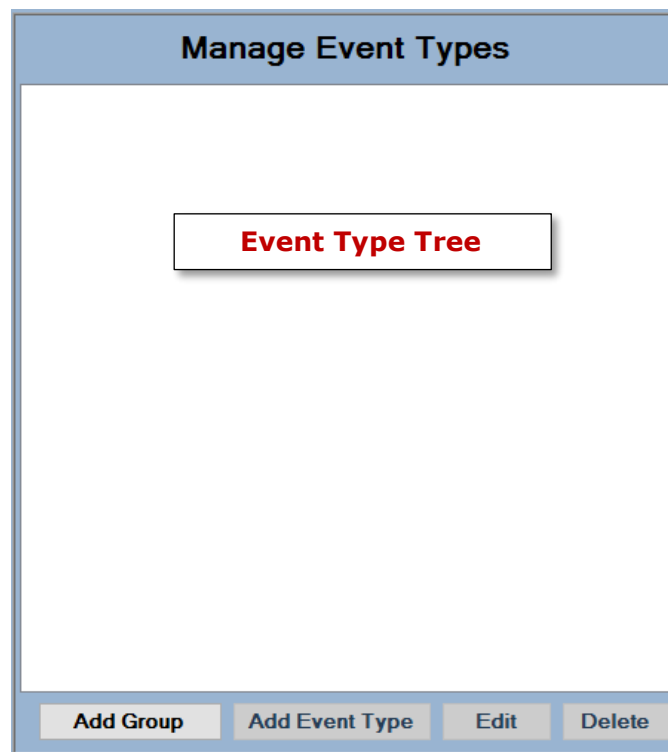


Figure 198 - Event Types Manager

Event Type Tree - Tree of Scheduled Event Groups, Scheduled Event Types, and the points assigned to each event

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Add Group

– Add a new Scheduled Event Group

Add Event Type

– Add a new Scheduled Event Type to the selected Scheduled Event Group; disabled until an Event Group is selected

Edit

– Opens the properties of the selected Scheduled Event Type or Scheduled Event Group; disabled until one is selected

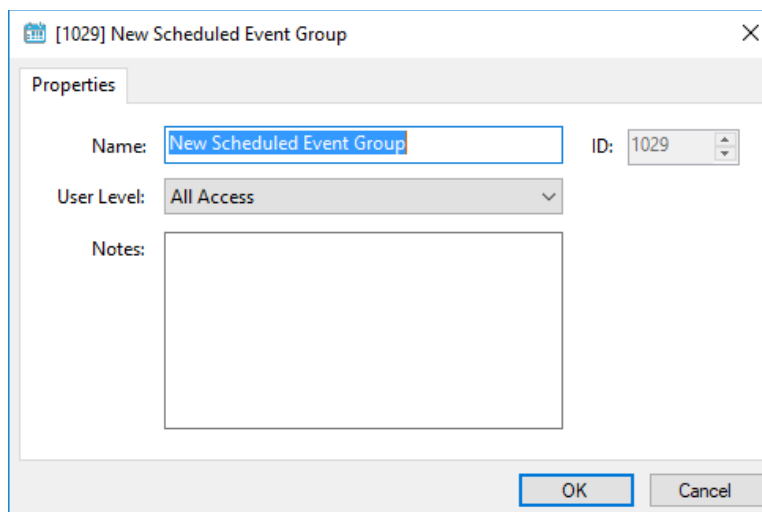
Delete

– Delete the selected Scheduled Event Group or Scheduled Event Type; disabled until an Event Group or Event Type is selected

Note: *The Scheduled Event Groups and Scheduled Event Types created in  Scheduled Events View can be found in the Project Node Tree under the Constructs -> Scheduled Events node in  Design View. Advanced programming of the event type must be done in  Design View.*

Scheduled Event Group

Scheduled event groups organize scheduled event types. There must be at least one scheduled event group. When the **Add Group** button is clicked, a new scheduled event group node is added to the Tree and the properties dialog opened.



[1029] New Scheduled Event Group

Properties

Name: New Scheduled Event Group ID: 1029

User Level: All Access

Notes:

OK Cancel

Figure 199 - Scheduled Event Group properties dialog

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Rename the scheduled event group then click to save the changes. The Event Type Tree displays the new scheduled event group.

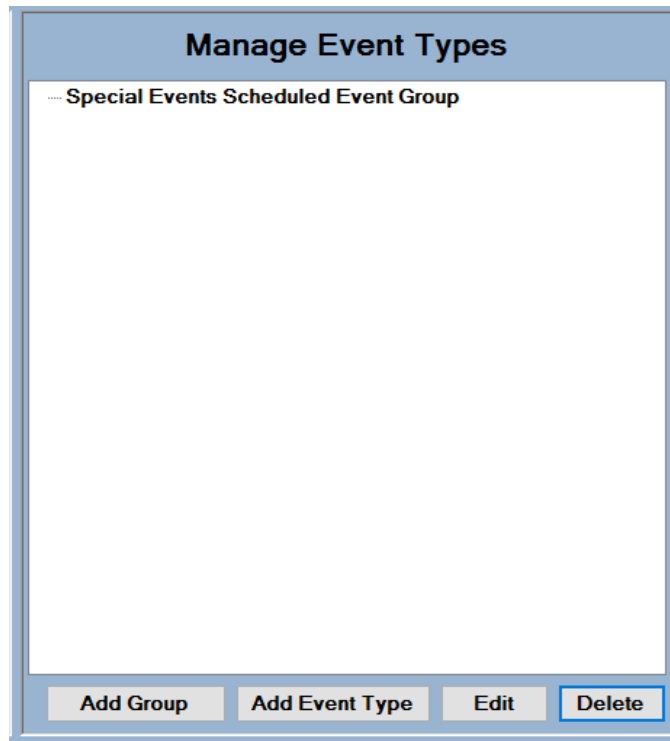


Figure 200 - Event Type Tree with a Scheduled Event Group

Scheduled Event Type

A scheduled event type defines the points that will be set on at the beginning of the scheduled event date and time and set off at the end.

Note: While an event schedule is active, all the points included in the event will be held in the set on state. If another operation or event would set off the point, the point will not be set off until all events that include the point are no longer active.

All scheduled event types must be part of a scheduled event group. The button is disabled until a scheduled event group is selected. Select the appropriate scheduled event group then click . A new scheduled event type is added to the selected group and its **Quick Config** dialog is opened.

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The screenshot shows a window titled "Configure New Scheduled Event". It has three tabs: "Properties", "Operation", and "Alarm Queue". The "Properties" tab is selected. Inside the "Properties" tab, there are several fields: "Name" with the text "New Scheduled Event", "ID" with the value "1250", "User Level" with a dropdown menu showing "All Access", and a "Notes" text area. Below these fields are two tree views: "Available Control Targets" on the left and "Assigned Control Targets" on the right. The "Available Control Targets" tree contains five items: "Inputs Disabled", "Outputs", "Outputs Disabled", "Readers Unlocked", and "Readers Disabled". Between the two trees are two buttons: "-->" and "<--". At the bottom right of the dialog are "OK" and "Cancel" buttons.

Figure 201 - Scheduled Event Type Quick Config dialog

There are three tabs on this dialog. For information about the **Operation** and **Alarm Queue** tabs, see [Operation Tab](#) and [Alarm Queue Tab](#). The points are assigned to this scheduled event type on the **Properties** tab.

Name - The name for the node; the name doesn't have to be unique

ID - The unique identifier of this node; generated by Intelli-Site

User Level - The User Level a user must possess to open the properties for this node, see [User Levels](#)

Notes - Any notes the user may have for the node

Available Control Targets – Tree of available points that can be set on by the scheduled event type

Assigned Control Targets – Tree of all points this scheduled event type will set on while the schedule is active

Points are moved between the two Trees by , , or double-clicking.

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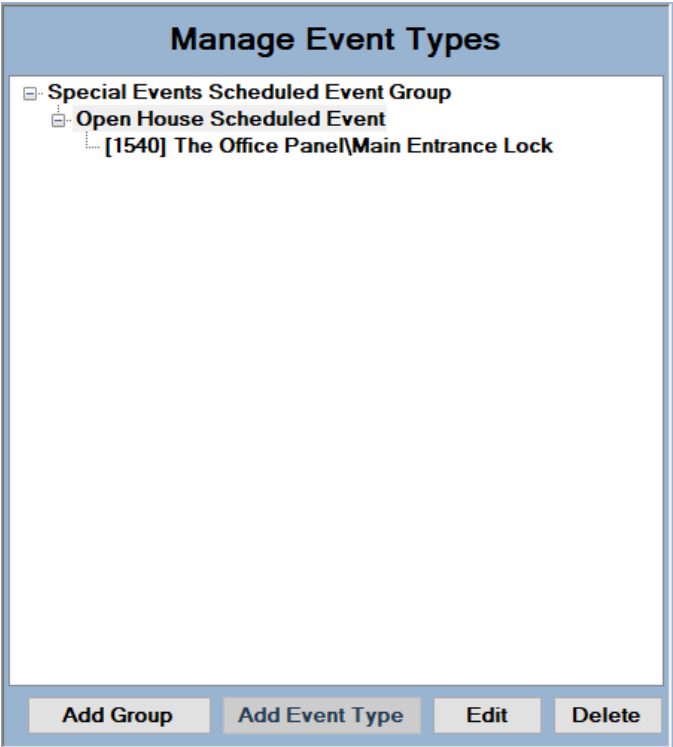
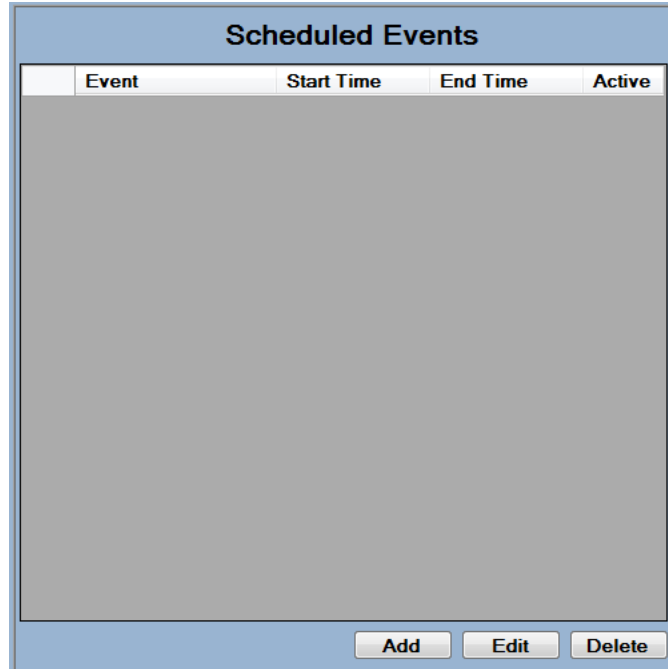


Figure 202 - Event Type Manager for the example

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Scheduled Events Table

The Scheduled Events Table contains the timetable of scheduled events. Scheduled events are added, edited, and deleted here.



Event	Start Time	End Time	Active

Add Edit Delete

Figure 203 - Scheduled Events Table

Event – The event that will be activated at the designated start time and deactivated at the end time; the points on the event, if any, are set as well

Start Time – The date and time when this event will begin

End Time – The date and time when this event will end

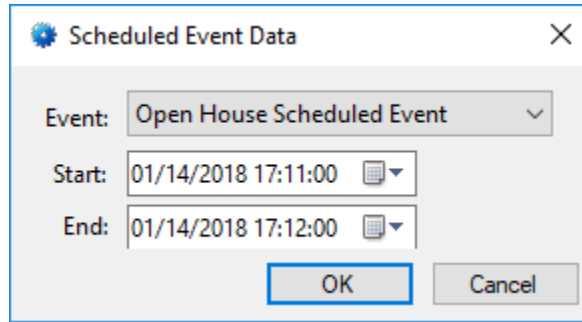
Active – Checkbox that is checked when the event is active and clear when it is not

Note: *While an event schedule is active, all the points included in the event will be held in the Set On state. If another operation or event would Set Off the point, the point will not be set off until all events that include the point are no longer active.*

Add a Scheduled Event

To add a scheduled event, click . The **Scheduled Event Data** dialog displays.

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Scheduled Event Data

Event: Open House Scheduled Event

Start: 01/14/2018 17:11:00

End: 01/14/2018 17:12:00

OK Cancel

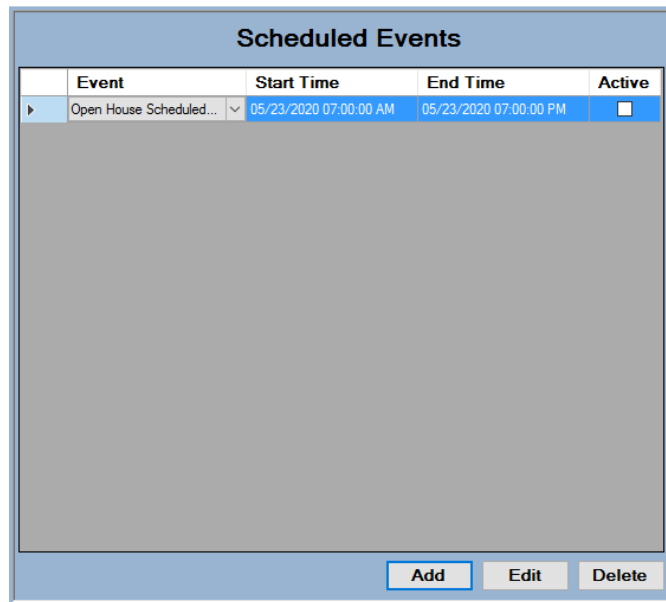
Figure 204 - Scheduled Event Data dialog

Event – Drop-down list of available Event Types

Start – The date and time the scheduled event will begin

End – The date and time the scheduled event will end

Select the desired event, set the Start date and time and the End date and time. Click **OK**. The new scheduled event is added to the Scheduled Events Table. All new events are added to the end of the table.



Event	Start Time	End Time	Active
Open House Scheduled...	05/23/2020 07:00:00 AM	05/23/2020 07:00:00 PM	☐

Add Edit Delete

Figure 205 - Example Scheduled Events Table

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Edit a Scheduled Event

To edit an existing scheduled event, highlight the desired event by clicking on it. The whole row will be blue when it is highlighted. Then click the **Edit** button. The **Scheduled Event Data** dialog for the highlighted event displays.

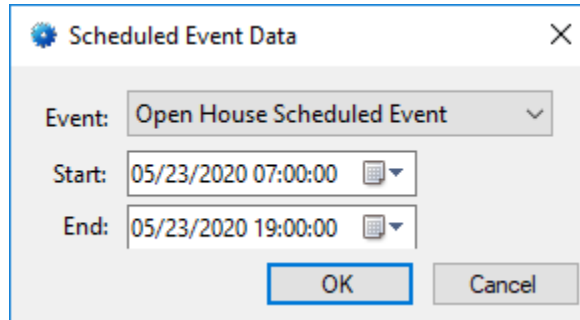


Figure 206 - Example Scheduled Event Data dialog

Make the desired modifications. Click **OK** to save or **Cancel** to abandon the changes.

Delete a Scheduled Event

To delete an existing scheduled event, highlight the desired event by clicking on it. The whole row will be blue when it is highlighted. Then click the **Delete** button. A **Confirm Delete** dialog displays. Click Yes to delete the event, No to keep the event.

Video View

 **Video View** manages displaying video. It provides similar functionality to most DVR/NVR interfaces allowing you to stream video from multiple cameras at once as well as provide access to various functions offered by the DVR/NVR and cameras, specifically:

- PTZ
- Screen capture
- Multiple windows
- Saving camera configurations

It is not visible by default for any user.

Note: The cameras, DVRs, and/or NVRs must be configured in  **Hardware Management View** before any video can be displayed. See the appropriate panel guide for instructions.

Enabling **Video View**

 **Video View** is only visible to a user once it has been enabled. Not even the default user, **master**, includes the  **Video View**. To enable  **Video View**, the properties of the user must be modified.

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

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

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The image shows the 'User Properties' dialog box for a user named 'master' (ID: 396). The 'Conditional Logon' tab is active. The 'User View Options' section, which is highlighted with a red rectangle, contains a list of views with checkboxes: 'Access Management View' (checked), 'Accutech View' (unchecked), 'Activity View' (checked), 'Design View' (checked), 'Documentation View' (checked), 'Exit' (checked), 'Hardware Management View' (checked), 'Live View' (checked), and 'Reports View' (checked). Other sections include 'Card Data Pages' with '[206] Card Data Screens\Card Data', 'Tag Data Pages' with '[333] Tag Data Screens\Tag Data', 'Information Manager Options' (Visible: checked, Layout: '[173] Default', Height: 0), 'Window Options' (Title Bar: checked, Sizeable: unchecked, Fixed Application Bar: unchecked, Position: Top), 'Default Options' (Default View: Live View, Initial Screen: '[326] Default Screen Group\LeadIn', User Mask: empty, Voice: empty), and 'User Logon Points' (Logon Card: 0, Logon Point: empty, Force Logoff Point: empty). The 'OK' button is highlighted with a blue rectangle.

Figure 207 - User Properties dialog

Locate the **User View Options**. They are highlighted by a red rectangle in the figure above. In these options, locate the **Video View** checkbox. Click in it to check it. Then click OK to save the changes.

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Using Video View

When  **Video View** is opened the first time it looks like the following figure.

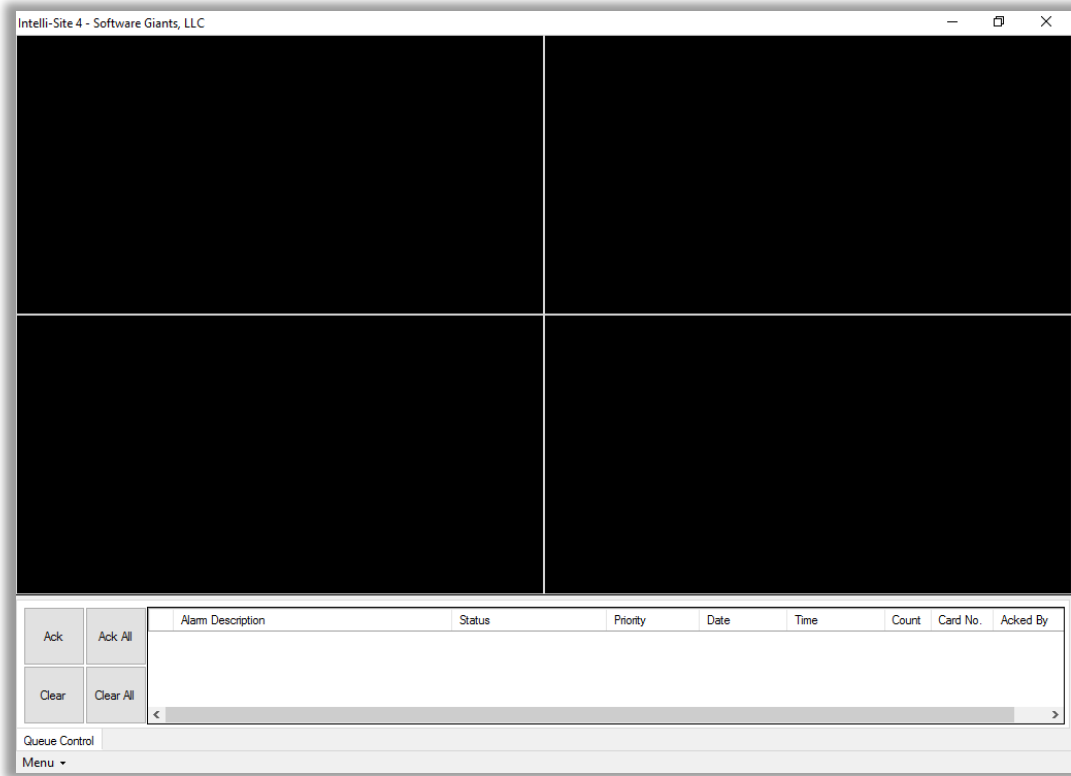


Figure 208 -  Video View

The default display is four (4) video display screen objects. They are the exact same screen objects that can be programmed in  **Design View** for use in  **Live View**. Intelli-Site had done all the programming for you.

When the mouse hovers over a video display, the video display toolbar appears. The toolbar displays only those tools appropriate for the camera that is currently streaming. This means that when no camera is connected, the toolbar is the basic toolbar. Hover text displays the name of each tool.

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Figure 209 - Video Display: Basic Toolbar

Once a video display is connected to a camera, other tools appear on the toolbar depending on the abilities of the camera.



Settings – Allows the user to change the number of displays, save the current configuration, switch to a saved configuration, or expand to full screen

Note: *Hit the Esc key to exit full screen mode.*



Select Camera – drop-down list; a list of the cameras in the project; selecting a camera will connect this video display with that camera; the option *Disconnect* allows the user to disconnect this video display or all video displays in



Live View



Snapshot – button; takes a snapshot of the current video stream and saves it in My Pictures as a jpg file. The filename is the <camera name>-<date>.jpg (e.g., Ulisse Compact HD-11-18-2016 12-45-45.jpg).



PTZ – button; opens the PTZ pad for this camera; it takes a small amount of time to initialize the pad the first time

The Information Manager

Intelli-Site allows the user to monitor system activity and alarm conditions in real-time through the **Information Manager** (IM).

When the IM displays, it is visible in all Views, allowing alarms to be monitored while using other system features. The IM displays in the bottom portion of the screen.

Ack	Ack All	Alarm Description	Status	Priority	Date	Time	Count	Card No.	Acked By
		The Office Compass IRM Panel\Panel Status	Offline	None	10/17/2016	1:31:34 PM	2		
		The Office Compass IRM Panel\Service Entrance	Card Not In Panel Database...	None	10/17/2016	1:31:47 PM	1	** Not in ...	
Clear	Clear All								
Queue Control									

Figure 210 - Information Manager

Whether the IM displays or not is determined by the logged in user's properties. In addition, the layout of the IM as well as the actions allowed is configurable on a per user basis. The following sections will explain the **Queue Control** tab and configuring the IM Layout.

Queue Control

The **Queue Control** (Alarm Status) tab of the Information Manager is the default tab. It displays all the alarms that have been triggered. Conditions may also be displayed that are not alarm conditions but are events that have been set to be written to the queue.

Note: The properties Panel Will Transmit along with Add To Queue On High or Add To Queue On Low determine if an event is written to the Alarm Queue. These properties are found on the Operations tab.

Ack	Ack All	Alarm Description	Status	Priority	Date	Time	Count	Card No.	Acked By
		The Office Compass IRM Panel\Panel Status	Offline	None	10/17/2016	1:31:34 PM	2		
		The Office Compass IRM Panel\Service Entrance	Card Not In Panel Database...	None	10/17/2016	1:31:47 PM	1	** Not in ...	
Clear	Clear All								
Queue Control									

Figure 211 - Queue Control tab

Alarm Description - Displays the text description of the alarm

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Status - Displays the status of the condition: for example, "Point is On"

Priority - Displays the priority assigned to the event (alarm); priorities are set in the properties of a node on the **Alarm Queue** tab.

Date - Displays the date of the occurrence

Time - Displays the time of day of the occurrence

Count - Displays the number of times the event/alarm has been occurred

Card No. - Displays the card number that triggered this event if applicable

Acked By - Displays the logon name of the user and the name of the computer from which the event was acknowledged if applicable

The data columns can be resized to suit individual users. Select the border between column headings to make the columns wider or narrower. Scroll bars automatically display when necessary to allow for scrolling up and down through the list or left and right if column data extends past the display boundaries.

A **Red Speaker**  icon displays at the beginning of the alarm in the Queue Control list. The red speaker represents an event that **must** be acknowledged by an operator. When an event is acknowledged, the red speaker becomes a **Green Speaker**  icon. The event can then be cleared from the queue.

Note: *To ensure an event must be acknowledged, check the Acknowledge Required checkbox on the Operation tab in the properties of the event.*

Not every event written to the queue must be acknowledged. Those that do not require acknowledgement appear in the queue with a **Green Speaker**  icon instead of the red speaker.

An event can be acknowledged and cleared by using the Queue Control buttons or via the **Acknowledge/Clear** dialog.

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Queue Control Buttons

After selecting an event from the queue display, the Control buttons are used to perform the designated action. Alarm conditions will continuously sound (loop) an audible alarm (if configured) until acknowledged.



The **Ack Event** button acknowledges the event and silences the audible alert (if configured to sound alert), but does not display a dialog.



The **Ack All Events** button acknowledges all events in the queue and silences the audible alerts (if any have been configured to sound one), but does not display a dialog.



The **Clear Event** button clears the selected event in the Queue Control window and silences any associated audible alerts.



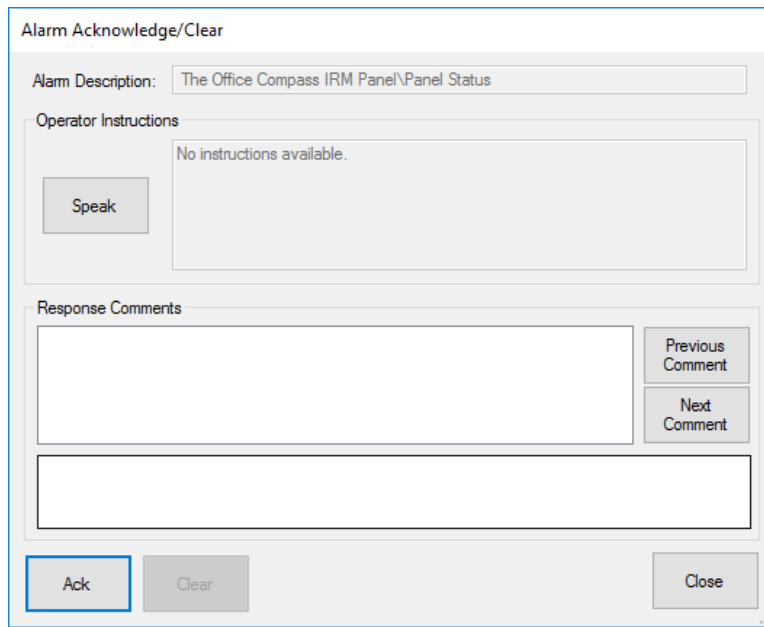
The **Clear All Event** button clears all the events in the Queue Control window and silences any and all associated audible alerts.

Note: *These are not the only available buttons. These are the buttons in the default Information Manager Layout. See [Information Manager Layout](#) for all the layout options.*

Acknowledge/Clear Dialog

An **Acknowledge/Clear** dialog can be displayed by clicking the right mouse button on the alarm text in the queue. This dialog performs the same function as the control buttons, but provides an area to input instructions or comments (for example, as to condition resolutions).

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The screenshot shows a dialog box titled "Alarm Acknowledge/Clear". It contains the following elements:

- Alarm Description:** A text field containing "The Office Compass IRM Panel\Panel Status".
- Operator Instructions:** A section with a "Speak" button and a text area containing "No instructions available."
- Response Comments:** A section with a large text area for comments, and two buttons labeled "Previous Comment" and "Next Comment" to its right.
- Buttons:** At the bottom, there are three buttons: "Ack" (highlighted with a blue border), "Clear", and "Close".

Figure 212 - Alarm Acknowledge/Clear dialog

The dialog will show the **Alarm Description**, **Operator Instructions**, **Response Comments** along with the **Ack Alarm**, **Clear** and **Close** buttons. If an event must be acknowledged before it can be cleared, the **Ack** button will be enabled and the **Clear** button disabled.

Shunt/Force Queue Control

This function is **not yet implemented** in Intelli-Site. This is just to let you know it's coming.

Information Manager Layouts

The layout of the Information Manager can be customized. Multiple different layouts can be configured and assigned to individual users.

Modifications to the IM Layout and user properties can only be done in  **Design View**.

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Information Manager Layout Properties

To add a new Information Manager Layout, right-click on the Information Manager Layouts node and select *Add Node and Edit*. The new node is added to the Tree and its properties are opened. It is the hope of this author and the designers of the Intelli-Site software, that the properties are self-evident. But in case they are not, see [Information Manager Layouts](#) for a detailed explanation of them.

Once a layout has been defined, it has to be assigned to a user.

User Properties: Information Manager Options Group

The Information Manager uses the Information Manager Layout specified in the Information Manager Options group of the properties of the logged in user.

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[396] master

Properties Conditional Logon

User Name: master

Password: *

User Type: Private

User Level: All Access ID: 396

Notes:

User View Options

- ☒ Access Management View
- ☐ Accutech View
- ☒ Activity View
- ☒ Design View
- ☒ Documentation View
- ☒ Exit
- ☒ Hardware Management View
- ☒ Live View
- ☒ Reports View

Card Data Pages:

[206] Card Data Screens\Card Data

Tag Data Pages:

[333] Tag Data Screens\Tag Data

Information Manager Options

Visible: ☒

Layout: [173] Default

Height: 0

Window Options

Title Bar: ☒ Sizeable: ☐ Fixed Application Bar: ☐

Position: Top

Default Options

Default View: Live View

Initial Screen: [326] Default Screen Group\LeadIn

User Mask:

Voice:

User Logon Points

Logon Card: 0

Logon Point:

Force Logoff Point:

OK Cancel

Figure 213 - master User Properties dialog

There are three fields in the Information Manager Options group.

Visible – checkbox; when checked the IM displays

Layout – drop box; the desired IM Layout for this user

Height – the height for the IM when it is initially drawn; the user can adjust the height as desired; 0 means to use the default height

The Project Node Tree

The Project Node Tree, or the Tree for short, contains all the building blocks of the Project.

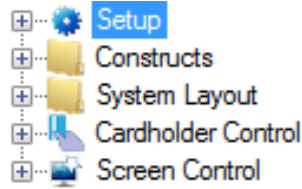


Figure 214 - The Project Node Tree

The Tree combines similar and related nodes into five folders.

Setup – Setup and maintenance of the Intelli-Site system

Constructs – The special functions provided by Intelli-Site to simplify programming

System Layout – The Sites, Areas, and panels for the Project

Cardholder Control – The building blocks for cardholder management and access control; the  **Access Management View** is the interface for most of these nodes

Screen Control – The various screens including popup screens that are used in the Views especially  **Live View**

Note: Not all nodes are visible in all versions of Intelli-Site. What is visible is controlled by licensing, version, and even user properties.

The Tree is managed using a context menu. Each node in the Tree is managed through its properties. These properties allow the user to program the behaviors and settings for the node. These properties are accessed through the Project Node Tree context menu.

This section will discuss:

- I/O Points and their functionality
- Properties, data types, and structures
- The Properties dialog and what is common to all

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- The Project Node Tree Context Menu
- Copying and Moving Tree Nodes
- Each node in the Tree

I/O Points and Their Functionality

The basic building block of Intelli-Site is the I/O Point. It is a point that has two values: 1 or 0. These values, also known as states, can be considered high or low, on or off, active or inactive, etc. They can be linked to physical devices by Drivers, or they can be linked to nothing at all. They can be used to trigger actions, show the current state of an object, or just about anything you can think of.

The following nodes are the types of I/O Points:

- Panel I/O Points
- Virtual Points
- Counters
- Timers
- Automation Objects
- System Time Zones
- System Schedules
- System Notification Points
- System Monitors

All I/O Points share common functionality:

- Actions can be performed when the state of the point changes.
- I/O Points may be assigned as Control Points so that a given set of actions are only performed when Control Point is set on.
- I/O Points can be used as Display Control Points to show the visual state of a point when in  **Live View**.

Properties, Data Types, and Structures

A property is a data field for a node. Each node has a number of properties that define what the node is, describe the behavior of the node, and define what Intelli-Site will do depending on the state of the node. This section describes the different data types and structures of these properties.

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Data Field Context Menus

There are two different context menus for data fields. Which context menu appears depends on the data field type. Not every field type has a context menu. Only data entry type fields and drag and drop type fields have context menus.

Data Entry Type Field Context Menu

Data entry type fields are numeric fields, text fields, and text list fields. The context menu is the standard Windows text box context menu.

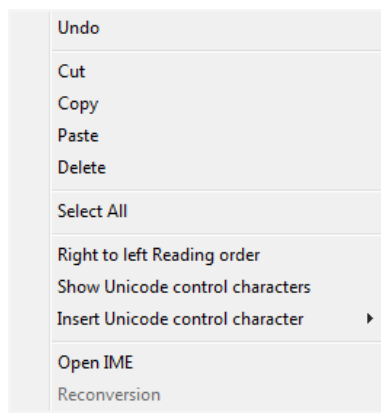


Figure 215 - Data Entry Type Field Context Menu

Undo – Undo the previous cut/copy/paste/delete; enabled when there is something to undo

Cut – Cut the selected text; only enabled when text is selected

Copy – Copy the selected text; only enabled when text is selected

Paste – Paste the content of the clipboard into the field; only enabled when there is something on the clipboard

Delete – Delete the selected text; only enabled when text is selected

Select All – Select all the text in the field

Right to left Reading order – Changes the reading order and justification

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Show Unicode Control Characters – Display/hide Unicode control characters

Insert Unicode Control Character – Opens a side menu of the possible Unicode control characters that can be inserted

Open/Close IME – Open the Input Method Editor (IME) if it was installed. The IME is a Windows component.

Reconversion – Another IME option supplied by Windows. If you need it, you understand it. If you don't, it's too much to explain here, and you don't need it so why try?

Drag and Drop Type Field Context Menu

Drag and drop type fields have their own context menu. You can distinguish a drag and drop type field by their distinctive coloring. They are  Antiquewhite RGB (250, 235, 215).

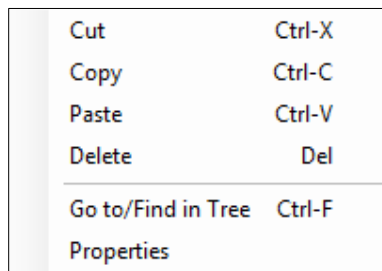


Figure 216 - Drag and Drop Type Field Context Menu

Cut – Copy the selected content to the clipboard and delete it from the target field

Copy – Copy the selected content to the clipboard

Paste – Insert the content of the clipboard into the target field

Delete – Delete the selected content from the field

Go to/Find in Tree – Locate the node in the Project Node Tree; expand the Tree to expose the node and highlight it

Properties – Open the properties dialog of the selected content

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Numeric Field



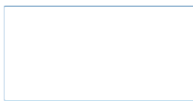
Numeric fields only allow integer data. The value can be modified using the keyboard or the up-down arrow control of the field. The **ID** field is a numeric field.

Text Field



Text fields allow the user to enter text data using the keyboard. The **Name** field is an example of a text field.

Text List Field



Text list fields allow the user to enter multiple lines of text data. The **Notes** field is an example of a text list field. Yeah, the picture doesn't really help.

Drag and Drop Field



Drag and Drop fields allow the user to drag and drop a node into them. Alternately, the user may click on the field to open a **Select Tree Item** dialog containing all the available nodes for the target field. This dialog only displays valid targets for the drop field.

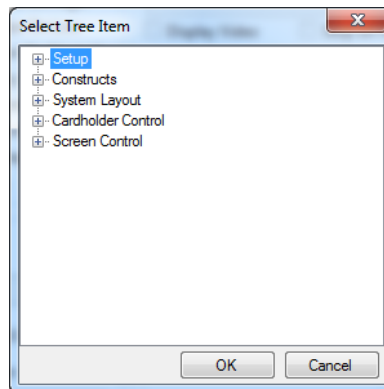


Figure 217 - Select Tree Item dialog

Dropping another node onto the field replaces the current value. The same holds true for a selection from the **Select Tree Item** dialog.

The color of a drag and drop field is  Antiquewhite RGB (250, 235, 215).

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Drag and Drop List Field



A drag and drop list field allows the user to drag and drop multiple nodes into it. Alternately, the user may click on the field to open a **Select Tree Item** dialog containing all the available nodes for the target field. This dialog only displays valid targets for the drop field.

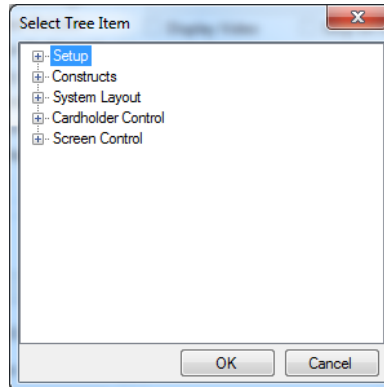


Figure 218 - Select Tree Item dialog

Dropping another node onto the field adds it the current value. The same holds true for a selection from the **Select Tree Item** dialog.

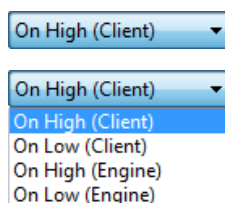
The color of a drag and drop list field is  Antiquewhite RGB (250, 235, 215).

Checkbox

Freeze Edit: ☐

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

Drop-down list



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

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Drop-down lists are also called combo boxes.

Action Grid

An action grid contains a user-defined set of instructions that are executed when specific conditions are met. The conditions are usually defined by the tab on which the action grid resides, or a nearby drop-down list.

	Action	Target
1		
2		
3		
4		
5		

Figure 219 - An example Action Grid

Each grid contains the following fields:

Action: The action to be performed; click here to popup the **Actions** dialog. For definitions of available Actions, see [Appendix II - Actions](#).

Target: The target of the action, if applicable

Insert Row(s) Inserts one or more rows equal to the number of rows selected in the table

Delete Row(s) Deletes the selected row(s)

Evaluation Grid

An evaluation grid is a table of up to 65,535 lines of points, their selections (if applicable), qualifiers and Boolean operators to be applied.

	Point	Selection	Qual.	Oper.
1	[915] Virtual Points\New Virtual Point	State		
		** Not Applicable **		
		** Not Applicable **		
		** Not Applicable **		

Figure 220 - An Example Evaluation Grid

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Each grid contains the following fields:

Point: The point that is the target of this evaluation. The point can be one of the following:

- I/O Point such as a virtual point or a panel point
- Counter
- Timer
- Construct
 - Door
 - Alarm Zone
 - Custom Script
 - Scheduled Event
 - System Schedule
 - System Time Period

Selection: The state or value to which to compare the point. The possible selections are dictated by the point supplied. For the majority of the points, the selections are *State* or *Shunted*. The following have their own selections.

- Computer
 - *Current* – evaluates True if the user is logged in from this computer
 - *Locked* – evaluates True if the computer is locked using the **LockWorkstation** action; it will evaluate as True until an **UnLockWorstation** action is issued
- Door Constructs
 - *Open* – evaluates True if the Door Position Switch (DPS) is active
 - *Closed* – evaluates True if the DPS is not active
 - *Locked* – evaluates True only if the Door Lock is active
 - *Unlocked* – evaluates True if the Door Lock is not active
 - *Forced* – evaluates True only if the Door Forced point is active
 - *DOTL* – evaluates True only if the DOTL (Door Open Too Long) point is active
 - *DUTL* – evaluates True only if the DUTL (Door Unlocked Too Long) point is active
 - *CommFailure* – evaluates True if the door is in communication failure
 - *EntryAlarm* – evaluates True only if the Entry Alarm condition is active

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- *EntryICCallIn* – evaluates True only if the Entry Intercom is active
- *EntryICBusy* – evaluates True if the Entry Intercom is busy
- *EntryICConn* – evaluates True if the Entry Intercom is connected
- *ExitAlarm* – evaluates True only if the Exit Alarm condition is active
- *ExitICCallIn* – evaluates True only if the Exit Intercom is active
- *ExitICBusy* – evaluates True if the Exit Intercom is busy
- *ExitICConn* – evaluates True if the Exit Intercom is connected
- Call Station Construct
 - *N/A* – Not applicable, evaluates True if any of the following selection states are true
 - *CallIn* – evaluates True only if the Call-In condition is active
 - *Active* – evaluates True only if the Active condition is active
 - *AckTimeout* – evaluates True only if the Ack Timeout condition is active
 - *ProcessTimeout* – evaluates True only if the Process Timeout condition is active
 - *Disabled* – evaluates True only if the Call Station has been disabled
 - *Selected* – evaluates True only if the Call Station has been selected
 - *Tamper* – evaluates True only if the Tamper condition is active
 - *SecondaryCallIn* – evaluates True only if the Secondary Call-In condition is active
- Alarm Zone Construct
 - *N/A* – not applicable, evaluates True if any of the following selections states are true
 - *Selected* – evaluates True only if the Alarm Zone is selected
 - *Accessed* – evaluates True only if the Alarm Zone is accessed
 - *Alarm* – evaluates True only if the Alarm Zone is in Alarm
 - *MultipleAlarm* – evaluates True only if the Multiple Alarm condition is active

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- *Tamper* – evaluates this point as True only if the Tamper condition is active.
- *Failure* – evaluates True only if the Failure condition is active
- *AckTimeout* – evaluates True only if the Ack Timeout condition is active
- *ProcessTimeout* – evaluates True only if the Process Timeout condition is active
- *Sensor1Alarm* – evaluates True only if the Sensor 1 Alarm condition is active
- *Sensor1Fail* – evaluates True only if the Sensor 1 Fail condition is active
- *Sensor1Disabled* – evaluates True only if the Sensor 1 Disable condition is active
- *Sensor2Alarm* – evaluates True only if the Sensor 2 Alarm condition is active
- *Sensor2Fail* – evaluates True only if the Sensor 2 Fail condition is active
- *Sensor2Disabled* – evaluates True only if the Sensor 2 Disable condition is active
- *Sensor3Alarm* – evaluates True only if the Sensor 3 Alarm condition is active
- *Sensor3Fail* – evaluates True only if the Sensor 3 Fail condition is active
- *Sensor3Disabled* – evaluates True only if the Sensor 3 Disable condition is active
- *Sensor4Alarm* – evaluates True only if the Sensor 4 Alarm condition is active
- *Sensor4Fail* – evaluates True only if the Sensor 4 Fail condition is active
- *Sensor4Disabled* – evaluates True only if the Sensor 4 Disable condition is active

Qual.: Modifier of the Point and Selection (if applicable) modified as follows:

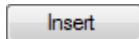
- *None* - No modification
- *Ack* – Evaluates True if the point is acknowledged
- *Shunt* – Evaluates True if the point is shunted
- *Not* – Evaluates True if the point is not in this state (inversion)

Oper.: Boolean operator to apply to the point. Operators are evaluated in the order. Possible values are:

- *None*

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- *And* – Indicates that the additional point must be active to initiate this state (It could represent multiple points.)
- *Or* – Indicates that one of the control points must be active to initiate this state
- *Not* – Indicates that the control point cannot be active to initiate this state
- *Xor* – Indicates that either control point, but not all can be active to initiate this state



Inserts one or more rows equal to the number of rows selected in the table

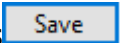


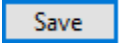
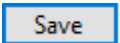
Deletes the selected row(s)

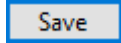
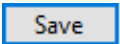
Edit Simple List

An edit simple list is a simple list to which items are added, edited and deleted one at a time. There is a list box, an edit box, and buttons to add, edit, and delete entries in the list box.

A diagram of the "Edit Simple List" interface. It consists of a large rectangular list box at the top. Below the list box is a horizontal edit box. To the right of the edit box are two buttons: "Add" and "Delete".

When an item is being added or modified, the  button becomes .

To add an item to the list - Click , the add button becomes . Type the item in the edit box next to the button. Click . The item is added to the list box above.

To edit an item in the list – Select the item in the list. The item appears in the edit box next to the buttons. Place the cursor in the edit box and change the text. The  button becomes . When the item text is correct, click .

To delete an item from the list – Select the item in the list box then click .

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Table

A Table is a data control to allow the user to view or define data with multiple columns. Clicking on a column header will sort the table by that column. Tables are found in many places and in many forms. The table may have buttons associated with it, or it may just present the data rows.

Card Number	Site Code	Card Status	
1776	0	Valid	▼

Add
Delete
Lost
Temp

Because the tables are so flexible, the buttons and data in the various tables are explained in detail on an individual basis. It is hoped they are intuitive for the most part.

The Properties Dialog

The properties dialog displays all the individual properties for any given node in the Project Node Tree. To examine the properties of a node, place the mouse on the node and click the right mouse button. In the resultant context menu, select *Properties*.

Each properties dialog may have several tabs. The following are common tabs found on many nodes.

- **Properties** tab (found on **all** nodes)
- **Operation** tab (found on all **I/O Point** nodes)
- **Alarm Queue** tab (found on all **I/O Point** nodes)
- **Actions** tab (found on all **I/O Point** nodes)

The Main Tab

Tree objects (nodes) are user-configured via their main tab. The name of the tab is different depending on the node, reflecting the kinds of settings required. Just what *can* be configured on a node varies; however, there are four common items that appear on every node's main tab:

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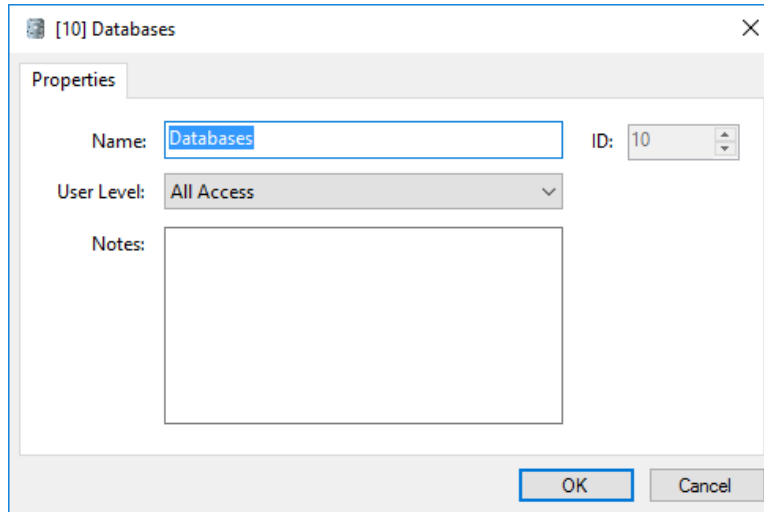


Figure 221 – The main tab of a properties dialog

Name - The name for the node; the name doesn't have to be unique

ID - The unique identifier of this node; generated by Intelli-Site

User Level - The User Level a user must possess to open the properties for this node, see [User Levels](#)

Notes - Any notes the user may have for the node

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Operation Tab

All I/O Points have an **Operation** tab.

The screenshot shows the 'Operation' tab of a dialog box titled '[1040] Virtual Points\New Virtual Point'. The dialog has four tabs: 'Properties', 'Operation' (selected), 'Alarm Queue', and 'Actions'. The 'Operation' tab is divided into several sections:

- Operations:** A group box containing a list of checkboxes:
 - ☐ Panel Will Transmit
 - ☐ Add To Queue On High
 - ☐ Add To Queue On Low
 - ☐ Auto Clear On Normal
 - ☐ Clear Only On Normal
 - ☐ Acknowledge Required
 - ☐ Latch Point
 - ☐ Report Required
 - ☐ WriteToLog
- General:** A group box containing:
 - Routing Level:** A dropdown menu set to 'All'.
 - Pulse Delay (millisec):** A numeric spinner set to 1000.
 - Temp Pulse Counter:** A text input field.
 - High State:** A dropdown menu set to 'Active'.
- Camera Control:** A group box containing:
 - Camera or System Monitor:** A text input field.
 - ☐ Display Video
 - ☐ Stop on Normal
- Video Recording:** A group box containing:
 - ☐ Post-Alarm
 - ☐ Pre-Alarm
 - Duration (in seconds):** Two dropdown menus, both set to 5.
- Email Notification:** A group box containing:
 - Email Action:** A dropdown menu set to 'Email when point is High'.
 - Distribution List:** A dropdown menu set to '<None>'.
- Output Scripting:** A group box containing:
 - Output Script:** A large text area.
 - Com Port On:** A text input field.
 - CR:** ☐ **LF:** ☐ **STX:** ☐ **ETX:** ☐

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

Figure 222 - The Operation tab of a Virtual Point

Operations

The fields in the Operations group allow the user to specify when the state of the I/O Point is reported in the Event Queue and/or Event Log and how the event report is cleared from the queue

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Operations

- ☐ Panel Will Transmit
 - ☐ Add To Queue On High
 - ☐ Add To Queue On Low
 - ☐ Auto Clear On Normal
 - ☐ Clear Only On Normal
 - ☐ Acknowledge Required
 - ☐ Latch Point
 - ☐ Report Required
- ☐ WriteToLog

Panel Will Transmit - If checked, this setting will determine whether the I/O Point's activity is transmitted. This selection also enables the controls below it. When this control is checked, the controls below it are enabled. The control settings below remain valid after the **Panel Will Transmit** box is unchecked. This allows the user to "lock" the other controls for editing once they have been previously set.

Add To Queue On High - Sends an alarm to the Information Manager (IM) Queue whenever the state of this I/O Point goes **High**. If this point already exists within the IM Queue and goes high subsequent times, its counter will increment to show how many times it went high, and the Date/Time will update to show its last transition.

Add To Queue On Low - Sends an alarm to the IM Queue whenever this I/O Point goes Low.

Auto Clear On Normal - Automatically clear the alarm from the IM Queue when the I/O Point's state returns to normal

Clear Only On Normal - Requires this I/O Point's state to be normal before it can be cleared from the IM Queue

Acknowledge Required - Requires the alarm in the IM Queue be acknowledged before it can be cleared

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

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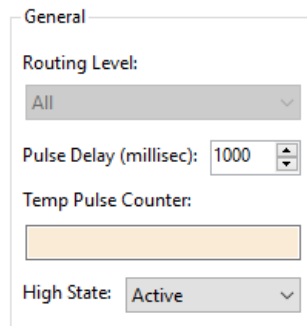
Latch Point - Lock the point's state **high** until the corresponding alarm in the IM Queue is acknowledged

Report Required - The user must enter a written report in the Ack/Clear dialog before the alarm can be cleared from the IM Queue

Write to Log File - Writes I/O Point activity to the Intelli-Site log file. Reports can be run against this log file.

General

The settings that define the behavior and visibility of the I/O Point are found in the General group box.



General

Routing Level: All

Pulse Delay (millisec): 1000

Temp Pulse Counter:

High State: Active

Routing Level - The Routing Level a computer must have to receive this point's activity and alarm updates, see [Routing Levels](#); the default Routing Level is *All*, all computers can see this point's activity and alarm updates

Pulse Delay - The duration the point is set before returning to a normal state. The expected value is in milliseconds, so 1000 = 1 second. **This field exists on all I/O Points except Timers.**

Note: *Timers have the field **Timer Duration** instead of **Pulse Delay**. See.*

Temp Pulse Counter - When a counter is supplied, the value of the counter defines the duration of the pulse delay in minutes. **This field is not available for Timers.**

High State - Defines which state is the high state: **Active** or **Normal** (on or off, 1 or 0).

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Camera Control

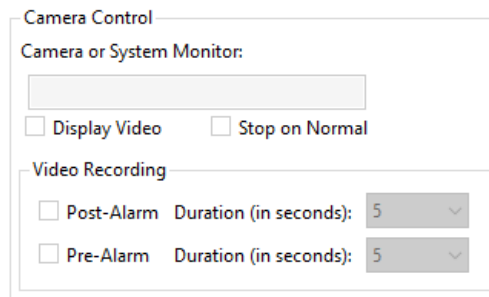
For an event for an I/O Point in the queue, it is possible to display related video. This group box holds the fields that configure and manage video display.

How these fields behave is different depending on the node dropped in the **Camera or System Monitor** field. It can be a video capture device directly connected to the system or one that is attached to a properly configured DVR/NVR. If the video capture device is attached to a DVR/NVR, the DVR/NVR is responsible for recording. It is expected and required that the DVR/NVR is continuously recording. For a device that is not connected to a DVR/NVR, Intelli-Site itself must handle the recording.

The following sections explain what the fields mean and do for each type.

Video Capture Device Operation

The following assumes that an approved video capture device is connected to the system and is properly configured.



The screenshot shows a 'Camera Control' window. It contains a 'Camera or System Monitor' dropdown menu. Below it are two checkboxes: 'Display Video' and 'Stop on Normal'. A 'Video Recording' section contains two checkboxes: 'Post-Alarm' and 'Pre-Alarm'. Each checkbox is followed by a 'Duration (in seconds):' label and a dropdown menu set to '5'.

Camera or System Monitor – The video device to use when displaying event-related video

Display Video – Selecting an alarm in the IM Queue will display a live video feed from the above Camera or System Monitor. The live video feed window includes control buttons:

- Live – start or resume live video feed
- Freeze – freeze the current view
- Record – start a recording of the live video feed
- Stop – stop the recording
- Exit – dismiss the live video feed window

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Stop on Normal – When checked, the video feed will not start if the point in the Queue is in a normal state.

Video Recording sub-group box – Define when video is recorded as an event for this I/O Point is written to the Queue

Post-Alarm – checkbox; enable Post-Alarm recording; when this point goes high, it will begin recording the video feed automatically

Post-Alarm Duration (in seconds) – drop-down list (default 5); defines how long, in seconds, to record a Post-Alarm event; values are 5, 10, 15, 30, 45 or 60 seconds

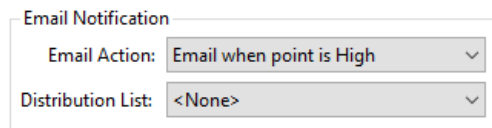
Pre-Alarm – checkbox; enable Pre-Alarm recording; the video feed continuously records to a temporary file. Upon alarm, the video feed writes to a permanent video file.

Pre-Alarm Duration (in seconds) – drop-down list (default 5); defines how long, in seconds, a Pre-Alarm event records; the total length of the recorded video will be Pre-Alarm Duration + Post-Alarm Duration; values are 5, 10, 15, 30, 45 or 60 seconds

Email Notification

When an alarm is written to the alarm queue, an email notification can be sent. The fields in this group box define when and to which distribution list the email is sent.

Note: For email notification to work, the email settings in the properties of the Setup node must be configured. See [Email Setup](#).



Email Notification

Email Action: Email when point is High

Distribution List: <None>

Email Action – drop-down list (default *Email when point is High*); email will be sent when the selected state change has occurred for this point; values are *Email when point is High*, *Email on point state change*, or *Email when point is Low*

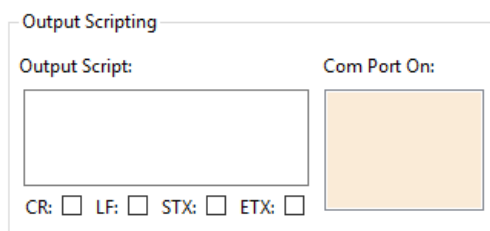
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Distribution List – drop-down list containing all the defined distribution lists; see [Distribution Lists](#)

Output Scripting

Output scripting is a means to send a HEX command to a COM port when the I/O Point goes active.

Note: *Use of this advanced feature requires understanding of both HEX scripting and the protocol used by the target device intended to receive COM commands.*



The screenshot shows a configuration window titled "Output Scripting". It contains two main sections: "Output Script:" and "Com Port On:". The "Output Script:" section has a large empty text box for input. Below this text box are four checkboxes labeled "CR:", "LF:", "STX:", and "ETX:". The "Com Port On:" section has a large empty box, likely for selecting a COM port.

Output Script – The text that will be sent in HEX format

Com Port On – The COM port to which the script will be sent; drag and drop the Computer node to which the panel is attached

Formatting

CR – Carriage Return

LF – Line Feed

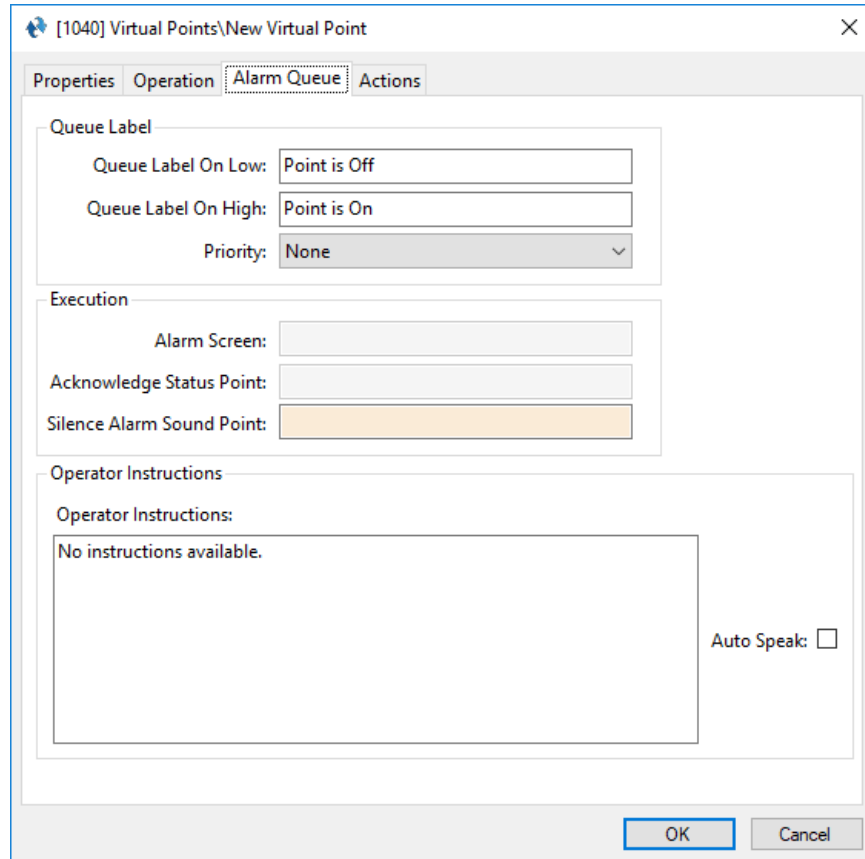
STX – Start of Text

ETX – End of Text

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Alarm Queue Tab

All I/O Points have an **Alarm Queue** tab. Here the user defines the labels and actions as they relate to the alarm queue itself.



The screenshot shows a dialog box titled "[1040] Virtual Points\New Virtual Point" with a close button (X) in the top right corner. The dialog has four tabs: "Properties", "Operation", "Alarm Queue" (which is selected and highlighted with a dotted border), and "Actions".

Under the "Alarm Queue" tab, there are three main sections:

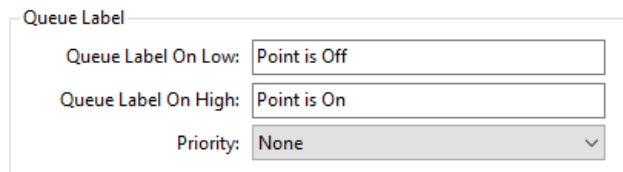
- Queue Label:** This section contains three input fields. The first is "Queue Label On Low:" with the text "Point is Off". The second is "Queue Label On High:" with the text "Point is On". The third is a "Priority:" dropdown menu currently set to "None".
- Execution:** This section contains three input fields. The first is "Alarm Screen:". The second is "Acknowledge Status Point:". The third is "Silence Alarm Sound Point:", which is highlighted with an orange background.
- Operator Instructions:** This section contains a large text area with the text "No instructions available." and an "Auto Speak:" checkbox which is currently unchecked.

At the bottom right of the dialog, there are "OK" and "Cancel" buttons.

Figure 223 - The Alarm Queue tab of a Virtual Point

Queue Label

This set of properties allows the user to define the labels used in the IM Queue.



This is a close-up of the "Queue Label" section from the dialog box shown in Figure 223. It includes the "Queue Label On Low:" field with "Point is Off", the "Queue Label On High:" field with "Point is On", and the "Priority:" dropdown menu set to "None".

Queue Label On Low - The label to be used in the IM Queue when this point is low.

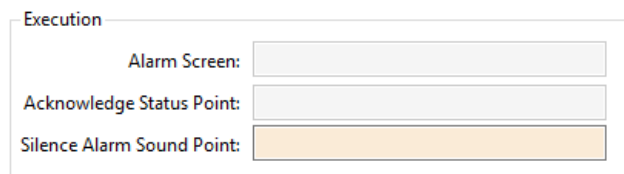
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Queue Label On High - The label to be used in the IM Queue when this point is high.

Priority – Defines the priority of this point. The alarms in the queue are displayed according to priority by default. See section [Priorities](#).

Execution

The properties in the **Execution** group box define the behavior when the alarm for this point is acted upon (e.g., selected, acknowledged, etc.)

A screenshot of the 'Execution' group box in a software interface. It contains three labeled input fields: 'Alarm Screen:' with a light gray rectangular field, 'Acknowledge Status Point:' with a light gray rectangular field, and 'Silence Alarm Sound Point:' with a light orange rectangular field.

Alarm Screen – The screen to display when the alarm in the queue is selected

Acknowledge Status Point – The I/O Point that will be set when the alarm is acknowledged

Silence Alarm Sound Point – When the provided I/O Point is high, any sound associated with the alarm will be silenced; does not affect the alarm's Acknowledge or Clear status

Operator Instructions

This group of fields allows a set of instructions to be issued verbally to the user when this I/O Point changes state from low to high.

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Operator Instructions

Operator Instructions:

No instructions available.

Auto Speak: ☐

Operator Instructions - The text to be spoken, via Windows Text-to-Speech if **Auto Speak** is checked; spoken only once - upon the point's transition to its active state

Auto Speak - Initiate Text-to-Speech announcement of the text message written in the instructions text box

Actions Tab

All I/O Points have an **Actions** tab. The **Actions** tab is where the automated actions and queue actions are defined. The automated actions are executed when the I/O Point is set (High) or cleared (Low). The queue actions are executed when the event is selected in the alarm queue or when the 'Action' button is clicked. For more information about the 'Action' button, see [Information Manager Layout](#).

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[1040] Virtual Points\New Virtual Point

Properties Operation Alarm Queue **Actions**

Automated Actions

Event: On High (Client) ▾

	Action	Target
▶ 1		
2		
3		
4		
5		

Insert
Delete

Queue Actions

Event: On Queue Selection ▾

	Action	Target
▶ 1		
2		
3		
4		
5		

Insert
Delete

OK Cancel

Figure 224 – The Actions tab of a Virtual Point

Automated Actions

Intelli-Site can automatically execute user-specified actions when the state of an I/O Point changes. These actions are defined and stored in action grids. There are four different action grids for the Automated Actions.

Automated Actions

Event: On High (Client) ▾

- On High (Client)
- On Low (Client)
- On High (Engine)
- On Low (Engine)

	Action	Target
▶ 1		
2		
3		
4		
5		

Insert
Delete

Figure 225 - Automated Actions Grid Types

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Clicking on the Automated Actions **Event** drop-down list reveals *On High (Client)*, *On Low (Client)*, *On High (Engine)*, and *On Low (Engine)*. Actions on the (Engine) grids are executed by the Engine and happen whether a Client is attached or not. The actions in the *On High (Client)* and *On Low (Client)* grids are executed by the Client and will only happen if the Client is attached to the Engine. In addition, they will execute on every Client attached to the Engine when the I/O Point changes to the indicated state. The *On High* action grids are executed when the I/O Point changes to the high state. The *On Low* action grids are executed when the I/O Point returns to the low state.

Note: *The (Client) action grids are only run on the Desktop Client when a user is logged in. In fact, they are run on every Desktop Client that is logged in. If no Desktop Client is logged in, THE (Client) GRIDS ARE NOT EXECUTED.*

Queue Actions

The Queue Actions group box is where actions associated with an alarm for an I/O Point are defined.

Queue Actions

Event:	Target
On Queue Selection	
On Queue Selection	
On Queue 'Action' Button	
1	
2	
3	
4	
5	

Insert
Delete

Figure 226 - Queue Actions Grid Types

There are two Queue Actions grids, one for each **Event** menu option:

On Queue Selection - execute the commands in the grid when the alarm is selected in the Alarm Queue

On Queue 'Action' button - execute the commands in the grid when the **Action** button in the Information Manager is pressed.

Obviously, the alarm must be selected first.

Note: The Action button is not visible by default. For more information about the Information Manager and its buttons, see [Information Manager Layouts](#).

The Project Node Tree Context Menu

Before diving into the contents of the Project Node Tree, we need to discuss the context menu. This menu is the primary means of managing the Tree. To open the context menu, place the mouse cursor on a node and hit the right-click button. Not all the options in the context menu are applicable to all nodes. And there are some options that only appear under certain conditions.

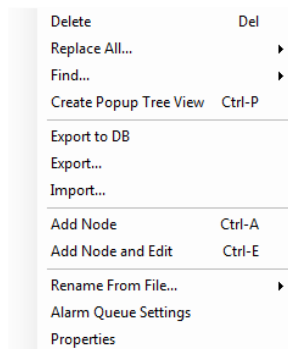


Figure 227 – The Project Node Tree Context Menu

Delete

Selecting *Delete* will permanently delete the target node and all its child nodes. A confirmation dialog will appear to make sure you really want to delete it because deleting a node cannot be undone. Pressing the Delete key (Del) is the same as selecting this option.

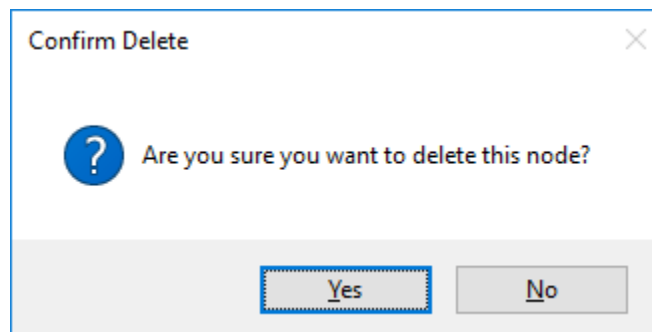
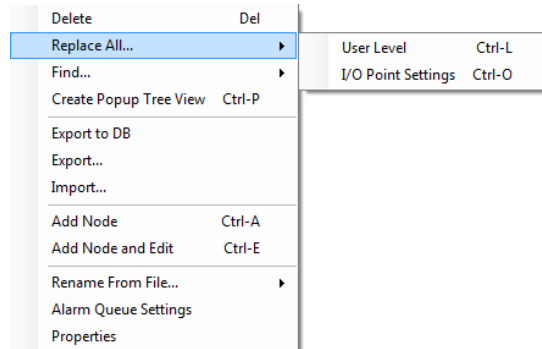


Figure 228 - Confirm Delete dialog

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Replace All...

Replace All... opens the *Replace All...* side menu.



Replace All... User Level

The *Replace All...* -> *User Level* option allows the user to set the user level of the target node and all its child nodes. See [User Levels](#).

When it is selected, a Replace All User Levels dialog opens. Select the desired user level for this node and all its child nodes.

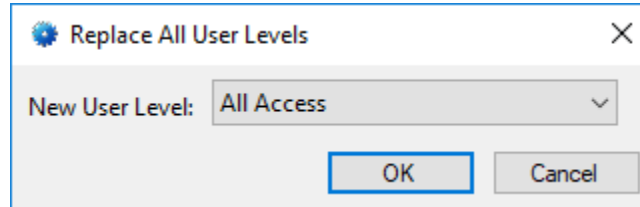


Figure 229 - Replace All User Levels dialog

Replace All... I/O Point Settings

The *Replace All...*->*I/O Point Settings* option opens the **Alarm Queue Settings Summary** dialog which allows the user to set the alarm queue settings of the **Operation** and **Alarm Queue** tabs of all I/O Points of this node and all its children.

Intelli-Site finds all the I/O Points for the target node and its children and presents them in the dialog. Here all the settings can be changed as a whole or individually.

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The top row is **Filter By**. To filter the Alarm Queue Settings table, set the columns in this row including the Point Name column to the desired filter criteria. When a checkbox is checked, those I/O Points with this setting checked will be included. An I/O Point must match all of the filter criteria to be displayed.

The second row is **Replace All Settings**. Any settings in this row modify the existing settings for every I/O Point in the table that is displayed. If the table has been filtered, only those I/O Points that match the filter criteria will be affected. If an I/O Point is modified individually, those individual modifications are applied after the **Replace All Settings** are applied.

Point Name	Panel Will Transmit	Add To Queue On High	Add To Queue On Low	Auto Clear On Normal	Clear Only On Normal	Ack Required	Latch Point	Report Required	Write To Log	Queue Label On Low	Queue Label On High	Priority	Routing Level
Filter By	☐	☐	☐	☐	☐	☐	☐	☐	☐				
Replace All Settings	☐	☐	☐	☐	☐	☐	☐	☐	☐	Point is Off	Point is On		
Front Door DPS	☒	☐	☐	☐	☐	☐	☐	☐	☐	Point is Off	Point is On	None	All
Normal	☒	☐	☐	☐	☐	☐	☐	☐	☐	Point is Off	Point is On	None	All
Active	☒	☐	☐	☐	☐	☒	☐	☐	☒	Point is Off	Point is On	None	All
Trouble Open	☒	☒	☐	☐	☐	☒	☐	☐	☒	Point is Off	Point is On	None	All
Trouble Short	☒	☒	☐	☐	☐	☒	☐	☐	☒	Point is Off	Point is On	None	All
Front Door REX	☒	☐	☐	☐	☐	☐	☐	☐	☐	Point is Off	Point is On	None	All
Normal	☒	☐	☐	☐	☐	☐	☐	☐	☐	Point is Off	Point is On	None	All
Active	☒	☐	☐	☐	☐	☐	☐	☐	☐	Point is Off	Point is On	None	All
Trouble Open	☒	☒	☐	☐	☐	☒	☐	☐	☒	Point is Off	Point is On	None	All
Trouble Short	☒	☒	☐	☐	☐	☒	☐	☐	☒	Point is Off	Point is On	None	All
Back Door DPS	☒	☐	☐	☐	☐	☐	☐	☐	☐	Point is Off	Point is On	None	All
Normal	☒	☐	☐	☐	☐	☐	☐	☐	☐	Point is Off	Point is On	None	All
Active	☒	☐	☐	☐	☐	☒	☐	☐	☒	Point is Off	Point is On	None	All
Trouble Open	☒	☒	☐	☐	☐	☒	☐	☐	☒	Point is Off	Point is On	None	All
Trouble Short	☒	☒	☐	☐	☐	☒	☐	☐	☒	Point is Off	Point is On	None	All
Back Door REX	☒	☐	☐	☐	☐	☐	☐	☐	☐	Point is Off	Point is On	None	All
Normal	☒	☐	☐	☐	☐	☐	☐	☐	☐	Point is Off	Point is On	None	All
Active	☒	☐	☐	☐	☐	☐	☐	☐	☐	Point is Off	Point is On	None	All
Trouble Open	☒	☒	☐	☐	☐	☒	☐	☐	☒	Point is Off	Point is On	None	All

Figure 230 - Alarm Queue Settings dialog

Point Name – the name of each I/O Point Intelli-Site located

Panel Will Transmit - If checked, this setting will determine whether the I/O Point's activity is transmitted. This selection also enables the controls below it. When this control is checked, the controls below it are enabled. The control settings below remain valid after the Panel Will Transmit box is unchecked. This allows the user to "lock" the other controls for editing once they have been previously set.

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Add To Queue On High - Sends an alarm to the Information Manager (IM) Queue whenever the state of this I/O Point goes High. If this point already exists within the IM Queue and goes high subsequent times, its counter will increment to show how many times it went high, and the Date/Time will update to show its last transition.

Add To Queue On Low - Sends an alarm to the IM Queue whenever this I/O Point goes Low.

Auto Clear On Normal - Automatically clear the alarm from the IM Queue when the I/O Point's state returns to normal

Clear Only On Normal - Requires this I/O Point's state to be normal before it can be cleared from the IM Queue

Acknowledge Required - Requires the alarm in the IM Queue be acknowledged before it can be cleared

Note: *“Acknowledge Required” takes precedence and negates the functionality of “Auto Clear on Normal”. When using “Auto Clear on Normal” in conjunction with “Acknowledge Required”, the user must manually clear the point from the queue after Acknowledging.*

Latch Point - Lock the point's state **high** until the corresponding alarm in the IM Queue is acknowledged

Report Required - The user must enter a written report in the Ack/Clear dialog before the alarm can be cleared from the IM Queue

Write to Log File - Writes I/O Point activity to the Intelli-Site log file. Reports can be run against this log file.

Queue Label On Low - The label to be used in the IM Queue when this point is low.

Queue Label On High - The label to be used in the IM Queue when this point is high.

Priority – Defines the priority of this point. The alarms in the queue are displayed according to priority by default. See section [Priorities](#).

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Routing Level – Defines the routing level for this point. Routing levels and routing masks are used to determine which computers will receive state changes for a point. See [Routing Levels](#)

Find...

Find... opens the *Find...* side menu.

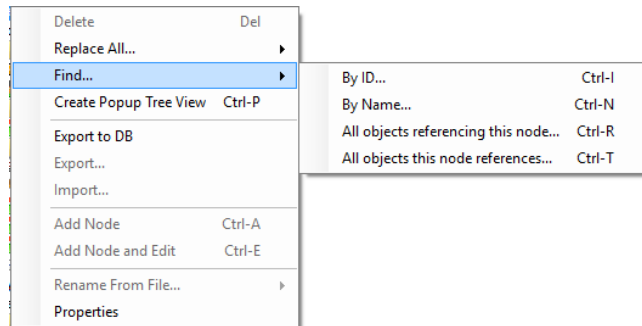


Figure 231 - *Find...* side menu

The different *Find...* options provided different ways to located nodes.

Find... By ID

Find... -> *By ID...* opens the **Find Node By ID** dialog which allows the user to find a specific node by its ID number. This searches the whole Project Node Tree for the node no matter where the search was started.

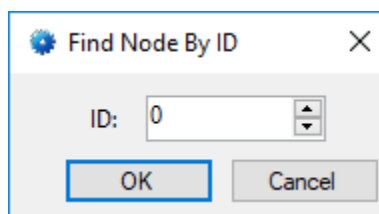


Figure 232 - Find Node By ID dialog

Find... By Name

Find... -> *By Name...* opens the **Find Node by Name** dialog which allows the user to find a node by its **Name** field.

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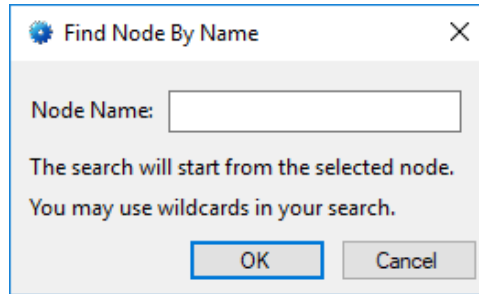


Figure 233 - Find Node By Name dialog

Since node names are not required to be unique, the search starts at the selected node and iterates through its children and not the entire Tree. It finds the first node that matches the specified name. If it searched the whole Tree and there were two nodes with the same name, Intelli-Site would find the same node over and over again. Limiting the search to the branch of the Tree allows the user to control the search process.

Find... All objects referencing this node...

Find... All objects referencing this node... searches the entire Project Tree for other nodes that reference the target node. The user can limit the search to only look for the target node or the target node and its child nodes, descendants.

Selecting *All objects referencing this node...* opens a message dialog asking if the search should include the selected nodes descendants.

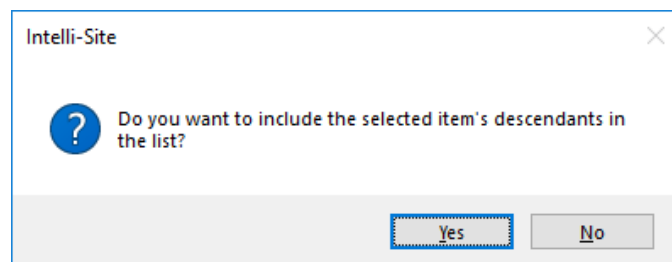


Figure 234 - Include Descendants dialog

Intelli-Site searches the entire Tree for the selected node and its descendants if so desired. It will present an **Objects Referencing This Node** dialog displaying a list of nodes found. If none were found, the list is empty.

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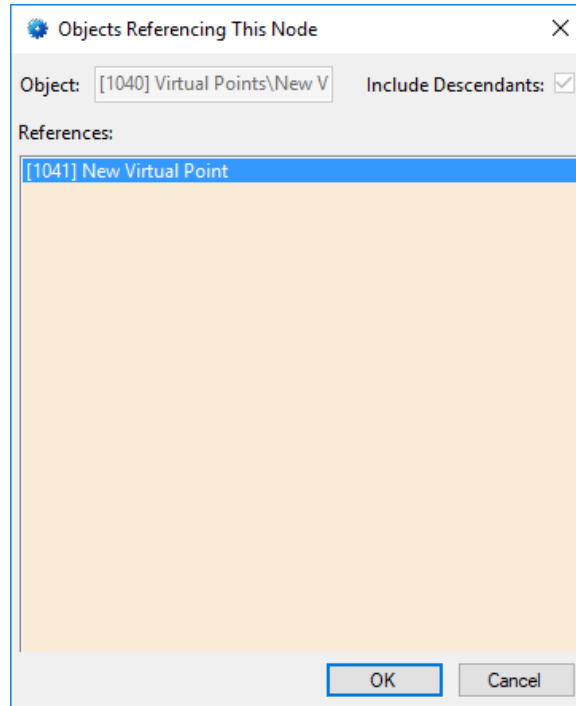


Figure 235 - Objects Referencing This Node dialog

Note: A right-click context menu is available for the nodes listed. This menu allows you to copy, Go to/Find in Tree, and open the Properties of the target node.

Find... All objects this node references...

Find... All objects this node references... searches the properties of this node to find all other nodes it uses. The user can also include the descendants of the selected node in the search.

Selecting *All objects this node references...* opens a message dialog asking if the search should include the selected nodes descendants.

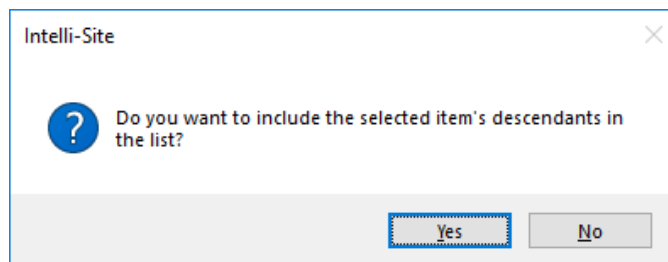


Figure 236 - Include Descendants dialog

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Intelli-Site searches the properties of the selected node and its descendants if so desired. It will present an **Objects This Node References** dialog displaying a list of nodes found. If none were found, the list is empty.

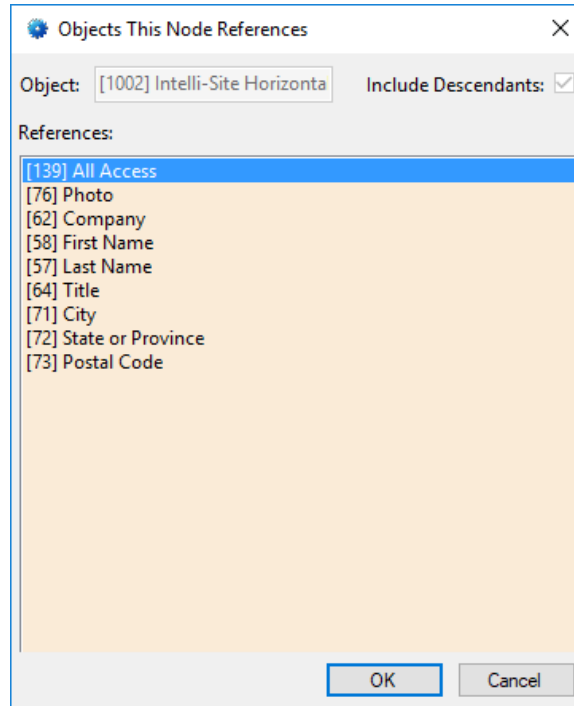


Figure 237 - Objects This Node References dialog

Note: A right-click context menu is available for the nodes listed. This menu allows you to copy, Go to/Find in Tree, and open the Properties of the target node.

Create Popup Tree View

The *Create Popup Tree View* option opens a popup dialog of the Tree branch starting at the selected node.

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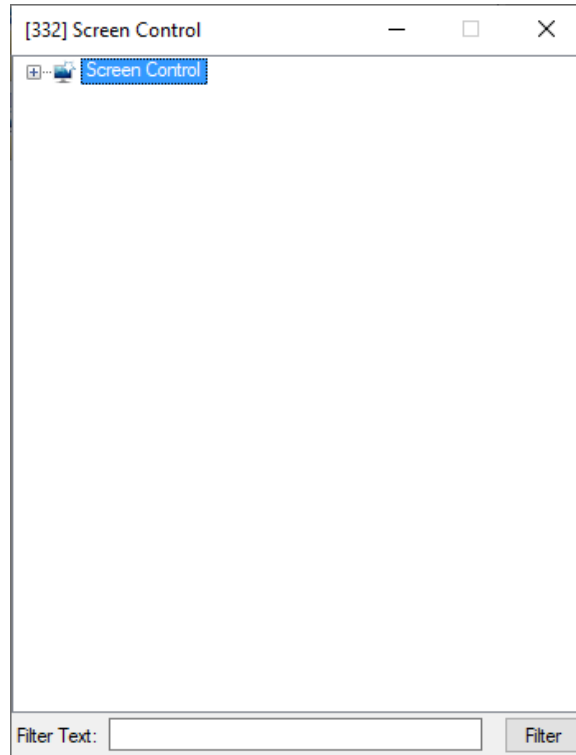


Figure 238 - Popup Tree View dialog

Click the [+] symbol to expand the tree list.

The tree list can be filtered to only show nodes and their branches that contain the filter text in their name. Type the text in **Filter Text** textbox then click .

Note: *Filter Text is case sensitive. Intelli-Site searches the tree list and finds those nodes whose name contains the filter text as you typed it. The nodes are displayed as a tree list.*

For example, a customer reports a camera's name is misspelled. It is "camer 1" instead of "Camera 1". I can simply search for the misspelling in the popup tree and find the offending node.

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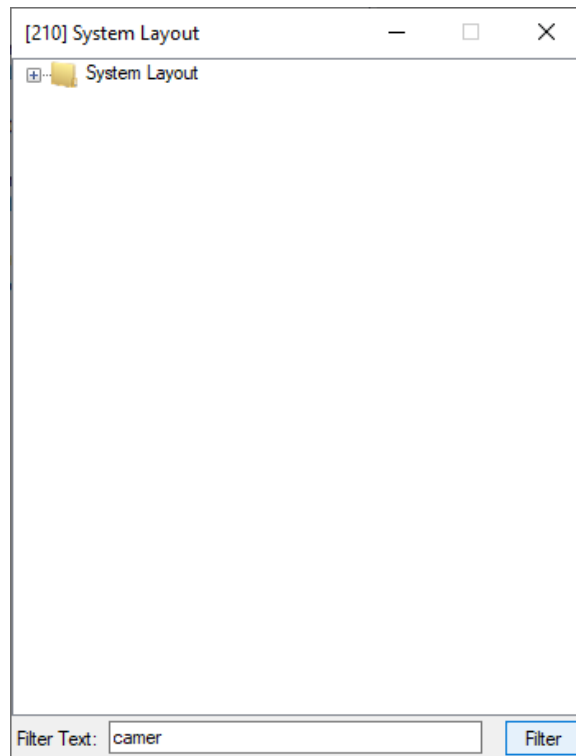


Figure 239 - Popup Tree View after filtering

You do have to manually expand the tree to find the end node. There may be multiple nodes that match the specified filter text. Therefore, the root of the tree list is displayed compact and neat.

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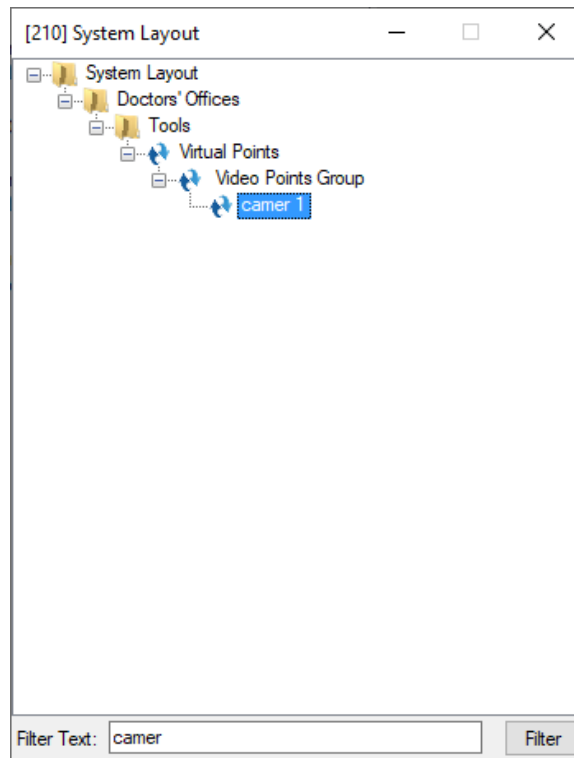


Figure 240 - Pop up Tree View after filtering and expanding

To clear the filter, delete the filter text then click  again. The full tree list is restored.

Export to DB

Not Yet Implemented

Export...

Export... option allow the user to export a screen, a screen object, or a panel node. The process of exporting any node will also export the child nodes of the object. When this option is selected, the **Export node as** dialog appears. The default location is the user's Documents folder. The file type is *.ex4.

Import...

Import... option allows the user to import a previously exported screen, screen object, or panel object. When this option is selected, the **Import node from** dialog appears. Only files of type *.ex4 are listed. The default location is the user's Documents folder.

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When a valid export file is opened, the **Import** dialog is displayed.

Replace Points:

Original Target	Target Type	Replacement Target
Compass IRM Panel	Compass Panel	
All Access	User Level	[142] All Access

Replace Text:

Original Text	Replacement Text
Compass IRM Panel	Compass IRM Panel
Background	Background
Panel Control Screen	Panel Control Screen
Panel Control	Panel Control
Panel Control 2	Panel Control 2
Title	Title

Find what:
Replace with:
Exact Match: ☐

Figure 241 - Import dialog

Replace Points – table; lists all the points that can be replaced on import to fit the current project.

Original Target – the nodes/points in the import file that can or must be replaced for this project

Target Type – the type of point the **Original Target**

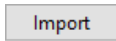
Replacement Target – the nodes/points that will replace the **Original Target**; the replacement target must be the same type as the **Target Type**; when the **Original Target** point is part of the Intelli-Site application, the **Replacement Target** is populated with the corresponding point in the current project

Replace Text – table; lists the exported text strings allowing the user to specify different text

Original Text – the text strings in the import file

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Replacement Text – the text to replace the original text



- button; when clicked, import will begin

Note: *Import of child nodes of panels is based on indexes within the Original Target.*

For example, a virtual point is part of the exported screen object. The Export process recorded the panel type, the group index, and the virtual point index. On import, the user must supply the Virtual Point panel of the current project, not the individual virtual point. The Import process will use these indexes in the supplied replacement Virtual Point panel to replace the individual virtual point.

It is possible that the replacement target does not have a node at the indexes of the original exported object. If that is the case, the target object is left blank. No warning is given. It is assumed the user knows what he is doing since this is an advanced operation.

Add Node

Add Node option adds a node to the selected node.

Add Node and Edit

Add Node and Edit option adds a node and opens its properties dialog.

Add Multiple...

Some nodes need a quick way to add many child nodes for example, virtual points. A new option is added to the context menus for those nodes, *Add Multiple...*

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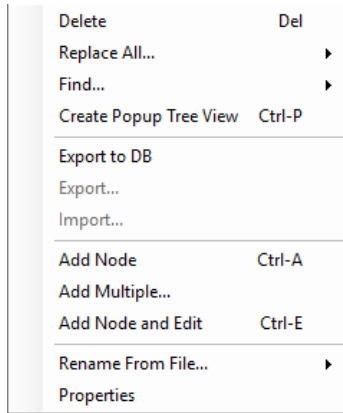


Figure 242 - Project Node Tree Context menu with *Add Multiple...*

Selecting *Add Multiple...* opens a **How many would you like to add?** dialog.

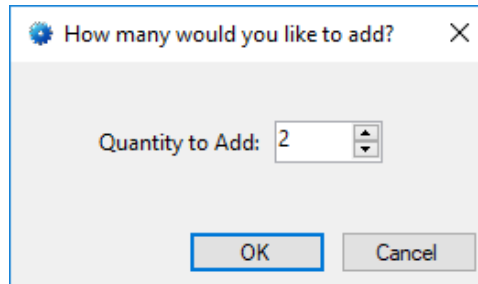


Figure 243 - How many would you like to add? dialog

Quantity to Add – The number of new nodes to add to the selected node

Set **Quantity to Add** then click **OK**. The desired child nodes are added to the selected node.

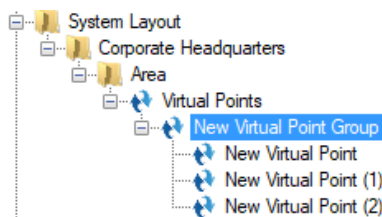


Figure 244 - Virtual Points added using *Add Multiple...*

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Rename From File...

Rename From File... allows the user to rename a node's children using a text file. Selecting *Rename From File...* opens the rename side menu.

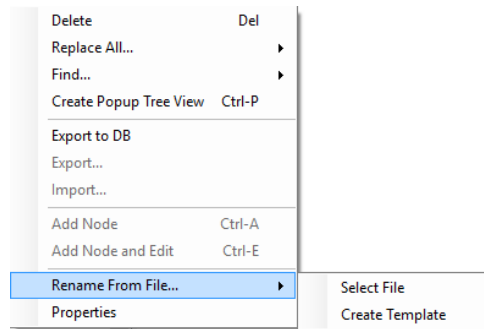


Figure 245 - *Rename From File...* side menu

The process for *Rename From File...* is:

1. Create the template file using the *Create Template* option
2. Modify the template file as needed in a simple text editor
3. Using the *Select File* option, select the modified template file

Intelli-Site will rename the selected node's child nodes using the file if possible.

Note: *Rename From File...* is enabled for those nodes that are physical panels, software panels, and their parents. Custom Scripts can be renamed because they are software panels, but not Doors because they are not.

Alarm Queue Settings

Some nodes can manage the alarm queue settings of their child nodes. A new context menu option, *Alarm Queue Settings*, appears for those nodes.

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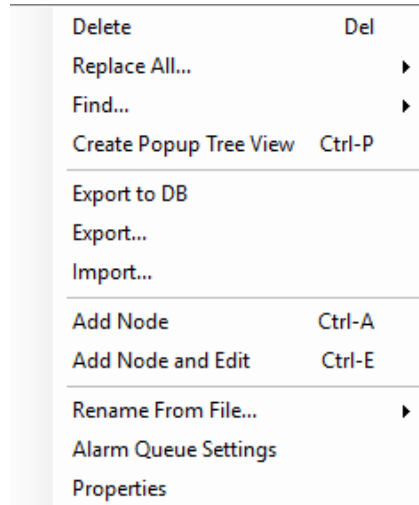


Figure 246 - The Project Node Tree context menu with *Alarm Queue Settings*

This is duplicate functionality to [Replace All... I/O Point Settings](#) but comes as a special benefit for panel type nodes and their parents.

Replicate

Suppose there are twenty points that will be monitored on the screen. The integrator takes 5 minutes to program the first screen object. The rest of the screen objects will look and behave exactly the same, the only difference is the point itself. Not only that, but the points are all siblings. Doing the math, to create all the screen objects by hand will take about (5 x 20) 100 minutes! Wouldn't it be great if there was a way to duplicate the first screen object, but specify how to customize each copy? Well, you're in luck. *Replicate* does just that.

Screen object nodes have a special context menu option all their own, *Replicate*.

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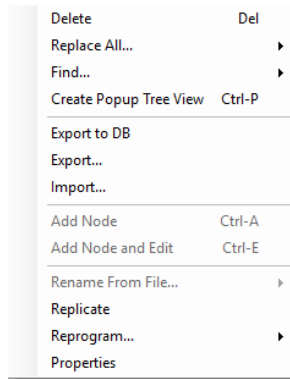


Figure 247 - The Project Node Tree context menu for a screen object

Replicate allows the automatic creation of screen objects using the selected node as the template and the starting point. It lets the user define how each copy differs from the original.

Selecting *Replicate* opens the **Replicate Object** dialog.

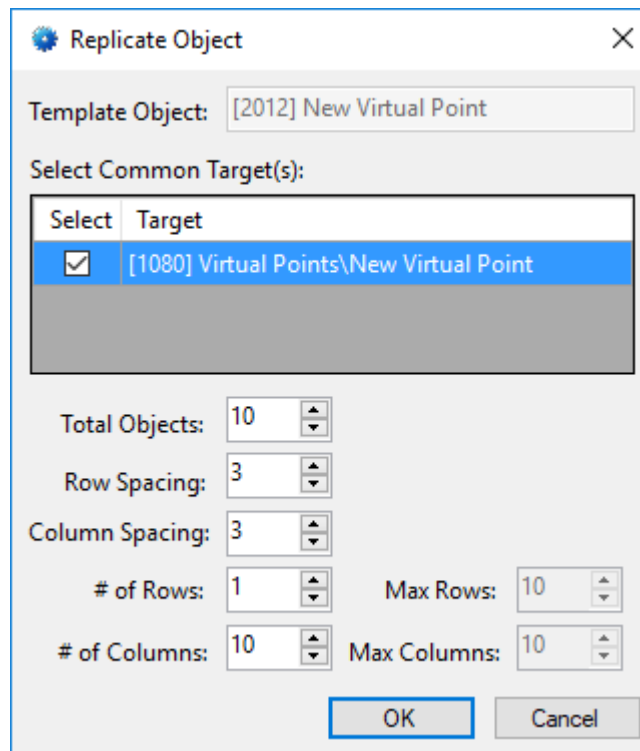


Figure 248 - Replicate Object dialog

Template Object – The selected object that will be used as the template

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Select Common Targets – The list of points on the template that can be modified on each copy; the selected target serves as the starting point in the Tree. Intelli-Site uses the next sibling node in the Tree as the replacement point in the copy. The figure shows the virtual point node as the selected common target. The first copy will replace the **New Virtual Point** point with the next one in the Tree which happens to be **New Virtual Point (1)**.

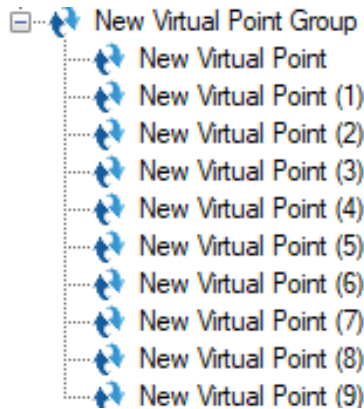


Figure 249 - The virtual point group points

Note: *Sibling nodes that are in the Tree above the selected target are not included in the replication process.*

Total Objects – The number of screen objects that will be created including the original object; the initial value is calculated using the selected common target(s)

Note: *If multiple common targets are selected, the total objects calculated is based on the selected target with the fewest siblings left in the Tree.*

Row Spacing – The number of pixels between screen objects in a row

Column Spacing – The number of pixels between screen objects in a column

of Rows and **# of Columns** – When the screen objects are created they will be added to the screen filling in the columns of the first row, then the second row etc. ending when the total objects are added, the source is exhausted, or the limit of rows and columns is reached

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Reprogram...

Consider the following. An integrator has programmed a group of screen objects to monitor the status of all the doors and windows on a floor. It took an hour to get all the objects created and aligned just right. She needs to recreate this for group of screen objects for another floor. Wouldn't it be great if she could copy the group and then reprogram them from a simple dialog? Wouldn't that save an hour of time? Yup. *Reprogram* is the answer.

A screen or a screen object can be reprogrammed. Even all its children can be reprogrammed if desired.

Reprogram has a side menu.

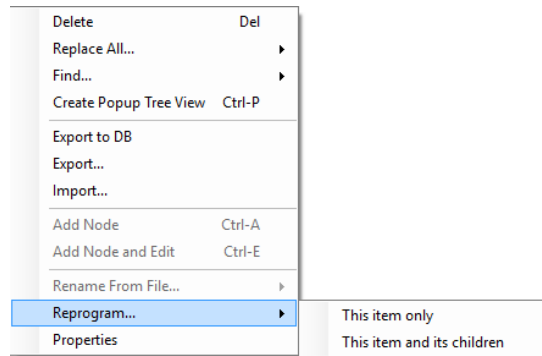


Figure 250 - *Reprogram* side menu

The only difference between the two is the information presented on the next dialog. If *This item only* is selected, only the points and strings for the target node are listed. When *This item and its children* is selected, all the child node's points and strings are listed.

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Properties

Replace Points:

Original Point	Replacement Point
[1596] The Office Panel\Panel Status	[1596] The Office Panel\Panel Status
[1087] The Office Panel	[1087] The Office Panel
[1161] The Office Panel\Tamper Detect	[1161] The Office Panel\Tamper Detect
[1164] The Office Panel\Tamper Detect\C...	[1164] The Office Panel\Tamper Detect\C...
[1165] The Office Panel\Tamper Detect\Tr...	[1165] The Office Panel\Tamper Detect\Tr...

Replace Text:

Original Text	Replacement Text
Panel Status	Panel Status
Virtualize	Virtualize
Inputs	Inputs
Tamper Detect	Tamper Detect
State	State
Label	Label

Find what:

Replace with:

Exact Match: ☐

Replace Reset

OK Cancel

Figure 251 - Reprogram Properties dialog

Replace Points – Table of points found and their replacements; drag and drop the replacement points into the appropriate cell; if a replacement cell is empty, then the corresponding field or fields will be empty in the screen and screen objects themselves

Replace Text – Table of text strings found and what will be written in their place

Find what and **Replace with** – Allow the user to locate a string or part of a string in the table and replace it

Exact Match – checkbox; the search must be an exact match

Replace - Perform the replace with the supplied text

Reset - Return the Replace Text table to its original condition

Properties

The *Properties* option is arguably the most used context menu option. This option opens the properties dialog for the target node allowing the user to edit the settings.

Copy a Node in the Project Node Tree

Most child nodes or panels in the Tree can be copied within their branch of the Tree. A panel can't be copied from an area node to the Users node; that makes no sense. But a panel can be copied from one area node to another even if it is on another site because they have the same types of child nodes.

To copy a node, hold Ctrl+click and drag the node to the target node and drop it. If the copy is not allowed, the mouse cursor is a slashed circle. If it is allowed, a confirmation dialog appears when it is dropped.

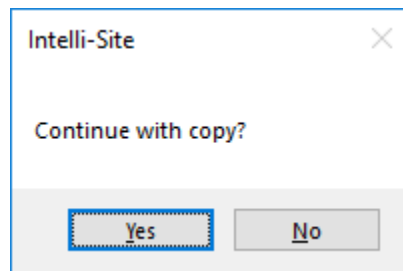
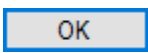
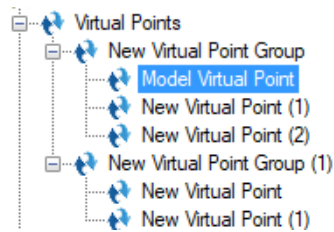


Figure 252 - Copy confirmation dialog

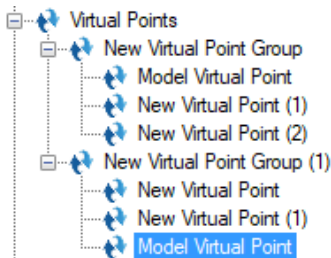
Click  to copy the node. A new node is added to the Tree as a child of the node on which it was dropped. The new child is at the end of the list.

In the following figure are two virtual point groups. One has a Model Virtual Point. We want to copy this virtual point from the New Virtual Point Group to the New Virtual Point Group (1).

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Ctrl+click on the node and drag it on top of the New Virtual Point Group (1) node. In the confirmation dialog, click . The node is copied and added to the end of the list.



Move a Node in the Project Node Tree

Most child nodes or panels in the Tree can be moved within their branch of the Tree. A panel can't be moved from an area node to the Users node; that makes no sense. But a panel can be moved from one area node to another even if it is on another site because they have the same types of child nodes.

To move a node, drag the node to the target node and drop it. If the move is not allowed, the mouse cursor is a slashed circle. If it is allowed, a confirmation dialog appears when it is dropped.

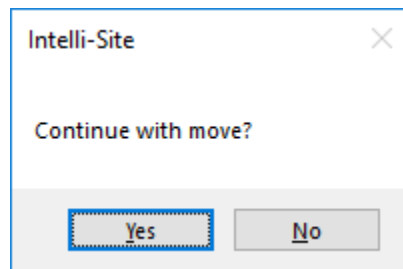
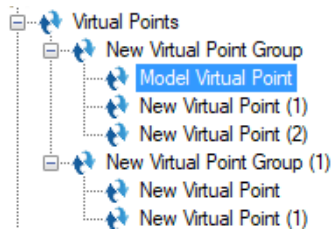


Figure 253 - Move confirmation dialog

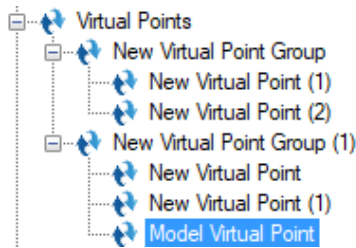
Click to move the node. The node is moved to the Tree as a child of the node on which it was dropped. It is at the end of the list. The node is no longer in the other branch.

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In the following figure are two virtual point groups. One has a Model Virtual Point. We want to copy this virtual point from the New Virtual Point Group to the New Virtual Point Group (1).



Click on the node and drag it on top of the New Virtual Point Group (1) node. In the confirmation dialog, click **OK**. The node is copied and added to the end of the list.



Moving a node within the same branch will also move the node to the end of the list of child nodes. This allows the user to put them in any order that he or she desires. Trust me, this is important. It will be on the test.

Setup

The Setup node and its child nodes define and configure the environment in which the Intelli-Site project exists.

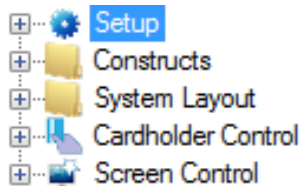


Figure 254 - The Setup node

Setup Properties Dialog

Right-click on the Setup node and select *Properties* to open the properties dialog.

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The screenshot shows the [1] Setup dialog box with the Properties tab selected. The dialog is divided into several sections: Properties, Email Setup, System Options, Backup Options, License Warning, SMA Warning, and Archive Options. The Properties section includes fields for Name (Setup), ID (1), User Level (All Access), and a large text area for Notes. The Email Setup section includes fields for SMTP Server, Port (587), Enable SSL (unchecked), Username, and Password. The System Options section includes checkboxes for Multi-ID (checked), Global Time Zones (checked), Auto-enable auto-disabled cards (unchecked), Perform 'Check Cards' at Midnight (checked), Filter card database records by User Level (unchecked), and Clear Alarm Is Global For All Clients (unchecked). The Backup Options section includes a Backup Schedule (Weekly), Backup Time (1:00:00 AM), Backup Directory (Backups), Backup Database (checked), Keep (10) most recent backups, Backup Project File (checked), and Disable Backup Warning (unchecked). The License Warning, SMA Warning, and Archive Options sections include checkboxes for Disable and Counter, and fields for Archive Weeks (26) and Delete Weeks (52). The dialog has OK and Cancel buttons at the bottom right.

Figure 255 - Setup properties dialog

There are two tabs: the **Properties** tab and the **Hidden Items** tab.

Setup Properties tab

The Setup node contains the basic properties **Name**, **ID**, **User Level**, and **Notes**. The rest of the fields are grouped in boxes based on functionality. The following sections detail the properties specific to the Setup node.

System Options

The **System Options** are those properties that affect the way Intelli-Site goes about doing its business.

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System Options

Multi-ID: ☒	Auto-enable auto-disabled cards: ☐
Global Time Zones: ☒	Perform 'Check Cards' at Midnight: ☒
	Filter card database records by User Level: ☐
	Clear Alarm Is Global For All Clients: ☐

Figure 256 - Setup properties: System Options

Multi-ID – checked by default, controls whether or not a single person may have more than one token assigned. When checked, Intelli-Site is in Multi-ID mode. The number of tokens that can be assigned to a person is unlimited. When cleared, Intelli-Site is in Single ID mode. The personnel to tokens ratio is 1:1. In Single ID mode, the personnel and token tables are combined into a single table in  **Access Management View**.

Global Time Zones – checked by default; controls whether the time zones are global or panel specific. When checked, there is only one set of time zones. When clear, each panel will have its own set of time zones that must be managed individually. One reason a system may need to clear the **Global Time Zones** checkbox is that large systems may exceed a panel's limit of allowed time zones.

Auto-enable auto-disabled cards – clear by default; enables cards at midnight that were automatically disabled by the Engine the previous day. For example, Software Giants, LLC has a set of cards of type 'Visitor'. When the visitors leave, their visitor badges are scanned at a reader at the checkout counter. These badges are disabled so they cannot be used again that day. But these same badged will be issued the next morning to a whole new set of visitors. With **Auto-enable auto-disabled cards** checked, these Visitor badges will be enabled automatically and ready for use in the morning.

Perform 'Check Cards' at Midnight – checked by default; when checked, the 'Check Cards' function will run at midnight. The 'Check Cards' function causes any card record-related changes (card expirations, activations, etc.) to download to the appropriate panels at midnight.

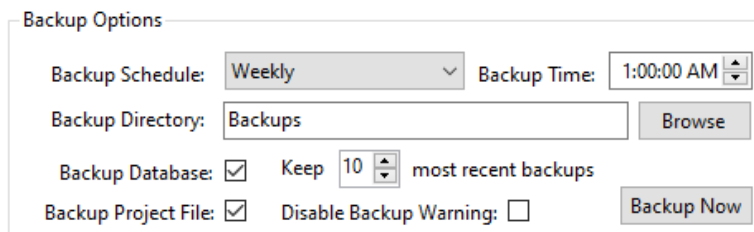
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Filter card database records by User Level – clear by default; allows segregated access to the database records based on the [User Level](#) assigned to the user. When checked, the records displayed in  **Access Management View** will be filtered by User Level. The user will only be able to see and modify records that are included in their [User Mask](#). Any records added are given the User Level of the logged in user. For example, Intelli-Site is managing an entire school district. User Levels can be set so that the administrator of Elementary School 234 only sees records for Elementary School 234 even though the database contains records for the entire school district.

Clear Alarm Is Global For All Clients – clear by default; when an event is the Alarm Queue is cleared, it is only removed from the Client where it is cleared unless this checkbox is checked. When checked, an event cleared by one Client is cleared for all Clients.

Backup Options

Backing up the Intelli-Site database and project files is important. It is so important; Intelli-Site will continue to warn that backups have not been configured until they have been setup or until the warning dialog is disabled. The **Backup Options** control when, where, and how Intelli-Site backups are done.



Backup Options

Backup Schedule: Weekly Backup Time: 1:00:00 AM

Backup Directory: Backups Browse

Backup Database: ☒ Keep 10 most recent backups

Backup Project File: ☒ Disable Backup Warning: ☐ Backup Now

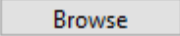
Figure 257 - Setup properties: Backup Options

Backup Schedule – drop-down list (default *Weekly*); controls how often backups are performed; containing *Daily*, *Weekly*, *Monthly*

Backup Time – time (default 1:00:00 AM); the time the backup begins

Backup Directory – text; where the backup files are stored; (default **ProgramData\OSSI\Intelli-Site\Backups**);

Note: *For maximum safety and security, the backup location should be on a different computer or an external device.*

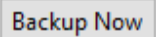
 - button; it opens a **Browse For Folder** dialog which allows the user to set the backup directory

Backup Database – checkbox (default checked); include the database in the backup

Keep – number (default 10); the number of backup files to keep; when Intelli-Site begins the backup, it checks the number of backup files there are. If the new backup is greater than the **Keep** number, the oldest backup is deleted. It then executes the backup.

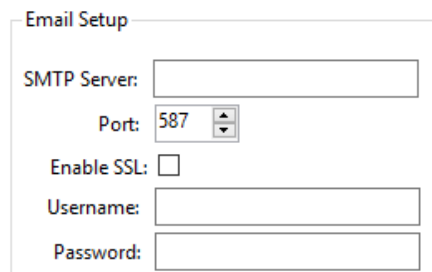
Backup Project File – checkbox (default checked); include the project file in the backup

Disable Backup Warning – checkbox; a warning dialog appears every time a user logs in if Intelli-Site detects that backups have not been configured. If every field in the **Backup Options** group is set to the default value, Intelli-Site assumes backup has not been configured. If the default values are the desired values, check this option.

 - button; initiate a backup when clicked using the saved **Backup Options**; if changes have been made but not saved, the user receives a message dialog requiring a save before the backup can proceed

Email Setup

Email Setup defines the needed information for email notification.



The image shows a dialog box titled "Email Setup". It contains the following fields and controls:

- SMTP Server: A text input field.
- Port: A spinner box with the value 587.
- Enable SSL: An unchecked checkbox.
- Username: A text input field.
- Password: A text input field.

Figure 258 - Setup properties: Email Setup

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SMTP Server – The email server

Port – The port number on which to connect to the email server.

Enable SSL – Check this field if the email server requires SSL.

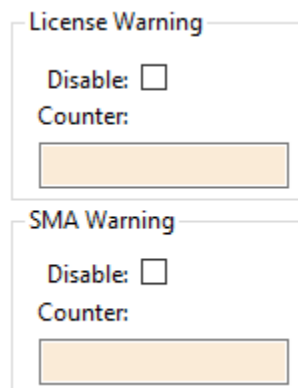
Username – The username for the email server

Password – The password that goes with the above username for the email server.

Note: *Your IT personnel will know the correct values for these fields.*

License Warning and SMA Warning

License Warning and SMA Warning can be disabled just like backup warning. Although, there needs to be a way to inform someone that they have expired or are about to expire.



The image shows a screenshot of a software configuration window titled 'Setup Properties'. It contains two sections: 'License Warning' and 'SMA Warning'. Each section has a 'Disable:' checkbox and a 'Counter:' text box. In the 'License Warning' section, the 'Disable' checkbox is unchecked and the 'Counter' text box contains the value '10'. In the 'SMA Warning' section, the 'Disable' checkbox is also unchecked and the 'Counter' text box contains the value '10'.

**Figure 259 – Setup Properties:
Disable License Warning and Disable SMA Warning**

Since these properties are the same for both warning types and act exactly the same, these properties will be described together.

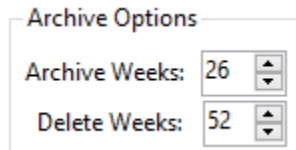
Disable – checkbox; a warning dialog appears every time a user logs in if the license or SMA is expired unless this box is checked.

Counter – drop box; accepts only counter values; the software writes the number of days until the license or SMA expires here. This allows the integrator to program notification that doesn't require a pop up on login.

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Archive Options

The purpose of archiving is to prevent the database from becoming too large.



Archive Options

Archive Weeks: 26

Delete Weeks: 52

Figure 260 - Setup Properties: Archive Options

Archive Weeks – numeric (default: 26); when data is older than the value set for **Archive Weeks**, it is archived and stored in the **Backup Directory**.

Delete Weeks – numeric (default: 52); when the data stored in the archives is older than **Delete Weeks**, it is deleted.

Note: *Once data is archived, it is no longer directly accessible from Intelli-Site. Contact tech support if you need access to it.*

Setup Hidden Items tab

Not every Intelli-Site project needs every Intelli-Site option. Sometimes it's hard to see the forest through the trees. If an action or a Tree node is not necessary for the project, hiding the action or node may make managing the project easier as well as safer. If there are no cameras in the project, hide the camera actions. Not going to have any Routing Levels or Masks? Hide those nodes.

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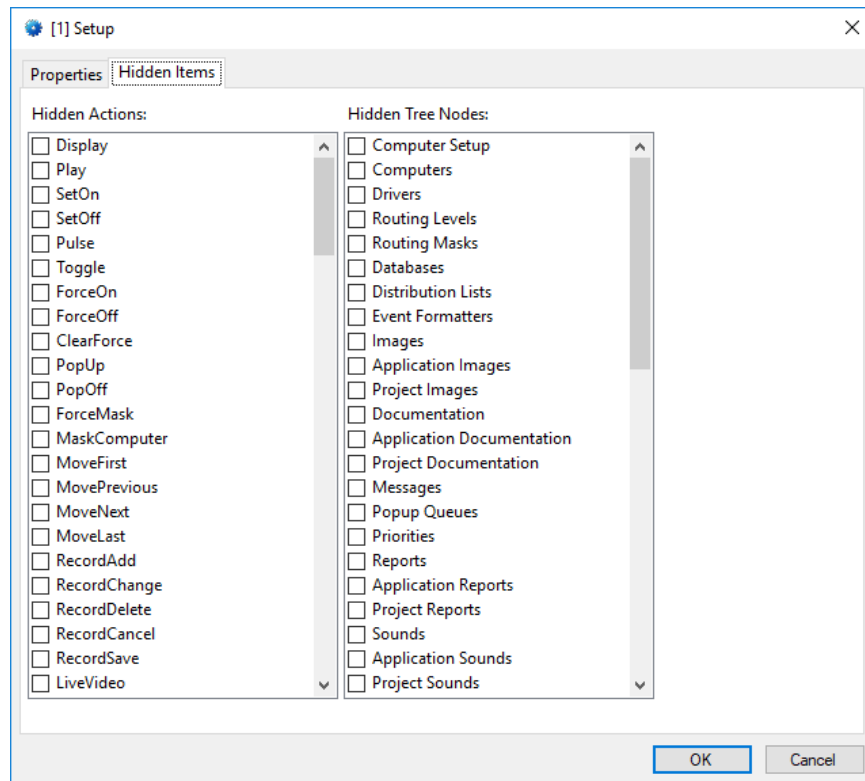


Figure 261 - Setup Properties: Hidden Items tab

Computer Setup

Computer Setup contains child nodes that are specific to the different functions that are assigned to a computer.

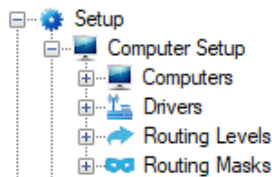


Figure 262 – Computer Setup

Computers

This node holds all the Computer nodes. There must be a Computer node for each computer or device that will communicate with the Engine. This means that for every computer that will have a Driver Service or Desktop Client installed on it there must be a corresponding Computer node in the Project. If a computer or handheld device is going to connect to the Engine via a browser, there must be a Computer node for that device as well.

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To add a Computer node, right-click on the **Computers** node and select *Add Node* or *Add Node and Edit*.

A Computer node has the standard properties of **Name**, **ID**, **User Level**, and **Notes**.

Note: *The Name must match the name of the computer or device. If it doesn't, no connections will be allowed. Name is not case-sensitive. The log files will note the name of the device on a failed connection attempt.*

[1264] New Computer

Properties

Name: New Computer

User Level: All Access

ID: 1264

Notes:

General Options

Restore Previous Screen: ☐

Use Node Name for Display Label: ☐

Engine Shutdown Options

Shutdown Action: Logout

Live Compare

Invalid Read: ☐ Valid Read: ☐

General Settings

Startup Point:

Training Point:

Routing Mask:

Voice:

Engine Redundancy

Redundancy Enabled: ☐

Online/Offline Point:

Is Master Point:

Alarm Queue

'Ack Required Alarm In Queue' Point:

'Higher Priority Alarm In Queue' Point:

Associated Hardware

Sign On Reader:

Card Add Reader:

Monitor List:

Keyboard:

Intercom:

Deadman Mode

System Time Period:

Timeout (minutes): 30

Deadman Point:

OK Cancel

Figure 263 - Computer Node Properties dialog

General Settings

The **General Settings** group box fields provide general information about this computer.

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General Settings

Startup Point:	
Training Point:	
Routing Mask:	
Voice:	

Startup Point – This point is set high when a Client logs in from this computer, this point is set low when the last Client logs off or is disconnected

Training Point – When this I/O Point is set high, the Desktop Client on this computer will enter Training Mode. All I'O Points in the system will be given a Training State

- **Training Queue:** *The Engine and Client will maintain a new alarm queue, the Training Queue.*
- ***Auto-Exiting Training Mode:*** *If an alarm comes into the real alarm queue for the Client, Training Mode will be automatically exited.*

Routing Mask – This point lists the Routing Levels that the computer receives. For more information, see [Routing Masks](#) and [Routing Levels](#).

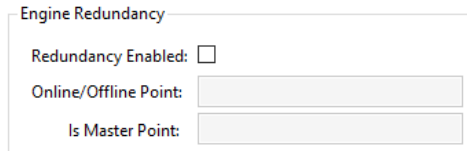
Voice – The voice Intelli-Site will use when it speaks unless the user has one assigned to him

Engine Redundancy

Engine Redundancy allows multiple Engines to be running with one Master Engine and all the others are Slaves. If the Master Engine fails, one of the Slave Engines will step forward to take on the role of Master. Since everything done by the Master Engine is synchronized to the Slave Engines, you gain fault tolerance with this optional module.

The Engine Redundancy properties enable redundancy on this computer and provide points to monitor the state of redundancy for the computer.

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Engine Redundancy

Redundancy Enabled: ☐

Online/Offline Point:

Is Master Point:

Redundancy Enabled – When checked, this computer is part of the redundancy network, an Engine should be installed here

Online/Offline Point – This point will be set high when the Engine on this computer is online, it will be set low when the Engine is offline

Is Master Point – This point will be set high when the Engine on this computer is the Master Engine, it will be set low when it is not.

Alarm Queue

The Alarm Queue properties are points that will be set under specific conditions associated with the Alarm Queue.



Alarm Queue

'Ack Required Alarm In Queue' Point:

'Higher Priority Alarm In Queue' Point:

'Ack Required Alarm in Queue' Point – This point will be set when there is an Ack Required Alarm in the queue.

Note: *An Ack Required Alarm is an alarm that must be acknowledged. This is determined by the Acknowledge Required property on the point's [Operation tab](#).*

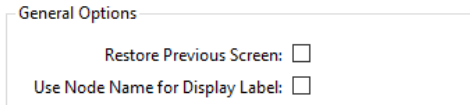
'Higher Priority Alarm In Queue' Point – This point will be set when an Ack Required Alarm comes in with a priority higher than the selected alarm in the queue.

Note: *The first alarm that enters the queue is selected but the actions in the On Selection grid are not executed.*

General Options

The General Options are about handling screens and display labels.

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General Options

Restore Previous Screen: ☐

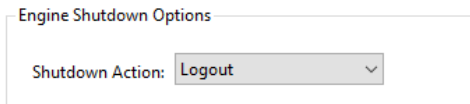
Use Node Name for Display Label: ☐

Restore Previous Screen – When checked, the Client will return to the previous screen after an alarm or event has been processed

Use Node Name for Display Label – When checked, the **Name** of the screen object will display rather than its value

Engine Shutdown Option

If the Engine is stopped or if the Client loses its connection to the Engine, what should the Client do?



Engine Shutdown Options

Shutdown Action:

Shutdown Action – Drop-down list of the available options when the Engine is shut down (stopped) or the Client loses connection to it.

- *Exit* – The user is logged out and the Desktop Client is exited.
- *Logout* – The user is logged out but the Desktop Client continues to run
- *AutoRetry* – The Desktop Client attempts to reconnect

Live Compare

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



Live Compare

Invalid Read: ☐ Valid Read: ☐

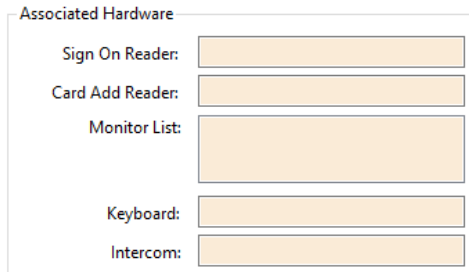
Invalid Read – Prompt the user to perform a Live Compare when an invalid card is read

Valid Read – Prompt the user to perform a Live Compare when a valid card is read

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Associated Hardware

This group of properties defines the hardware associated with this Computer node.



The image shows a configuration window titled "Associated Hardware". It contains six input fields, each with a label to its left: "Sign On Reader:", "Card Add Reader:", "Monitor List:", "Keyboard:", and "Intercom:". The "Monitor List" field is significantly larger than the others, indicating it might be a list box or a multi-line text area. All fields are currently empty.

Sign On Reader – Allows a card to be presented to this access control reader. The user for which the card is designated as the **Logon Card** is logged in. See the **Logon Card** field in the User node [General Options](#).

Card Add Reader – Allows a card to be present to the specified access control reader and will automatically enter the card into the database if it isn't already in it. If the card does exist in the database, it will locate the record and display it. The user must be in  **Access Management View** at the time the card is read.

Note: *If a card is presented to the Card Add Reader while a personnel record is currently being edited, the card will be added to this personnel instead of adding a new personnel record.*

Monitor List – the monitor I/O Points of the computer

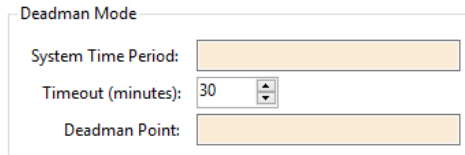
Keyboard – the keyboard I/O Point of the computer

Intercom – the Intercom I/O Point of the computer

Deadman Mode

This group of properties is all properties associated with Deadman Mode. Deadman Mode is defined as a Client session on a computer being idle for too long during a specific system time period.

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Deadman Mode

System Time Period:

Timeout (minutes): 30

Deadman Point:

System Time Period – The system time period that is the control point for Deadman Mode

Timeout (minutes) – Number of minutes before a logged in Client (computer) enters Deadman Mode

Deadman Point – This point is set when Deadman Mode is entered

Drivers

The Drivers node is the parent node for all the drivers in the Intelli-Site system and their communication methods. The  **Hardware Management View** manages these nodes.

Driver

The Driver node contains the properties needed to identify the driver, define which computer in the Intelli-Site system on which the Driver will run, and which panel nodes will be controlled by this Driver. These properties also define the characteristics and behavior of the driver. The exact properties that are present differ depending on the type of driver it is. For the specific properties and their definitions, see the appropriate Panel Guide.

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The screenshot shows a software window titled "[1265] New MAC Driver". It contains several input fields and checkboxes. The "Name" field is "New MAC Driver", "ID" is "1265", "User Level" is "All Access", and "Notes" is an empty text area. The "Domain" is "40". The "Enabled" checkbox is unchecked, while "Default Retry Start Delay" is checked, with a "Retry Start Delay" of "15". The "Setup" section includes "Host Net" (254), "Host Node" (1), and "Heartbeat Interval (sec)" (30). The "Send Queue" section includes "Retries" (3), "Timeout" (1000), and "Interval" (250). The "Panel List" is an empty box, and the "Computer List" contains "[4] QAWin10". "OK" and "Cancel" buttons are at the bottom right.

Of course, the basic properties, **Name**, **ID**, **User Level**, and **Notes**, are part of the total properties. The following are the properties common to many drivers.

Enabled – When checked, this driver is enabled; this driver will connect to the Driver Service and communication with the panel(s) in the **Panel List** will begin

Default Retry Start Delay - When a driver loses connection with a field device that is normally polled, its default condition is to increment the retry delay (to keep from continuously retrying a lost connection). If this checkbox is selected, the retry delay will not increment, so the reconnection attempts will be continuous at the **Retry Start Delay**.

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Retry Start Delay – How long to wait in seconds before attempting to reconnect to a field device

Panel List – The list of panels, also known as field devices, which will be controlled by this driver; though the name of the property may vary, all drivers will have a property that lists the field devices

Computer List – The list of computers on which this driver will be found

Communication Method

Most drivers will need to know specific information on how to communicate with the physical device. What is needed is different depending on the specific driver. It could be as simple as IP address and Port number or it can be a whole host of parameters. See the Panel Guide for specific information on the Communication Method, if any, needed by that panel.

Routing Levels

In section [Options Tab](#) we explained that every I/O Point has a **Routing Level** field. This is where those levels are defined.

Note: The Routing Level field is disabled until Panel Will Transmit is checked.

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The screenshot shows the 'New Virtual Point' dialog box with the 'Operation' tab selected. The 'Routing Level' dropdown menu is highlighted with a red rectangle and is currently set to 'All'. Other visible settings include 'Panel Will Transmit' (checked), 'Pulse Delay (millisec): 1000', 'Temp Pulse Counter' (empty), 'High State: Active', 'Camera Control' (empty), 'Video Recording' (Post-Alarm and Pre-Alarm both set to 5 seconds), 'Email Notification' (Email Action: 'Email when point is High', Distribution List: '<None>'), and 'Output Scripting' (empty).

Figure 264 - Routing Level on the Operation tab

A routing level is basically an access entry for a computer. For a computer to receive a point's activity and alarm updates it must have access to that point; it must be assigned the point's routing level.

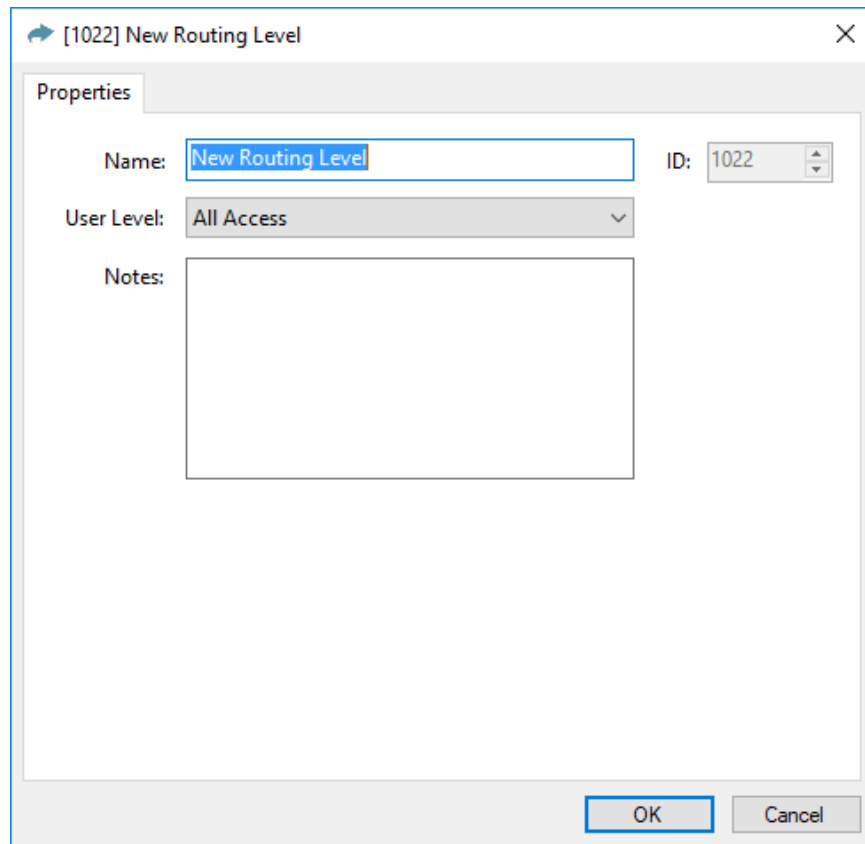
The possible routing levels in Intelli-Site are defined here. Intelli-Site ships with one Routing Level, **Level 1**. The default value for the **Routing Level** field, *All*, is not an actual routing level node.



Note: The default value, *All*, is not a Routing Level node to protect it from being modified or deleted.

To add a **Routing Level**, right-click on the **Routing Levels** node and select *Add Node* or *Add Node and Edit*. There are only the basic properties on the **Routing Level** node.

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[1022] New Routing Level

Properties

Name: New Routing Level ID: 1022

User Level: All Access

Notes:

OK Cancel

Figure 265 - Routing Level properties dialog

Note: *It is ironically possible to change the routing level and make it impossible for you to see the point's activity or alarms on any computer. Care should be taken when changing Routing Levels and Routing Masks.*

Routing Masks

Routing Masks are access sets for computers. A routing mask contains a list of routing levels that are considered members of the routing mask. If a computer has a routing mask, it will only receive updates for points whose routing level is included in the computer's routing mask.

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A routing mask is assigned to a computer if that computer should only receive a subset of the activity controlled by Intelli-Site. For example, Intelli-Site is controlling an office building with many businesses. Each business has its own security personnel that manage their access. They should only receive the activity pertinent to their business. Therefore, routing levels and masks must be added to Intelli-Site to control this. The routing levels are assigned to points and routing masks are assigned to computers.

A routing mask is assigned in the **Routing Mask** field of the computer node properties. See [Computers](#).

The screenshot shows the 'New Computer' dialog box with the following fields and sections:

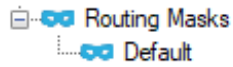
- Name:** New Computer
- ID:** 1675
- User Level:** All Access
- Notes:** (empty text area)
- General Options:**
 - Restore Previous Screen: ☐
 - Use Node Name for Display Label: ☐
- Engine Shutdown Options:**
 - Shutdown Action: Logout
- Live Compare:**
 - Invalid Read: ☐ Valid Read: ☐
- General Settings:**
 - Startup Point: (empty text field)
 - Training Point: (empty text field)
 - Routing Mask:** (empty text field, highlighted with a red rectangle)
 - Voice: (empty text field)
- Engine Redundancy:**
 - Redundancy Enabled: ☐
 - Online/Offline Point: (empty text field)
 - Is Master Point: (empty text field)
- Alarm Queue:**
 - 'Ack Required Alarm In Queue' Point: (empty text field)
 - 'Higher Priority Alarm In Queue' Point: (empty text field)
- Associated Hardware:**
 - Sign On Reader: (empty text field)
 - Card Add Reader: (empty text field)
 - Monitor List: (empty text area)
 - Keyboard: (empty text field)
 - Intercom: (empty text field)
- Deadman Mode:**
 - System Time Period: (empty text field)
 - Timeout (minutes): 30
 - Deadman Point: (empty text field)

Buttons: OK, Cancel

Figure 266 - Routing Mask field of the Computer properties dialog

Intelli-Site ships with a single routing mask called **Default**. It is just a sample routing mask. It isn't the system default. The true default routing mask is blank. When a routing mask is not specifically assigned, the computer will receive all state changes and alarms.

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To add a **Routing Mask**, right-click on the **Routing Masks** node and select *Add Node* or *Add Node and Edit*.

[1023] New Routing Mask

Properties

Name: ID:

User Level:

Notes:

Routing Levels:

Routing Level	Allowed Point (Optional)

Add Delete

OK Cancel

Figure 267 - Routing Mask properties dialog

In addition to the basic properties on the **Routing Mask** node, there is the **Routing Levels** table.

Routing Levels – table; the routing levels that are assigned to this routing mask

Routing Level – drop-down list of the available routing level nodes; the selected routing level is assigned to this mask

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Allowed Point (Optional) – optional, drop box; accepts I/O Points; when the I/O Point is high, this routing level is included in the routing mask; when the point is low, the routing level is not included; when this field is empty, the routing level is always included in the mask.

Add

- button; add a row to the **Routing Levels** table

Delete

- button; delete the selected row from the **Routing Levels** table

Note: *It is ironically possible to change the routing mask and make it impossible for you to see the point's activity or alarms on any computer. Care should be taken when changing Routing Levels and Routing Masks.*

Databases

The Databases node contains the Database node which provides access to the Project database for project programming.

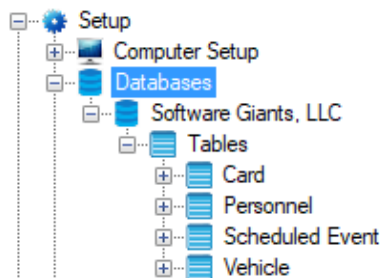


Figure 268 - Databases

To see the properties of the Database node, expand the Databases node and right-click on its child node. The name of this node is the same as the name of the Project. Select *Properties* from the context menu.

Note: *Database node changes should be made using the Configuration Utility and not in the Client.*

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The screenshot shows a 'Properties' dialog box for a database node named '[11] Software Giants, LLC'. The dialog has a 'Properties' tab and contains the following fields:

- Name:** Software Giants, LLC
- ID:** 11
- User Level:** All Access
- Notes:** (Empty text area)
- Database Type:** PostgreSQL
- Authentication Type:** Password
- SSL:** ☐
- Server Name:** localhost
- Port:** 5432
- Database Name:** Software Giants, LLC
- User Name:** postgres
- Password:** (Masked with asterisks)

At the bottom right are 'OK' and 'Cancel' buttons.

Figure 269 - Database Properties dialog

A Database node has the standard properties of **Name**, **ID**, **User Level**, and **Notes**.

Database Type – The type of database this project uses; currently only PostgreSQL is supported

Authentication Type – The method of authentication the Engine will use to connect to the database

SSL – checkbox; when checked SSL is used when authenticating

Server Name – Then name of the computer on which the database resides

Port – The TCP/IP port number with which to connect to the database

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Database Name – The name of the database; this is the name of the project and cannot be changed here. To change the name of the project, use the Configuration Utility.

User Name – The user name credential for database authentication

Password – The password credential for database authentication

Below the database node are the database tables which allows the user to see what fields are available for Project programming.

Database Table

The database contains several database tables. Each table is represented by a database table node.

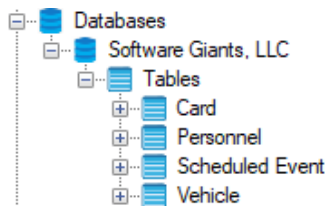


Figure 270 - Database Tables

Card – data associated with specific card

Personnel – data about each personnel

Scheduled Event – scheduled event data

Vehicle – vehicle data

Database Field

Each field in the database appears as a node under a table node. A database field node has the standard properties of **Name**, **ID**, **User Level**, and **Notes**. None of the properties is editable except for **Name** and **Notes**.

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[16] Card Number

Properties

Name: Card Number ID: 16

User Level: All Access

Notes:

Field Type: Int64 Special Field Type: None

Field Name: card_number

Field Size: 8 Field Precision: 0

Internal: ☒ Custom: ☐ Required: ☐

OK Cancel

Figure 271 - Database Field properties dialog

Field Type – The data type of the field

Special Field Type – A modifier for the **Field Type**

Field Size – The number of bytes in the field

Internal – checkbox; when checked it is an internal field

It's important to know the **Name** and the **Field Type** for importing cards. The **Field Name** can be used instead of the **Name**.

Distribution Lists

Distribution Lists allow the user to define a set of email addresses to send email alerts to when an event occurs. These distribution lists are the values for the **Distribution List** property on the **Operation** tab of all I/O Points. See [Email Notification](#).

To add a new Distribution List, right-click on the **Distribution Lists** node and select *Add Node and Edit*.

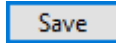
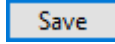
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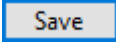
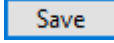
The screenshot shows a software dialog box titled "[1347] New Distribution List". It features a "Properties" tab. The "Name" field contains "New Distribution List". The "ID" field is a spin box set to "1347". The "User Level" is a dropdown menu currently showing "All Access". There is a large empty text area for "Notes". Below that is a large empty text area for the "Email List". Under the "Email List" is a smaller empty text box, followed by "Add" and "Delete" buttons. At the bottom right of the dialog are "OK" and "Cancel" buttons.

Figure 272 - Distribution List properties dialog

A distribution list node has the standard properties of **Name**, **ID**, **User Level**, and **Notes**.

Email List – simple edit list; Lists the email addresses that are part of this distribution list. Use the **Add** and **Delete** buttons to modify the list. When an email address in the list is being modified or while a new email address is being typed, the **Add** button becomes the **Save** button.

To add an email address - Click , the add button becomes . Type the email address in the edit box next to the button. Click . The email address is added to **Email List**.

To edit an email address – Select the email address in the list. The email appears in the edit box next to the buttons. Place the cursor in the edit box and change the text. The  button becomes . When the email address is correct, click .

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To delete an email address – Select the email address in the **Email List** list box then click 

Documentation

The Documentation node contains the nodes that tell the software the location of the documentation files. The documents are readable in  **Documentation View**.

Note: *All Intelli-Site manuals are PDF files. Therefore, a PDF reader must be installed on the computer on which the manuals are to be viewed. If there is not a PDF reader on the computer, an “error loading webpage” message displays in the Document Viewing Area.*

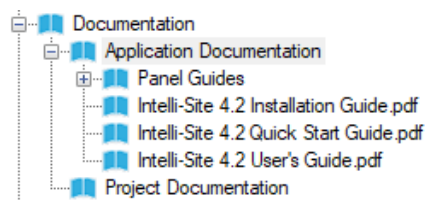


Figure 273 - Documentation

The documentation is separated into two groups.

Application Documentation – The documents pertaining to Intelli-Site; includes the Intelli-Site User's Guide and the Panel Guides for the installed drivers

Project Documentation – The documents specific to the project created by the integrator; the integrator is strongly encouraged to provide a user's manual for the project.

Before a document can be added, a group node must be added to the Project Documentation node.

Project Documentation Group

A document node must be added to a Project Documentation group node.

To add a project documentation group node, right-click on Project Documentation and select either *Add Node* or *Add Node and Edit*. An **Enter Directory Name** dialog appears.

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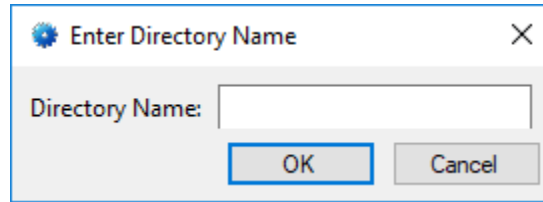


Figure 274 - Enter Directory Name dialog

Intelli-Site will create a directory in the project folder to hold the document. This folder corresponds to the project documentation group node. Enter the name of the folder.

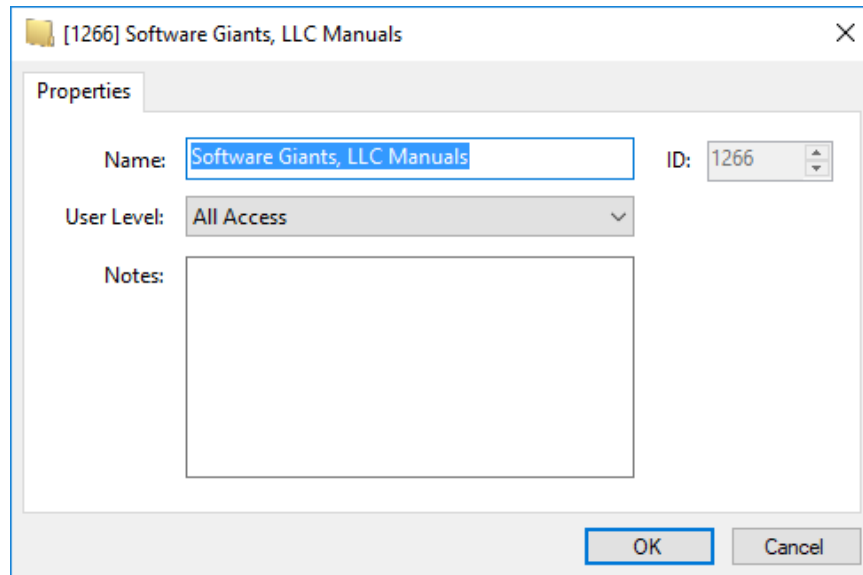


Figure 275 – Project Documentation Group properties dialog

Document

Once the project documentation group node has been added to the Tree, a document can be added.

Right-click on the project documentation group node and select either *Add Node* or *Add Node and Edit*. A Windows **Open** dialog appears allowing you to select the PDF file.

A new document node is added to the Project Tree.

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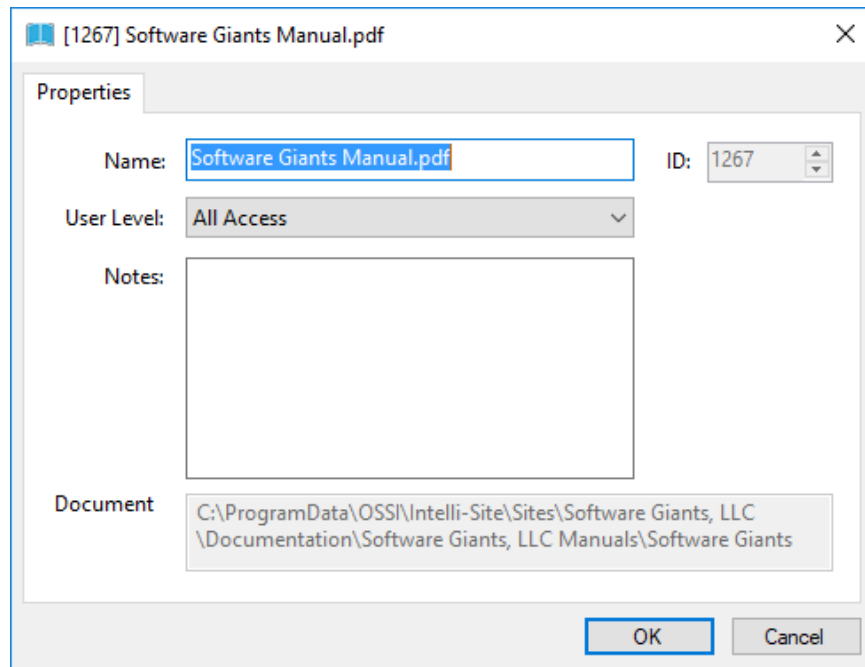


Figure 276 - Document properties dialog

Document – This field displays the actual location of the document on disk. Notice that this project document is in the Documentation\Software Giants, LLC Manuals subfolder of the Project. Software Giants, LLC Manuals is the name of the directory and the node in which the actual document resides. The PDF file is copied into this folder.

Event Formatters

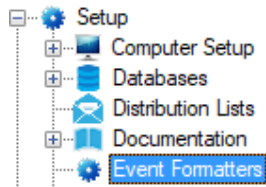
Event Formatters allow the Engine to write events to a file or a TCP/IP address and port. The user specifies the format and the text to write. Many formats can be defined to write to the same destination or different destinations. The user may also specify Point and database filters for an event formatter.

Individual event formatters are added to the **Event Formatters** node.

Event Formatters Properties

The **Event Formatters** root node contains the configuration information for the TAP server integration.

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Right-click on the **Event Formatters** node and select *Properties* to open the properties dialog.

A screenshot of the [116] Event Formatters Properties dialog box. The dialog has a title bar with a close button. It contains two main sections: 'Properties' and 'TAP Configuration'.

The 'Properties' section includes:
- A 'Name' field with the text 'Event Formatters'.
- An 'ID' field with the value '116'.
- A 'User Level' dropdown menu set to 'All Access'.
- A 'Notes' text area.

The 'TAP Configuration' section includes:
- A 'Default Pager #' field with the value '100'.
- A 'Pager Numbers' section containing a table with two columns: 'Pager #' and 'Source'. The table body is currently empty.
- 'Add' and 'Delete' buttons below the table.

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

Figure 277 - Event Formatters node properties dialog

Of course, the **Event Formatters** node has the standard properties of **Name**, **ID**, **User Level**, and **Notes**.

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Default Pager # – text box; the pager number that is used for events whose source node is not specified in the **Pager Numbers** table

Pager Numbers – table; the table associating a pager number to a source node

Pager # - the pager number that is used for events whose source node is the specified node

Source – the node that triggered the event

Event Formatter Properties

To add a new event formatter node, right-click on the **Event Formatters** node and select either *Add Node* or *Add Node and Edit*. A new event formatter node is added to the Project.

The basic properties common to all nodes, **Name**, **ID**, **User Level**, and **Notes** are here. The following explains the rest of the properties.

The screenshot shows the 'New Event Formatter' dialog box. The 'Properties' section includes a 'Name' field with 'New Event Formatter', an 'ID' field with '1294', a 'User Level' dropdown set to 'All Access', a 'Notes' text area, and a 'Termination' dropdown set to 'Carriage Return/Line Feed'. The 'Send Formatted Event To File' section has a 'File Path' and a 'Failure Point' field. The 'Send Formatted Event To TCP/IP' section has an 'Address' field, a 'Port' spinner set to '0', and a 'Timeout (seconds)' spinner set to '0'. The 'Formats' section has four text boxes for 'Valid Card Read', 'Invalid Card Read', 'Card Modification', and 'I/O Event'. The 'Database Filter List' section contains a table with columns 'Field', 'Operation', and 'Value'. The 'Text Replacement' section contains a table with columns 'Original Text', 'Replacement Text', and 'Match Whole Word?'. The 'Point Filter List' section is empty. At the bottom of the dialog are 'Add' and 'Delete' buttons for the filter lists, and 'OK' and 'Cancel' buttons at the very bottom.

Figure 278 - Event Formatter node properties dialog

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Termination – drop-down list; *Carriage Return/Line Feed* (default), *Carriage Return*, *Line Feed*, *TAP*, and *None*; what to end the formatted text string with

Send Formatted Event To File – group box; the properties needed to define the file to write the formatted text

File Path – text field; the location, either local or on the network, as the destination file that for the formatted text. If the file doesn't exist, it will be created. This can be a single location, or multiple locations can be defined, using just one simple string of text, as well as multiple files within a single location:

1. Single Local Location:
C:\Logfiles\MyLog.txt
2. Single Network Location:
\\Server1\LogFiles\MyLog.txt
3. Multiple Network Locations:
\\[Department]\LogFiles\MyLog.txt
4. Multiple Files in Single Network Location:
\\Server1\[Department]\LogFiles\MyLog.txt
5. Multiple Files in Single Network Location with Dated File Names:
\\Server1\[Department]\LogFiles\%Y-%m-%d.txt

Note: The “[Department]” notation is a database field, which must be the value also modified on each card that the operator wants logged via the Event format function. If a card does not have a “Department” specified, then in this case nothing for that card number will be logged.

Note: The last example would produce one file for each day, in each department folder, with dated file names, like this:
\\Server1\Accounting\LogFiles\2019-04-23.txt

Failure Point – drop box; this point will be set if Intelli-Site failed to write the event to the specified file(s)

Send Formatted Event To TCP/IP – group box; the properties needed to define the IP address and port to write the formatted text

Address – text field; the destination IP Address or DNS Address

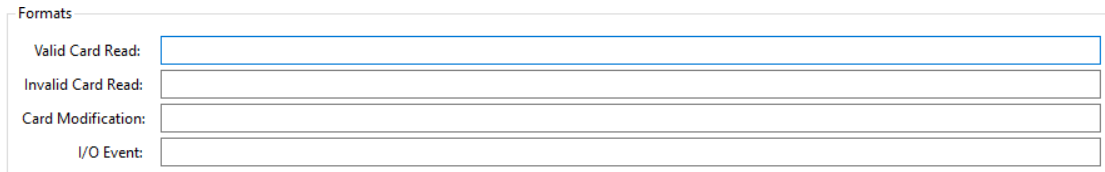
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Port – numeric; the destination TCP port

Timeout (seconds) – numeric; how long to maintain the TCP/IP connection after each event is sent. Establishing a connection takes time. If there are multiple messages to send, it is best to send them over the same connection instead of creating a connection for each new message.

Formats

The **Formats** group box contains the fields that define the format for the text messages that are written to the specified **File Path** and/or sent to the specified **Address** and **Port**. See [Formatting Keywords](#) to view all the possible keywords and their usage.



The screenshot shows a window titled "Formats" with four text input fields. The first field is labeled "Valid Card Read:", the second "Invalid Card Read:", the third "Card Modification:", and the fourth "I/O Event:". Each field is a rectangular box with a light blue border.

Valid Card Read – text box; the text format for valid card read events

Invalid Card Read – text box; the text format for invalid card read events

Card Modification – text box; the text format when a card or personnel record is added, edited, or deleted

Note: *Card modifications do not trigger events. Therefore, at least one database field must be included in the Card Modification format to inform the Engine which field to use as a trigger for this event.*

I/O Event – text box; the text format for I/O events

Database Filter List

The **Database Filter List** table contains the database fields that will determine if this event formatter is triggered.

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Database Filter List:

Field	Operation	Value
[17] Site Code	Equals	5

Field – the database field on which to filter

Operation – determines how the **Field** is evaluated

Value – the value to which the **Field** is compared

- add a row to the table

- delete the selected row in the table

So for the image above, assuming the user has defined a format for **Invalid Card Read**, then only those card reads with a *Site Code* equal to "5" will trigger this formatter.

Formatting Keywords

Below is a list of all the possible formatting keywords. All characters that are not in the list below will show up "as typed." For example, the format string "Today is %A" would be written as "Today is Monday".

Replacements are done in the order shown, so if node 1234 is a counter with a value of 4, @{1234}@ would first replace {1234} with 4, leaving @4@, then @4@ would be replaced with a one byte decimal 4 into the data stream.

Time Formatting Keywords

%a - Abbreviated weekday name

%A - Full weekday name

%b - Abbreviated month name

%B - Full month name

%c - Date and time representation appropriate for locale

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%d - Day of month as decimal number (01 – 31)

%H - Hour in 24-hour format (00 – 23)

%I - Hour in 12-hour format (01 – 12)

%j - Day of year as decimal number (001 – 366)

%m - Month as decimal number (01 – 12)

%M - Minute as decimal number (00 – 59)

%p - Current locale's A.M./P.M. indicator for 12-hour clock

%S - Second as decimal number (00 – 59)

%U - Week of year as decimal number, with Sunday as first day of week (00 – 53)

%w - Weekday as decimal number (0 – 6; Sunday is 0)

%W - Week of year as decimal number, with Monday as first day of week (00 – 53)

%x - Date representation for current locale

%X - Time representation for current locale

%y - Year without century, as decimal number (00 – 99)

%Y - Year with century, as decimal number

%% Percent sign

I/O Point & Reader Formatting Keywords:

#a, #A – The name of the access set for card modification events

#n, #N – The name of the Point in the Tree either as in the Tree, or all upper case

#x, #X – The ID of the Point in the Tree, with or without leading zeroes

#I – The index of the Point in the Tree

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#s, #S – The name of the sub-state in the Tree as in the Tree, or all upper case

#z, #Z – The ID of the sub-state in the Tree, with or without leading zeroes

#i – The index of the sub-state in the Tree

#r, #R – The name of the panel for the Point in the Tree as is, or all upper case

#u – The state of the Point; 0 for low, 1 for high

#v, #V – The queue label of the state of the Point, configured on the **Alarm Queue** tab of the Point

#q – If this is a card read event, this is the status of the card read; if this is a card modification event, this is "Add", "Delete", or "Modify"

#U, #C – If this is a card modification event, this is the user and computer that made the change

Pound sign

Special Commands:

[*database field name*] – The name of a database field from the Tree; at this time, only fields from the card and personnel tables are supported

{*node id*} – The value of the object from the Tree; the value is the same as shown when used as the Label Object for a Screen Object; most commonly used with counters

\$*hex value*\$ – Insert a series of bytes converted to hex characters

@*decimal value*@ – Insert one byte of decimal data

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Images

The Images node contains the nodes that tell Intelli-Site where the image files are.

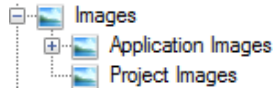


Figure 279 - Images

The images are separated into two groups.

Application Images – The images Intelli-Site provides

Project Images – Some installations may need additional images. This is where they will be added to the project

Before an image file can be added, a group node has to be added to the Project Images node.

Project Images Group

An image node has to be added to a Project Images group node.

To add a project images group node, right-click on Project Images and select either *Add Node* or *Add Node and Edit*. An **Enter Directory Name** dialog appears.

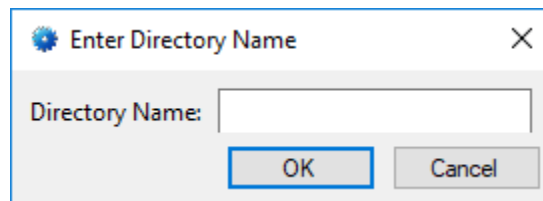


Figure 280 - Enter Directory Name dialog

Intelli-Site will create a directory in the project folder to hold the image file. This folder corresponds to the project images group node. Enter the name of the folder.

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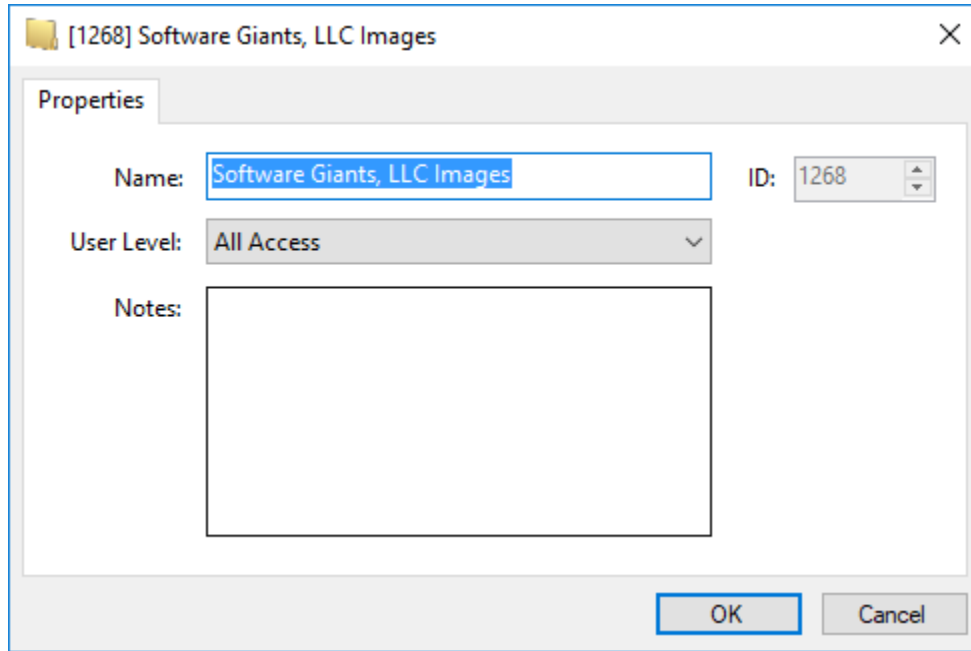


Figure 281 – Project Images Group properties dialog

Image

Once the project images group node has been added to the Tree, an image can be added. Intelli-Site supports the following image types:

- *.png
- *.jpg
- *.gif
- *.tif
- *.tiff
- *.bmp
- *.wmf

Right-click on the project image group node and select either *Add Node* or *Add Node and Edit*. A Windows **Open** dialog appears allowing you to select the Image File file.

A new image node is added to the Project Tree.

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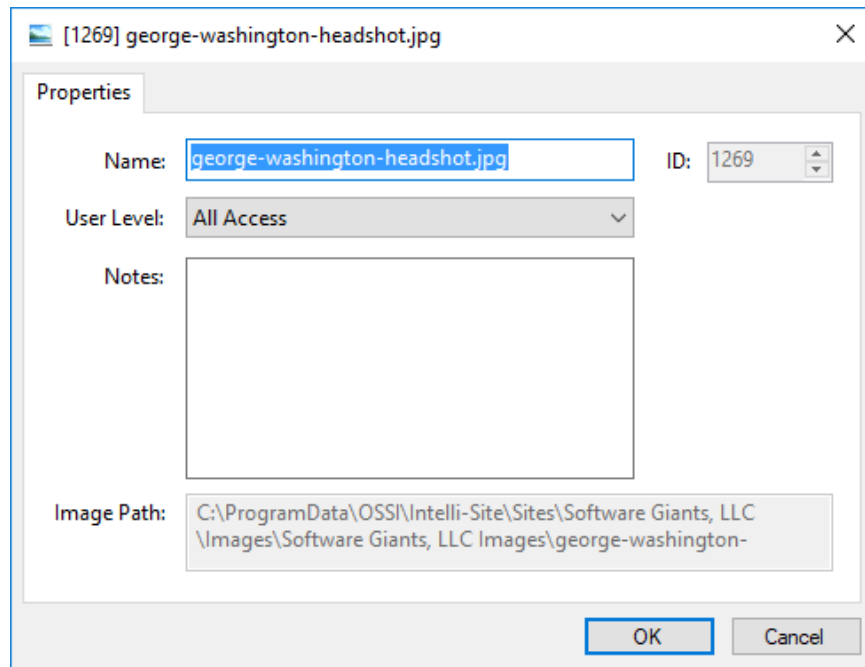


Figure 282 - Image properties dialog

Image Path – This field displays the actual location of the image on disk. Notice that this project image is in the Image\Software Giants, LLC Images subfolder of the Project. Software Giants, LLC Images is the name of the directory and the node in which the actual image file resides. The image file is copied into this folder.

Image Preview

To preview an image in  **Design View**, place the mouse on the image node. Hold the mouse button down until the image preview appears.

Messages

Intelli-Site can talk to the user via the Text-to-Speech (TTS) module. The **Messages** node contains the messages that Intelli-Site can say. These messages can be played in any action grid using the **Play** action.

To add a new message, right-click on the Messages node. Select *Add Node and Edit*. A new message node is added to the Tree and the properties dialog displays.

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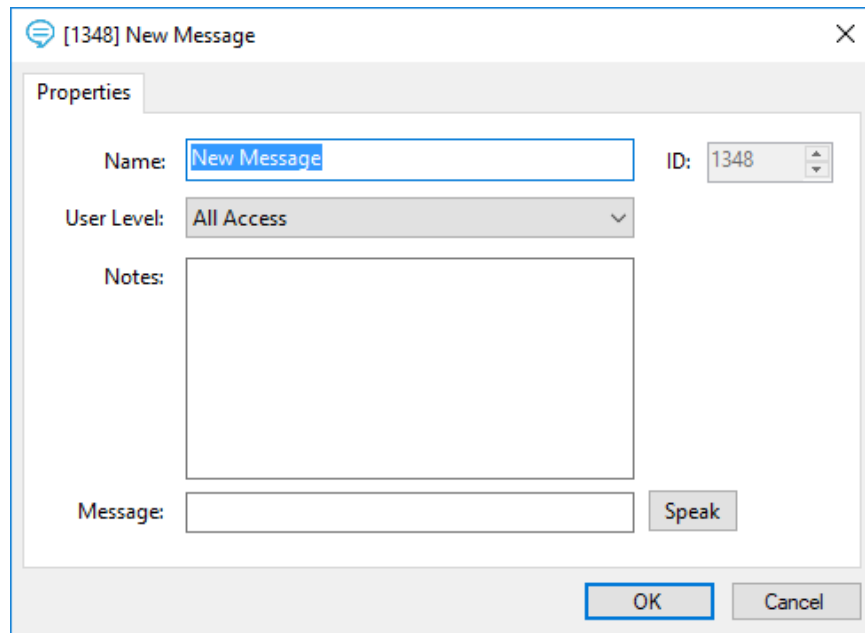


Figure 283 - Message properties dialog

A message node has the standard properties of **Name**, **ID**, **User Level**, and **Notes**.

Message – The text of the message that will be spoken

 - Test the message in the **Message** field

Popup Queues

The **Popup Queues** node contains the available popup queues. Popup queues provide a means to filter the alarm queue for specific alarms. The popup queue can be set to automatically appear when an alarm enters the queue that fits the filter.

Add Node and Edit on the **Popup Queues** node adds a new popup queue node and opens its properties. This node has the standard properties of **Name**, **ID**, **User Level**, and **Notes** as well as additional properties specific to popup queues.

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[1349] New Popup Queue

Properties

Name: New Popup Queue ID: 1349

User Level: All Access

Notes:

Card Swipes Only: ☐ Show Title Bar: ☐

IM Layout: [137] Default

Auto Popup: ☐ Auto Popoff when empty: ☐

X Position: 0 Width: 1024

Y Position: 0 Height: 200

'Ack Required Alarm In Queue' Point:

'Higher Priority Alarm Available' Point:

Filter List:

OK Cancel

Figure 284 - Popup Queue properties dialog

Card Swipes Only – checkbox; when checked, the popup queue only displays card swipes. Also, when checked, **IM Layout** and **Auto Popoff when empty** are disabled.

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Show Title Bar – checkbox; when checked, the popup queue displays as a popup dialog with a title bar and close button. It can be picked up and moved around the screen. When not checked, the popup queue displays at the position specified and cannot be moved or closed. It must be closed using the **PopOffQueue** action. For more information on the **PopOffQueue** action, see [Screen Control Actions](#).

IM Layout – drop box; which Information Manager (IM) Layout to use when displaying the alarm information; see [Information Manager Layouts](#)

Auto Popup – checkbox; when checked the popup queue will automatically appears when an alarm matching the filter criteria occurs

Auto Popoff when empty – checkbox; when checked, the popup queue will disappear when the alarms in the queue have been cleared

X Position and **Y Position** – numeric field; the default location for the popup dialog where (0, 0) is the upper left-hand corner of the screen; if **Show Title Bar** is checked, the popup is a dialog and can be moved as well as closed.

Height – numeric field; how tall the popup screen is

Width – numeric field; how wide the popup screen is

'Ack Required Alarm in Queue' Point – This point will be set when there is an Ack Required Alarm in the queue.

Note: *An Ack Required Alarm is an alarm that must be acknowledged. This is determined by the Acknowledge Required property on the point's [Operation Tab](#).*

'Higher Priority Alarm In Queue' Point – This point will be set when an Ack Required Alarm comes in with a priority higher than the selected alarm in the queue.

Note: *The first alarm that enters the queue is selected but the actions in the On Selection grid are not executed.*

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Filter List – drop list; the list of alarms that will appear in this popup queue; when empty, all alarms will be written to this popup queue. If **Card Swipes Only** is checked, drop the panel or the readers of a panel to filter which card swipes are reported.

Note: *Panels, System Tools, Scheduled Events, Custom Scripts, System Schedules, System Time Periods and any of their child nodes can be dropped into the Filter List as well as any I/O Point.*

Priorities

The **Priorities** node contains the priorities associated to the Project. The priorities establish a hierarchy of alarms that are displayed within the Information Manager (IM) **Queue Control**. Alarms of the highest priority are displayed first followed by alarms of lower priority. Colors, messages and sounds can be defined for each priority to expedite the user's awareness of alarms.

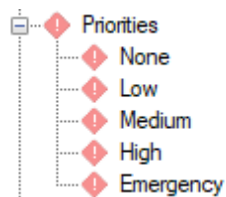


Figure 285 - Priorities

Intelli-Site provides five (5) priorities by default. They are None, Low, Medium, High, and Emergency. You are welcome to modify or delete them or even add your own priorities. Priority is determined by the order of the nodes in the Tree. The priority at the bottom of the list, in this case Emergency, has the highest priority. The priority None has the lowest. Their order can be changed using Ctrl+drag-and-drop. Hold down the Ctrl key, click and hold down the mouse button on a priority node, drag the priority node and drop it on the Priorities node releasing the Ctrl key. The priority node is now the highest priority node.

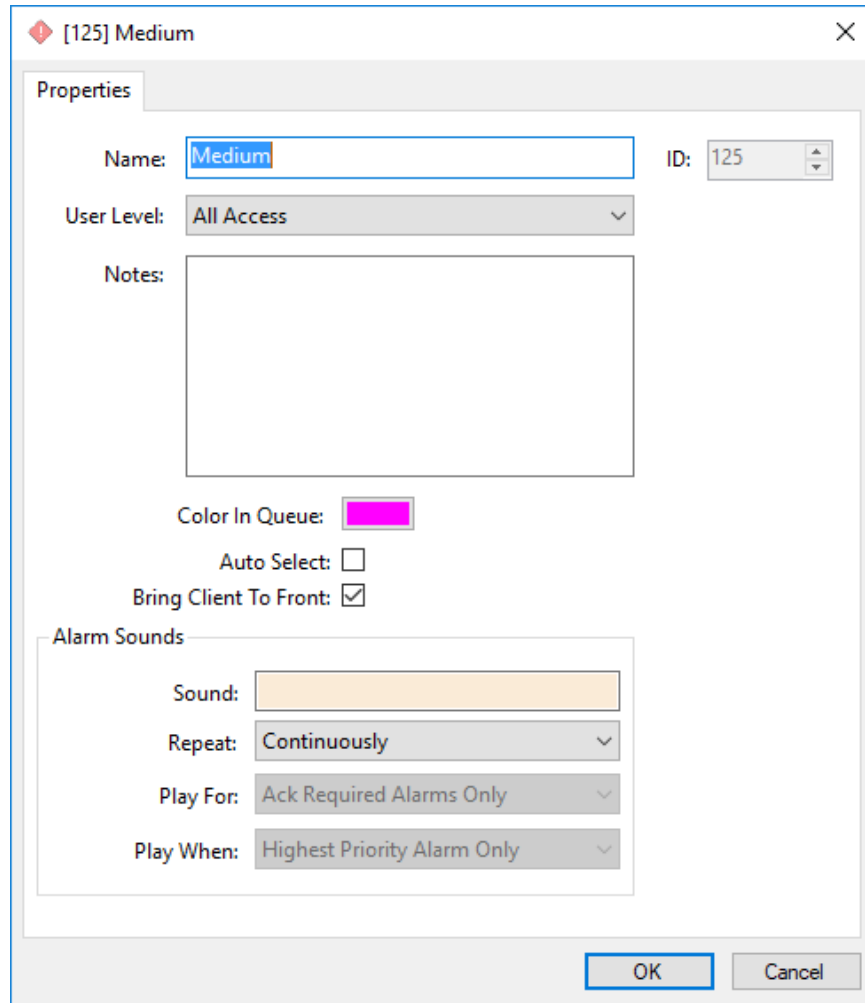
All the priority nodes found under the Priorities node are the values for the **Priority** property on the [Alarm Queue tab](#) of all I/O Points.

Note: *Accutech View and the Accutech panel require these priorities. Do not delete them if the installation uses Accutech panels.*

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An existing priority is edited using the *Properties* option of the context menu. A priority node added using *Add Node* or *Add Node and Edit*.

A priority node has the standard properties of **Name**, **ID**, **User Level**, and **Notes**.



The dialog box is titled "[125] Medium" with a close button (X) in the top right corner. It contains the following fields and controls:

- Properties** tab (selected)
- Name:** Text field containing "Medium"
- ID:** Spin box containing "125"
- User Level:** Dropdown menu showing "All Access"
- Notes:** Large text area for notes
- Color In Queue:** Color selector showing a magenta color
- Auto Select:** Checkbox (unchecked)
- Bring Client To Front:** Checkbox (checked)
- Alarm Sounds** section:
 - Sound:** Text field showing a sound icon
 - Repeat:** Dropdown menu showing "Continuously"
 - Play For:** Dropdown menu showing "Ack Required Alarms Only"
 - Play When:** Dropdown menu showing "Highest Priority Alarm Only"
- OK** and **Cancel** buttons at the bottom right

Figure 286 - Priority properties dialog

Color in Queue – color selector; the color used when the event is written to the queue; clicking on this field opens the **Color** dialog allowing the user to select the desired color for this priority

Auto Select – checkbox; when an event is added to the queue with this priority, it is automatically selected. When it is selected, the actions in the **On Queue Selection** action grid are executed.

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Bring Client to Front – checkbox; when an event of this priority is added to the queue, bring the Client to the front of all other applications that may be running on the host computer

Alarm Sounds - group box

Sound – drop box; the sound to play when an alarm of this priority is written to the alarm queue assuming the desired conditions are met

Repeat – drop-down list; *Continuously, Once, Once Each Occurrence*

- *Continuously* - the sound plays every three seconds until the alarm is acknowledged or cleared;
- *Once* - the sound plays once until the alarm is cleared from the queue
- *Once Each Occurrence* – each time the event occurs the sound will play whether the alarm has been acknowledged or not

Play For – (disabled until a sound is specified) drop-down list; *Ack Required Alarms Only, Any Alarm*

- *Ack Required Alarms Only* – the sound plays only if the **Acknowledge Required** checkbox is checked for the point generating the alarm
- *Any Alarm* - the sound plays for any alarm of this priority

Play When – (disabled until a sound is specified) drop-down list; *Highest Priority Alarm Only, Higher Priority Alarms Exist*

- *Highest Priority Alarm Only* – the sound plays if the alarm is the highest priority or equal to the highest priority present in the alarm queue; if all the higher priority alarms are acknowledged and this priority is set to play continuously, this alarm will then play its sound until acknowledged or cleared
- *Higher Priority Alarms Exist* – the sound plays no matter what other alarm priorities exist; therefore, if a higher priority alarm is playing continuously, this new alarm of a lower priority will play too

Reports

The Reports node contains the nodes that tell Intelli-Site where the report templates are. The reports are run in  **Report View**. The Tree stores the location of the report forms that were created using the Microsoft Report Builder 2012. The Tree also holds report settings nodes that store parameters of a report to be used repeatedly and programmatically.

Note: *Intelli-Site uses Microsoft Report Viewer 2012 to display reports. This version of Report Viewer is only compatible with Microsoft Report View 2012.*

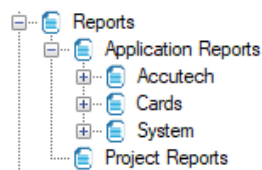


Figure 287 – Reports

The reports are separated into two groups.

Application Reports – These reports that are included with every installation of Intelli-Site. There are card reports and system reports. For more information about the specific reports, see [Reports Tree](#).

Project Reports – It is expected that the integrator, the person that writes the project programming, may need to provide reports specific to the project. Those reports will be added here.

Notice that no RDL file is a direct child of the Application Reports node. The RDL files are under either Cards or System. Before a report can be added, a group node has to be added to the Project Reports node.

Project Reports Group

A report file node must be added to a Project Reports group node.

To add a project reports group node, right-click on Project Reports and select either *Add Node* or *Add Node and Edit*. An **Enter Directory Name** dialog appears.

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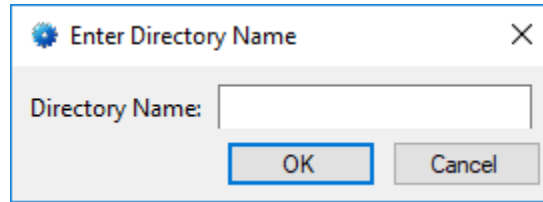


Figure 288 - Enter Directory Name dialog

Intelli-Site will create a directory in the project folder to hold the report. This folder corresponds to the project reports group node. Enter the name of the folder.

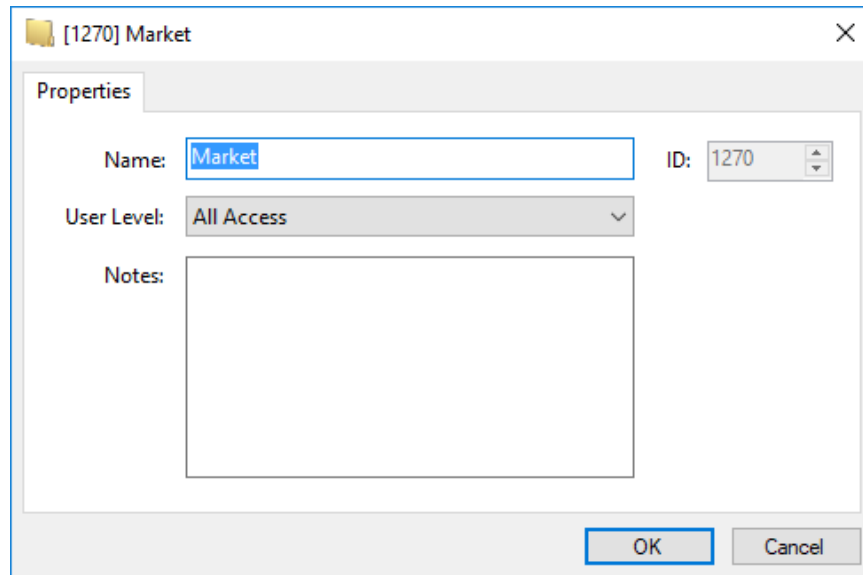


Figure 289 - Report Group properties dialog

Report

Once the project report group node has been added to the Tree, a report RDL file can be added.

Right-click on the project report group node and select either *Add Node* or *Add Node and Edit*. A Windows **Open** dialog appears allowing you to select the report file.

A new report node is added to the Project Tree.

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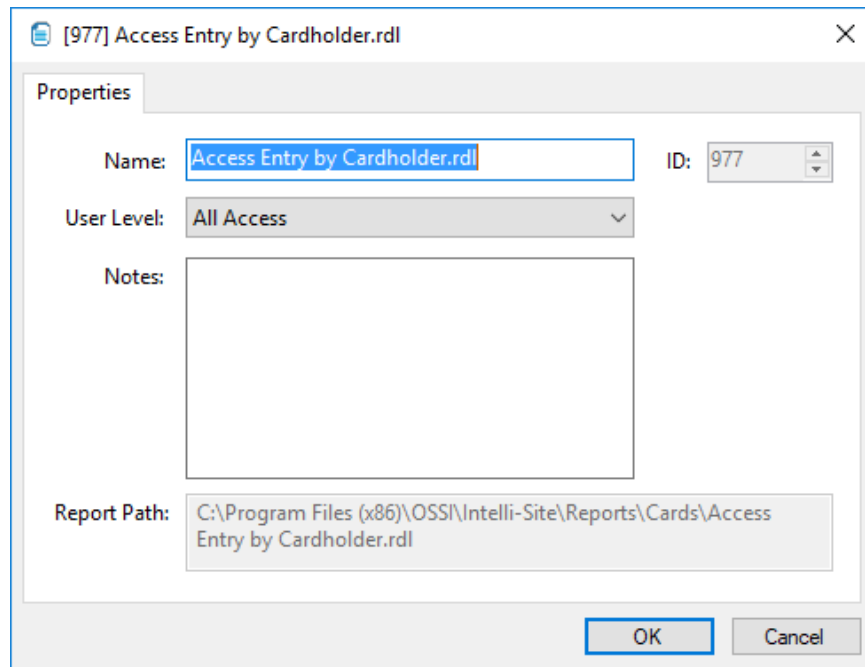


Figure 290 - Report properties dialog

Report Path – This field displays the actual location of the report on disk. Notice that this project report is in the Reports\Market subfolder of the Project. Market is the name of the directory and the node in which the actual report resides. The RDL file is copied into this folder.

Report Settings

Each report has parameters that must be filled before the report will run. At the very least, a time frame must be specified. Many of these reports are run routinely, daily, weekly, monthly, etc. They even run automatically through project programming as the target of **RunReport**, **PrintReport**, or **EmailReport** action.

To add a report settings node, right-click on the report node and select *Add Node and Edit...* A new report settings node is added to the Tree as a child of the report node. The properties dialog is opened. This dialog contains the report parameters for this report in  **Reports View** with the basic node properties at the top. See [Reports Tree](#) for more details.

This node can be the target of **RunReport**, **PrintReport**, or **EmailReport** action. If the Date Type is *Custom*, a dialog will pop up for the user to specify the start and end dates.

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Each Report Settings node contains the basic node properties and the specific report settings as properties. See each report in for details. See [Reports Tree](#).

Sounds

The Sounds node contains the nodes that tell Intelli-Site where the sound files are.

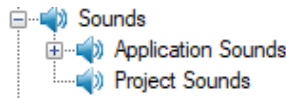


Figure 291 - Sounds

The sounds are separated into two groups.

Application Sounds – The sounds Intelli-Site provides

Project Sounds – Some installations may need additional sounds. This is where they will be added to the project

Before a sound file can be added, a group node must be added to the Project Sounds node.

Project Sounds Group

A sound node must be added to a Project Sounds group node.

To add a project sounds group node, right-click on Project Sounds and select either *Add Node* or *Add Node and Edit*. An **Enter Directory Name** dialog appears.

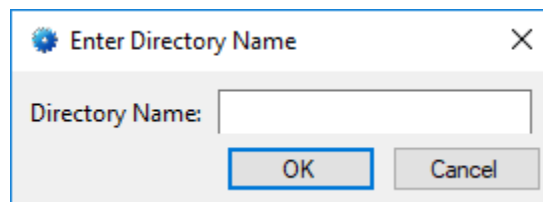


Figure 292 - Enter Directory Name dialog

Intelli-Site will create a directory in the project folder to hold the sound file. This folder corresponds to the project sounds group node. Enter the name of the folder.

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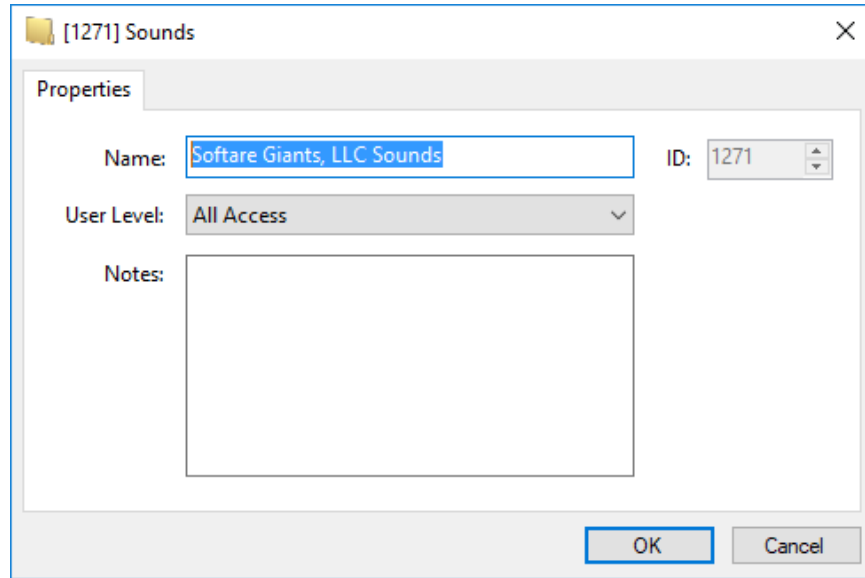


Figure 293 – Project Sounds Group properties dialog

Sound

Once the project sounds group node has been added to the Tree, a sound can be added. Intelli-Site supports the wav file format.

Right-click on the project sounds group node and select either *Add Node* or *Add Node and Edit*. A Windows **Open** dialog appears allowing you to select the sound file.

A new sound node is added to the Project Tree.

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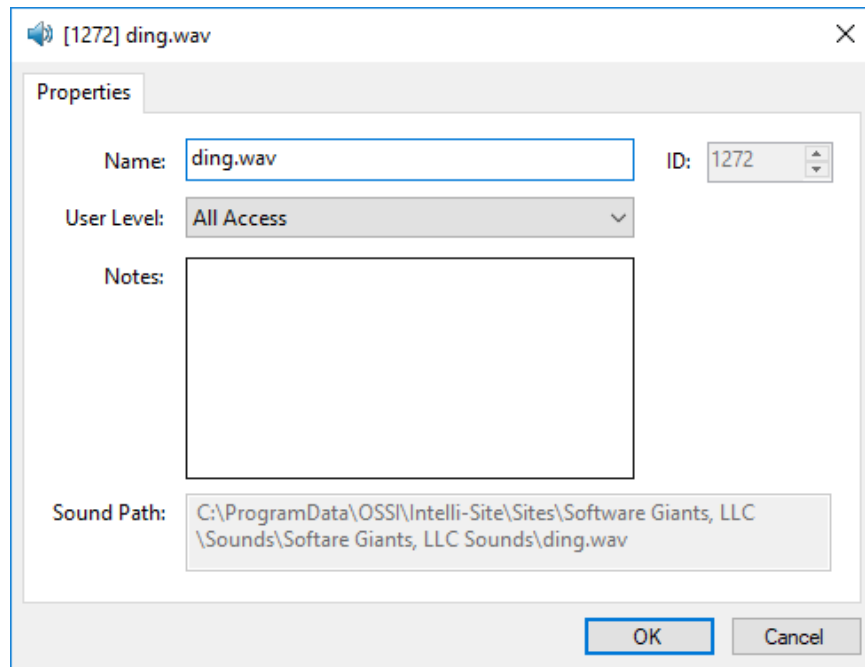


Figure 294 - Sound properties dialog

Sound Path – This field displays the actual location of the sound file on disk. Notice that this project sound file is in Sounds\Software Giants, LLC Sounds subfolder of the Project. Software Giants, LLC Sounds is the name of the directory and the node in which the actual sound file resides. The sound file is copied into this folder.

Sound Preview

To preview a sound in  **Design View**, place the mouse on the sound node. Hold the mouse button down until the sound is played.

User Programs

Not Yet Implemented

In many installations, the Desktop Client will be the only software that is accessible. It never closes and always runs which makes it difficult to use the calculator when you don't have your phone with you. When implemented, it will allow you to define which external apps the user will be allowed to run on the host computer. And allow the integrator to program buttons to run these apps in a controlled environment.

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User Setup

User Setup contains the nodes that define the behavior of Intelli-Site with respect to individual users.

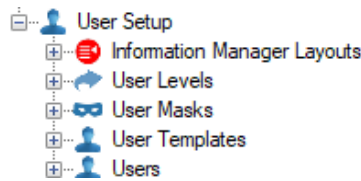


Figure 295 - User Setup

Information Manager Layouts

The layout of the Information Manager can be customized. Multiple different layouts can be configured and assigned to individual users.

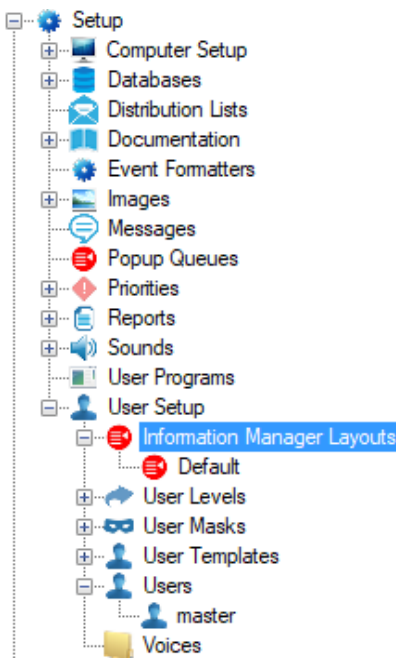


Figure 296 - Information Manager Layouts

To add a new Information Manager Layout, right-click on the **Information Manager Layouts** node and select *Add Node and Edit*. This adds the node and opens the properties.

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[183] Default

Properties Alarm Status Queue Shunt/Force Queue

Name: Default ID: 183

User Level: All Access

Notes:

Tab Position: Bottom Background Color: Column Header Text Color:

Ack/Clear Dialog Settings

Ack Operation: Ack Only Ack Button Text: Ack

Clear Operation: Clear & Close Clear Button Text: Clear

Response Comments:

Add Delete

OK Cancel

Figure 297 - Information Manager Layout properties dialog

There are three tabs:

- **Properties**
- **Alarm Status Queue**
- **Shut/Force Queue**

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Properties Tab

The **Properties** tab holds the fields that control the tab position and the Ack/Clear dialog settings.

The screenshot shows a dialog box titled "[183] Default" with a close button (X) in the top right corner. The dialog has three tabs: "Properties", "Alarm Status Queue", and "Shunt/Force Queue". The "Properties" tab is active. It contains the following fields and controls:

- Name:** A text box containing "Default".
- ID:** A numeric spinner box set to "183".
- User Level:** A dropdown menu showing "All Access".
- Notes:** A large, empty text area.
- Tab Position:** A dropdown menu showing "Bottom".
- Background Color:** A color selection box.
- Column Header Text Color:** A color selection box.
- Ack/Clear Dialog Settings:** A section containing:
 - Ack Operation:** A dropdown menu showing "Ack Only".
 - Ack Button Text:** A text box containing "Ack".
 - Clear Operation:** A dropdown menu showing "Clear & Close".
 - Clear Button Text:** A text box containing "Clear".
- Response Comments:** A large, empty text area.
- Buttons:** "Add" and "Delete" buttons are located below the "Response Comments" text area. "OK" and "Cancel" buttons are at the bottom right of the dialog.

Figure 298 - Information Manager Layout: Properties tab

Name - The name for the node; the name doesn't have to be unique

ID - The unique identifier of this node; generated by Intelli-Site

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User Level - The User Level a user must possess to open the properties for this node, see [User Levels](#)

Notes - Any notes the user may have for the node

Tab Position – drop-down list; *Top*, *Bottom* (default), *Left*, and *Right*; location of the tab header

Background Color – color selector (default: ); allows a user to change the background color; white in a dark room is very bright

Column Header Text Color – color selector (); the color for the column headers

Note: *The color of the event text may need to be changed after changing the background color. The text color is defined in the properties of each priority. See [Priorities](#).*

Ack Operation – drop-down list; *None*, *Ack Only* (default), *Ack & Close*, *Ack & Clear*, and *Ack, Clear & Close*; define what the software does when the **Ack** button is clicked on the Ack/Clear dialog. Ack means acknowledge the alarm; Clear means clear the alarm; Close means close the dialog.

Ack Button Text – The text to display on the Ack button

Clear Operation – drop-down list; *None*, *Clear Only* (default), *Clear & Close*; the action to take when the **Clear** button is clicked on the Ack/Clear dialog. Clear means clear the alarm; Close means close the dialog.

Clear Button Text – Text to display on the Clear button

Response Comments – List of pre-defined response comments that the user can choose; text strings are added and deleted to this list using the **Add** and **Delete** buttons. Enter the string in the text field then click **Add**. The text appears in the list.

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Alarm Status Queue Tab

The **Alarm Status Queue** tab controls the display columns and the action buttons that are used on the **Alarm Control** tab of the Information Manager.

[1566] New Information Manager Layout

Properties **Alarm Status Queue** Shunt/Force Queue

Alarm Queue Button Area Width: 120 Height: 0 (0=auto)

Alarm Queue Columns:

Data Field	Label	Justification	Width
Description	Alarm Description	Left	270
Status	Status	Left	150
Priority	Priority	Left	90
Date	Date	Left	85
Time	Time	Left	95
Count	Count	Left	45
Card	Card No.	Left	60
AckedBy	Acked By	Left	100

Add Delete

Alarm Queue Buttons:

Type	Label	Row	Column
Ack	Ack	1	1
AckAll	Ack All	1	2
Clear	Clear	2	1
ClearAll	Clear All	2	2

Add Delete

OK Cancel

Figure 299 - Information Manager Layout: Alarm Status Queue Tab

Alarm Queue Button Area Width – numeric field (default: 120); define the width of the button region in pixels

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Height – numeric field (default: 0); define the height of the button region in pixels; if the number is 0, the height of the button region is determined by the height of the Information Manager Layout

Alarm Queue Columns Table

The **Alarm Queue Columns** table defines the columns that are displayed in the Alarm Queue. There is no minimum or maximum number of columns. But if all the rows are deleted, Intelli-Site assumes you want the default set of columns and will populate the table with them when the properties are saved.

Alarm Queue Columns:

Data Field	Label	Justification	Width
Description	Alarm Description	Left	270
Status	Status	Left	150
Priority	Priority	Left	90
Date	Date	Left	85
Time	Time	Left	95
Count	Count	Left	45
Card	Card No.	Left	60
AckedBy	Acked By	Left	100

Data Field – drop-down list of the possible columns

- *Description*
- *Status*
- *Priority*
- *Date*
- *Time*
- *Count*
- *Card*
- *AckedBy*
- *Screen*
- *Zone*
- *ZoneGroup*
- *None*
- *OriginalDate*
- *OriginalTime*

Label – The column label

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Justification – drop-down list; *Left, Right, or Center*

Width – numeric field; Width of the column in pixels

Alarm Queue Buttons

The **Alarm Queue Buttons** table defines which buttons are displayed and which column and row each occupies. There is no minimum or maximum number of buttons. But if all the buttons are deleted, Intelli-Site assumes you want the default set of buttons and will populate the table with them when the properties are saved.

Alarm Queue Buttons:

Type	Label	Row	Column
Ack	Ack	1	1
AckAll	Ack All	1	2
Clear	Clear	2	1
ClearAll	Clear All	2	2

Type – drop-down list of the available button types;

Select – Select the highlighted alarm

Action – Execute the On Action

Up – Move the highlight up

Down – Move the highlight down

Ack – Acknowledge the selected alarm

AckAll – Acknowledge all acknowledge required alarms if possible

Clear – Remove the selected alarm from the queue

ClearAll – Remove all alarms from the queue if able

NONE – The button has no action

Label – text to display on the button

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Row – the button's row

Column – the button's column

There is no limit to the number of rows or columns, but the button area is fixed in size. The button's size is adjusted to fit all them in the button area.

Shut/Force Queue Tab

***Shut/Force Queue Control* is not yet implemented.** When it is implemented, this tab will control the columns and buttons found on it.

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[1566] New Information Manager Layout

Properties Alarm Status Queue **Shunt/Force Queue**

Shunt/Force Button Area Width: 0 Height: 0 (0=auto)

Shunt/Force Queue Columns:

Type	Label	Justification	Width
Panel	Panel Description	Left	270
PointType	Point Type	Left	150
PointName	Point Name	Left	90
AlarmShunted	Alarm Shunted	Left	85
PointShunted	Point Shunted	Left	95
ForcedOn	Forced On	Left	85
ForcedOff	Forced Off	Left	85
ForcedNormal	Forced Normal	Left	85

Add Delete

Shunt/Force Queue Buttons:

Type	Label	Row	Column
Up	Up	1	1
Down	Down	1	2
ClearForce	Clear Force	2	1
ClearAllForces	Clear All Forces	2	2
ClearShunt	Clear Shunt	3	1
ClearAllShunts	Clear All Shunts	3	2

Add Delete

OK Cancel

Figure 300 - Information Manager Layout: Shunt/Force Queue tab

Shunt/Force Button Area Width – numeric field (default: 120); define the width of the button region in pixels

Height – numeric field (default: 0); define the height of the button region in pixels; if the number is 0, the height of the button region is determined by the height of the Information Manager Layout

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Shunt/Force Queue Columns Table

The **Shunt/Force Queue Columns** table defines the columns that are displayed in the Shunt/Force Queue. There is no minimum or maximum number of columns. But if all the rows are deleted, Intelli-Site assumes you want the default set of columns and will populate the table with them when the properties are saved.

Shunt/Force Queue Columns:

Type	Label	Justification	Width
Panel	Panel Description	Left	270
PointType	Point Type	Left	150
PointName	Point Name	Left	90
AlarmShunted	Alarm Shunted	Left	85
PointShunted	Point Shunted	Left	95
ForcedOn	Forced On	Left	85
ForcedOff	Forced Off	Left	85
ForcedNormal	Forced Normal	Left	85

AddDelete

Type – drop-down list of the possible columns;

- *Panel*
- *PointType*
- *PointName*
- *AlarmShunted*
- *PointShunted*
- *ForcedOn*
- *ForcedOff*
- *ForcedNormal*
- *NONE*

Label – The column label

Justification – drop-down list; *Left*, *Right*, or *Center*

Width – numeric field; Width of the column in pixels

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Shunt/Force Queue Buttons

The **Shunt/Force Queue Buttons** table defines which buttons are displayed and which column and row each occupies. There is no minimum or maximum number of buttons. But if all the buttons are deleted, Intelli-Site assumes you want the default set of buttons and will populate the table with them when the properties are saved.

Shunt/Force Queue Buttons:

Type	Label	Row	Column
Up	Up	1	1
Down	Down	1	2
ClearForce	Clear Force	2	1
ClearAllForces	Clear All Forces	2	2
ClearShunt	Clear Shunt	3	1
ClearAllShunts	Clear All Shunts	3	2

Add

Delete

Type – drop-down list of the available button types;

Up – Move the highlight up

Down – Move the highlight down

ClearForce – Remove the Force

ClearAllForces – Remove all Forces if able

ClearShunt – Remove the Shunt

ClearAllShunts – Remove all Shunts if able

NONE – The button has no action

Label – text to display on the button

Row – the button's row

Column – the button's column

There is no limit to the number of rows or columns, but the button area is fixed in size. The button's size is adjusted to fit all them in the button area.

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User Levels

In section [The Main Tab](#) we explained that every property dialog has a **User Level** field. This is where those levels are defined.

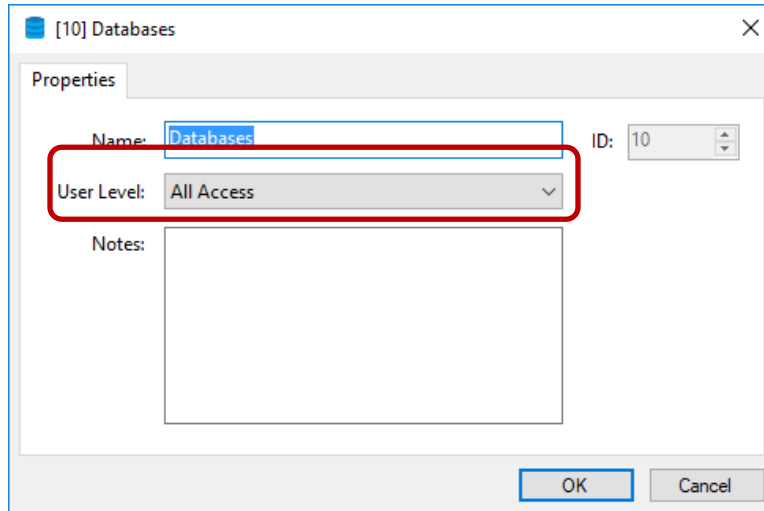


Figure 301 - Example Properties dialog

User Levels are basically access entries for Project Tree nodes. For a user to see or modify any node or information in Intelli-Site, he or she must have access to it. The user mask assigned to that user must contain the user level assigned to the node. Intelli-Site ships with four (4) initial User Levels.



All Access – The default user level for all nodes; nodes with this user level can be seen, accessed, and modified by any user

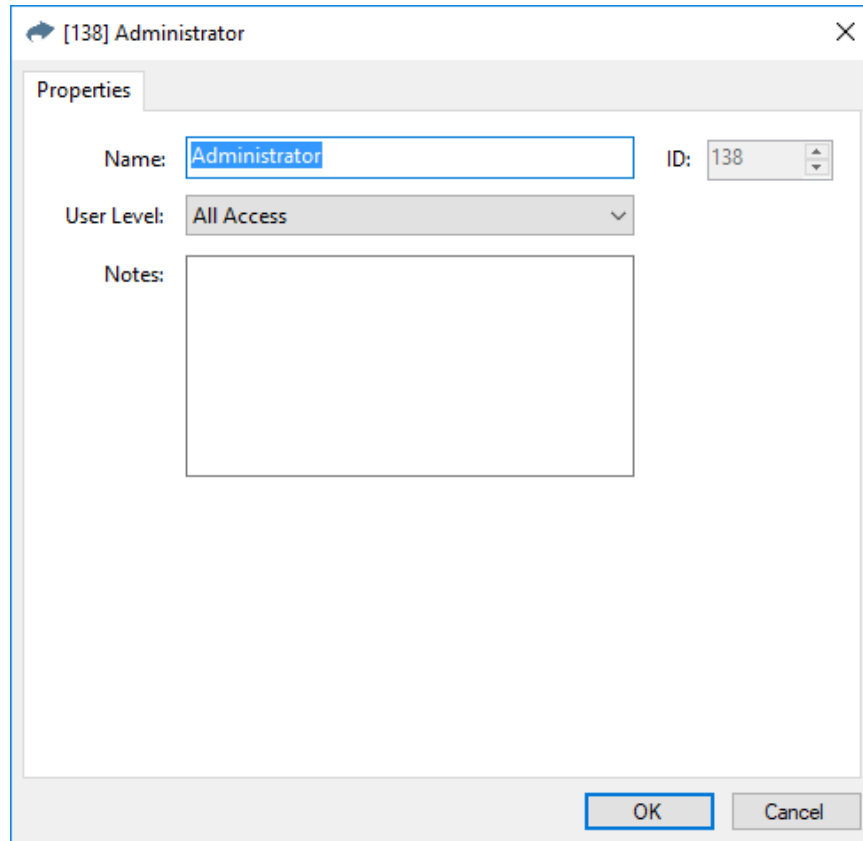
Operator – Intended to be used in conjunction with the **Operator** user template to limit access to nodes based on the user's template; an operator is expected to only operate the Intelli-Site system and have extremely limited access

Supervisor – Intended to be used in conjunction with the **Supervisor** user template to limit access to nodes based on the user's template; a supervisor is expected to have more rights and privileges than an operator but not as much as an administrator

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Administrator – Intended to be used in conjunction with the **Administrator** user template to limit access to nodes based on the user's template; an administrator is expected to have nearly unlimited if not unlimited access to all the functionality of Intelli-Site.

Additional user levels can be added by right-clicking on the **User Levels** node and selecting *Add Node* or *Add Node and Edit*. There are only the basic properties on the **User Level** node.



The image shows a dialog box titled "[138] Administrator" with a close button (X) in the top right corner. The dialog has a "Properties" tab. Inside the tab, there are four fields: "Name:" with a text box containing "Administrator", "ID:" with a spinner box showing "138", "User Level:" with a dropdown menu showing "All Access", and "Notes:" with a large empty text area. At the bottom right of the dialog are "OK" and "Cancel" buttons.

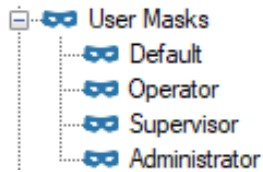
Figure 302 - User Level Properties dialog

Note: *It is ironically possible to change the user level and make it impossible for you to see the node. Care should be taken when changing User Levels and User Masks.*

Users Masks

A user mask corresponds to an access set for a user. A user mask lists all the user levels to which the specific user has been given access. Intelli-Site ships with four (4) user masks.

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Default – Contains only the **All Access** user level; this is the default user mask

Operator – Intended to be used in conjunction with the **Operator** user template; contains the **All Access** user level and the **Operator** user level

Supervisor – Intended to be used in conjunction with the **Supervisor** user template; contains **All Access**, **Operator**, and **Supervisor** user levels

Administrator – Intended to be used in conjunction with the **Administrator** user template; contains **All Access**, **Operator**, **Supervisor**, and **Administrator** user levels

Additional user masks can be added by right-clicking on the **User Masks** node and selecting *Add Node* or *Add Node and Edit*.

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[141] Operator

Properties

Name: ID:

User Level:

Notes:

User Levels:

User Level	Allowed Point (Optional)
All Access	
Operator	

Figure 303 - User Mask Properties dialog

A **User Mask** node has all the basic properties plus the **User Levels** table.

User Levels – table; list of the user levels included in this user mask;

User Level – drop-down list of the user level nodes; the selected user level is assigned to this mask

Allowed Point (Optional) – optional, drop box; accepts I/O Points; when the I/O Point is high, this user level is included in the user mask; when the point is low, the user level is not included; when this field is empty, the user level is always included in the mask.

Add

- button; add a row to the **User Levels** table

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 - button; delete the selected row from the **User Levels** table

Note: *Just like the user level, it is ironically possible to change the user mask and make it impossible for you to see the node. Please be careful when changing User Levels and User Masks.*

User Templates

Most installations have users of different kinds, but they are distinctive. Operators have extremely limited access to the features of the software. They can logon, access  **Live View**, and maybe add cards to personnel. There is usually a group of user that has more access than an operator. Call them Supervisors. And of course, there must be at least one Administrator of the system. Some installations have even more user types. These user types can be set up as **User Templates** so that every future user added to the Project can be quickly configured with the same settings.

Intelli-Site has three (3) user templates when a Project is first created. Before adding any users, modify these templates to fit the needs of your installation.

Note: *Changes made to a User Template will NOT propagate to any existing users. Therefore, ensure all desired changes are made before users are added.*



Administrator – template for the most privileged users of the Intelli-Site software

Operator – template for the least privileged users of the Intelli-Site software

Supervisor – template for the semi-privileged users of the Intelli-Site software

These user templates can be modified, or you can add your own templates. Whatever user template nodes there are will be the ones you will choose from when a user is added.

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Use the right-click context menu of the **User Templates** to add a new user template. To edit the properties of an existing user template, right-click on the target user template node and select *Properties*. This **User Template** properties dialog looks nearly identical to the **User** properties dialog. All it lacks is the **Password** field.

The screenshot shows the 'User Template Properties' dialog box for user [397] Administrator. The dialog has two tabs: 'Properties' and 'Conditional Logon'. The 'Properties' tab is active, showing the following fields and options:

- User Name:** Administrator
- User Level:** All Access
- ID:** 397
- User Type:** Private
- User View Options:** A list of views with checkboxes: Access Management View (checked), Accutech View (unchecked), Activity View (checked), Design View (checked), Documentation View (checked), Exit (checked), Hardware Management View (checked), Live View (checked), and Reports View (checked).
- Card Data Pages:** [206] Card Data Screens\Card Data
- Tag Data Pages:** [333] Tag Data Screens\Tag Data
- Information Manager Options:** Visible (checked), Layout: [173] Default, Height: 0
- Window Options:** Title Bar (checked), Sizeable (unchecked), Fixed Application Bar (unchecked), Position: Top
- Default Options:** Default View: Live View, Initial Screen: [326] Default Screen Group\LeadIn, User Mask: , Voice:
- User Logon Points:** Logon Card: 0, Logon Point: , Force Logoff Point:

At the bottom right, there are 'OK' and 'Cancel' buttons.

Figure 304 - User Template Properties dialog

There are two tabs: **Properties** and **Conditional Logon**.

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User Template Properties tab

The **Properties** tab contains all the fields that govern the user's environment, access, and look and feel.

[397] Administrator

Properties Conditional Logon

User Name: Administrator User Level: All Access ID: 397

User Type: Private

Notes:

User View Options

- ☒ Access Management View
- ☐ Accutech View
- ☒ Activity View
- ☒ Design View
- ☒ Documentation View
- ☒ Exit
- ☒ Hardware Management View
- ☒ Live View
- ☒ Reports View

Card Data Pages:

- [206] Card Data Screens\Card Data

Tag Data Pages:

- [333] Tag Data Screens\Tag Data

Information Manager Options

Visible: ☒ Layout: [173] Default Height: 0

Window Options

Title Bar: ☒ Sizeable: ☐ Fixed Application Bar: ☐ Position: Top

Default Options

Default View: Live View Initial Screen: [326] Default Screen Group\LeadIn User Mask: Voice:

User Logon Points

Logon Card: 0 Logon Point: Force Logoff Point:

OK Cancel

Figure 305 - User Template: Properties tab

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User View Options

User View Options are fields related to the Views and what the user can see and do in them.

The screenshot shows the 'User View Options' dialog box. It has a title bar 'User View Options'. Inside, there is a list of views with checkboxes: 'Access Management View' (checked), 'Accutech View' (unchecked), 'Activity View' (checked), 'Design View' (checked), 'Documentation View' (checked), 'Exit' (checked), 'Hardware Management View' (checked), 'Live View' (checked), and 'Reports View' (checked). Below this is a section 'Card Data Pages:' with a drop list showing '[206] Card Data Screens\Card Data'. Below that is a section 'Tag Data Pages:' with a drop list showing '[333] Tag Data Screens\Tag Data'.

User View Options list - checkbox tree of the Views and each View's options if available; when checked, that item is visible to this user

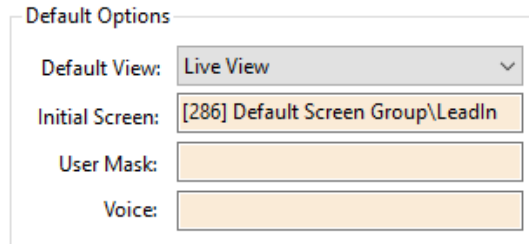
Card Data Page – drop list; the Card Data screens to use as card data pages for this user in  **Access Management View**

Tag Data Pages – drop list; the Tag Data screens to use as tag data pages for this user in  **RFID Management View**

Default Options

The **Default Logon Options** are the fields that define the Intelli-Site environment at logon

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A screenshot of the 'Default Options' form. It contains four fields: 'Default View' is a dropdown menu with 'Live View' selected; 'Initial Screen' is a text box containing '[286] Default Screen Group\LeadIn'; 'User Mask' is an empty text box; and 'Voice' is an empty text box.

Default View – drop-down list; the selected View is the View presented to the user at login

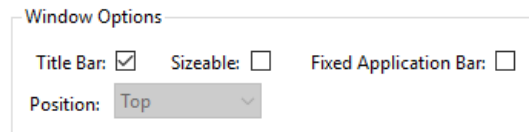
Initial Screen – drop box; the screen displayed when the user enters  **Live View** the first time

User Mask – drop box; the user mask assigned to the user; when empty, the user can see every node without restriction

Voice – drop box; the voice to use whenever Intelli-Site speaks

Window Options

The **Window Options** fields control the window characteristics.

A screenshot of the 'Window Options' form. It contains four fields: 'Title Bar' is a checked checkbox; 'Sizeable' is an unchecked checkbox; 'Fixed Application Bar' is an unchecked checkbox; and 'Position' is a dropdown menu with 'Top' selected.

Title Bar – checkbox; the title bar is visible

Sizeable – checkbox; the user can resize the window

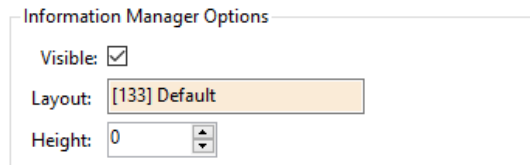
Fixed Application Bar – checkbox; display the Application Bar in a fixed position on the screen; when checked the **Position** drop-down list is enabled

Position – drop-down list; location for the Application Bar: *Left, Right, Top, Bottom* of the screen

Information Manager Options

The **Information Manager Options** fields control if and how the Information Manager displays for this user.

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Information Manager Options

Visible: ☒

Layout: [133] Default

Height: 0

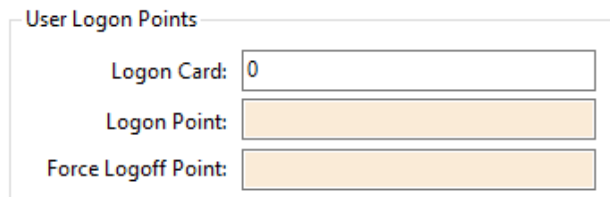
Visible – checkbox; when checked the Information Manager displays for this user

Layout – drop box; the Information Manager Layout to use when displaying the Information Manager

Height – the height in pixels of the Information Manager; zero (0) means use the software default height

User Logon Points

The **User Logon Points** fields are those fields that affect the logged-on user.



User Logon Points

Logon Card: 0

Logon Point:

Force Logoff Point:

Logon Card – edit box; when this card is used at the **Sign On Reader**, this user is logged on. See [Computer node properties: Associated Hardware](#).

Logon Point – drop box; this point is set when the user logs on

Force Logoff Point – drop box; when this point is set, this user will be logged off

User Template Conditional Logon Tab

The **Properties** tab defines the logon and user behavior in general. But there will be some conditions that require a different set of behaviors. Perhaps a user should only logon on one computer in the Intelli-Site system. Or a computer in the library should not allow  **Access Management View**. That's where the **Conditional Logon** tab comes in.

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[294] Administrator

Properties Conditional Logon

Drop a computer node into the Client column.

Leave all other fields blank to disallow login to a client on the dropped computer.

Any data set on a row will override the users's Default Logon settings when logged on to that client.

Client	Initial Screen	User Mask	IM Layout	Logon Point	Title Bar Visible	Can Resize	App Bar Fixed	App Bar Position	IM Visible	IM Height

Add Delete

OK Cancel

Figure 306 - User Template Conditional Logon tab

Use the **Add** and **Delete** buttons to add and delete rows in the table. Any data in the row will override the user's logon settings from the **Properties** tab for the supplied computer node.

Users

Users are user accounts much like computer accounts. Every project Intelli-Site creates has one user initially. This allows you to logon. This user is named **master**. The password for this user is "m" (case-sensitive). We strongly suggest this password be changed. See [Changing User Password](#).

Note: Changes made to a user's properties take effect the next time that user logs in.

Additional users should be added and given access to the various aspects of Intelli-Site that he or she needs. The User Templates allow you to create templates for these new users. See [User Templates](#).

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To add a new user, right-click on the **Users** node and select *Add Node and Edit*. Intelli-Site will display an **Add User** dialog asking for the user template to use when creating this new user.

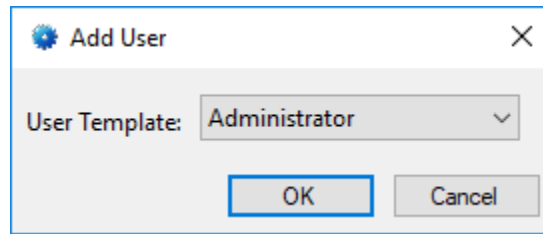


Figure 307 - Add User dialog

User Template – drop-down list; a list of all the templates under [User Templates](#); the selected template is used when creating the new user

After clicking **OK**, a new user node is added and the properties open if *Add Node and Edit* was selected.

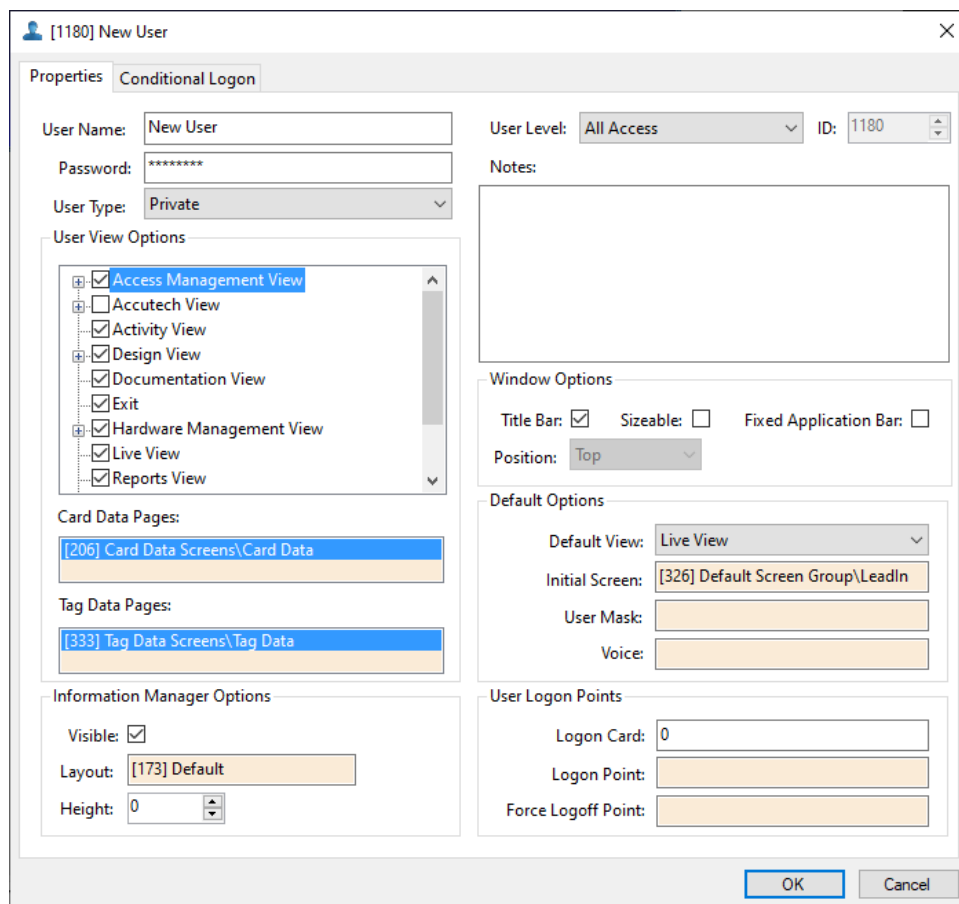


Figure 308 - User properties dialog

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There are two tabs: **Properties** and **Conditional Logon**.

User Properties tab

The **Properties** tab contains all the fields that govern the user's environment, access, and look and feel.

The screenshot shows the 'New User' dialog box with the 'Properties' tab selected. The dialog has a title bar with a user icon and the text '[1180] New User'. Below the title bar are two tabs: 'Properties' and 'Conditional Logon'. The 'Properties' tab contains several sections: 'User Name' (text field with 'New User'), 'Password' (text field with '*****'), 'User Type' (drop-down menu with 'Private'), 'User Level' (drop-down menu with 'All Access'), and 'ID' (text field with '1180'). There is also a 'Notes' text area. Below these are 'User View Options' with a list of views: 'Access Management View' (checked), 'Accutech View' (unchecked), 'Activity View' (checked), 'Design View' (checked), 'Documentation View' (checked), 'Exit' (checked), 'Hardware Management View' (checked), 'Live View' (checked), and 'Reports View' (checked). Below the list are 'Card Data Pages' (text field with '[206] Card Data Screens\Card Data') and 'Tag Data Pages' (text field with '[333] Tag Data Screens\Tag Data'). There are also 'Information Manager Options' with 'Visible' (checked), 'Layout' (text field with '[173] Default'), and 'Height' (text field with '0'). On the right side, there are 'Window Options' with 'Title Bar' (checked), 'Sizeable' (unchecked), 'Fixed Application Bar' (unchecked), and 'Position' (drop-down menu with 'Top'). Below that are 'Default Options' with 'Default View' (drop-down menu with 'Live View'), 'Initial Screen' (text field with '[326] Default Screen Group\LeadIn'), 'User Mask' (text field), and 'Voice' (text field). At the bottom right, there are 'User Logon Points' with 'Logon Card' (text field with '0'), 'Logon Point' (text field), and 'Force Logoff Point' (text field). At the bottom of the dialog are 'OK' and 'Cancel' buttons.

Figure 309 - User Properties tab

User Name - The name for the user and the name of the node; the name doesn't have to be unique; if the name is not unique the first user found matching the supplied user name on login is the user that will be logged in. If that's confusing, then ensure the users' names are unique.

Password - The password for this user, case-sensitive; disabled when the **User Type** is set to either *Domain User* or *Domain Group*

User Type - drop-down list; values *Private* (default), *Domain User*, and *Domain Group*

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ID - The unique identifier of this node; generated by Intelli-Site

User Level - The User Level a user must possess to open the properties for this node, see [User Levels](#)

Notes - Any notes the user may have for the node

The rest of the fields are described in the following sections organized by group.

User View Options

User View Options are fields related to the Views and what the user can see and do in them.

The screenshot shows a dialog box titled "User View Options". It contains a tree view of views with checkboxes. The views listed are: Access Management View (checked), Accutech View (unchecked), Activity View (checked), Design View (checked), Documentation View (checked), Exit (checked), Hardware Management View (checked), Live View (checked), and Reports View (checked). Below the tree view, there are two text boxes. The first is labeled "Card Data Pages:" and contains the text "[206] Card Data Screens\Card Data". The second is labeled "Tag Data Pages:" and contains the text "[333] Tag Data Screens\Tag Data".

User View Options list - checkbox tree of the Views and each View's options if available; when checked, that item is visible to this user

- Access Management
 - Access Set Maintenance
 - Access Tab
 - Activity Tab
 - Badge Tab
 - Card Add
 - Card Delete
 - Card Edit
 - Holiday Maintenance
 - Photo Maintenance
 - Time Zone Maintenance
 - Vehicle Tab
- Accutech View
 - Hide Photo
 - Hide Tag List
- Design View
 - User Maintenance
- Documentation View
- Exit
- Hardware Management View
 - Configuration
- Live View
- Reports View
- RFID Management View
 - Access Tab
 - Activity Tab

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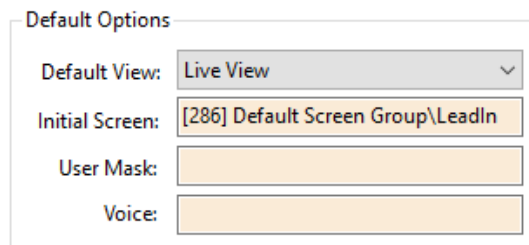
- Photo Maintenance
- Tag Add
- Tag Delete
- Tag Edit
- Tag Group Maintenance
- Tag Groups Tab
- Zone Maintenance
- Scheduled Events View
- Video View

Card Data Pages – drop list; the Card Data screens to use as card data pages for this user in  **Access Management View**

Tag Data Pages – drop list; the Tag Data screens to use as tag data pages for this user in  **RFID Management View**

Default Options

The **Default Logon Options** are the fields that define the Intelli-Site environment at logon



The image shows a screenshot of the 'Default Options' configuration window. It contains four fields: 'Default View' is a dropdown menu currently set to 'Live View'; 'Initial Screen' is a text box containing '[286] Default Screen Group\LeadIn'; 'User Mask' is an empty text box; and 'Voice' is an empty text box.

Default View – drop-down list; the selected View is the View presented to the user at logon

Initial Screen – drop box; the screen displayed when the user enters  **Live View** the first time

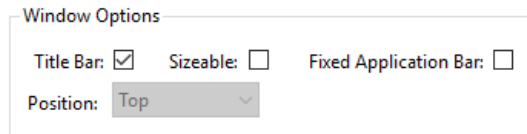
User Mask – drop box; the user mask assigned to the user; when empty, the user can see every node without restriction

Voice – drop box; the voice to use whenever Intelli-Site speaks

Window Options

The **Window Options** fields control the window characteristics.

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Window Options

Title Bar: ☒ Sizeable: ☐ Fixed Application Bar: ☐

Position:

Title Bar – checkbox; when checked, the title bar is visible

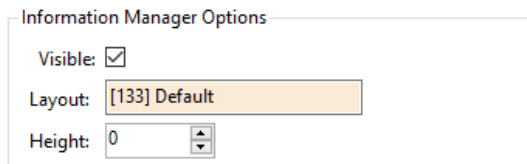
Sizeable – checkbox; when checked, the user can resize the window

Fixed Application Bar – checkbox; display the Application Bar in a fixed position on the screen; when checked the **Position** drop-down list is enabled

Position – drop-down list (default: *Top*); location for the Application Bar; values are *Left*, *Right*, *Top*, and *Bottom* of the screen

Information Manager Options

The **Information Manager Options** fields control if and how the Information Manager displays for this user.



Information Manager Options

Visible: ☒

Layout:

Height:

Visible – checkbox; when checked the Information Manager displays for this user

Layout – drop box; the Information Manager Layout to use when displaying the Information Manager

Height – the height in pixels of the Information Manager; zero (0) means use the software default height

User Logon Points

The **User Logon Points** fields are those fields that affect the logged-on user.

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User Logon Points

Logon Card:	0
Logon Point:	
Force Logoff Point:	

Logon Card – edit box; when this card is presented to the **Sign On Reader**, this user is logged on. See [Computer node properties: Associated Hardware](#).

Logon Point – drop box; this point is set when the user logs on

Force Logoff Point – drop box; when this point is set, this user will be logged off

Note: *When a User's logon is card-access authentication, the card reader used for this purpose must be specified in the Computer node properties. See the field Sign-On Reader in section [Associated Hardware](#).*

User Conditional Logon Tab

The **Properties** tab defines the logon and user behavior in general. But there will be some conditions that require a different set of behaviors. Perhaps a user should only logon on one computer in the Intelli-Site system. Or a computer in the library should not allow  **Access Management View**. That's where the **Conditional Logon** tab comes in.

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[1251] New User

Properties Conditional Logon

Drop a computer node into the Client column.
Leave all other fields blank to disallow login to a client on the dropped computer.
Any data set on a row will override the users's Default Logon settings when logged on to that client.

Client	Initial Screen	User Mask	IM Layout	Logon Point	Title Bar Visible	Can Resize	App Bar Fixed	App Bar Position	IM Visible	IM Height

Add Delete

OK Cancel

Figure 310 - User Conditional Logon tab

Use the **Add** and **Delete** buttons to add and delete rows in the table. Any data in the row will override the user's logon settings from the **Properties** tab for the supplied computer node.

Changing User Password

To edit a user account, locate the user node by expanding **Setup** -> **User Setup** -> **Users**. Right-click on the target user node and select *Properties*. This opens the properties dialog.

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Figure 311 - User Properties dialog

Locate the **Password** field and change the value. Remember that passwords are case-sensitive. Click **OK** to save the changes.

Setting Up Active Directory Authentication

Intelli-Site can be set up to integrate with Active Directory to authenticate users as individual Domain Users or as Domain Groups. The secret is the **User Type** field on a user node's properties dialog and of course the **User Name** field.

Note: Logging in using Active Directory as the authentication method must be done from a computer that is a member of the Domain. Authentication occurs on the client-side whether it is the Desktop Client or the web client.

To allow a user to logon as a specific domain user add a user node by right-clicking on the **Users** node and select *Add Node and Edit*. The properties dialog opens. Set the **User Type** field to *Domain User* and the **User Name** to the fully qualified domain name. The **Password** field is disabled because the password is authenticated using Active Directory.

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[1180] New User

Properties Conditional Logon

User Name: JaneDoe@softwaregiants.com

Password: *****

User Type: Domain User

User Level: All Access ID: 1180

Notes:

User View Options

- ☒ Access Management View
- ☐ Accutech View
- ☒ Activity View
- ☒ Design View
- ☒ Documentation View
- ☒ Exit
- ☒ Hardware Management View
- ☒ Live View
- ☒ Reports View

Card Data Pages:

- [206] Card Data Screens/Card Data

Tag Data Pages:

- [333] Tag Data Screens/Tag Data

Information Manager Options

Visible: ☒

Layout: [173] Default

Height: 0

Window Options

Title Bar: ☒ Sizeable: ☐ Fixed Application Bar: ☐

Position: Top

Default Options

Default View: Live View

Initial Screen: [326] Default Screen Group/LeadIn

User Mask:

Voice:

User Logon Points

Logon Card: 0

Logon Point:

Force Logoff Point:

OK Cancel

Figure 312 - User node properties dialog for a Domain User type

When Jane Doe logs in, she will use her domain logon ID and her domain password.

To allow any user to logon who belongs to a specific domain group add a user node then set the **User Type** field to *Domain Group* and the **User Name** to the domain name. The **Password** field is disabled.

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[1180] New User

Properties Conditional Logon

User Name: Domain Users

Password: *****

User Type: Domain Group

User Level: All Access ID: 1180

Notes:

User View Options

- ☒ Access Management View
- ☐ Accutech View
- ☒ Activity View
- ☒ Design View
- ☒ Documentation View
- ☒ Exit
- ☒ Hardware Management View
- ☒ Live View
- ☒ Reports View

Card Data Pages:

[206] Card Data Screens/Card Data

Tag Data Pages:

[333] Tag Data Screens/Tag Data

Information Manager Options

Visible: ☒

Layout: [173] Default

Height: 0

Window Options

Title Bar: ☒ Sizeable: ☐ Fixed Application Bar: ☐

Position: Top

Default Options

Default View: Live View

Initial Screen: [326] Default Screen Group/LeadIn

User Mask:

Voice:

User Logon Points

Logon Card: 0

Logon Point:

Force Logoff Point:

OK Cancel

Figure 313 - User properties dialog for a Domain Group type

Once this user node is part of the Intelli-Site Project, any Domain ID that is a member of the Domain Users group will be able to logon to Intelli-Site.

Voices

Not Yet Implemented

The Voices node contains individual voice nodes that define which actual voice to use when speaking, the rate, and volume.

Add Node and Edit on the Voices node adds a new voice node and opens its properties dialog. As usual, it has the basic four (4) properties and a few properties specific to a voice node.

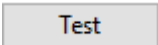
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The screenshot shows a window titled "[1161] New Voice" with a close button (X) in the top right corner. The window contains the following elements:

- Properties** tab is selected.
- Name:** A text box containing "New Voice".
- ID:** A spin box containing "1161".
- User Level:** A dropdown menu showing "All Access".
- Notes:** A large empty text area.
- Enabled:** An unchecked checkbox.
- Test Phrase:** A text box containing "This is a test of the Text To Speech engine."
- Voice:** A dropdown menu showing "Default".
- Rate:** A horizontal slider with a blue arrow pointing to the center.
- Volume:** A horizontal slider with a blue arrow pointing to the right.
- Test:** A button located below the sliders.
- OK** and **Cancel** buttons are at the bottom right.

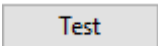
Figure 314 - Voice properties dialog

Enabled – checkbox; when checked, and this voice is specified, it will be the voice used when Intelli-Site speaks; if it isn't checked but this voice is specified, Intelli-Site will be mute

Test Phrase – text box; this text will be spoken when the  button is clicked

Rate – slider; the speed at which the voice speaks; moving the slider left slows the voice down, to the right speeds it up

Volume – slider; the volume control for the voice

 - button; speaks the **Test Phrase** using the current settings

Constructs

Constructs are a way to organize and control points, counters, timers, hardware, etc. as a logical unit. For example, a door has a variety of points and actions that go with it. It may have one or more readers, a REX, DPS, alarms, and processes. It is cumbersome and impossible for a guard to manage each of the points and parts individually. Therefore, various constructs have been created to make managing these logical units easier.

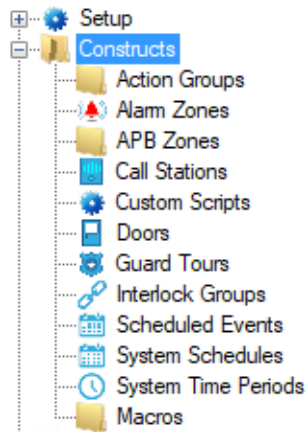


Figure 315 - Constructs

Action Groups

Not Yet Implemented

Alarm Zones

Several different types of installations have perimeter security concerns. Obviously, prisons do, but so do airports, train stations, utility companies, warehouses, sewage treatment plants, and the list goes on. They have alarm zones, areas and locations with one or more sensor or condition that taken together define when the area is in alarm. This alarm zone may have tamper and failure states, as well as other states and conditions that may or may not be included when determining when a zone is in alarm. These other states and conditions may depend on still other states and conditions to determine their current state. Programming this by hand can get tedious and complicated.

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The Alarm Zone construct replaces the tedious and complicated programming with a simple, single interface to configure all the necessary settings for an alarm zone. Defining alarm zone constructs allows Intelli-Site to manage the alarm zone and report on events that are truly important to the end-user. They simplify screen object programming as well because they can be the target of evaluation grids, meaning the user only needs to evaluate the alarm zone construct and not each individual sensor.

Alarm Zone Construct Operations

Assuming the alarm zone construct is properly configured, here is how the alarm zone construct works in a nutshell.

The conditions for an alarm zone to be in alarm are satisfied. Intelli-Site sets the **Alarm Output** point and starts the acknowledgement and process timers. The alarm is written to the Alarm Queue because the alarm queue settings, **Add to Queue on High** and **Acknowledge Required**, of the **Alarm Output** point are checked.

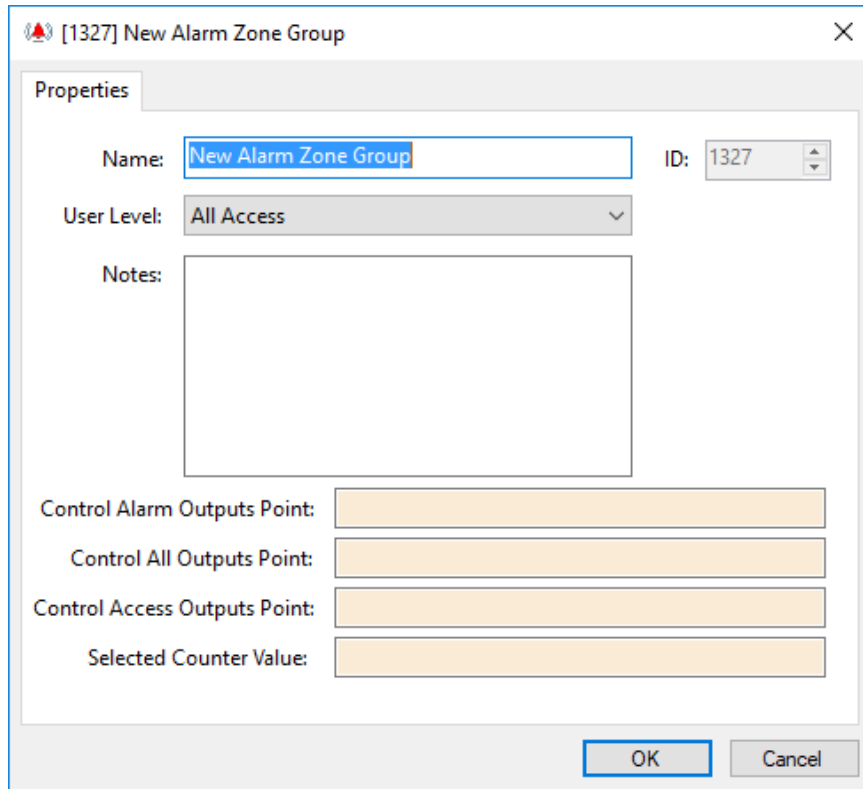
The user or some personnel has a limited amount of time to acknowledge the alarm. The amount of time is specified in the **Ack Timeout Value** or **Ack Timeout Counter** fields. Acknowledging the alarm in the Alarm Queue does not acknowledge the alarm zone alarm. When the **Auto-Ack Input** point goes high, the Engine issues an *AckZone* action for this alarm zone. This action acknowledges the alarm in the alarm queue and the alarm zone is acknowledged. The Ack timer is terminated without setting off the timeout alarm assuming the point went high in time. He then must process the alarm and set the **Auto-Process Input** point before the Process timer expires. That amount of time is specified in the imaginatively named fields of **Process Timeout Value** or **Process Timeout Counter**. When the **Auto-Process Input** point is set, the Engine issues a *ProcessZone* action for this alarm zone which sets the **Alarm Output** point to low and stops the process timer.

Note: *While any of the sensor points or the alarm expression is high, the Alarm Output will remain high when the zone is processed.*

There is more to an alarm zone, but this is the barebones of alarm zone operations. For more information, see the following sections. In addition, see [Alarm Zone Actions](#) for information on alarm zone actions.

Alarm Zone Group Node

Alarm zones are organized in groups. *Add Node* or *Add Node and Edit* on the **Alarm Zones** node, adds a new alarm zone group node. It has the basic properties that every node has plus four unique properties.



The screenshot shows a dialog box titled "[1327] New Alarm Zone Group". It has a "Properties" tab. The "Name" field contains "New Alarm Zone Group". The "ID" field contains "1327". The "User Level" dropdown is set to "All Access". There is a large "Notes" text area. Below the notes are four input fields: "Control Alarm Outputs Point", "Control All Outputs Point", "Control Access Outputs Point", and "Selected Counter Value". At the bottom right are "OK" and "Cancel" buttons.

Figure 316 - Alarm Zone Group properties dialog

Name - The name for the node; the name doesn't have to be unique

ID - The unique identifier of this node; generated by Intelli-Site

User Level - The User Level a user must possess to open the properties for this node, see [User Levels](#)

Notes - Any notes the user may have for the node

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Control Alarm Outputs Point – drop box; *affects only the alarm zones in this group that are in the **alarm** state*; when this point changes state, Intelli-Site copies its state to the **Control Output** points for all the sensors on each of the child alarm zones that are in the alarm state. If this **Control Alarms Outputs Point** is high, all the **Control Output** points will be set high of those child zones that are in alarm. If this **Control Alarms Outputs Point** is low, all these **Control Output** points will be set low. The child points are not held in this state. They can be set or cleared individually as the situation arises, but when this **Control Alarms Outputs Point** changes state, the child points will be manipulated automatically.

Control All Outputs Point – drop box; *affects all the alarm zones in this group regardless of state*; when this point changes state, Intelli-Site copies its state to the **Control Output** points for all the sensors on each of the alarm zones in this group. If this **Control All Outputs Point** is high, all the **Control Output** points in this group of alarm zones. If this **Control all Outputs Point** is low, all these **Control Output** points will be set low. The child points are not held in this state. They can be set or cleared individually as the situation arises, but when this **Control Alarms Outputs Point** changes state, the child points will be manipulated automatically.

Control Access Outputs Point – drop box; *affects only the alarm zones in this group that are in the **Accessed** state*; when this point changes state, Intelli-Site copies its state to the **Control Output** points for all the sensors on each of the child alarm zones that are in the Accessed state. If this **Control Access Outputs Point** is high, all the **Control Output** points will be set high of those child zones that are in alarm. If this **Control Access Outputs Point** is low, all these **Control Output** points will be set low. The child points are not held in this state. They can be set or cleared individually as the situation arises, but when this **Control Access Outputs Point** changes state, the child points will be manipulated automatically.

Selected Counter Value – drop box; accepts only counter values; this alarm zone group is selected when this counter value is high (the counter is set to this counter value)

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Alarm Zone Node

An alarm zone construct is a lot like a cross between an automation object and a screen object. It has a few possible states above and beyond high and low. Which state it is in depends on a variety of points and evaluations. And like a screen object, it can perform a variety of actions depending on which state is active.

Add Node and Edit on an alarm zone group node adds a new alarm zone and opens its properties dialog. There are three (3) tabs: **Properties**, **Options**, and **Actions**.

Properties Tab

The Alarm Zone **Properties** tab defines the basic inputs, outputs and timers for the alarm zone as well as the alarm conditions.

[1328] New Alarm Zone

Properties Options Actions

Name: New Alarm Zone Notes:

User Level: All Access ID: 1328

Sensor Setup

Use Alarm Expression: ☐ Alarm Expression

Point	Selection	Qual.	Oper.
	** Not Applicable **		
	** Not Applicable **		

Insert Delete

Sensor List

Sensor	Latch	Failure	Disable	Control Output

Add Delete

Alarm Output: Access Input: Selected Counter Value:

Auto-Secure Timeout: 60 Auto-Secure Counter:

Alarm Processing Setup

Processing Timeouts in Seconds: ☒

Ack Timeout Value: 30 Process Timeout Value: 30

Ack Timeout Counter: Process Timeout Counter:

Ack Timeout Output: Process Timeout Output:

Auto-Ack Input: Auto-Process Input:

OK Cancel

Figure 317 - Alarm Zone properties dialog: Properties tab

Name - The name for the node; the name doesn't have to be unique

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ID - The unique identifier of this node; generated by Intelli-Site

User Level - The User Level a user must possess to open the properties for this node, see [User Levels](#)

Notes - Any notes the user may have for the node

Sensor Setup group – contains the properties needed to define what constitutes the alarm zone; the alarm conditions are defined either by an alarm expression or a sensor list

Alarm Processing Setup group – contains the properties associated with acknowledging and processing an alarm

Sensor Setup

The **Sensor Setup** group contains all the properties that define an alarm zone.

Sensor Setup

Use Alarm Expression: ☐ Alarm Expression

	Point	Selection	Qual.	Oper.
▶		** Not Applicable **	▼	▼
		** Not Applicable **	▼	▼

Insert Delete

Sensor List

Sensor	Latch	Failure	Disable	Control Output

Add Delete

Alarm Output: Auto-Secure Timeout: 60

Access Input: Auto-Secure Counter:

Selected Counter Value:

Figure 318 - Alarm Zone properties dialog: Properties tab - Sensor Setup group

Use Alarm Expression – checkbox; when checked, this alarm zone is defined by the set of condition specified in the **Alarm Expression** grid. When clear, the **Sensor List** defines the alarm zone sensors and points

Alarm Expression – evaluation grid; enabled when **Use Alarm Expression** is checked; the alarm zone is in alarm when this grid evaluates to true. See [Evaluation Grid](#).

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Sensor List – table; list of the sensor points, columns are:

Sensor – drop box; I/O Point that is high when the sensor is in alarm

Latch (Optional) – drop box; I/O Point that the Engine sets when the sensor point goes into alarm; when present, this point will be used to determine the alarm state of the zone

Failure (Optional) – drop box; I/O Point that is high when the sensor is in a failure state

Disable (Optional) – drop box; I/O Point that is high when the sensor is disabled

Control Output (Optional) – drop box; I/O Point which may be set high when the Control Alarm Outputs Point, Control All Outputs Point, and/or Control Access Outputs Point points on the alarm zone group node are high

Alarm Output – drop box; I/O Point that the Engine sets high when it determines the alarm zone is in alarm

Note: *This point must have the alarm queue settings checked for “Add to Queue On High” and “Acknowledge Required”.*

Access Input – drop box; I/O Point that is high when the alarm zone is in an Accessed state; this point is not set by the Engine but is an input to the alarm zone; when the alarm zone is in an Accessed state, it will not enter the Alarm state until the Accessed state is cleared

Auto Secure Timeout – numeric; if non-zero, an Accessed zone will return to the secure state after this time period in seconds; when zero (0), the alarm zone will not automatically secure itself

Auto Secure Counter – drop box; the counter provides the auto secure timeout value

Selected Counter Value – drop box; when this counter value is high, this alarm zone is in the Selected state

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Alarm Processing Setup

The **Alarm Processing Setup** group contains the properties associated with acknowledging and processing an alarm.

Figure 319 - Alarm Zone properties dialog: Properties tab - Alarm Processing Setup group

Processing Timeouts in Seconds – checkbox; when checked the acknowledge and process timeouts are in seconds; when clear, the timeouts are in minutes

Ack Timeout Value – numeric; the number of minutes/seconds the user has to acknowledge an alarm before the Ack Timeout state is reached; an *AckZone* action on this alarm zone must be executed before the time expires

Ack Timeout Counter – drop box; when a counter is provided, it overrides the **Ack Timeout Value**

Ack Timeout Output – drop box; this point is set when the ack timer expires before an *AckZone* on this alarm zone is issued

Auto-Ack Input – drop box; when this point is set, the Engine executes an *AckZone* on this alarm zone and acknowledges the alarm in the alarm queue

Note: *If there is not an alarm in the alarm queue, the AckZone will fail and the alarm zone will enter the Ack Timeout state.*

Process Timeout Value – numeric; the number of minutes/seconds the user must process an alarm before the Process Timeout state is reached; a *ProcessZone* action on this alarm zone must be executed before the time expires

Process Timeout Counter – drop box; when a counter is provided, it overrides the **Process Timeout Value**

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Process Timeout Output – drop box; this point is set when the process timer expires before a *ProcessZone* on this alarm zone is issued

Auto-Process Input – drop box; when this point is set, the Engine executes a *ProcessZone* on this alarm zone and sets the **Alarm Output** to low which takes the alarm zone out of the Alarm state assuming the sensor list or alarm expression is no longer in alarm; if any **Latch** points are defined, they are set low as well

Options Tab

The properties on the **Options** tab are just that, options. They don't apply to every alarm zone. They are useful in many cases such as a zone requiring multiple sensors in alarm before the zone itself is in alarm, or linking adjacent alarm zones.

[1328] New Alarm Zone

Properties Options Actions

Alarm Options

Pre-Alarm Delay: 0

Pre-Alarm Point:

All Sensors: ☐

Mult. Sensor Window (sec): 30

Multiple Sensor Output:

Adjacent Zone List:

Tamper Options

Tamper Output:

Tamper List:

Failure Options

Failure Output:

Failure List:

Include Sensor Failure Points: ☐

Disable On Zone Failure: ☐

Camera Views

Camera	Preset	Primary

OK Cancel

Figure 320 - Alarm Zone properties dialog: Options tab

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Alarm Options

The **Alarm Options** group contains the optional properties for pre-alarm and multiple sensors being in alarm.

Alarm Options

Pre-Alarm Delay: 0

Pre-Alarm Point:

All Sensors: ☐

Mult. Sensor Window (sec): 30

Multiple Sensor Output:

Adjacent Zone List:

Figure 321 - Alarm Zone properties dialog: Options tab - Alarm Options group

Pre-Alarm Delay – numeric; when non-zero, a sensor must be in alarm for the supplied number of milliseconds before the alarm zone enters the Alarm state; this option only applies to the **Pre-Alarm Point**, not the **Multiple Sensor Output**; disabled unless the **Use Alarm Expression** checkbox on the **Properties** tab is checked or disabled if all sensors have a **Latch** point

Pre-Alarm Point (Optional) – drop box; I/O Point the Engine sets high when the alarm zone is in the Pre-Alarm state and sets low when it leaves this state; disabled unless the **Use Alarm Expression** checkbox on the **Properties** tab is checked or disabled if all sensors have a **Latch** point

All Sensors – checkbox; when checked, the alarm zone will only go into alarm if all sensors have been in alarm within the **Mult. Sensor Window** period; only enabled when the **Sensor List** on the **Properties** tab is enabled

Mult. Sensor Window (sec) – numeric; if multiple sensors (or all) go into alarm and stay in alarm during this time period, the **Multiple Sensor Output** point is set

Multiple Sensor Output – drop box; this point is set when multiple sensors (or all) go into alarm and stay in alarm during the **Mult. Sensor Window**

Adjacent Zone List – drop list; a list of alarm zones whose sensors are included as part of this alarm zone's multiple sensor alarm evaluation

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Camera Views

Not Yet Implemented

The Camera Views group is a table of cameras and their presets to use when this alarm zone is in Alarm.

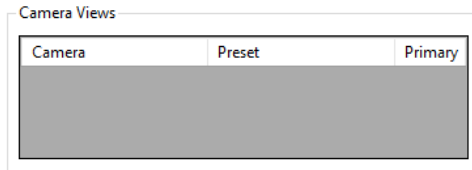


Figure 322 - Alarm Zone properties dialog: Options tab - Camera Views group

Tamper Options

Some alarm zones have indicators for when the alarm zone is being tampered with.

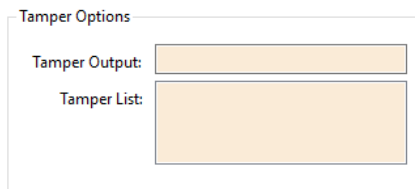


Figure 323 - Alarm Zone properties dialog: Options tab - Tamper Options group

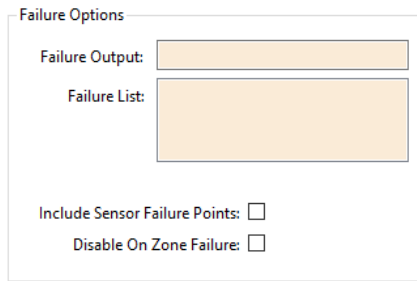
Tamper Output – drop box; this point is set high when any of the point is the **Tamper List** are high; it is set low when all the points in the **Tamper List** are low

Tamper List – drop list; list of points that are high when the zone is being tampered with

Failure Options

Some alarm zones have indicators for when the alarm zone is in failure or offline.

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The screenshot shows a dialog box titled "Failure Options". It contains two main sections: "Failure Output:" with a single-line text input field, and "Failure List:" with a multi-line text input field. Below these, there are two checkboxes: "Include Sensor Failure Points:" and "Disable On Zone Failure:", both of which are currently unchecked.

Figure 324 - Alarm Zone properties dialog: Options tab - Failure Options group

Failure Output – drop box; this point is set when any of the points in the **Failure List** are high indicating the alarm zone is in a Failure state; this point is set low when all the failure points are low

Failure List – drop list; the list of points that indicate the alarm zone is in failure when high

Include Sensor Failure Points – checkbox; when checked, the sensor failure points form the **Sensor List**, if any, are included in the list of failure points

Disable On Zone Failure – checkbox; when checked, alarm zone operation is disabled when the alarm zone is in a Failure state

Actions Tab

The **Actions** tab contains the action grids for event actions and sensor actions.

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[1328] New Alarm Zone

Properties Options **Actions**

Event Actions

Event: Selected Actions

	Action	Target
▶ 1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

Insert

Delete

Sensor Actions

Event:

	Action	Target
* 1		

Insert

Delete

OK Cancel

Figure 325 - Alarm Zone properties dialog: Actions tab

Event Actions

The **Event Actions** grid has an action grid for each alarm zone state. Those states are:

- *Selected* – the **Selected Counter Value** changes from low to high; opposite of the Deselected state
- *Deselected* – the **Selected Counter Value** changes from high to low; the opposite of Selected
- *Alarm* – the **Alarm Output** point changed state from low to high
- *Multi-Alarm* – the **Multiple Sensor Output** point changed state from low to high
- *Ack* – the alarm zone was acknowledged with an *AckZone* action
- *Process* – the alarm zone was processed with a *ProcessZone* action
- *Tamper* – the **Tamper Output** point changed from low to high

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- *Failure* – the **Failure Output** point changed state from low to high
- *Access* – the **Access Input** point changed state from low to high; opposite of the Secure state
- *Secure* – the **Access Input** point changed state from high to low; the opposite of the Access state

The **Event** drop-down list contains an entry for each of these states. When the alarm zone enters each state, the corresponding action grid is executed.

Clicking on an *Action* cell opens the **Actions** dialog. The actions in this dialog are only those that are allowed in the Alarm Zone action grids, a subset of the possible actions. See [Appendix II - Actions](#) to learn the usage of any of the actions.

The **Sensor Actions** grid is disabled if the **Sensor List** is disabled. It is also disabled until there is at least one sensor in the **Sensor List**.

When a sensor is added to the **Sensor List**, the three (3) action grids are added to the **Sensor Actions** action grid as evidenced by the **Event** drop-down list. Each sensor has an action grid for *Alarm*, *Failure*, and *Disabled*. Each grid is executed when the corresponding sensor point changes state from low to high.

Clicking on an *Action* cell opens the **Actions** dialog. The actions in this dialog are only those that are allowed in the Alarm Zone action grids, a subset of the possible actions.

An alarm zone node can be used in the **State Properties** evaluation grid point for screen objects. This grid is found on every State except State0. When an alarm zone node is dropped into the *Point* field, the *Selection* drop-list is limited to the options that apply to an alarm zone.

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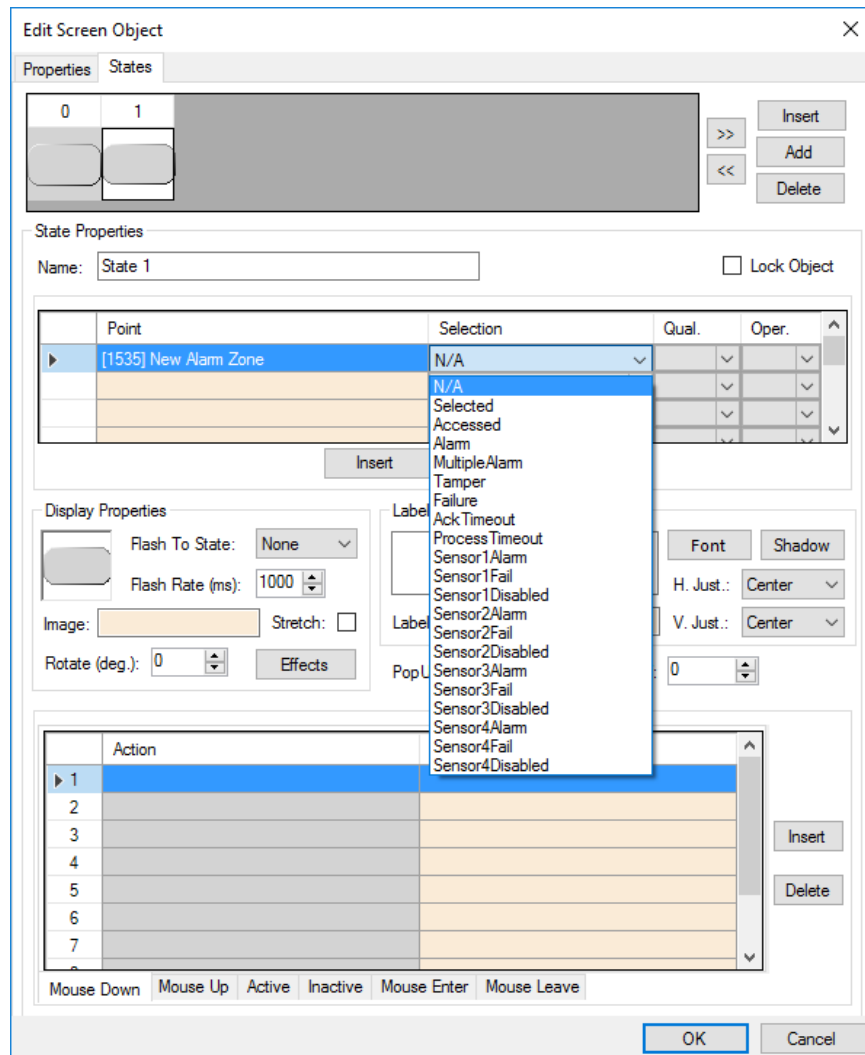


Figure 326 - Screen Object properties dialog with an alarm zone in the State Properties evaluation grid

The possible *Selection* values correspond to the overall state of the alarm zone and the states of the first four (4) sensors in the **Sensor List** on the alarm zone.

Note: *The order of precedence of states is dictated by the order of the states, not the order of the selections. The higher the state number, the higher the precedence. This means State 4 supersedes State 0, State 1, State 2, and State 3.*

APB Zones

APB Zones are used to define the anti-passback zones and musters zones in an anti-passback and logical presence tracking installation.

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APB Zones Group Node

APB Zones are organized into groups. *Add Node* on the **APB Zones** node adds a new APB zone group node.

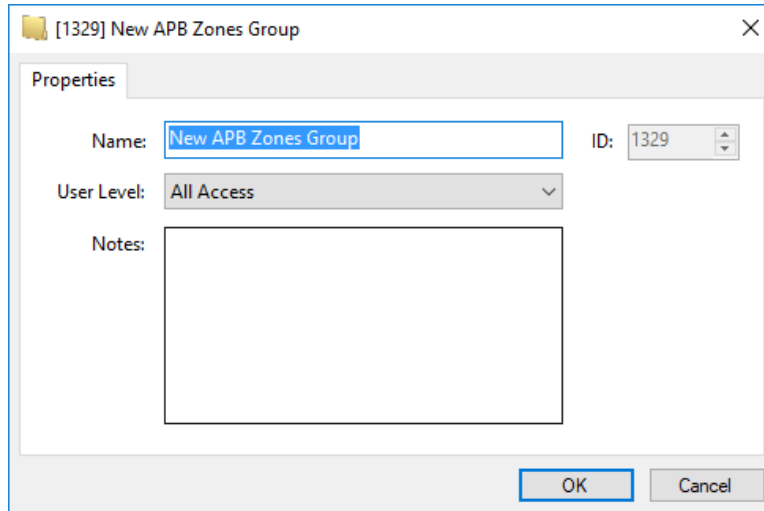


Figure 327 - APB Zones Group node properties dialog

Name - The name for the node; the name doesn't have to be unique

ID - The unique identifier of this node; generated by Intelli-Site

User Level - The User Level a user must possess to open the properties for this node, see [User Levels](#)

Notes - Any notes the user may have for the node

APB Zone Node

An APB Zone node allows the user to define the APB and muster zones for the Intelli-Site installation.

Add Node and Edit on the APB zones group node adds a new APB zone node and opens its properties dialog.

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The screenshot shows a software dialog box titled "[1330] New APB Zone". It features a "Properties" tab. The "Name" field is a text box containing "New APB Zone". The "ID" field is a spin box set to "1330". The "User Level" is a dropdown menu showing "All Access". The "Notes" field is a large, empty text area. Below this is a "Mustering Zone" checkbox, which is currently unchecked. The "Exterior Zone" is an empty text box. The "APB Type" is a dropdown menu showing "Hard". The "Emergency Point" is an empty text box. At the bottom right are "OK" and "Cancel" buttons.

Figure 328 - APB Zone properties dialog

Name - The name for the node; the name doesn't have to be unique

ID - The unique identifier of this node; generated by Intelli-Site

User Level - The User Level a user must possess to open the properties for this node, see [User Levels](#)

Notes - Any notes the user may have for the node

Mustering Zone - checkbox; when checked, this zone is a muster zone

Exterior Zone - drop box; the APB zone to place cardholders that are within the mustering zone when the mustering event ends; disabled unless **Mustering Zone** is checked

APB Type - drop-down list (default *Hard*); the type of APB Zone; values are *Hard*, or *Soft*; disabled when **Mustering Zone** is checked

Emergency Point (Optional) - drop box; this point is set high should the zone detect an unauthorized user within the zone

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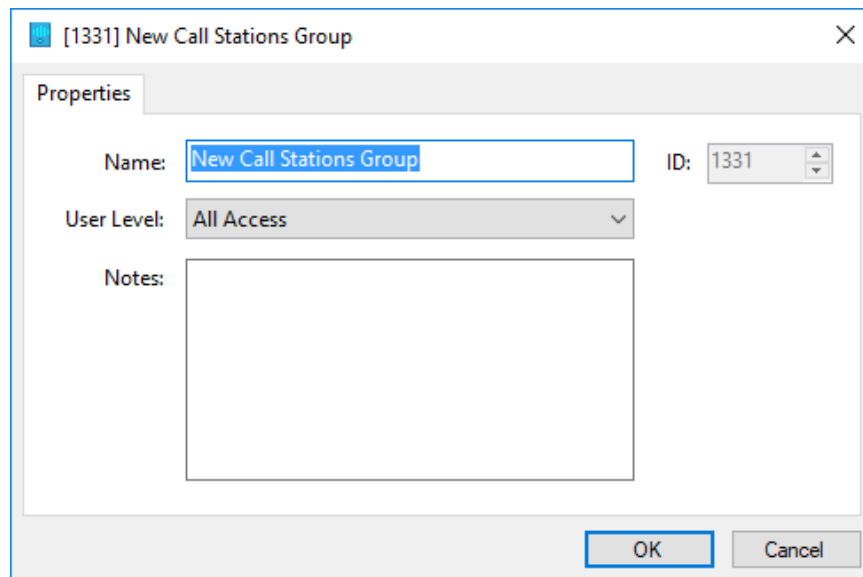
Call Stations

Consider an assisted living center. Every apartment has at least one call station where the resident can simply press a button to request assistance. Several things must happen when a resident presses this button. First and foremost, it must be recorded that the resident did so. Then the call must be acknowledged and processed in a timely manner. Depending on the resident, different other actions may need to be executed.

Intelli-Site **Call Station** construct provides a simple way to manage these call stations, record events and alarms, and perform actions as needed.

Call Stations Group Node

Call stations are organized into groups. Add Node on the Call Stations node adds a new call stations group node.



The image shows a software dialog box titled "[1331] New Call Stations Group". It has a "Properties" tab selected. Inside the dialog, there are four main fields: "Name" with the text "New Call Stations Group", "ID" with the value "1331", "User Level" with a dropdown menu showing "All Access", and "Notes" with a large empty text area. At the bottom right, there are "OK" and "Cancel" buttons.

Figure 329 - Call Stations Group properties dialog

Name - The name for the node; the name doesn't have to be unique

ID - The unique identifier of this node; generated by Intelli-Site

User Level - The User Level a user must possess to open the properties for this node, see [User Levels](#)

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Notes - Any notes the user may have for the node

Call Station Node

A Call Station node allows the user to define a specific call station's properties and actions.

Add Node and Edit on the call stations group node adds a new call station node and opens its properties dialog. The properties dialog contains two (2) tabs. The **Properties** tab contains the basic properties found on all tabs: **Name**, **ID**, **User Level**, and **Notes**.

The second tab is the **Call Station Settings** tab. On this tab are all the fields that define the call station and how it behaves.

[1332] New Call Station

Properties | **Call Station Settings**

Call-In Setup

Call-In Input:

Call-In Output:

Call-In Secondary Output:

Active Call Input:

Disabled:

Auto Re-Enable Counter:

Selected Counter Value:

Processed/Tamper Setup

Combined Process/Tamper Point: ☐

Combined Input:

Timeout (Seconds):

Processed Point:

Tamper Point:

Tamper List:

Call Processing Setup

Call Processing Timeouts In Seconds: ☒

Ack Timeout Value: Process Timeout Value:

Ack Timeout Counter: Process Timeout Counter:

Ack Timeout Output: Process Timeout Output:

Call Actions

Event: **Call-In Actions**

	Action	Target
1		
2		
3		
4		
5		
6		
7		

Insert Delete

OK Cancel

Figure 330 - Call Station properties dialog: Call Station Settings tab

Call-In Setup

The **Call-In Setup** group fields define the points and counters needed to recognize when a call-in occurs.

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Call-In Setup

Call-In Input:	
Call-In Output:	
Call-In Secondary Output:	
Active Call Input:	
Disabled:	
Auto Re-Enable Counter:	
Selected Counter Value:	

Call-In Input – drop box; usually the input point associated with the button of the call station; when this point is high, the Engine sets the **Call-In Output** point and the **Secondary Call-In Output** point and executes the **Call-In Actions** grid

Call-In Output (Optional) – drop box; the latch point for **Call-In Input** point; it is set high when **Call-In Input** is high, it is set low when the call-in is Processed. When this point is present, it is the point used to determine if the call station is in the Call-In state. This is most often used when the **Call-In Input** is a momentary point such as a button press. Additional **Call-In Input** state changes are ignored until the Call-In is processed (i.e. the **Processed Point** is high).

Secondary Call-In Output (Optional) – drop box; the secondary latch point for the **Call-In Input** point, it behaves the same as the **Call-In Output** point with one exception. It will not be used to determine the Call-In state. This is most often used as an acknowledgement point for a secondary call processing Client.

Active Call Input – drop box; when this point is high, there is an active call to this call station

Disabled – drop box; when this point is high, this call station is disabled; all new Call-In events are ignored. If there is an active call-in at the time this point becomes high, the Call-In will be acknowledged and will return to the unacknowledged state when the call station is re-enabled.

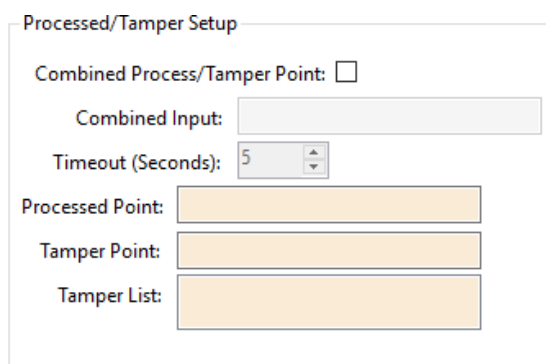
Auto Re-Enable Counter (Optional) – drop box; If present, the Engine will automatically re-enable a disabled call station after the number of minutes specified by the counter

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Selected Counter Value – drop box; when this counter value is high, this call station is in the *Selected* state; the **SelectCallStation** action sets this counter value; the **DeselectCallStation** action clears this counter value

Processed/Tamper Setup

The **Processed/Tamper Setup** group contains the fields needed to recognize when a call station has been processed or is being tampered with.



The screenshot shows a configuration window titled "Processed/Tamper Setup". It contains the following fields:

- Combined Process/Tamper Point:** A checkbox that is currently unchecked.
- Combined Input:** A text input field.
- Timeout (Seconds):** A numeric input field with a value of 5 and up/down arrow controls.
- Processed Point:** A text input field with an orange background.
- Tamper Point:** A text input field with an orange background.
- Tamper List:** A text input field with an orange background.

Combined Process/Tamper Point – checkbox; when checked, the process and tamper inputs are the same point. This is extremely rare. Whether the input is reporting a Processed or Tamper event is determined by a timeout process.

Combined Input – drop box; enabled when **Combined Process/Tamper Point** is checked; the input point when the process and tamper are the same point; when this point changes to the high state, a timer is started. If the timer expires before the point goes low, the call station is in Tamper, and the Engine sets the **Tamper Point** otherwise the Engine pulses the **Processed Point**.

Timeout (Seconds) – numeric (default 5); enabled when **Combined Process/Tamper Point** is checked; used to decide if the **Combined Input** point is reporting a Tamper or Processed event

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Processed Point – drop box; when high, the Call-In is considered to be Processed. If a combined Processed/Tamper point is in use, this is an output point that the Engine pulses; otherwise, it is an input point. When this point goes high, the **Call-In Output** and **Call-in Secondary Output** points are set off and the *Process Actions* are executed.

Tamper Point – drop box; when high, the call station is set to a Tamper state. If a **Combined Processed/Tamper Point** is in use, this is an output point that the Engine turns on when the timer expires, then turns off when the **Combined Processed/Tamper Point** goes off. When this point is set on, the *Tamper Actions* are executed, when it is turned off, the *Tamper Restore Actions* are executed

Tamper List – drop list; when any of these points are high the **Tamper Point** is set high; when all these points are low, the **Tamper Point** is low

Call Processing Setup

The **Call Processing Setup** group contains the fields needed to ensure a call is acknowledged and processed in a timely manner.

The screenshot shows a configuration window titled "Call Processing Setup". It contains several fields for configuring call processing timeouts and counters. At the top, there is a checkbox labeled "Call Processing Timeouts In Seconds:" which is checked. Below this, there are two columns of fields. The left column has "Ack Timeout Value:" with a numeric input field set to 5, "Ack Timeout Counter:" with a drop-down menu, and "Ack Timeout Output:" with a text input field. The right column has "Process Timeout Value:" with a numeric input field set to 5, "Process Timeout Counter:" with a drop-down menu, and "Process Timeout Output:" with a text input field.

Call Processing Setup	
Call Processing Timeouts In Seconds: ☒	
Ack Timeout Value: 5	Process Timeout Value: 5
Ack Timeout Counter:	Process Timeout Counter:
Ack Timeout Output:	Process Timeout Output:

Call Processing Timeouts In Seconds – checkbox; when checked the timeout values are seconds, when clear, the timeouts are in minutes

Ack Timeout Value – numeric (default 5); the amount of time in which a Call-In must be acknowledged by an **AckCallIn** action on this call station

Ack Timeout Counter – drop box; the counter value overrides the **Ack Timeout Value** as the amount of time in which a Call-In must be acknowledged which allows the timeout to be controlled programmatically

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Ack Timeout Output – drop box; this point is set when the Call-In is not acknowledged before the timer expires

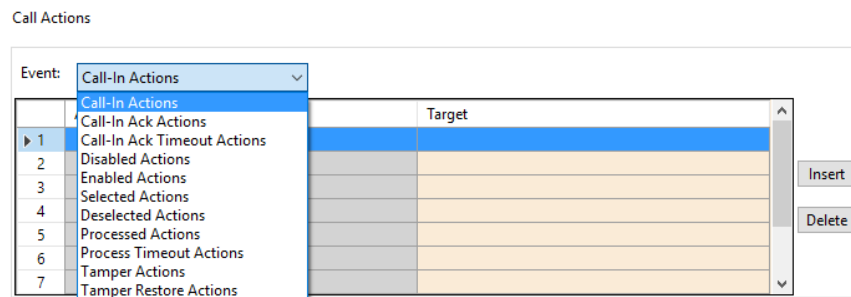
Process Timeout Value – numeric (default 5); the amount of time in which a Call-In must be processed by a **ProcessCallIn** action on this call station

Process Timeout Counter – drop box; the counter value overrides the **Process Timeout Value** as the amount of time in which a Call-In must be processed which allows the timeout to be controlled programmatically

Process Timeout Output – drop box; this point is set when the Call-In is not processed before the timer expires

Call Actions

The **Call Actions** action grid has seven (7) different action grids, one for each of the states of the call station.



Call-In Actions – this grid is executed when a call-in occurs

Call-In Ack Actions – this grid is executed when the call-in is acknowledged using the *AckCallIn* action

Call-In Ack Timeout Actions – this grid is executed when the call-in acknowledge timer times out before it is acknowledged

Disabled Actions – this grid is executed when the **Disabled** point is set high

Enabled Actions – this grid is executed when the **Disabled** point returns to the low state

Selected Actions – this grid is executed when the **Selected Counter Value** is high

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Deselected Actions – this grid is executed when the **Selected Counter Value** returns to the low state

Processed Actions – this grid is executed when the call-in is processed using the *ProcessCallIn* action

Process Timeout Actions – this grid is executed when the call-in process timer times out before it is processed

Tamper Actions – this grid is executed when the **Tamper Point** is set high

Tamper Restore Actions – this grid is executed when the **Tamper Point** is set low

Custom Scripts

Consider a detention center at mealtimes. Every door needs to be opened so everyone can go eat. But firing the locks on all the doors at once will blow out the motor. So, unlocking the doors must happen in sequence. This is a job for a custom script.

A Custom Script is a way to program a series of actions or groups of actions to execute when the script is set on.

The actions that target a Custom Script are **StartScript**, **StopScript**, **PauseScript** and **ResumeScript**. See [Appendix II - Actions](#) to learn the usage of these actions.

Custom Script Group Node

A **Custom Script** is an I/O Point that allows the user to perform a series of actions and events using a single object. The point is high while the script is running, low when it is not.

Custom scripts are organized into groups. *Add Node* on the **Custom Scripts** node adds a new custom script group node.

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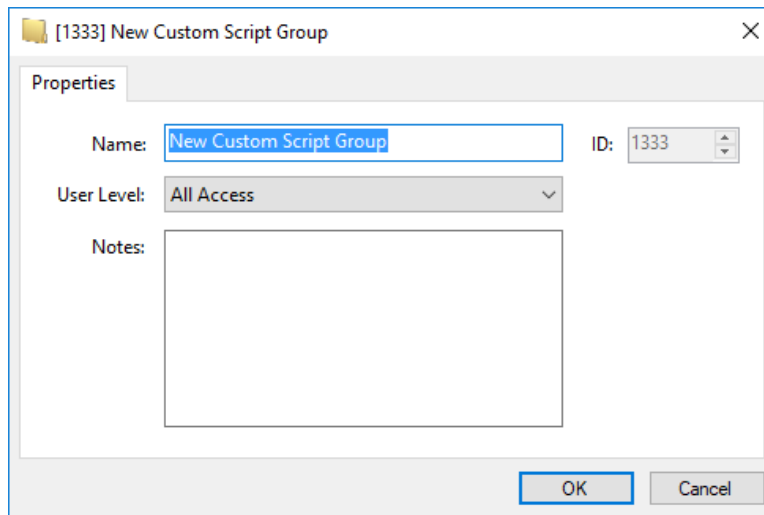


Figure 331 - Custom Script Group properties dialog

Name - The name for the node; the name doesn't have to be unique

ID - The unique identifier of this node; generated by Intelli-Site

User Level - The User Level a user must possess to open the properties for this node, see [User Levels](#)

Notes - Any notes the user may have for the node

Custom Script Node

A Custom Script allows the user to have a single object perform a recurring series of actions and events. The script is engine based, meaning that it can run independently from a client. This limits the types of actions that a script can do.

Add Node and Edit on the custom script group node opens and adds a new Custom Script node and opens its properties dialog. A Custom Script is an I/O Point. Therefore, its properties contain the same tabs as any I/O Point. See [The Properties Dialog](#). We will only discuss the **Properties** tab as this is the only tab that differs from the basic properties dialog for an I/O Point.

The **Properties** tab allows the user to define how the Custom Script will behave and what it will do when it is executed.

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The screenshot shows the 'Properties' tab of the 'New Custom Script' dialog. The 'Name' field is 'New Custom Script' and the 'ID' is '1560'. The 'User Level' is set to 'All Access'. The 'Notes' field is empty. The 'Script Setup' section includes a '# of Segments' dropdown set to '1', a 'Timeout Interval' dropdown set to 'Milliseconds', a 'Base Timeout' spinner set to '10', and input fields for 'Base Timeout Counter', 'Current Segment Counter', and 'Paused Point'. There are checkboxes for 'Recurring' and 'Startup'. The 'Segments' section shows a list with one entry: 'New Segment (Timeout: -1, 0 Actions)'. The 'Segment Info' section for the selected segment shows 'Name: New Segment', 'Timeout: -1', 'Timeout Counter', 'Disabled Point', and 'Disable Inverted' checkbox. The 'Actions' section contains a table with 5 rows and 2 columns: 'Action' and 'Target'. The first row is selected. 'Insert' and 'Delete' buttons are next to the table. 'OK' and 'Cancel' buttons are at the bottom.

	Action	Target
1		
2		
3		
4		
5		

Figure 332 - Custom Script properties dialog: Properties tab

Name - The name for the node; the name doesn't have to be unique

ID - The unique identifier of this node; generated by Intelli-Site

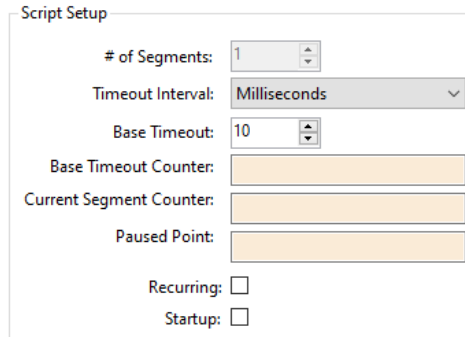
User Level - The User Level a user must possess to open the properties for this node, see [User Levels](#)

Notes - Any notes the user may have for the node

Script Setup

The **Script Setup** group contains the properties needed to manage the script itself.

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The image shows a 'Script Setup' dialog box. It contains several fields: '# of Segments' is a numeric input set to 1; 'Timeout Interval' is a dropdown menu set to 'Milliseconds'; 'Base Timeout' is a numeric input set to 10; 'Base Timeout Counter' is an empty text box; 'Current Segment Counter' is an empty text box; 'Paused Point' is an empty text box; 'Recurring' is an unchecked checkbox; and 'Startup' is an unchecked checkbox.

of Segments – numeric; displays the number of segments in the **Segments** table

Timeout Interval – drop-down list (default *Milliseconds*); the units for the timeout; values *Milliseconds*, *Seconds*, and *Minutes*

Base Timeout – numeric (default 10); the number of intervals per segment

Base Timeout Counter – drop box; when present, the counter's value overrides the **Base Timeout** value

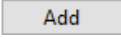
Current Segment Counter – drop box; the Engine sets this counter to segment number that is currently executing

Paused Point – drop box; when this point is set, the script is paused; it starts up again when this point returns to the low state

Recurring – checkbox; the custom script will automatically restart when the end of the last segment is reached (i.e., go back to the first segment)

Startup – checkbox; the custom script will automatically start when the Engine is started

Segments

The **Segments** table lists the segments and the order in which they will execute. Use the  button to add a segment. Use the  button to delete the highlighted segment.

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Segments:

Segment Info
New Segment (Timeout: -1, 0 Actions)

Add Delete

Segment Info

The **Segment Info** group contains the information about the segment highlighted in the **Segments** table.

Segment Info

Name:

Timeout:

Timeout Counter:

Disabled Point:

Disable Inverted: ☐

Actions:

	Action	Target
1		
2		
3		
4		
5		

Insert Delete

Name – text; the name for the segment

Timeout – numeric; overrides the **Base Timeout**; when non-negative, this number is the timeout value used

Timeout Counter (Optional) – drop box; when present, overrides the **Base Timeout** and **Base Timeout Counter**

Disabled Point (Optional) – drop box; when this point is high, this segment is disabled (won't run)

Disabled Inverted – checkbox; when checked and a **Disabled Point** is supplied; this segment is disabled when the **Disabled Point** is low

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Actions - action grid; contains the actions to perform for the selected segment. Clicking on an *Action* cell in the **Actions** grid opens the **Actions** dialog. Because Custom Scripts are engine based, the actions in this dialog are only those that are allowed in the Custom Script action grids, a subset of the possible actions. Playing a sound or popping up a screen are impossible if there isn't a Client logged in. See [Appendix II - Actions](#) to learn the usage of any of the actions.

Display Screen Object Programming

A custom script node can be used in the **State Properties** evaluation grid point for screen objects. This grid is found on every State except State0. When a custom script node is dropped into the *Point* field, the *Selection* drop-list is limited to the options that apply to a custom script: *State* or *Shunted*.

Doors

Doors in a security or access control environment are not just a physical door that people walk through. There are readers, sensors, push buttons, locks, alarms, and a whole host of other concerns. A door is not a simple concept and they are not easy to program and manage which is why Intelli-Site has the Door construct.

A **Door** construct is a collection of the hardware and actions that constitute a door in its fullest sense in a security or access control environment.

Note: *Door constructs are automatically created when an access control panel is dragged and dropped onto the Doors node. This is the preferred method to ensure all the fields are filled in correctly.*

Door Group Node

Doors are organized into groups. *Add Node* on the **Doors** node adds a new door group node. The properties dialog for this node contains two tabs.

Note: *When an access control panel is dropped on to the Doors node, a door group node is added whose name matches the name of the access control panel. Door nodes are added for each of the readers of the access control panel.*

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The **Properties** tab contains the basic properties found on all tabs: **Name**, **ID**, **User Level**, and **Notes**.

The second tab is the **Door Actions** tab. It contains two (2) actions grids that standardize the behavior of the doors in the group. These grids are executed based on their specific triggers for each of the doors in the group. Clicking on an *Action* cell opens the **Actions** dialog. The actions in this dialog are only those that are allowed in the Door action grids, a subset of the possible actions. See [Appendix II - Actions](#) to learn the usage of any of the actions.

[1335] New Door Group

Properties Door Actions

Door Actions:

Event: Secured Actions

	Action	Target
▶ 1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

Insert Delete

Entry/Exit Actions:

Event: General Authorized Actions

	Action	Target
▶ 1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

Insert Delete

OK Cancel

Figure 333 - Door Group node properties dialog: Door Actions tab

Door Actions – action grid; contains ten (10) different action grids, each is run under different conditions; **Event** is a drop-down list defining when each action grid is run; **Event** values are:

Secured Actions – this grid is run when the door is secured, both the **Lock** point and the **DPS** points are low

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DOTL Actions – this grid is run when the **DOTL** point is high (door open too long)

DUTL Actions – this grid is run when the **DUTL** point is high (door unlocked too long)

Forced Actions – this grid is run when the **Forced** point is high

Opened Actions – this grid is run when the door is open, the **DPS** point is high

Unlocked Actions – this grid is run when the door is unlocked, the **Lock** point is high or if present, the **Lock Status** point is high

Comm Failure Actions – this grid is run when any of the **Comm Failure** points are high

Camera General Actions – this grid is run when either a **SwitchEntryCamera** or **SwitchExitCamera** action is executed

Camera Entry Actions – this grid is run after the Camera General Actions when a **SwitchEntryCamera** action is executed

Camera Exit Actions – this grid is run after the Camera General Actions when a **SwitchExitCamera** action is executed

Entry/Exit Actions – action grid; contains eight (8) different action grids, each is run under different conditions; **Event** is a drop-down list defining when each action grid is run; **Event** values are:

General Authorized Actions – this grid is run when an authorized entry or exit occurs

Entry Authorized Actions – this grid is run after the *General Authorized Actions* when an authorized entry occurs

Exit Authorized Actions – this grid is run after the *General Authorized Actions* when an authorized exit occurs

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General Denied Actions – this grid is run when entry or exit access is denied

Entry Denied Actions – this grid is run after the *General Denied Actions* grid when entry is denied

Exit Denied Actions – this grid is run after the *General Denied Actions* grid when exit is denied

Entry Card Not In DB Actions – this grid is run when the card presented to the entry reader is not in the database

Exit Card Not In DB Actions – this grid is run when the card presented to the exit reader is not in the database

Note: *Different access control panels may add additional action grids. If so, see the appropriate panel guide.*

Door Node

A Door node allows the user to define a specific door's properties and actions.

Add Node and Edit on the door group node adds a new door node and opens its properties dialog. The properties dialog contains three (3) tabs. The **Properties** tab contains the basic properties found on all tabs: **Name**, **ID**, **User Level**, and **Notes**.

Note: *When an access control panel node is dropped on to the Doors node, a door group node is added whose name matches the name of the access control panel. Door nodes are added for each of the readers of the access control panel.*

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Door Settings Tab

The **Door Settings** tab allows the user to define the type of door as well as the various points needed to manage the door.

The screenshot shows a dialog box titled "[2570] New Door" with three tabs: "Properties", "Door Settings", and "Door Actions". The "Door Settings" tab is active. It contains the following fields and controls:

- Type:** A drop-down menu set to "Normal".
- Host Controlled:** A checkbox, currently unchecked.
- Lock Status:** A text field.
- Lock:** A text field.
- DPS:** A text field.
- Forced:** A text field.
- DOTL:** A text field.
- DUTL:** A text field.
- Strike Time:** A spinner box set to 10.
- Relock Time:** A spinner box set to 0.
- DOTL Time:** A spinner box set to 20.
- Long Access Time:** A spinner box set to 30.
- DUTL Time:** A spinner box set to 20.
- Comm Failure:**
 - Alarm Point:** A text field.
 - Comm Failure Points:** A text field.
 - Disabled On Comm Failure:** A checkbox, currently unchecked.
- Entry:**
 - Intercom Call:** A text field.
 - Intercom Station:** A text field.
 - Alarm Output:** A text field.
 - Disable:** A text field.
 - Access Points:** A large text area.
 - Auto-Disable cards:** A text field.
- Exit:**
 - Intercom Call:** A text field.
 - Intercom Station:** A text field.
 - Alarm Output:** A text field.
 - Disable:** A text field.
 - Access Points:** A large text area.
 - Auto-Disable cards:** A text field.
- Global Anti-Passback:**
 - Presence Update Point:** A text field.
 - Entry Destination Zone:** A text field.
 - Exit Destination Zone:** A text field.
 - Access Timeout:** A spinner box set to 10.

At the bottom right, there are "OK" and "Cancel" buttons.

Figure 334 - Door node properties dialog: Door Settings tab

Type – drop-down list (default *Normal*); the type of door being managed; values are *Normal*, *Anti-Passback*, and *Muster*

Note: The doors that are members of an Interlock Group must be anti-passback or host-controlled doors.

Host-Controlled – checkbox; when checked all the function of the door is controlled by the Engine not the panel

Lock Status (Optional) – drop box; the current state of the lock; if blank the state of the lock is determined by the **Lock** point

Lock – drop box; the lock point of the door

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Strike Time – numeric; the amount of time in seconds the door remains unlocked if it is not opened; the panel will usually relock the door when it is opened

Relock Time – numeric; disabled unless **Host-Controlled** is checked; the amount of time in seconds to wait before relocking a door after it is opened

DPS – drop box; the door position switch point

Forced – drop box; the door forced point

DOTL – drop box; the door opened too long point

DOTL Time – numeric; disabled unless **Host-Controlled** is checked; amount of time in seconds a door may be open; if this time expires, the Engine sets the **DOTL** point

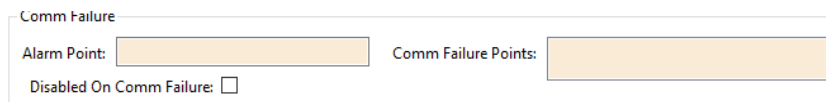
Long Access Time - numeric; disabled unless **Host-Controlled** is checked; when a card has long access, this is the amount of time in seconds the door can stay open before **DOTL** is set

DUTL – drop box; the door unlocked too long point

DUTL Time – numeric; the amount of time in seconds a lock can be unlocked before the Engine sets **DUTL**

Comm Failure

The **Comm Failure** group contains the fields associated with notification when communication with the door components has failed.



The screenshot shows a configuration window titled "Comm Failure". It contains three fields: "Alarm Point:" followed by a drop-down menu, "Comm Failure Points:" followed by a drop-down menu, and "Disabled On Comm Failure:" followed by an unchecked checkbox.

Alarm Point – drop box; this point is set by the Engine if any of the **Comm Failure Points** are high

Comm Failure Points – drop list; all the points for the door associated with communication loss (e.g. panel status point)

Disabled On Comm Failure – checkbox; when checked, the disable door operation of any of the **Comm Failure Points** are high

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Entry or Exit

The **Entry** and **Exit** groups each contain the fields that define the hardware and behavior of the respective entry and exit of the door.

Entry	
Intercom Call:	
Intercom Station:	
Alarm Output:	
Disable:	
Access Points:	
Auto-Disable cards:	

Intercom Call – drop box; the intercom point to designate a call request for the access point

Intercom Station – drop box; the intercom station for the access point

Alarm Output – drop box; disabled unless **Host Controlled** is checked; this point is set when the access point is in alarm

Disable – drop box; disabled unless **Host Controlled** is checked; when high, the door is disabled from this side, entry or exit

Access Points – drop list; the access points for the entry or exit; typically, the entry **Access Point** is a reader, and the exit **Access Point** is a REX (Request for Exit)

Auto-Disable Cards – drop box; when this point is set, cards with the auto-disable feature enabled are disabled automatically when read by this reader

Global Anti-Passback

The **Global Anti-Passback** fields define points that are only used in anti-passback or muster. Therefore, they are disabled unless the door **Type** is *Anti-Passback*. If the **Type** is *Muster*, only the **Entry Destination Zone** is enabled because it is the muster zone.

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Global Anti-Passback	
Presence Update Point:	Access Timeout: 10 ↑ ↓
Entry Destination Zone:	
Exit Destination Zone:	

Presence Update Point – drop box; when this point is high, the cardholder's presence is updated; usually the **DPS** point on the door

Access Timeout – numeric (default 10); the amount of time in seconds to enter a zone after access is granted; if the **Presence Update Point** does not go high before the **Access Timeout** expires, Intelli-Site logs the attempt as *Access Granted: Unused* and not update the presence of the cardholder

Entry Destination Zone – drop box; the destination APB zone of the entry reader

Exit Destination Zone – drop box; the destination APB zone of the exit reader

Door Actions Tab

The third tab is the **Door Actions** tab. It contains two (2) actions grids that are executed based on their specific triggers. Clicking on an *Action* cell opens the **Actions** dialog. The actions in this dialog are only those that are allowed in the Door action grids, a subset of the possible actions. See [Appendix II - Actions](#) to learn the usage of any of the actions.

Note: *These action grids are executed after the corresponding grids in the parent door group node.*

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[2570] New Door

Properties Door Settings **Door Actions**

Door Actions:

Event: Secured Actions

	Action	Target
▶ 1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

Insert Delete

Entry/Exit Actions:

Event: General Authorized Actions

	Action	Target
▶ 1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

Insert Delete

OK Cancel

Figure 335 - Door node properties dialog: Door Actions tab

Door Actions – action grid; contains ten (10) different action grids, each is run under different conditions; **Event** is a drop-down list defining when each action grid is run; **Event** values are:

Secured Actions – this grid is run when the door is secured, both the **Lock** point and the **DPS** points are low

DOTL Actions – this grid is run when the **DOTL** point is high (door open too long)

DUTL Actions – this grid is run when the **DUTL** point is high (door unlocked too long)

Forced Actions – this grid is run when the **Forced** point is high

Opened Actions – this grid is run when the door is open, the **DPS** point is high

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Unlocked Actions – this grid is run when the door is unlocked, the **Lock** point is high or if present, the **Lock Status** point is high

Comm Failure Actions – this grid is run when any of the **Comm Failure** points are high

Camera General Actions – this grid is run when either a SwitchEntryCamera or SwitchExitCamera action is executed

Camera Entry Actions – this grid is run after the Camera General Actions when a SwitchEntryCamera action is executed

Camera Exit Actions – this grid is run after the Camera General Actions when a SwitchExitCamera action is executed

Entry/Exit Actions – action grid; contains eight (8) different action grids, each is run under different conditions; **Event** is a drop-down list defining when each action grid is run; **Event** values are:

General Authorized Actions – this grid is run when an authorized entry or exit occurs

Entry Authorized Actions – this grid is run after the *General Authorized Actions* when an authorized entry occurs

Exit Authorized Actions – this grid is run after the *General Authorized Actions* when an authorized exit occurs

General Denied Actions – this grid is run when entry or exit access is denied

Entry Denied Actions – this grid is run after the *General Denied Actions* grid when entry is denied

Exit Denied Actions – this grid is run after the *General Denied Actions* grid when exit is denied

Entry Card Not In DB Actions – this grid is run when the card presented to the entry reader is not in the database

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Exit Card Not In DB Actions – this grid is run when the card presented to the exit reader is not in the database

Note: *Different access control panels may add additional action grids. If so, see the appropriate panel guide.*

Guard Tours

Guard safety is important. As they perform their rounds, it is imperative to know exactly where they are. It's also important to ensure they make it to all the stations on their rounds. A Guard Tour fulfills both requirements.

Using the guard tour construct, a system can be designed to have the guard(s) follow a random or sequenced path. An alarm interval is defined. If the next point in the sequence is not activated within the allotted time, a user-defined set of actions will be executed. This timer is restarted at each point along the tour.

Add Node on the **Guard Tours** node adds a new guard tour node. The properties of this node contain the base properties and those properties that define the tour and the actions Intelli-Site will take under specific conditions.

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[1866] New Guard Tour

Properties

Name: ID:

User Level: Points:

Notes:

Tour Type:

Alarm Interval:

First Point Starts: ☐

Last Point Stops: ☐

Point Disable Point

Add Delete

Tour Actions

Event:

	Action	Target
1		
2		
3		
4		
5		

Insert Delete

OK Cancel

Figure 336 - Guard Tour properties dialog

Name - The name for the node; the name doesn't have to be unique

ID - The unique identifier of this node; generated by Intelli-Site

User Level - The User Level a user must possess to open the properties for this node, see [User Levels](#)

Notes - Any notes the user may have for the node

Tour Type – drop-down list (default *Sequenced*); the type of tour this is; values *Sequenced*, and *Random*

Sequenced – the tour must be traversed in the order defined by the **Points** field; if a point is activated out of order, the actions in the *Out of Sequence* action grid are executed

Random – the tour has no set order, but each point must be activated for the tour to end

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Points – table; the points that the guard must set on the tour

Point – the points that the guard must set on the tour; it can be anything that qualifies as an I/O Point such as card swipes, button presses and, of course, virtual points

Note: *If all the points in the list are readers, the card presented to the reader will be reported on the Guard Tour report.*

Disable Point – if this point is high, the point is not included in the tour

Note: *If the Tour Type is set to Sequenced, the order the points are listed is the order of the guard tour. The points must be activated in the order listed. The first point starts the tour; the last point ends the tour.*

Alarm Interval – numeric (default 1); the maximum number of minutes that can transpire before the guard activates the next point in the tour. If the **Alarm Interval** is 5, the guard must move and activate the next point within 5 minutes. If not, the *Timeout* action grid will be executed.

First Point Starts – checkbox; disabled unless the **Tour Type** is *Random*; defines when the guard tour starts; when checked, the tour is started when the first point in the **Points** list is activated. When not checked, any point in the list begins the tour.

Last Point Ends – checkbox; disabled unless the **Tour Type** is *Random*; defines when the guard tour ends; when checked, the tour is ended when the last point in the **Points** list is activated. When not checked, the tour ends when every point has been activated.

Tour Actions - action grid; contains four (4) different action grids, each is run under different conditions; **Event** is a drop-down list defining when each action grid is run; **Event** values are:

Start – This action grid is run when the guard tour begins

Stop – This action grid is run when the guard tour ends

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Out of Sequence – This action grid is run when the points are activated out of order; if the **Tour Type** is *Random* and **Last Point Ends** is checked, this grid is run when the last point is checked if it is checked out before any of the other points in the **Points** drop list

Timeout – This action grid runs when the **Alarm Interval** expires

Interlock Groups

Consider a high-tech manufacturing plant with a clean room. To maintain a clean room, it is imperative that it have an entry chamber that is a small room with an entry door on one wall and an exit door on the opposite wall. One door of the entry chamber cannot be unlocked and opened until the opposite door has been closed and locked. These two doors are interlocked together to ensure the clean room stays clean.

Intelli-Site gives the user an easy way to manage interlocked doors using the **Interlock Group** construct. An **Interlock Group** is a collection of doors where only one door can be unlocked or open, the other doors in the same interlock group cannot be unlocked, let alone opened.

Interlock Group Group Node

Interlock groups are organized in groups. *Add Node* on the **Interlock Groups** node adds a new interlock group group node.

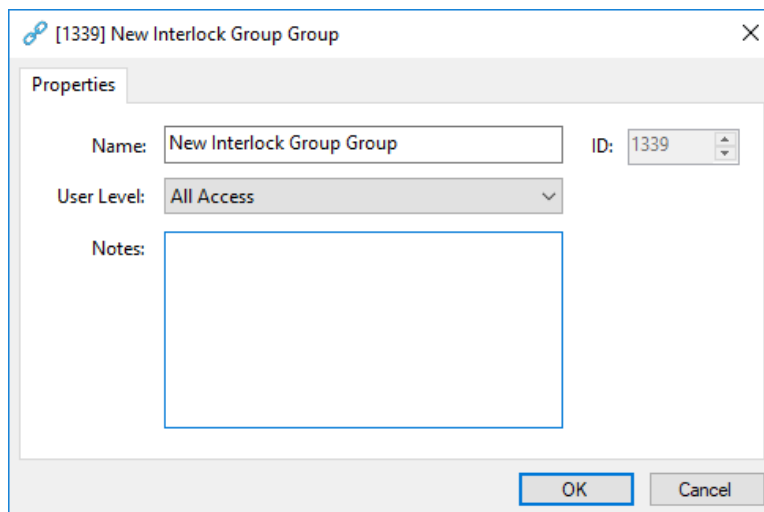


Figure 337 - Interlock Group Group properties dialog

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Name - The name for the node; the name doesn't have to be unique

ID - The unique identifier of this node; generated by Intelli-Site

User Level - The User Level a user must possess to open the properties for this node, see [User Levels](#)

Notes - Any notes the user may have for the node

Interlock Group Node

An interlock group node allows the user to define the doors that are interlocked and the behavior for the interlock group.

Add Node and Edit on the interlock group group node adds and opens a new interlock group node and opens its properties dialog.

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[1340] New Interlock Group

Properties

Name: ID:

User Level:

Notes:

Interlocked Doors:

Interlock Status Point:

Interlock Overridden Status Point:

Can Be Automatically Overridden: ☐

Auto-Override Point:

Interlock Violation Alarm Disabled: ☐

General Actions

Event:

	Action	Target
▶ 1		
2		
3		

Insert Delete

Door Actions

Event:

	Action	Target
* 1		

Insert Delete

OK Cancel

Figure 338 - Interlock Group properties dialog

Name - The name for the node; the name doesn't have to be unique

ID - The unique identifier of this node; generated by Intelli-Site

User Level - The User Level a user must possess to open the properties for this node, see [User Levels](#)

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Notes - Any notes the user may have for the node

Interlocked Doors – drop list; the doors that make up this interlock group

Note: *I/O Points can also be dropped here such that when the I/O Point is high, the interlock group is considered unsecure. For example, if the I/O Point dropped is a fire alarm point, it would prevent personnel from entering the interlock group (and for good reason!).*

Note: *The doors that are members of an Interlock Group must be host-controlled or anti-passback doors. See [Door Node](#) for more information.*

Interlock Status Point (Optional) – drop box; the Engine sets this point when the interlock group is unsecure

Interlock Overridden Status Point (Optional) – drop box; the Engine sets this point when the interlock group security settings are automatically overridden

Can Be Automatically Overridden – checkbox; when checked, the interlock group security can be automatically overridden

Auto-Override Point (Optional) – drop box; when this point is set, the security settings of the interlock group will be overridden

Interlock Violation Alarm Disabled – checkbox; when checked, the interlock group will not report interlock violations in the Alarm Queue

General Actions – action grid; action grids that are executed when an interlock group violation occurs, either *Unsecured* or *Violating*; the **Event** drop-down list selects which action grid to view and edit

Door Actions – action grid; door specific action grids that are executed when a given door when the interlock group violation occurs, either *Unsecured* or *Violating*; each door or point in the **Interlocked Doors** drop list has an *Unsecured* and a *Violating* action grid; the **Event** drop-down list selects which action grid to view and edit

Note: *Both the General Actions and the Door Actions are executed on a violation for a specific door.*

Scheduled Events

A scheduled event is a construct that can be programmed to set points based upon time and date parameters and then clear those points when the time expires. For example, Software Giants, LLC is hosting an open house on Saturday, May 23, 2020 from 7:00am to 7:00pm. The user would create an event to unlock the Main Entrance and then schedule that event for the date and time.

Note:  [Scheduled Events View](#) is the preferred method to manage scheduled events.

Scheduled Event Group

The purpose of the Scheduled Event Group node is to logically organize Scheduled Event types. A new group can be added in the  **Scheduled Events View** using the  button or here, in the Tree, using the *Add Node* or *Add Node and Edit* menu option of the right-click context menu on the **Scheduled Events** node.

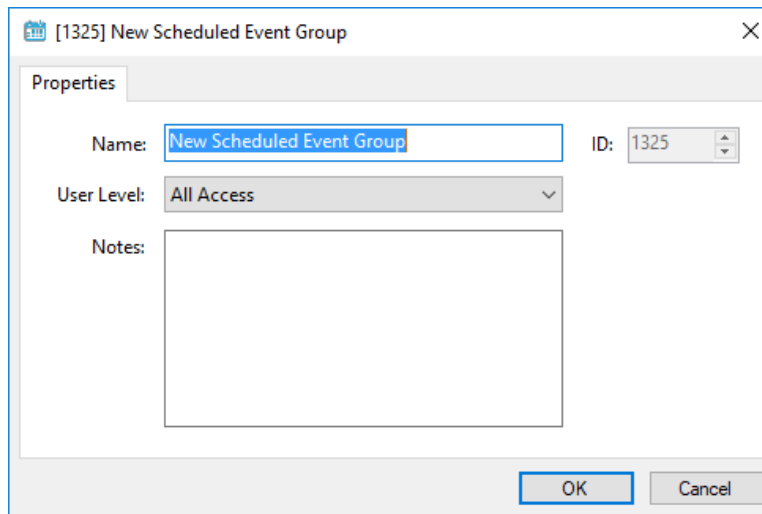


Figure 339 - Scheduled Event Group properties dialog

Name - The name for the node; the name doesn't have to be unique

ID - The unique identifier of this node; generated by Intelli-Site

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User Level - The User Level a user must possess to open the properties for this node, see [User Levels](#)

Notes - Any notes the user may have for the node

Scheduled Event Node

Scheduled Event nodes are the event types used in the Scheduled Events table of the  **Scheduled Events View**.

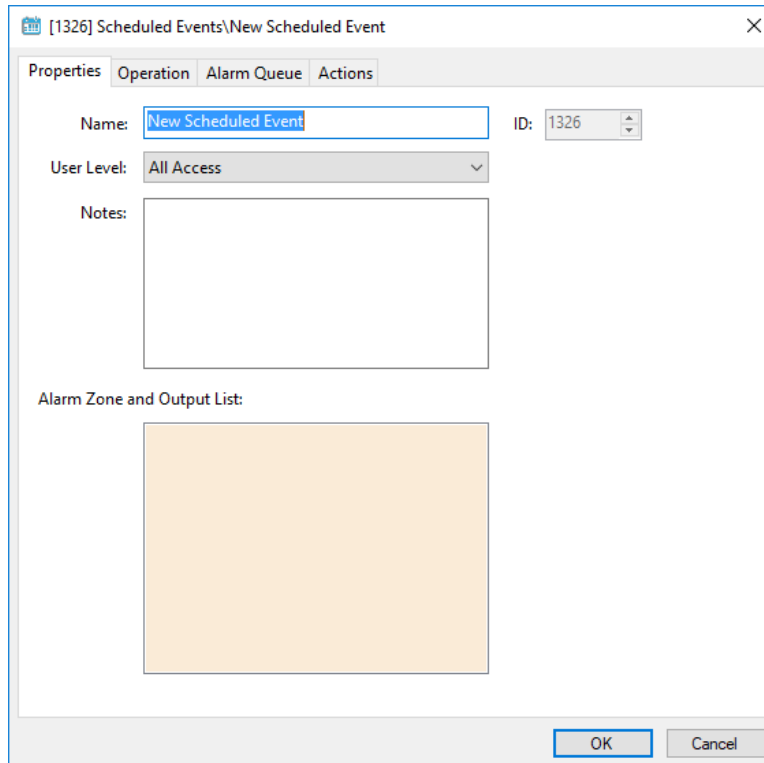


Figure 340 - Scheduled Event properties dialog

The properties for a scheduled event node contain the basic properties as described in [The Properties Dialog](#). There is one property unique to a scheduled event node.

Alarm Zone and Output List – A drop list of the points that will be set when the schedule begins and cleared when the schedule ends; alarm zones and any I/O Points are valid targets for this drop list.

Note: Clicking on a drop list will open a Select Tree Item dialog containing all the valid targets for this drop list.

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Display Screen Object Programming

A Scheduled Event node can be used in the **State Properties** evaluation grid point for screen objects. This grid is found on every State except State0. When a Scheduled Event node is dropped into the *Point* field, the *Selection* drop-list is limited to the options that apply to a Scheduled Event: *State* or *Shunted*.

System Schedules

A System Schedule is an I/O Point that is set on when the start day begins and is set off at midnight on the end day.

System Schedule Group Node

System Schedules are organized by groups.

Add Node on the **System Schedules** node adds a new system schedule group node.

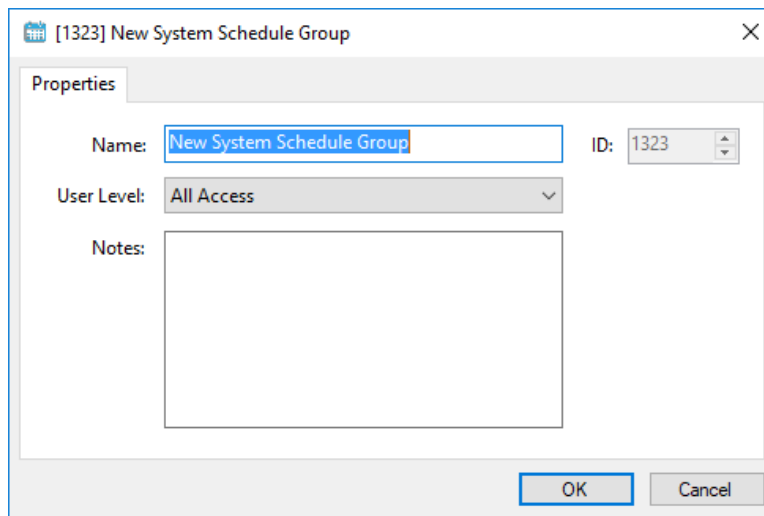


Figure 341 - System Schedule Group properties dialog

Name - The name for the node; the name doesn't have to be unique

ID - The unique identifier of this node; generated by Intelli-Site

User Level - The User Level a user must possess to open the properties for this node, see [User Levels](#)

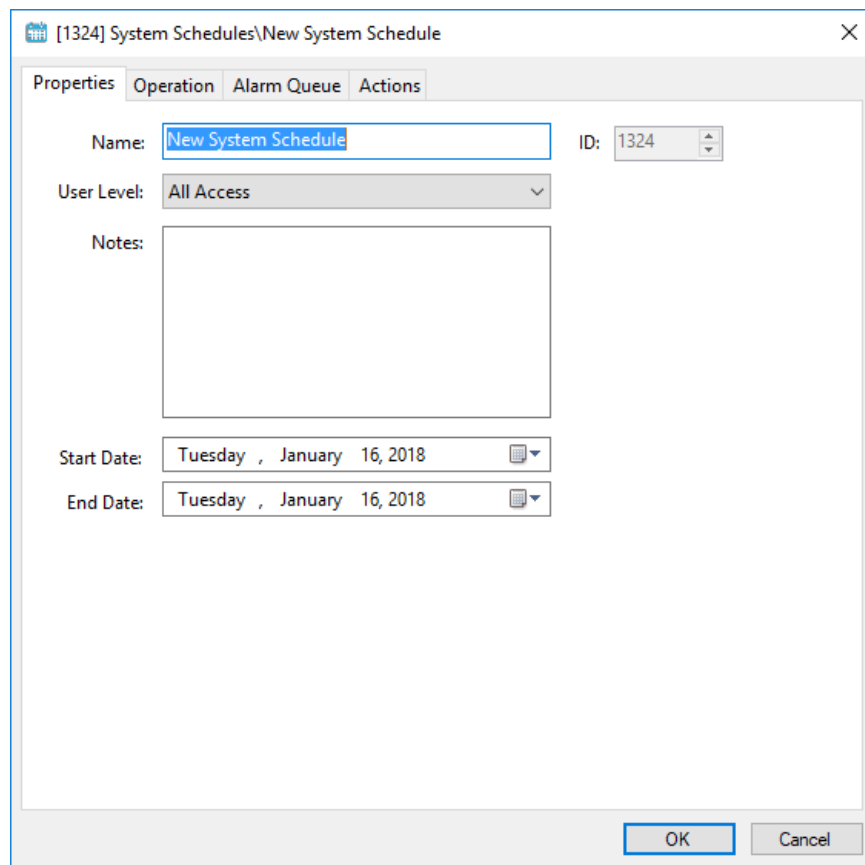
Notes - Any notes the user may have for the node

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System Schedule Node

A System Schedule is an easy way to set an I/O Point for a whole day or days. A System Schedule node can be used as a control point by any other point.

Add Node and Edit on a System Schedule Group node adds a new System Schedule node and opens its properties. Because it is an I/O Point, it has the same properties dialog as any I/O Point with some extra fields. See [The Properties Dialog](#) for an explanation of the other tabs. We will only examine **Properties** tab here since that is the only difference.



The screenshot shows a Windows-style dialog box titled "[1324] System Schedules\New System Schedule". It features four tabs: "Properties", "Operation", "Alarm Queue", and "Actions". The "Properties" tab is selected and contains the following fields:

- Name:** A text box containing "New System Schedule".
- ID:** A numeric spinner box set to "1324".
- User Level:** A dropdown menu currently showing "All Access".
- Notes:** A large, empty text area.
- Start Date:** A date picker showing "Tuesday , January 16, 2018".
- End Date:** A date picker showing "Tuesday , January 16, 2018".

At the bottom right of the dialog are "OK" and "Cancel" buttons.

Figure 342 - System Schedule properties dialog

Name - The name for the node; the name doesn't have to be unique

ID - The unique identifier of this node; generated by Intelli-Site

User Level - The User Level a user must possess to open the properties for this node, see [User Levels](#)

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Notes - Any notes the user may have for the node

Start Date – The date this schedule begins; it begins at 00:00:00 (24hr clock) on this date

End Date – The date this schedule ends; it ends at 24:00:00 (24hr clock) on this date

The System Schedule is inclusive, including both the start date and end date, and every day in between.

At this point, turn your attention to the **Action** tab because of the **Automated Actions** action grid.

[1324] System Schedules\New System Schedule

Properties Operation Alarm Queue Actions

Automated Actions

Event: On High (Client) ▼

	Action	Target
1		
2		
3		
4		
5		

Insert Delete

Queue Actions

Event: On Queue Selection ▼

	Action	Target
1		
2		
3		
4		
5		

Insert Delete

OK Cancel

Figure 343 - System Schedule properties dialog: Actions tab

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If there are actions that should be executed when the System Schedule is high, here is a place to program them. There are two action grids that are executed when the point transitions from low to high. Those are the *On High (Client)* and *On High (Engine)*. There are two more action grids that are executed when the point transitions from high to low. Those are *On Low (Client)* and *On Low (Engine)*.

Note: The (Client) action grids are only run on the Desktop Client when a user is logged in. In fact, they are run on every Desktop Client that is logged in. If no Desktop Client is logged in, THE (Client) GRIDS ARE NOT EXECUTED.

Display Screen Object Programming

A System Schedule node can be used in the **State Properties** evaluation grid point for screen objects. This grid is found on every State except State0. When a System Schedule node is dropped into the *Point* field, the *Selection* drop-list is limited to the options that apply to a System Time Period: *State* or *Shunted*.

Most retail businesses have schedules for when the doors unlock, when the lights go on, when the marquis lights go on, and when the doors are locked, the lights turn off and the marquis lights shot off as well. Wouldn't it be great to automate this process?

System Time Periods

The System Time Periods purpose is to perform tasks that happen on a regular basis. A scheduled event handles those things that happen at specific times, but not the same time daily or weekly. This is where the System Time Period excels.

A System Time Period is an I/O Point whose current state (high or low) is determined by the current system time. A system time period is high when the current system time and day of week falls within any of the definitions in that system time period. This System Time Period point can act as a control point for other I/O Points. But more importantly, because it is an I/O Point, it can execute actions when it changes state from low to high and execute other actions when it changes state from high to low.

System Time Period Group Node

System Time Periods are organized by groups.

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Add Node on the **System Time Periods** node adds a new system time periods group node.

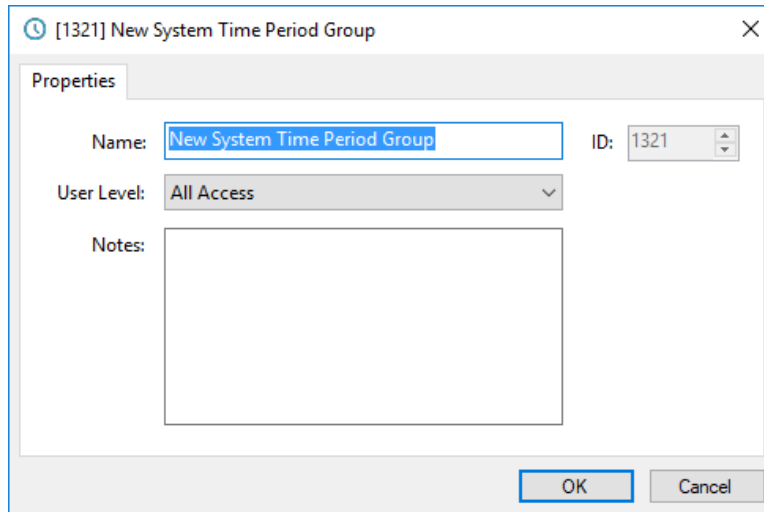


Figure 344 - System Time Period Group properties dialog

Name - The name for the node; the name doesn't have to be unique

ID - The unique identifier of this node; generated by Intelli-Site

User Level - The User Level a user must possess to open the properties for this node, see [User Levels](#)

Notes - Any notes the user may have for the node

System Time Period Node

A System Time Period consists of up to seven (7) time periods. Each time period contains a start time, end time, and checkboxes for the days of the week.

Add Node and Edit on the system time period group node opens the System Time Period properties dialog. A System Time Period is an I/O Point. Therefore, its properties contain the same tabs as any I/O Point. See [The Properties Dialog](#). We will only discuss the **Properties** tab as this is the only tab that differs from the basic properties dialog for an I/O Point.

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[1322] System Time Periods\New System Time Period

Properties Operation Alarm Queue Actions

Name: ID:

User Level:

Notes:

Time Period Settings

Start Time	End Time	Mon	Tue	Wed	Thu	Fri	Sat	Sun	Hol
12:00 AM	12:00 AM	☒	☒	☒	☒	☒	☒	☒	☒
12:00 AM	12:00 AM	☐	☐	☐	☐	☐	☐	☐	☐
12:00 AM	12:00 AM	☐	☐	☐	☐	☐	☐	☐	☐
12:00 AM	12:00 AM	☐	☐	☐	☐	☐	☐	☐	☐
12:00 AM	12:00 AM	☐	☐	☐	☐	☐	☐	☐	☐
12:00 AM	12:00 AM	☐	☐	☐	☐	☐	☐	☐	☐
12:00 AM	12:00 AM	☐	☐	☐	☐	☐	☐	☐	☐

OK Cancel

Figure 345 - System Time Period properties dialog: Properties tab

Name - The name for the node; the name doesn't have to be unique

ID - The unique identifier of this node; generated by Intelli-Site

User Level - The User Level a user must possess to open the properties for this node, see [User Levels](#)

Notes - Any notes the user may have for the node

Time Zone Setting - table; up to seven (7) time periods; enter the desired start and end times and check the days of the week to include in the time period and whether or not this time zone includes holidays; when the system time and day of the week fall in any of the designated time periods, the system time period point is high

Note: The holidays are defined in  [Access Management View on the Holidays & Time Zones tab. See \[Holidays\]\(#\).](#)

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At this point, we your attention to the **Action** tab because of the **Automated Actions** action grid.

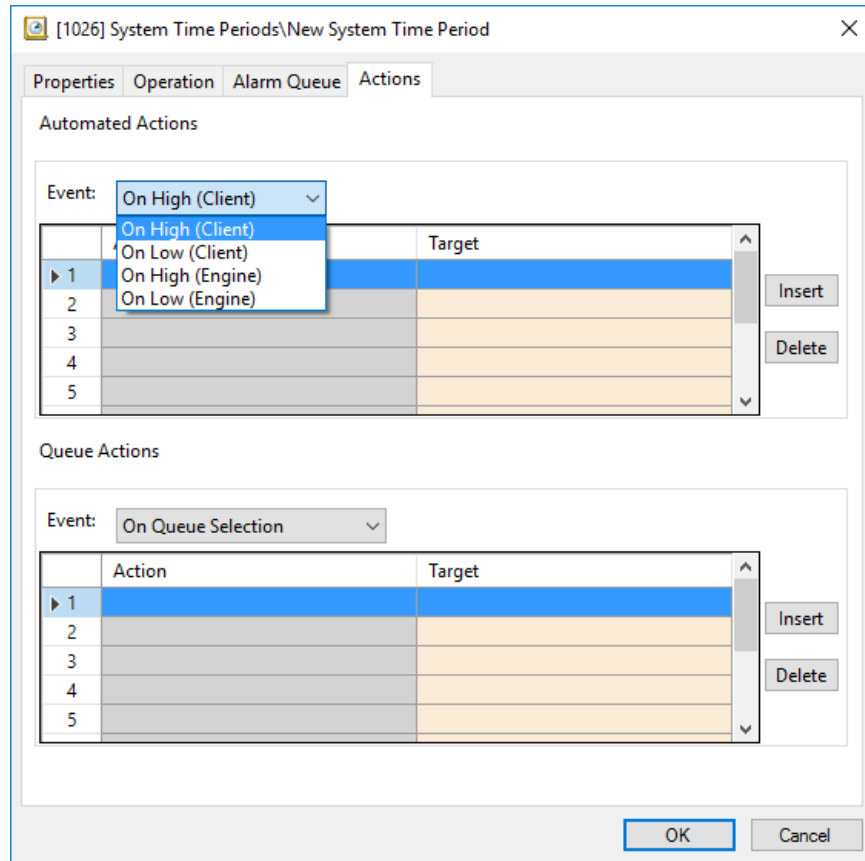


Figure 346 - System Time Period properties dialog: Actions tab

If there are actions that should be executed when the System Time Period is high, here is a place to program them. There are two action grids that are executed when the point transitions from low to high. Those are the *On High (Client)* and *On High (Engine)*. There are two more action grids that are executed when the point transitions from high to low. Those are *On Low (Client)* and *On Low (Engine)*.

Note: *The (Client) action grids are only run on the Desktop Client when a user is logged in. In fact, they are run on every Desktop Client that is logged in. If no Desktop Client is logged in, THE (Client) GRIDS ARE NOT EXECUTED.*

Display Screen Object Programming

A System Time Period node can be used in the **State Properties** evaluation grid point for screen objects. This grid is found on every State except State0. When a System Time Period node is dropped into the *Point* field, the *Selection* drop-list is limited to the options that apply to a System Time Period: *State* or *Shunted*.

Macros

Consider a large housing facility with multiple housing modules. When the request-to-exit (REX) button is pressed at a housing module, the supervisor must authorize the request and unlock the door. They select the alarm for the REX in the alarm queue which causes a popup screen to display a video stream from the camera for the door and a button to pulse the lock to let the tenant open the door or not. This is the same for every housing module of the facility. Instead of programming 60 or more screen objects, wouldn't it be better to program one that takes parameters like a function or subroutine in any programming language?

A Macro is a sequence of actions designed to automate a specific task or a series of tasks where they are the same, but the targets of the action can change depending on the situation. This greatly reduces the amount of programming needed.

Macros differ from Custom Scripts in that Macros are meant to run in the Client, not independently like a Custom Script. This gives the Macro access to all of the actions where Custom Scripts can only use a subset of them. In addition, Macros will have the same programming but using different targets of the actions in the programming. These targets are parameters for the Macro.

To execute a Macro, use the **RunMacro** action. See [Appendix II - Actions](#).

Macros Group Node

Macros are organized by groups.

Click *Add Node and Edit* on the **Macros** node adds a new macros group node and opens its properties dialog.

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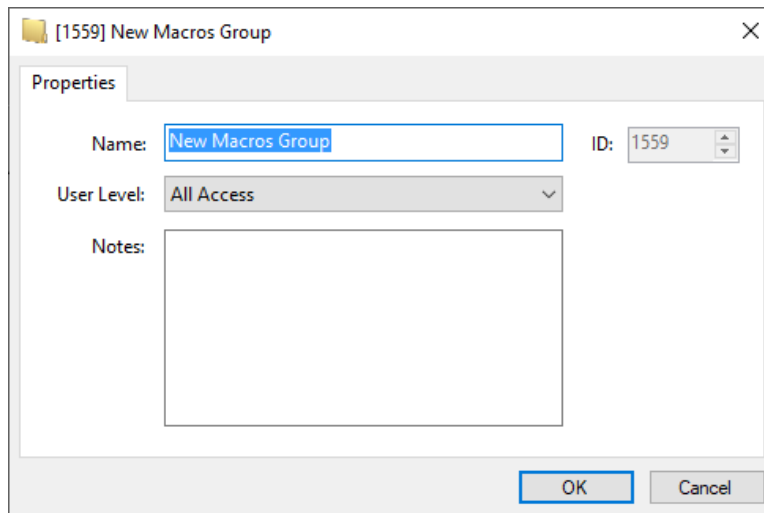


Figure 347 - Macros Group properties dialog

Name - The name for the node; the name doesn't have to be unique

ID - The unique identifier of this node; generated by Intelli-Site

User Level - The User Level a user must possess to open the properties for this node, see [User Levels](#)

Notes - Any notes the user may have for the node

Macro Node

A Macro allows the user to have a single object perform a series of actions and events where the targets of the actions or events vary but the actions and events do not. A Macro is reusable code like a subroutine or a function. The parameters for the vary based on how the Macro is initiated.

A Macro is intended to run on a Client, giving it access to the full list of actions. Unlike a Custom Script, it is not an I/O Point.

Add Node and Edit on the macros group node opens the new macro's properties dialog.

Note: *This dialog is large by necessity. The end-user will not see this dialog, only the integrator. The end-user will benefit from the results of a well-programmed Macro.*

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Properties

Name: ID:

User Level:

Notes:

Parameters are the targets that will be passed to the Macro Actions. Parameters with a Fixed Value get the same value no matter the current Counter Value. The others are assigned to the right.

The Control Counter is used to determine what the non Fixed Value Parameters are. When the RunMacro action is executed, the current Counter Value is looked up, and the Parameters listed below are used to fill the non Fixed Parameters. When you save, all parameter values for each Counter Value must be filled in.

Parameters:

Name	Fixed Value

Macro Actions are the actions that are executed when a RunMacro action targets this Macro. The non Fixed Values are filled in based on the current Counter Value belonging to the Control Counter.

Macro Actions:

Action	Parameter

Control Counter:

Control Counter Values:

Counter Value

Parameters:

Current Counter Value:

Parameter Values:

Parameter	Value

Figure 348 - Macro Properties dialog

Name - The name for the node; the name doesn't have to be unique

ID - The unique identifier of this node; generated by Intelli-Site

User Level - The User Level a user must possess to open the properties for this node, see [User Levels](#)

Notes - Any notes the user may have for the node

- button; validates all programming, ensuring all parameter values are set and are valid targets for the actions in the **Macro Actions** table; if validation fails a pop-up displays indicating what was invalid; if the validation succeeds, the properties and programming is saved. The properties dialog is closed.

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Parameters and Macro Actions

The **Parameters** and **Macro Actions** lists are the actual macro or subroutine.

Parameters are the targets that will be passed to the Macro Actions. Parameters with a Fixed Value get the same value no matter the current Counter Value. The others are assigned to the right.

Parameters:

Name	Fixed Value

Parameters – table; contains the list of parameter names and their values that are used by the **Macro Actions**; the actual values are mapped to these **Names**

Name – text box; the name to use in the **Macro Actions** table as the target of the action; think of it as the variable name

Fixed Value – drop box; the value to use in place of the name; the value of the variable; if a value is supplied in this drop box, this value will be used even if another value is mapped to it in the **Parameter Values** table.

- button; add a row to the **Parameter** list table

- button; delete the highlighted row from the **Parameter** list table

Note: *Every action must have a target. All targets must be listed. Not all targets will change on every run, but a target of some kind must be designated. This is why there is the Fixed Value versus the Parameter Value. For example, the play action might be included in the macro to play click.wav. This is the same every time the macro runs, but it has to be specified explicitly in the macro in the Parameters table.*

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Macro Actions are the actions that are executed when a RunMacro action targets this Macro. The non Fixed Values are filled in based on the current Counter Value belonging to the Control Counter.

Macro Actions:

Action	Parameter

Macro Actions – table; the actions to execute when this macro runs; the parameters are filled in based on the **Parameters** table above and the mapped values in the **Parameter Values** table.

Action – drop-down list (values: all possible actions); the action to execute. See [Appendix II - Actions](#).

Parameter – drop-down list (values: the list of **Names** from the **Parameters** table above); the target of the action; when the macro runs, the value will be pulled from either the **Fixed Value** specified in **Parameters** or the mapping supplied in **Parameter Values**.

- button; add a row to the **Macro Actions** table

- button; insert a row above the highlighted row in the **Macro Actions** table

- button; delete the highlighted row from the **Macro Actions** table

Control Counter and Control Counter Values

The **Control Counter** and its **Control Counter Values** are used to determine which mapping of parameters to use when this macro runs. When the macro runs, the **Control Counter Value** that is high is the value used to index into the **Parameter Values** tables.

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The Control Counter is used to determine what the non Fixed Value Parameters are. When the RunMacro action is executed, the current Counter Value is looked up, and the Parameters listed below are used to fill the non Fixed Parameters. When you save, all parameter values for each Counter Value must be filled in.

Control Counter:

Control Counter Values:

Counter Value

Parameters

Current Counter Value:

Parameter Values:

Parameter	Value

When a counter is dropped into the **Control Counter** drop-box, the **Control Counter Values** list is populated with the counter values of the counter dropped. The **Parameter Values** tables are filled with the parameters for each counter value.

Parameters Group

The **Parameters** group box contains the **Parameter Values** tables for each counter value defined for the **Control Counter**.

Current Counter Value – drop-box (disabled); the counter value that was used to index into the **Parameter Values** list of tables; corresponds to the highlighted row in the **Counter Values** list

Parameter Values – table; the mapping between the **Parameters** used by the macro and the points to use for the values of the parameters.

- button; use the **Parameter Values** for the **Current Counter Value** to fill in the rest of the counter values' **Parameter Values** tables.

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Auto-Fill the Parameter Values Table

In most cases, the total number of counter values is large. Filling in every **Parameter Values** table by hand is cumbersome at best. Definitely tedious. By following a consistent naming convention for the counter values and the nodes used as the values for parameters, the software can populate the remaining **Parameter Values** tables.

The software expects the names of the parameter values to begin with the counter value name and end with the specific text for the object. For example, a door has several points that are associated with it, a REX, a DSP, a Lock, etc. All of the associated points for the door should be named so a human knows they are associated with each other such as Pharmacy Door, Pharmacy Door REX, Pharmacy Door DPS, Pharmacy Door Lock, etc. The same holds for the counter values and the parameter values. If the counter value is named "Pharmacy Door" and a parameter value is set to "Pharmacy Door Lock", and the next counter value is "Morgue", then the parameter value would be set to "Morgue Lock". If there is no node named "Morgue Lock", the parameter value is left empty.

The special counter value named **Deselect** is ignored during auto-fill. The parameter values are not filled in for this counter value. The parameter values can be filled in manually, but they are not validated when the properties dialog is saved. **Deselect** is often used as way to set the counter to the value that corresponds to off, most often 0.

Note: *When a Macro runs, it validates the parameter values before running. If any parameter value is missing or is not a valid target of an action, the Macro does not execute the Macro Actions table.*

System Layout

System Layout contains nodes for the physical devices that Intelli-Site will communicate with as well as the system tools that aid in programming. The system layout is best managed in  **Hardware Management View**. In fact, all physical device nodes will be added there. But advanced programming will require some additional nodes to be added in  **Design View**.

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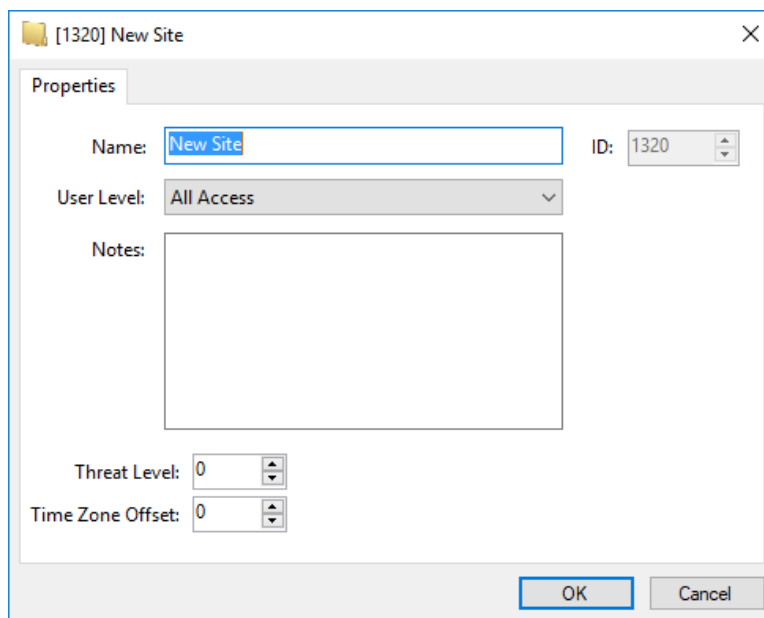
System Layout is organized by site and area. Some installations may need multiple sites and areas to make it easier to isolate hardware for both human-readability and programming. Using the **User Level** field, visibility of sites and areas can be limited.

For example, a single Intelli-Site system may be managing a whole school district. Each school in the district would be a separate site.

Site

System Layout comes prepopulated with a site node called "Corporate Headquarters". This is a sample node. Rename it to whatever fits your installation.

Add Node and *Add Node and Edit* on the **System Layout** node add a new site node.



The screenshot shows a Windows-style dialog box titled "[1320] New Site". It has a "Properties" tab selected. The dialog contains the following fields and controls:

- Name:** A text box containing "New Site".
- ID:** A numeric spinner box set to "1320".
- User Level:** A dropdown menu currently showing "All Access".
- Notes:** A large, empty rectangular text area.
- Threat Level:** A numeric spinner box set to "0".
- Time Zone Offset:** A numeric spinner box set to "0".
- Buttons:** "OK" and "Cancel" buttons at the bottom right.

Figure 349 - Site properties dialog

The properties for a site node contain the basic properties as described in [The Properties Dialog](#). As well as:

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Time Zone Offset - Synchronizes event times between remote panels and the Engine. This allows users to enter a time offset to account for panels that are in a different time zone from the host computer. Enter the number of hours offset as appropriate. A negative number would be a negative offset. The Driver for an offset panel must be manually restarted for the time offset to take effect. The queue and reports will still reflect local Engine time.

Area

The site node, "Corporate Headquarters" comes prepopulated with a site node. This is a sample node. Rename it to whatever fits your installation.

Add Node and *Add Node and Edit* on a site node adds a new area node.

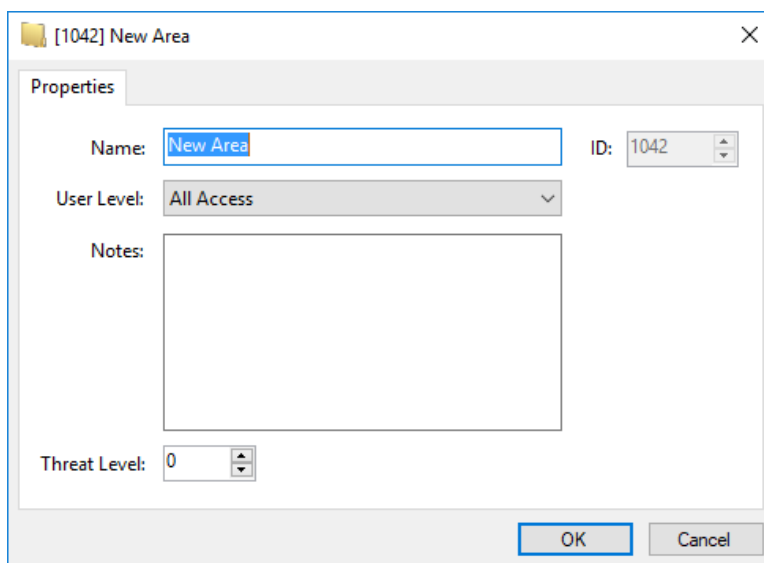
The image shows a Windows-style dialog box titled "[1042] New Area". It has a "Properties" tab selected. Inside the dialog, there are several fields: "Name:" with a text box containing "New Area"; "ID:" with a spinner box set to "1042"; "User Level:" with a dropdown menu showing "All Access"; "Notes:" with a large empty text area; and "Threat Level:" with a spinner box set to "0". At the bottom right, there are "OK" and "Cancel" buttons.

Figure 350 - Area properties dialog

The properties for an area node contain the basic properties as described in [The Properties Dialog](#). In addition, it contains the field **Threat Level**. **Threat Level** is a legacy field that currently has no real value.

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Add Panel dialog

Add Node and *Add Node and Edit* on an area node open the **Add Panel** dialog.

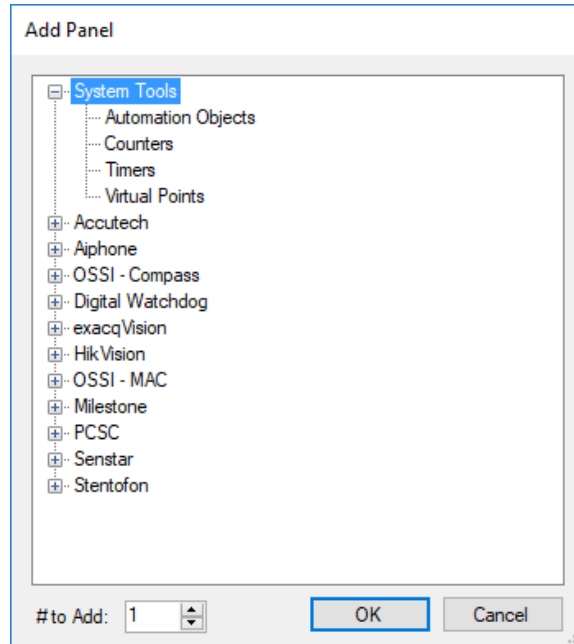


Figure 351 - Add Panel dialog

to Add – The number of nodes of the selected type to add

This dialog lists the System Tools and every Intelli-Site driver and panel type that was installed. Expanding a driver node reveals all the panel types. Locate the desire panel type, set the **# to Add** then click **OK**. The correct number of nodes is added to the area.

System Tools

The system tools are a variety of objects that aid in programming. Each system tool is treated like a panel. Adding a system tool to the Project adds the panel node, a group node, and the first of the actual tool nodes.

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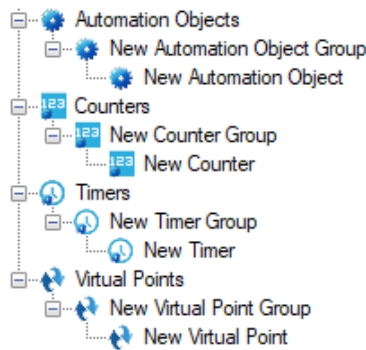


Figure 352 - System Tools expanded

The group nodes allow the tool nodes to be organized much like the points on a panel are.

Changing the value of **# to Add** in the **Add Panel** dialog adds multiple panels, not tool nodes. Once the system tool panel node has been added, multiple tool nodes can be added to a group using the right-click context menu.

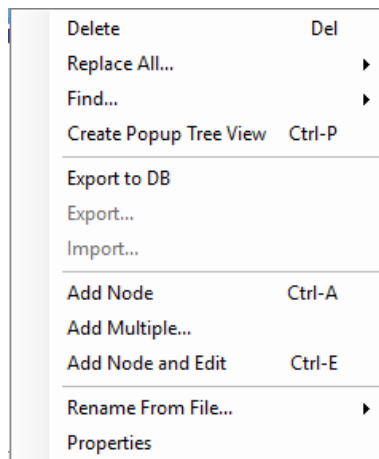


Figure 353 - System Tool Group node Context Menu

Selecting the *Add Multiple...* option opens the **How many would you like to add?** dialog.

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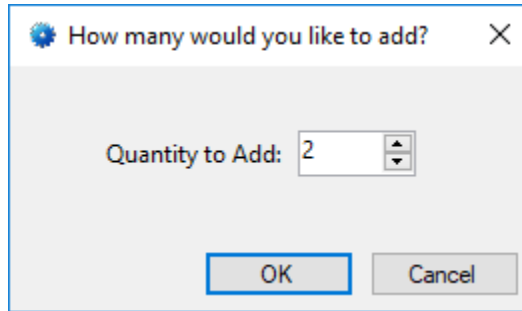
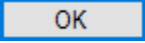
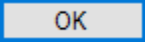


Figure 354 - Add Multiple... dialog

Set the **Quantity to Add** then click . The specified number of tools is added to the group.

Automation Objects

An automation object is an I/O Point whose state is determined by a collection of I/O Points.

To add an automation object, right-click on the target area node and select *Add Node*. In the resultant **Add Panel** dialog, select *Automation Objects* then click . An **Automation Objects** node is added to the Tree. Actually three nodes are added.

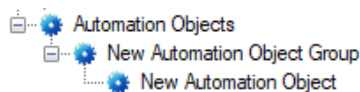
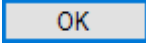


Figure 355 - Automation Objects Panel

To add more automation object nodes, right-click on the automation object group node. Select *Add Multiple...* from the context menu. Then supply the number of automation object nodes to add and click .

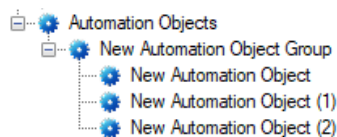


Figure 356 - Automation Objects Panel with multiple Automation Object nodes

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As stated, an automation object is an I/O Point whose state is determined by a collection of I/O Points. Therefore, its properties are the same as the basic I/O Point with an extra table to determine its state. See [The Properties Dialog](#) for an explanation on all the basic properties.

Point	Selection	Qual.	Oper.
	** Not Applicable **		
	** Not Applicable **		
	** Not Applicable **		
	** Not Applicable **		
	** Not Applicable **		
	** Not Applicable **		

Figure 357 - Automation Object properties dialog

Active Expression – evaluation grid; this grid is evaluated to determine the state of the automation object; see [Evaluation Grid](#)

Note: A screen object is created when an automation object is dragged and dropped on a screen. See [Automation Object Screen Object](#).

Counters

A counter is an I/O Point whose state is determined by a numeric value. If the value is at or above a threshold value, it can be considered high or on. Below this threshold, it is considered low or off.

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To add a counter, right-click on the target area node and select *Add Node*. In the resultant **Add Panel** dialog, select *Counters* then click . A **Counters** node is added to the Tree. Actually three nodes are added.

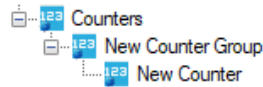


Figure 358 - Counters Panel

To add more counter nodes, right-click on the counter group node. Select *Add Multiple...* from the context menu. Then supply the number of counter nodes to add and click .

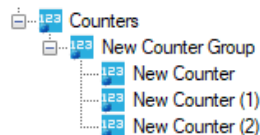
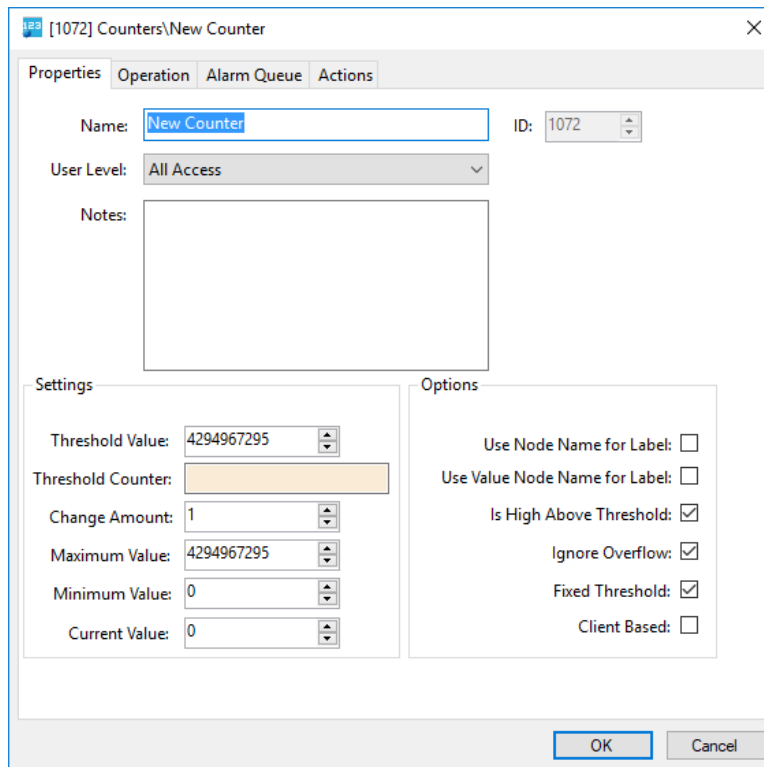


Figure 359 - Counters Panel
with multiple Counter nodes

As stated, a counter is an I/O Point whose state is determined by a numeric value. Therefore, its properties are the same as the basic I/O Point with additional fields related to the numeric value that determines the state. See [The Properties Dialog](#) for an explanation on all the basic properties.

Note: A screen object is created when a counter is dragged and dropped on a screen. See [Counter Screen Object](#).

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The image shows a 'New Counter' dialog box with the following fields and options:

- Name:** New Counter
- ID:** 1072
- User Level:** All Access
- Notes:** (Empty text area)
- Settings:**
 - Threshold Value:** 4294967295
 - Threshold Counter:** (Empty drop-down menu)
 - Change Amount:** 1
 - Maximum Value:** 4294967295
 - Minimum Value:** 0
 - Current Value:** 0
- Options:**
 - Use Node Name for Label: ☐
 - Use Value Node Name for Label: ☐
 - Is High Above Threshold: ☒
 - Ignore Overflow: ☒
 - Fixed Threshold: ☒
 - Client Based: ☐

Buttons: OK, Cancel

Figure 360 - Counter properties dialog

The **Settings** group fields all pertain to the value.

Threshold Value – integer; defines the threshold

Threshold Counter – drop box; accepts only counters; overrides the **Threshold Value**; allows the actual threshold for this counter to vary

Change Amount – integer; the number that is added or subtracted from the **Current Value** of this counter when this counter is the target of **IncrementCounter** or **DecrementCounter** actions, see [Appendix II - Actions](#)

Maximum Value – integer; the biggest possible value for **Current Value**; **IncrementCounter** or **ResetCounter** cannot set the **Current Value** above this number

Minimum Value - integer; the smallest possible value for **Current Value**; **DecrementCounter** or **ResetCounter** cannot set the **Current Value** below this number

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Current Value – integer; the current value of this counter

The **Option** group fields pertain to behavior of the counter

Use Node Name for Label - checkbox; when this counter is used as a **Label Object**, the value is displayed unless this checkbox is checked; when checked the node name is used as the label

Use Value Node Name for Label – checkbox; when this counter is used as a **Label Object**, the value is displayed unless this checkbox is checked; when checked and the value is the same as one of the counter value nodes, the counter value node name is used as the label. See the following section on Counter Values.

Is High Above Threshold – checkbox; when checked, the counter is considered high when the **Current Value** is greater than the **Threshold Value** or the **Threshold Counter**; when clear, the counter value is high as long as it is less than or equal to the **Threshold Value** or the **Threshold Counter**

Ignore Overflow – checkbox; reserved for future use

Fixed Threshold – checkbox; prevents the Current Value from exceeding the **Threshold Value** or **Threshold Counter**

Client Based – checkbox; the counter is managed by the individual Clients and not the Engine. Each Client will have its own copy of this counter. Changes to the value of the counter will only affect the local counter. This is particularly useful for Video Display screen objects. Switching video streams is controlled by the value of a counter. Users can use the same counters, but changes made to the counter on one Client will not affect the changes on another. This means the video streams on the different Clients are switched independently.

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Counter Values

It is often important to know when a counter's **Current Value** reaches specific values. It's also necessary to set a counter's **Current Value** to specific values. What those values are varies according to the use of the counter and the specific needs of the Project. Intelli-Site uses a child node of the Counter for this.

A Counter Value node is an I/O Point with an associated value. The Counter Value is high when the parent counter's **Counter Value** equals the counter value's **Counter Value** and low when it isn't.

To add a Counter Value to a Counter, right-click on the target counter and select one of the *Add* options. *Add Multiple...* allows you to add more than one counter value node.

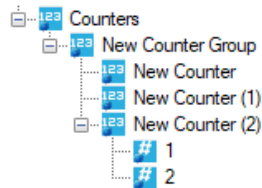


**Figure 361 - Counters Panel
with Counter nodes and Counter Value nodes**

Remember, a Counter Value node is an I/O Point with an associated value. Therefore, its properties are the same as the basic I/O Point with additional fields related to the numeric value that determines the state. See [The Properties Dialog](#) for an explanation on all the basic properties.

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The image shows a software dialog box titled "[1302] Counters\New Counter (2)\1". It has four tabs: "Properties", "Operation", "Alarm Queue", and "Actions". The "Properties" tab is selected. Inside the "Properties" tab, there are several fields: a "Name" text box, an "ID" dropdown menu showing "1302", a "User Level" dropdown menu showing "All Access", a "Notes" text area, a "Counter Value" spinner box showing "1", and a "Use Node Name for Label" checkbox which is currently unchecked. At the bottom right of the dialog are "OK" and "Cancel" buttons.

Figure 362 - Counter Value properties dialog

Counter Value – integer; the value of this counter value object

Use Node Name for Label – checkbox; when the counter value is used as a **Label Object**, the value is displayed unless this checkbox is checked; when checked the node name is used as the label

Note: A screen object is created when a counter value is dragged and dropped on a screen. See [Counter Value Screen Object](#).

Timers

How long should it take for a guard to get from Door A to Door B? Did she get there in time? How can Intelli-Site know? Well, that's where timers come into play.

A timer is an I/O Point that is set high when it is started and set low when it expires, is killed or forced. See **StartTimer**, **KillTimer**, and **ForceTimer** in [Appendix II - Actions](#).

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To add a timer, right-click on the target area node and select *Add Node*. In the resultant **Add Panel** dialog, select *Timers* then click . A **Timers** node is added to the Tree. Actually three nodes are added.



Figure 363 - Timer Panel

To add more timer nodes, right-click on the timer group node. Select *Add Multiple..* from the context menu. Then supply the number of timer nodes to add and click .

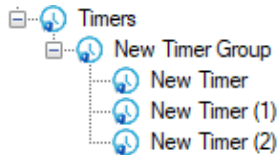


Figure 364 - Timers Panel
with multiple Timer nodes

As stated, a timer is an I/O Point that is set high when it is started and set low when it expires, is killed or forced. Therefore, its properties are the same as the basic I/O Point with slight modifications to the **Operation** tab. See [The Properties Dialog](#) for an explanation on all the basic properties.

Note: A screen object is created when a timer is dragged and dropped on a screen. See [Timers Screen Object](#).

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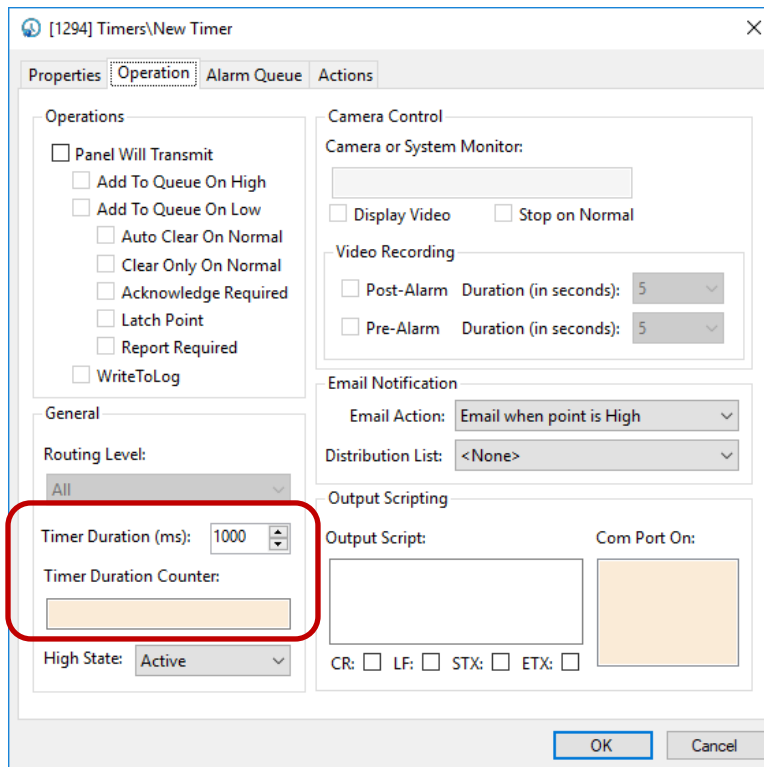


Figure 365 – Operation tab of Timer properties dialog

The red rectangle in the above figure highlights the fields that differ from the basic I/O Point **Operation** tab.

Timer Duration (ms) – integer; the number of microseconds the timer will run when started if not killed or forced

Timer Duration Counter – drop box; accepts only counter nodes; overrides the **Timer Duration**; allowing the timer's duration to be variable and controlled programmatically

Note: *It is important to understand that Time Duration is in milliseconds. Therefore, the Time Duration Counter must be set up accordingly. To increment by one second, set the counter's Change Amount to 1000.*

Virtual Points

A virtual point is an I/O Point that is not linked to a physical device. It's a point that exists in memory only.

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To add a virtual point, right-click on the target area node and select *Add Node*. In the resultant **Add Panel** dialog, select *Virtual Points* then click . A **Virtual Points** node is added to the Tree. Actually, three nodes are added.

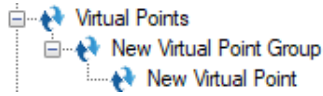


Figure 366 - Virtual Points Panel

To add more virtual point nodes, right-click on the virtual point group node. Select *Add Multiple...* from the context menu. Then supply the number of virtual point nodes to add and click .

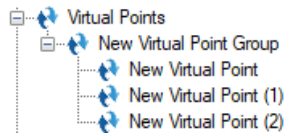


Figure 367 - Virtual Points Panel with multiple Virtual Point nodes

As stated, a virtual point is an I/O Point. This means its properties are the base properties of all I/O Points.

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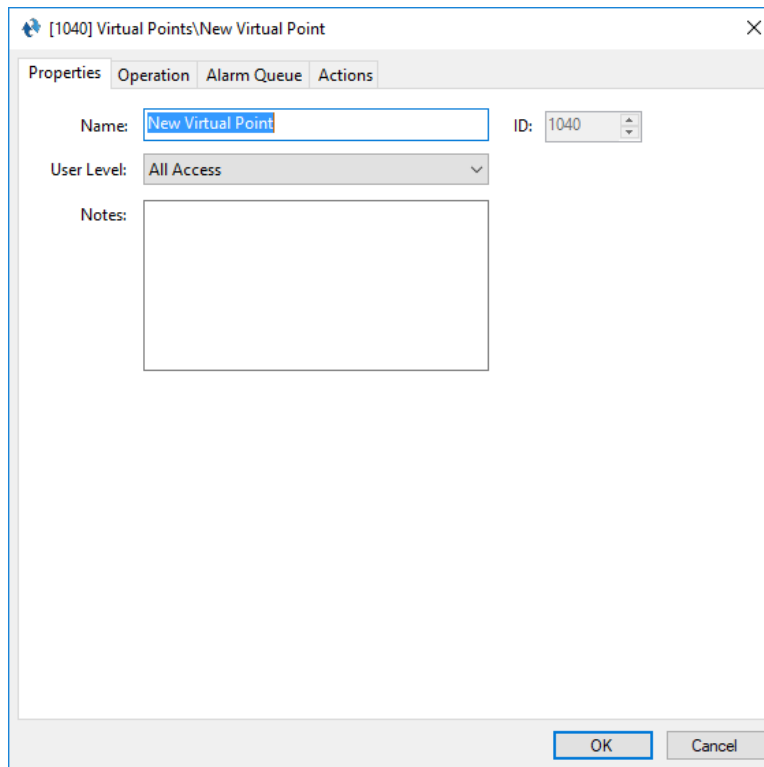


Figure 368 - Virtual Point properties dialog

See [The Properties Dialog](#) for a full explanation of the properties.

Note: A screen object is created when a virtual point is dragged and dropped on a screen. See [Virtual Points and All I/O Points](#).

Cardholder Control

Cardholder Control contains the badges and card data screens that are used in  **Access Management View**.

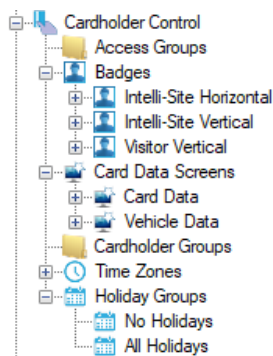


Figure 369 - Cardholder Control

Access Groups

Note: The  [Access Management View](#) is the preferred method to manage Access Groups.

Badges

The badges used on the **Badge** tab in  **Access Management View** are located here. Each badge has a front and a back. Intelli-Site has included templates for three different badges: a horizontal badge, a vertical badge, and a visitor badge.

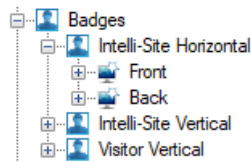


Figure 370 – Badges

The **Front** and **Back** nodes are special screen nodes. Double-clicking on a badge **Front** or **Back** node opens it for editing in the Design Region.

Note: When displaying database fields on the badge use the **Database Field Display** screen object.

Add a Badge

To add a custom badge, right-click on **Badges** node and select *Add Node*. An **Add Badge** dialog appears.

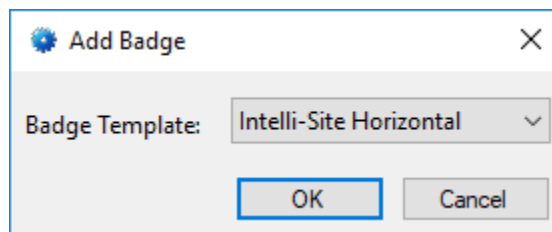


Figure 371 - Add Badge dialog

Badge Template – drop-down list; contains all the existing badges under the **Badges** node

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Clicking **OK** will add a new badge based on the selected template. The name of the new badge will be a copy of the template. In the case above, the new badge is named "Intelli-Site Horizontal Copy".

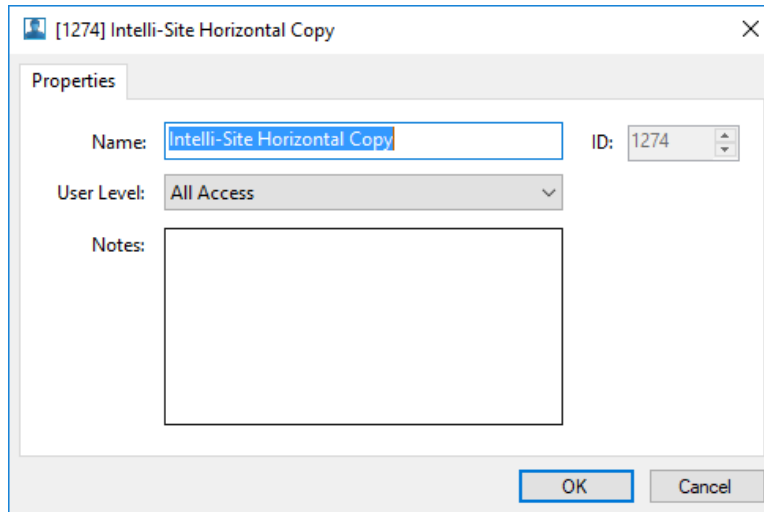


Figure 372 - Badge properties dialog

Just like the other badges, the new badge has a **Front** and a **Back** node.

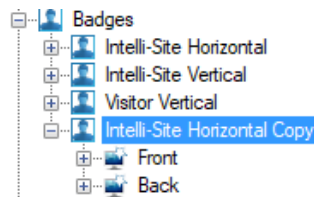
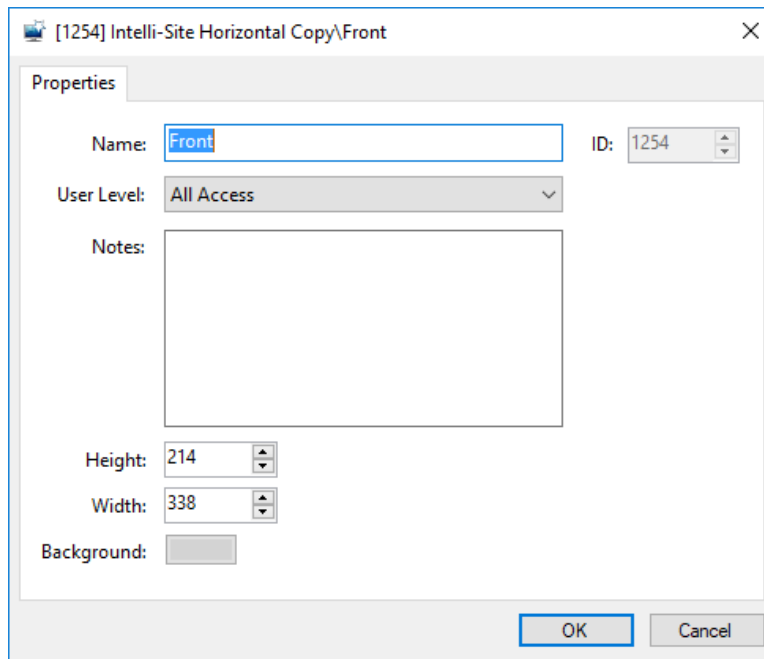


Figure 373 - Badges with new badge added

The **Front** and **Back** nodes are special screen nodes. The *Properties* option of the context menu displays the properties dialog.

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The screenshot shows a 'Properties' dialog box for a badge front. The title bar reads '[1254] Intelli-Site Horizontal Copy\Front'. The dialog contains the following fields:

- Name:** A text box containing 'Front'.
- ID:** A numeric field containing '1254'.
- User Level:** A dropdown menu set to 'All Access'.
- Notes:** A large empty text area.
- Height:** A numeric field containing '214'.
- Width:** A numeric field containing '338'.
- Background:** A color swatch showing a gray color.

At the bottom right, there are 'OK' and 'Cancel' buttons.

Figure 374 - Badge Front properties dialog

Height – numeric field; Height of the badge

Width – numeric field; Width of the badge

Background – Background color of the badge

Note: Height and Width should be the same for both the Front and Back of the badge.

Edit a Badge

Editing of a badge **Front** or **Back** is done in  **Design View**. Double-click on the **Front** or **Back** node to open it in the Design Region.

Note: To add a database field to a badge, use a Database Field Display screen object.

Card Data Screens

The card data screens that are the card data tabs in  **Access Management View** are located here. Intelli-Site has included two card data screens. **Card Data** is the main card data screen. The **Vehicle Data** screen is an example vehicle data tab.

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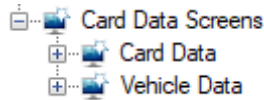


Figure 375 - Card Data Screens

Add a Card Data Screen

Card Data Screens are added in  **Design View**. To add a new card data screen, right-click on **Card Data Screens** and select *Add Node and Edit*. The properties for the new card data screen display.

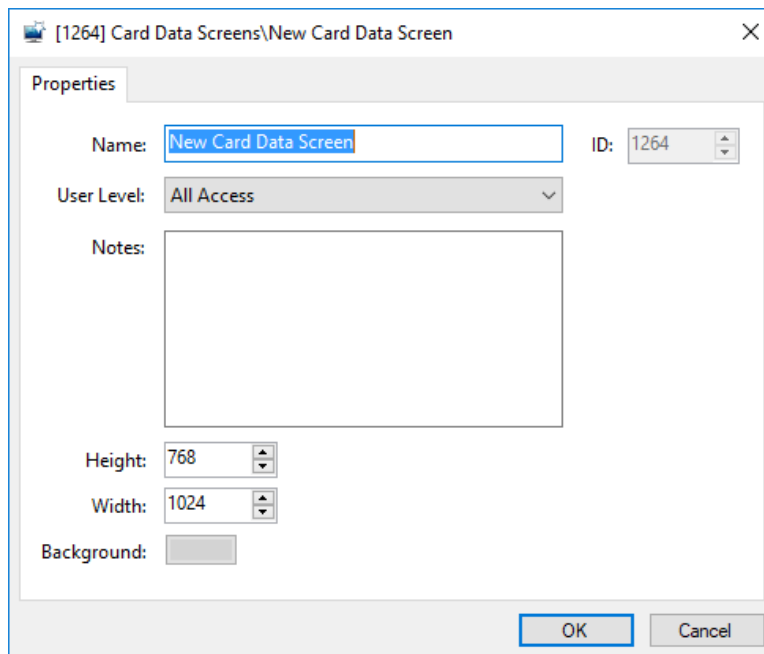


Figure 376 - New Card Data Screen properties dialog

Height – numeric field; Height of the card data screen

Width – numeric field; Width of the card data screen

Background – Background color of the card data screen

Note: *The height and width of any card data screen must be no bigger than 430 by 500. Any larger and it will not fully display in  Access Management View.*

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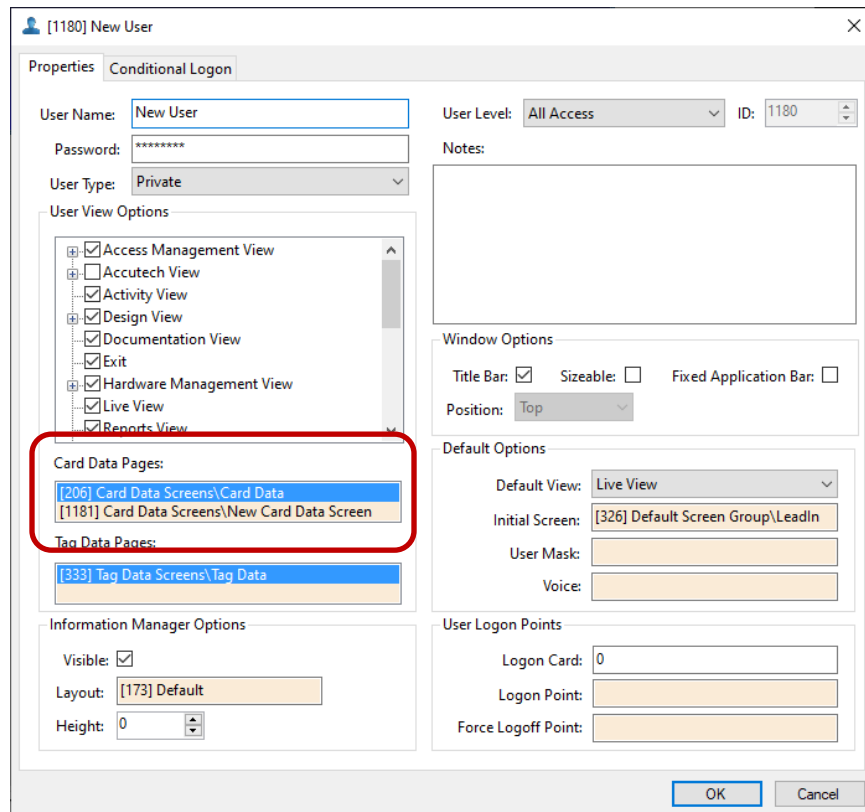
Edit a Card Data Screen

Card data screens are edited in  **Design View**. Double-click on the Card Data screen node to open it in the Design Region.

Note: To add a database field to a card data screen, drag and drop the database field node from the Tree onto the design screen. Intelli-Site will automatically create the database field control screen object and label.

Display a Card Data Screen in Access Management View

For the new card data screen to appear in  **Access Management View**, it must be added to the drop list of card data pages in the User properties. It must also be added to each and every user that needs to see it.



The screenshot shows the 'New User' dialog box with the 'Properties' tab selected. The 'User Name' is 'New User', 'User Level' is 'All Access', and 'ID' is '1180'. The 'User Type' is 'Private'. The 'User View Options' list includes 'Access Management View', 'Accutech View', 'Activity View', 'Design View', 'Documentation View', 'Exit', 'Hardware Management View', 'Live View', and 'Reports View'. The 'Card Data Pages' section is highlighted with a red box, showing a list of pages including '[206] Card Data Screens\Card Data' and '[1181] Card Data Screens\New Card Data Screen'. The 'Tag Data Pages' section shows '[333] Tag Data Screens\Tag Data'. The 'Information Manager Options' section has 'Visible' checked, 'Layout' set to '[173] Default', and 'Height' set to '0'. The 'User Logon Points' section has 'Logon Card' set to '0', 'Logon Point' set to an empty field, and 'Force Logoff Point' set to an empty field. The 'Default Options' section has 'Default View' set to 'Live View', 'Initial Screen' set to '[326] Default Screen Group\LeadIn', 'User Mask' set to an empty field, and 'Voice' set to an empty field. The 'Window Options' section has 'Title Bar' checked, 'Sizeable' unchecked, 'Fixed Application Bar' unchecked, and 'Position' set to 'Top'. The 'Notes' section is empty. The 'OK' and 'Cancel' buttons are at the bottom right.

Figure 377 - User properties with updated Card Data Pages

Note: *Best practices suggest to create all necessary card data screens and add them to the default user node before adding any new user nodes. The default user node is the template for all new user nodes.*

Cardholder Groups

Not Yet Implemented

Time Zones

The Time Zones are stored here in the Tree.

Note: The  [Access Management View](#) is the preferred method to manage Time Zones.

Holiday Groups

The holidays are stored here in the Tree.

Note: The  [Access Management View](#) is the preferred method to manage Holidays.

On the rare occasion it is necessary to segregate holidays into groups. The first group must be added here to inform  **Access Management View** that groups are needed for this Project. Once this is done, a new drop-down list control is added to the **Holidays & Time Zones** tab. This new control defines what is added, a holiday or a group, when the  button is clicked.

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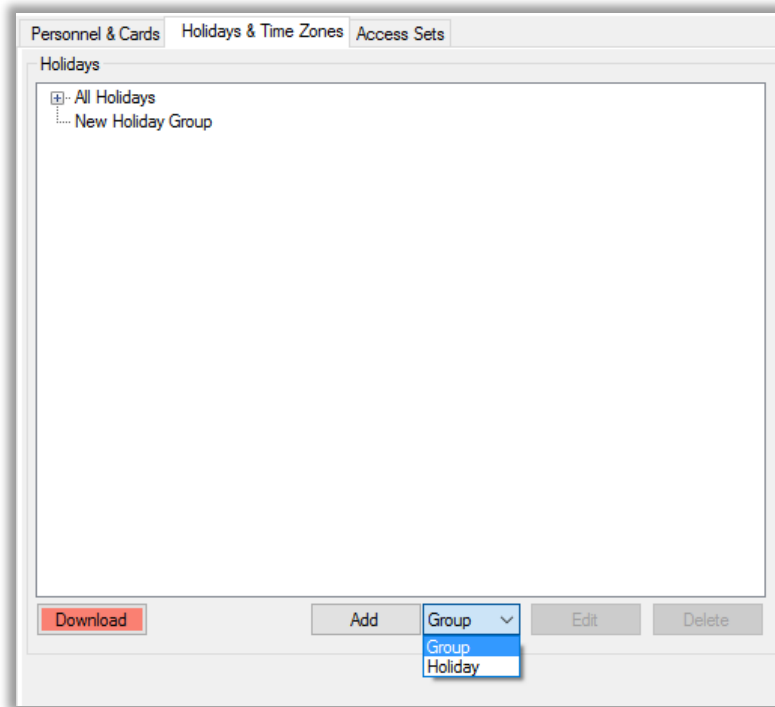


Figure 378 - The Holidays Control in  Access Management View with Holiday Groups

Screen Control

Screen Control contains all the nodes related to functional elements of  **Live View**. What the user sees and can do is stored here in the Intelli-Site Project Node Tree.

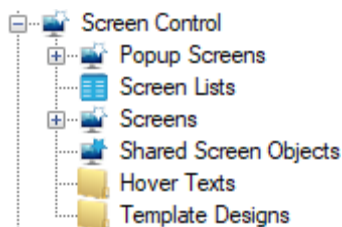


Figure 379 - Screen Control

Popup Screens

The popup screen nodes are child nodes of **Popup Screens**. Popup screens are display screens that can display on top of the current screen in  **Live View** much like message dialogs do in the other Views.

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Use the actions **Popup** and **PopupDialog** to display the popup screen. **Popoff** dismisses the screen. See [Appendix II - Actions](#) for more information on these actions.

Popup screens are exactly like regular screens with additional properties related to how and where the screen pops up.

Popup screens are organized by group. Therefore, *Add Node* on the **Popup Screens** node adds a new popup screens group.

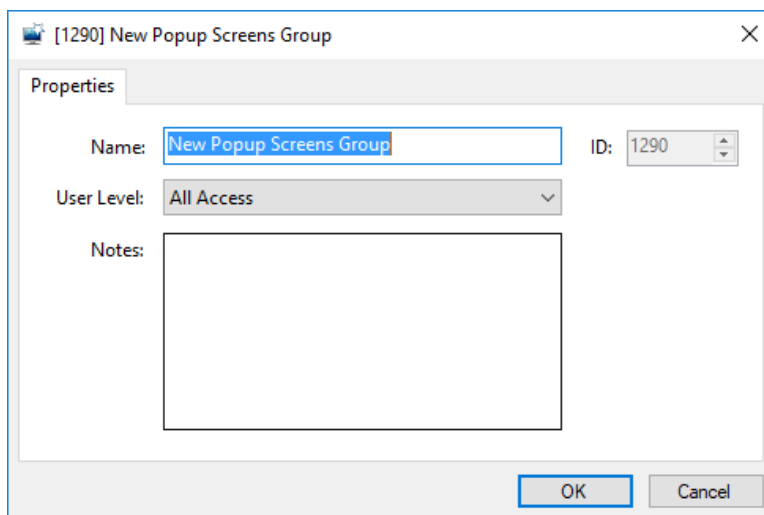
The image shows a software dialog box titled "[1290] New Popup Screens Group". It has a "Properties" tab selected. Inside the dialog, there are four fields: "Name" with the text "New Popup Screens Group", "ID" with the value "1290", "User Level" with a dropdown menu showing "All Access", and "Notes" with a large empty text area. At the bottom right, there are "OK" and "Cancel" buttons.

Figure 380 - Popup Screens Group properties dialog

Add Node and Edit on the popup screens group node adds a new popup screen and opens its properties dialog. Of course, it has the base properties **Name**, **ID**, **User Level**, and **Notes**. See [The Properties Dialog](#) for details on these four properties.

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Properties

Name: ID:

User Level:

Notes:

Height: X Position:

Width: Y Position:

Background:

Base Object:

Display/Dismiss Actions

Event:

	Action	Target
1		
2		
3		
4		
5		

Insert

Delete

OK Cancel

Figure 381 - Popup Screen properties dialog

X Position and **Y Position** – numeric field; the default location for the popup screen where (0, 0) is the upper left-hand corner of the screen; if **PopupDialog** is the action used to display the screen, the popup is a dialog and can be moved as well as closed.

Height – numeric field; how tall the popup screen is

Width – numeric field; how wide the popup screen is

Background – color picker; the color of the background for the screen

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Base Object – drop box; this field is filled when Intelli-Site automatically creates a popup screen to inform the user which object was used to create this popup screen. DO NOT MODIFY THIS FIELD. This field is disabled otherwise.

Display/Dismiss Actions – action grid; two actions grids as designated by the **Event** drop-down list

Event – drop-down list (default *On Display*); events that determine when each action grid is executed; values *On Display* and *On Dismiss*

Screen Lists

Screen lists provide a simple and quick method for organizing screens and managing screen switching. Screen lists provide the user with the ability to create an automatic screen tour.

Add Node on the **Screen Lists** node adds a new screen list node.

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[1289] New Screen List

Properties

Name: New Screen List ID: 1289

User Level: All Access

Notes:

Screen List Content

Screen Group to Supply Screens in List:

List of Screens Sort Screen List Alphabetically: ☒

Automatic Screen Switching

Timeout (in sec): 10 Timeout Counter:

Override List:

Screen	Timeout	Timeout Counter

Add Delete

User Selection Point:

OK Cancel

Figure 382 - Screen List properties dialog

Like every node in the Project Node Tree, the screen list node has the four basic properties of **Name**, **ID**, **User Level**, and **Notes**.

Screen List Content group contains the fields that define the screens in the list

Screen Group to Supply Screens in List – drop box; drop a screen group node here, the screens in this screen group will be the screen list. This screen group overrides any screens in the **List of Screens** field

List of Screens – drop list; drop individual screens in this field to create the screen list

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Sort Screen List Alphabetically – checkbox; when checked the list will be sorted alphabetically by name. Otherwise, the list will be used in the order they are added to the list

Automatic Screen Switching group contains the fields defining the screen switching behavior

Timeout (in sec) – how long each screen is displayed before switching to the next screen in the list

Timeout Counter – drop box; accepts only counter nodes; when present, the **Timeout** value is overridden by the counter's value

Override List – grid; allows the user to specify different timeout values for individual screens. **Timeout** is in seconds. **Timeout Counter** overrides the **Timeout** cell for that screen in the **Screen** cell of the same row.

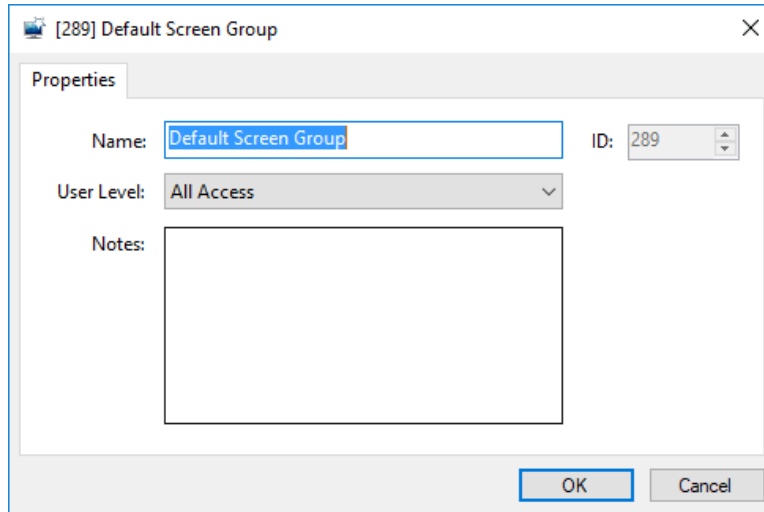
User Selection Point – drop box; this point is pulsed when the user manually selects a screen from this screen list

Screens

The **Screens** node contains the screen nodes. Screens are display screens used in  **Live View**.

Screens are organized by group. Therefore, *Add Node* on the **Screens** node adds a new screens group.

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The screenshot shows a 'Properties' dialog box for a screen group. The title bar reads '[289] Default Screen Group'. The dialog has a 'Properties' tab. Inside, there are four main fields: 'Name' with the text 'Default Screen Group', 'ID' with the value '289', 'User Level' with a dropdown menu showing 'All Access', and a 'Notes' text area. At the bottom right, there are 'OK' and 'Cancel' buttons.

Figure 383 - Screens Group properties dialog

Add Node and Edit on the screens group node adds a new screen and opens its properties dialog. Of course, it has the base properties **Name**, **ID**, **User Level**, and **Notes**. See [The Properties Dialog](#) for details on these four properties.

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Properties

Name: ID:

User Level:

Notes:

Width:

Height:

Background:

Display/Dismiss Actions

Event:

	Action	Target
1		
2		
3		
4		
5		

Insert

Delete

OK Cancel

Figure 384 - Screen properties dialog

Height – numeric field; how tall the popup screen is

Width – numeric field; how wide the popup screen is

Background – color picker; the color of the background for the screen

Display/Dismiss Actions – [action grid](#); containing two actions grids as designated by the **Event** drop-down list

Event – drop-down list (default *On Display*); events that determine when each action grid is executed; values *On Display* and *On Dismiss*

Note: *Popup/Popoff type actions on the initial screen will not be executed if the initial View is not Live View.*

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Once a screen node has been added, double-clicking on it will open it up in the Screen Design Region so it can be programmed.

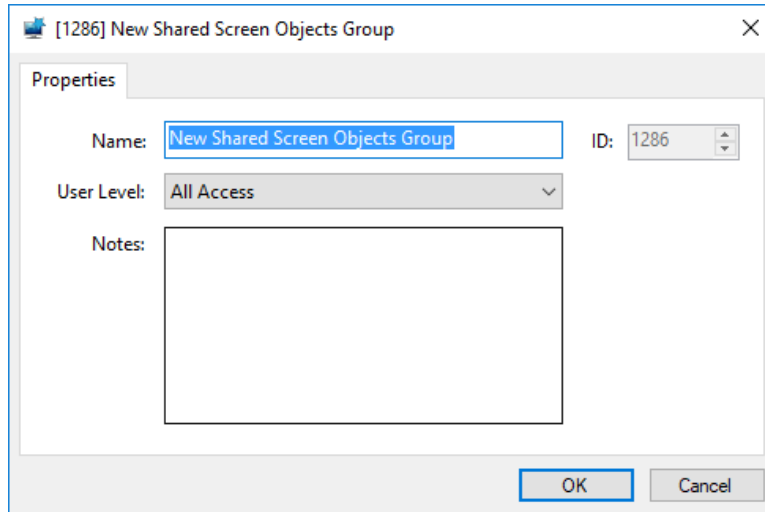
Shared Screen Objects

Consider a jail facility with multiple cell pods. Each cell pod has a lot going on. To truly monitor a single cell pod, it needs its own screen. While on a screen for cell block A, an inmate from cell block K presses the intercom button. The guard needs to be able to switch to the screen for cell block K with a single mouse click. In fact, from any one screen, he needs to be able to get to any other screen with a single click. For ease of use, this method of screen switching should be identical on each screen. A navigation panel screen object would do the trick. And if this screen object could be shared on all screens, then programming it would be simpler and convenient. Guess what? Yep, shared screen objects are the way to go.

Shared screen objects are special screen objects that can be included on any number of screens. Changes made on the shared screen object will be reflected on the screens because the shared screen object is the exact same object on all screens. This allows you to create a toolbox of screen objects that can be used on multiple screens, but you manage them in one place for the changes to be reflected everywhere. The navigation panel in the opening example is just one use of a shared screen object.

Shared screen objects are organized by groups. So, selecting *Add Node* on the **Shared Screen Objects** node adds a new shared screen objects group.

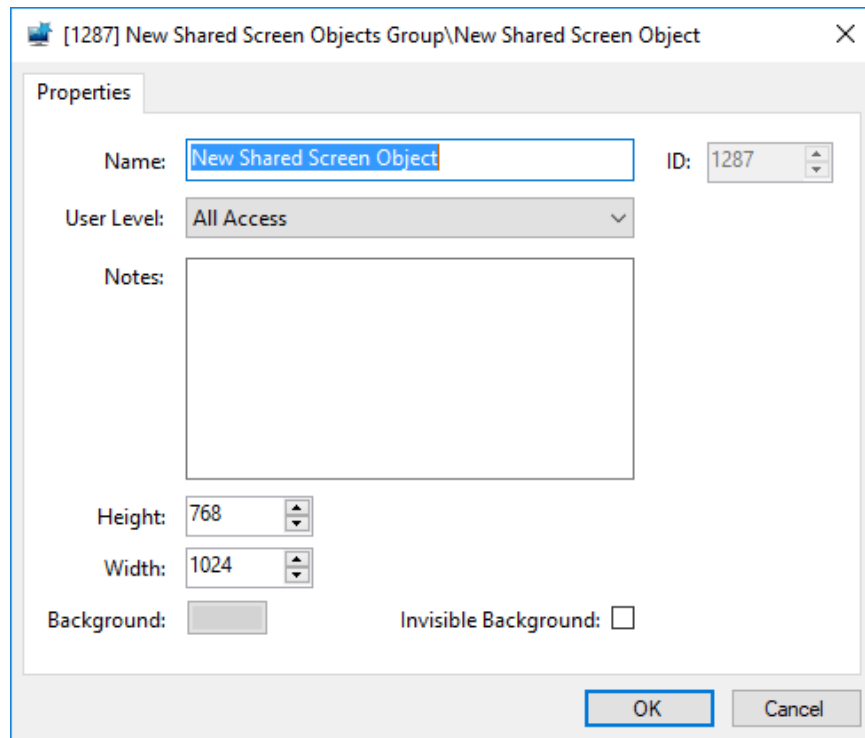
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The screenshot shows a dialog box titled "[1286] New Shared Screen Objects Group". It has a "Properties" tab. The "Name" field contains "New Shared Screen Objects Group". The "ID" field contains "1286". The "User Level" dropdown is set to "All Access". There is a large empty text area for "Notes". At the bottom right are "OK" and "Cancel" buttons.

Figure 385 - Shared Screen Objects Group properties dialog

Add Node and Edit on a shared screen objects group node adds a new shared screen object node and opens its properties dialog which has the basic properties of **Name**, **ID**, **User Level**, and **Nodes** as well as properties specific to a shared screen object.



The screenshot shows a dialog box titled "[1287] New Shared Screen Objects Group\New Shared Screen Object". It has a "Properties" tab. The "Name" field contains "New Shared Screen Object". The "ID" field contains "1287". The "User Level" dropdown is set to "All Access". There is a large empty text area for "Notes". Below the notes are "Height" and "Width" fields with numeric values "768" and "1024" respectively. At the bottom left is a "Background" color swatch, and at the bottom right is an "Invisible Background" checkbox. At the bottom right are "OK" and "Cancel" buttons.

Figure 386 - Shared Screen Object properties dialog

Height – numeric field; how tall the shared screen object is

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Width – numeric field; how wide the shared screen object is

Background – color picker; the color of the background for the shared screen object

Invisible Background – checkbox; when checked, the background is invisible

Editing a Shared Screen Object

A shared screen object is edited as if it was a screen. Double clicking on the shared screen object node in the Tree opens the shared screen object for editing in the Screen Design Region.

Adding a Shared Screen Object to a Screen

To add a shared screen object to a screen, simply drag and drop the shared screen object node onto the screen in the Screen Design Region. A shared screen object (link) object node is created. See [Shared Screen Object \(Link\)](#).

Select and drag the object around the screen to position it. Or open the properties dialog and edit the **X Position** and **Y Position** fields.

Remember that because this is a link to the shared screen object, changes to the original shared screen object will be reflected by this link object.

Deleting this shared screen object (link) object has no effect whatsoever on the shared screen object itself.

Hover Texts

Intelli-Site allows the user to customize the text that displays when the mouse hovers over screen objects in  **Live View**. Hover text consists of a header and a body. Both, either or neither may be displayed depending on the settings in the hover text properties.

Hover texts are organized by group. Therefore, *Add Node* on the **Hover Texts** node adds a new hover text group.

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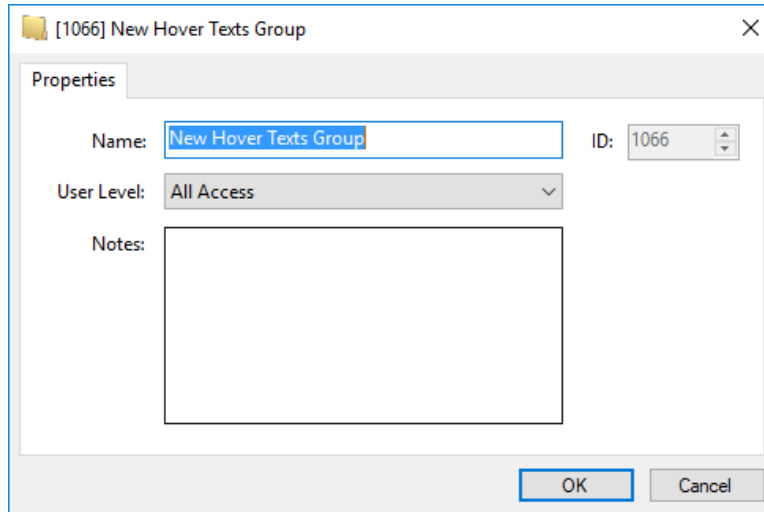


Figure 387 - Hover Text Group properties dialog

Hover Text Properties

Add Node and Edit on the hover texts group node adds a new hover text node and opens its properties dialog. Of course, it has the base properties **Name**, **ID**, **User Level**, and **Notes**. See [The Properties Dialog](#) for details on these four properties.

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The screenshot shows a dialog box titled "[1067] New Hover Text". It has a "Properties" tab. The fields are as follows:

- Name:** A text box containing "New Hover Text".
- ID:** A spin box containing "1067".
- User Level:** A dropdown menu showing "All Access".
- Notes:** A large, empty text area.
- Header Style:** A dropdown menu showing "Name".
- Custom Header:** An empty text box.
- Body Style:** A dropdown menu showing "Operator Instructions".
- Custom Body:** A large, empty text area.
- Show Extra:** An unchecked checkbox.

At the bottom right are "OK" and "Cancel" buttons.

Figure 388 - Hover Text node properties dialog

Header – drop-down list; *Name* (default), *Custom*, *None*

Name – Display the **Name** of the **Hover Object** specified in the properties of the screen object

Custom – Display the text specified in the **Custom Header**

None – Display no header

Custom Header – text field; enabled when **Header** is set to *Custom*; text to display when **Header** is set to *Custom*

Body Style – drop-down list; *Name*, *[ID]Name*, *Label Object Text*, *Queue Label*, *Operator Instructions* (default), *Notes*, *Custom*, *None*

Name – Display the **Name** of the **Hover Object** specified in the properties of the screen object

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[ID]Name – Display the node **ID** and the **Name** of the **Hover Object** specified in the properties of the screen object

Label Object Text – Display the text as it would appear if the **Hover Object** was used as the **Label Object**. For example, if the **Hover Object** is a counter with **Use Value Node Name for Label** and it has counter values with **Use Node Name for Label** checked. Then the hover text displays the name of the counter value. OK, you can breathe now.

Queue Label – Display the **Queue Label** for the current state of the **Hover Object**

Operator Instructions – Display the **Operator Instructions** field of the **Hover Object**

Notes – Display the **Notes** field of the **Hover Object**

Custom – Display the text specified in the **Custom Body**

None – Display no body text

Custom Body – text field; enabled when **Body Style** is set to *Custom*; text to display when **Body Style** is set to *Custom*

Show Extra – checkbox; if the **Hover Object** has extra text, display it; Accutech panels are the only panels that have extra text

Programming Hover Text

Hover text can be used to provide a label for a screen object and instructions that the user needs to perform when the screen object is in a specific state.

Note: *Only basic screen objects allow hover text. For a list of basic screen objects see [Basic Screen Object](#).*

Let us consider the screen object that is automatically generated when a door construct is dragged and dropped onto a screen. It is quite often placed on a map of a facility and there really is no room for a label. Hover text can provide the label.

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For text to display when the mouse hovers over the screen object, the hover text node must be created and then assigned to the screen object. Let's get to it!

In the Project Node Tree, expand the **Screen Control** node to expose the **Hover Texts** node. Right-click on this node and select *Add Node and Edit*. The properties dialog for a new hover text group node appears.

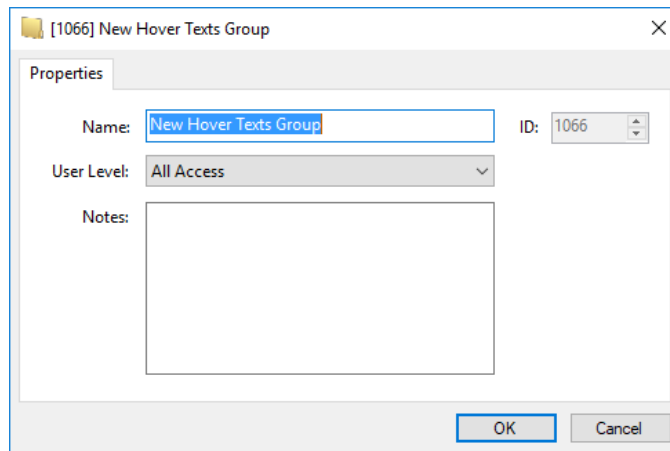


Figure 389 - New Hover Text Group node properties dialog

Please change the name to one that is more informative and click . You will need to expand the **Hover Texts** node to reveal this new node. Right-click on this node and select *Add Node and Edit*. The properties dialog for a new hover text node appears.

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[1067] New Hover Text

Properties

Name: ID:

User Level:

Notes:

Header Style:

Custom Header:

Body Style:

Custom Body:

Show Extra: ☐

OK Cancel

Figure 390 - New Hover Text node properties dialog

Since this is to be used as a simple label for a door, set **Name** to "Name Hover Text", **Header Style** to *None*, and **Body Style** to *Name* then click .

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The screenshot shows a software dialog box titled "[1067] Name Hover Text". It contains several configuration fields: "Name" is set to "Name Hover Text", "ID" is "1067", "User Level" is "All Access", "Notes" is an empty text area, "Header Style" is "None", "Custom Header" is an empty text area, "Body Style" is "Name", "Custom Body" is an empty text area, and "Show Extra" is an unchecked checkbox. "OK" and "Cancel" buttons are at the bottom right.

Figure 391 - Hover Text properties dialog after configuring

This hover text node is ready to be used in any screen object.

Note: If there is no body to display, Windows will not display the hover text even if a header is supplied.

Now let's open the properties of the door screen object and configure it to use this hover text node.

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The screenshot shows the 'Edit Screen Object' dialog box with the 'States' tab selected. The 'Name' field contains '301' and the 'ID' field contains '1301'. The 'User Level' is set to 'All Access' and 'Log When Selected' is checked. The 'Display Setup' section includes a preview of a door icon, a 'Frame Style' dropdown set to 'None', and a 'Location' section with 'X Position: 189', 'Y Position: 283', 'Width: 35', and 'Height: 35'. The 'Attributes' section has a 'Freeze Edit' checkbox. The 'Hover Object' and 'Hover Text' fields are highlighted with a red rectangle. The 'Notes' section is empty. The 'OK' and 'Cancel' buttons are at the bottom right.

Figure 392 - Door screen object

Notice the fields **Hover Object** and **Hover Text**. **Hover Text** is disabled until a **Hover Object** is supplied. These are the default settings for all the states of this object. Each state also has these fields. If they are filled in, they will override the ones designated on the **Properties** tab.

The **Hover Object** is the source of the information used by the **Hover Text**. For this example, drop the door construct node for this door. Then drop the hover text node.

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Edit Screen Object

Properties States

Name: 301 ID: 1301

User Level: All Access Log When Selected: ☒

Display Setup

Attributes

Freeze Edit: ☐

Location

X Position: 189

Y Position: 283

Width: 35

Height: 35

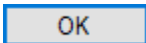
Frame Style: None

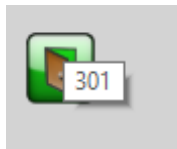
Hover Object: [1135] Compass IRM Panel\301 Hover Text: [1067] Name Hover Text

Notes:

OK Cancel

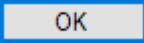
Figure 393 - Door screen object with default hover text configured

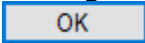
Click  to save the changes. Now, in  **Live View**, the name of the reader will be displayed when the mouse hovers over this screen object.

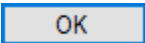


Now let's look at the state "DOTL". If the door has been open too long, we want the user to go shut the door. There are different methods to display this text. This example will walk you through using **Operator Instructions** on the DOTL alarm.

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One way to locate the DOTL alarm node is to open the properties of the door construct, switch to the **Door Settings** tab, then right-click on the **DOTL** field and select *Go To/Find In Tree*. The Tree expands and highlights the DOTL alarm node. Open the properties dialog for the DOTL alarm and switch to the **Alarm Queue** tab. In the **Operator Instructions** field, enter the text to display. "Go shut the door." Click  to save the changes.

Add Node and Edit another hover text node. Set **Header Style** to *Name* and **Body Style** to *Operator Instructions*. Change the **Name** to "Operator Instructions Hover Text". Click  to save the changes.

Open the properties for the screen object and find the State named "DOTL". Drop the DOTL Alarm node in the **Hover Object** field and the Operation Instructions Hover Text node in the **Hover Text** field. Click  to save the changes.

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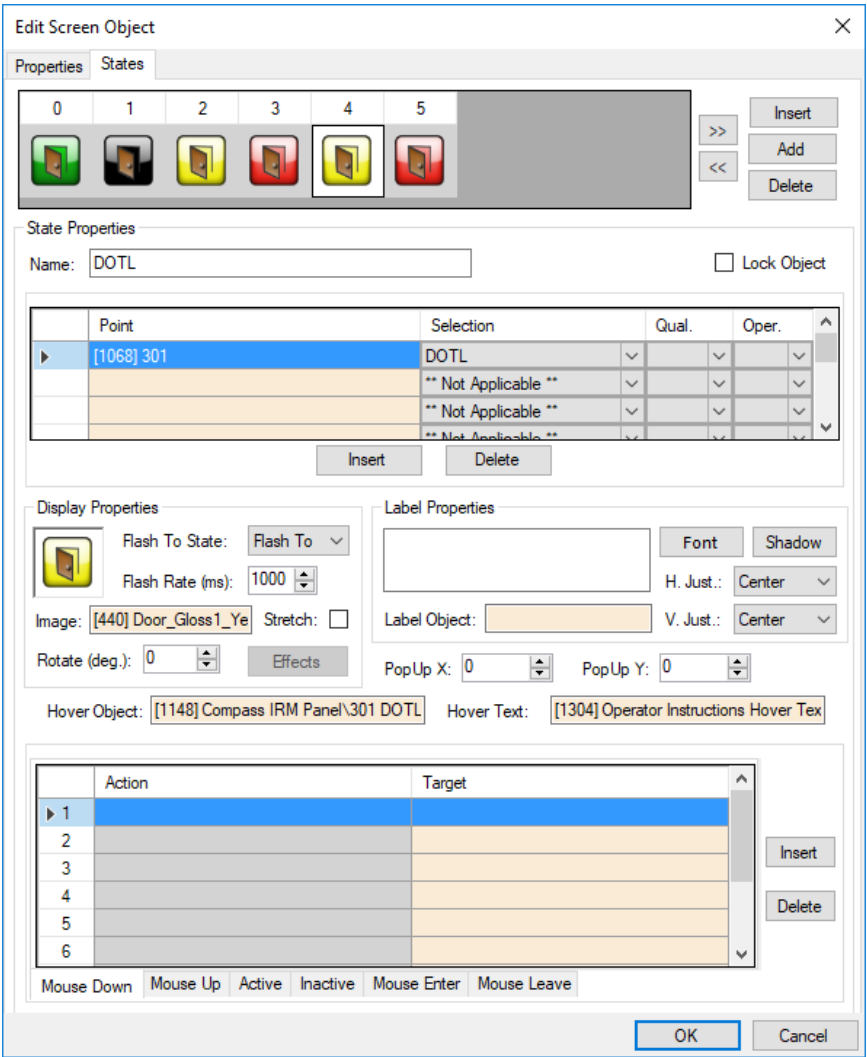
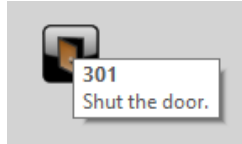


Figure 394 - Door screen object: DOTL state configured to display hover text

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When the DOTL alarm point is high, this state of the screen object is displayed. The hover fields override the default fields on the **Properties** tab. The hover text displays when the mouse hovers over this screen object in  **Live View**.



Template Designs

Consider a prison facility with multiple interlocked doors. Each set of interlocked doors behaves exactly the same. The user needs to monitor all the interlocked doors. The behavior of the doors is exactly the same throughout the prison facility. How can these doors be quickly and consistently created? Template Designs answers this question and many similar ones.

A **Template Design** is a reusable screen object structure that serves as a starting point for creating new screen objects, providing a standardized format and layout. It also encapsulates the actual programming that is called much like a function or object in a programming language. The screen object provides the specific nodes and strings it needs as parameters defined by the Template Design.

Template Designs are organized by group. Therefore, *Add Node* on the **Template Designs** node adds a new Template Designs Group node.

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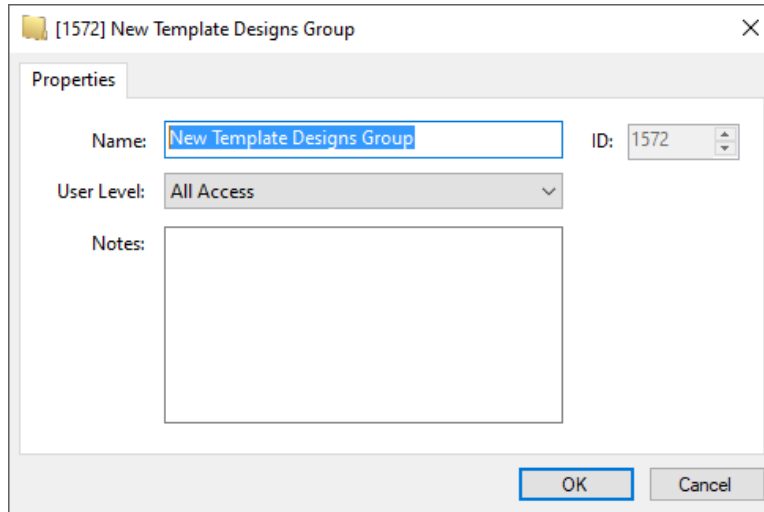


Figure 395 – Template Designs Group properties dialog

Template Design Properties

Add Node and Edit on the template designs group node adds a new template design node and opens its properties dialog. Of course, it has the base properties **Name**, **ID**, **User Level**, and **Notes**. See [The Properties Dialog](#) for details on these four properties.

Note: A screen object created using a template design is known as a **template screen object**.

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[1573] New Template Designs Group\New Template Design

Properties

Name: ID:

User Level:

Notes:

Width: Height:

Parameters:

Target	Name	Fixed

Strings:

Text	Name	Fixed

OK Cancel

Figure 396 - Template Design properties dialog

Width – numeric field; how wide the template design screen object is/will be

Height – numeric field; how tall the template design screen object is/will be

Parameters – table; lists the nodes that are used in the template design child nodes; each node can be a parameter where the screen object must provide a replacement value; the columns are *Target*, *Name*, and *Fixed*. The *Target* is the node found in the template design; *Name* is what the name of the parameter the screen object created using this template design will display; *Fixed* is a checkbox that when checked means this row is not a parameter that can be modified by the screen object.

Note: When a Hover Object and/or a Hover Text node is used in the Template Design, it appears in this table with *Fixed* checked. Leave it checked. Use the Hover Object and Hover Text properties for the Template Screen Object instead.

Strings – table; lists the text strings that are used in the template design child nodes; each text string can be a parameter where the screen object must provide a replacement value; the columns are *Text*, *Name*, and *Fixed*. The *Text* is the text string found in the template design; *Name* is what the name of the text the screen object created using this template design will display; *Fixed* is a checkbox that when checked means this row is not a text string that can be modified by the screen object.

Programming a Template Design

A template design behaves like any other screen or shared screen object. Double-clicking on it will open up in the Screen Design Region. The template design screen will be the height and width specified in the properties dialog. The background will be grey. It truly is a blank canvas.

Manual Programming of a Template Design

From here you can add buttons, boxes, text, video, whatever is needed for the template design in exact detail. Design it with real nodes and strings. These nodes and strings are the source of the parameters and strings in the template design properties dialog.

Let's consider a very simple, rather silly example.

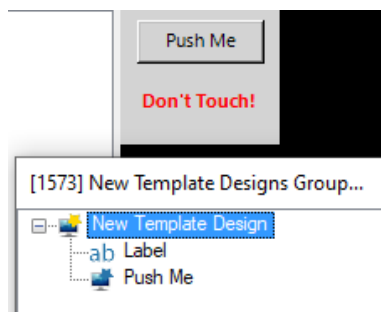


Figure 397 - Sample Manual Programming of a Template Design

The template design contains a button and a label. When the button is pushed, a virtual point named Push Me is set, the label changes state, and the button does too.

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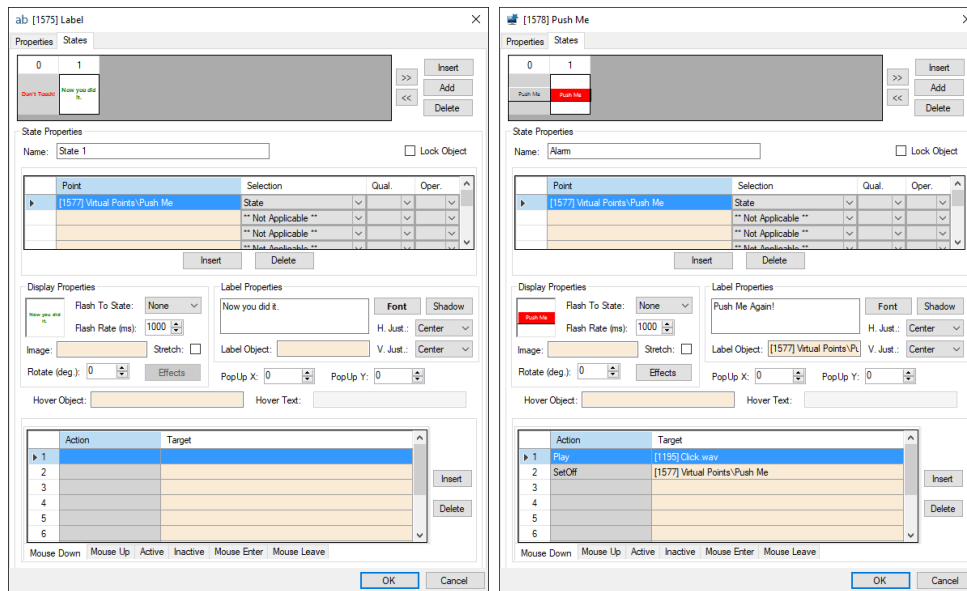


Figure 398 - Screen Object properties for the Template Design

Looking closely at the above figure, notice there are strings and actions with target nodes. They are expressly defined in the screen object that is part of the template design. Now let's look at the template design properties.

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Properties

Name: ID:

User Level:

Notes:

Width: Height:

Parameters:

Target	Name	Fixed
[185] All Access	All Access	☒
[1577] Virtual Points\Push Me	Virtual Point 1	☐
[1195] Click.wav	Click.wav	☒

Strings:

Text	Name	Fixed
Don't Touch!	Don't Touch!	☐
Now you did it.	Now you did it.	☐

OK Cancel

Figure 399 - Sample Template Design properties dialog

There are parameters for each of the nodes referenced by the screen objects in the template design. The software has taken an educated guess that the user level for the screen objects that will be created using this template design will have the same user level as the template elements. That is why *Fixed* is checked. The same assumption is made about sounds. You can change what is fixed or not at this time.

The text in the *Name* columns is what will appear in the properties of the template screen object.

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Drag and Drop Template Design Programming

Any screen object can be dragged and dropped onto template design group node to create a template design of that screen object. The screen object is converted to a template screen object. Its icon is now the template screen object icon, , in the Project Node Tree. The properties dialog of the template screen object is displayed. See [Template Screen Object Properties](#) for more information.

Template Design Context Menu

The context menu for Template Design has a new menu option.

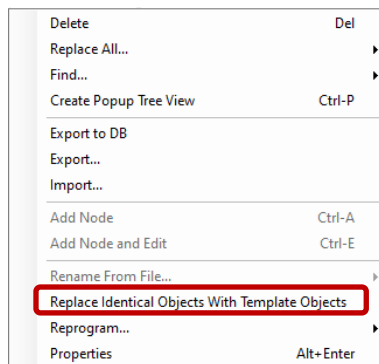


Figure 400 - Template Design node context menu

When *Replace Identical Objects With Template Objects* is selected, the software will search all screen objects for those that have the same programming as the template design object. It will convert the screen objects to template screen objects. This makes the project file smaller and faster to load. It means that if there is a future change need, it is done once and is propagated to all the other objects. If a parameter is added, it does mean each object needs to be updated, but it's a much simpler method. Each template screen object that needs to be updated will appear on the screen as a yellow-hatched object. Their icons in the Tree will also be updated with the template screen object icon, .

Template Screen Object

Once the template design is done it's time to create the first screen object.

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Creating the Template Screen Object

A template screen object is created directly from a template design node. Drag and drop it onto the target screen. A new Template Screen Object is created. It is added to the Tree as a child node of the screen on which it was dropped with the template icon, . The name of the new node is based on the name of the template design node with the word "Object" appended to it.

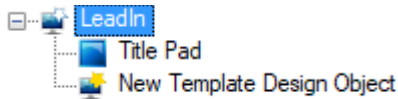


Figure 401 - Template Screen Object node in the Project Node Tree

It appears on the screen as a yellow-hatched object the size of the template design. This indicates there is at least one parameter that needs to be filled in.

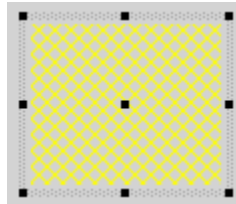


Figure 402 - Template Screen Object that needs programming

Open the template screen object properties dialog and map the various parameters and strings.

After creating the first screen object, *Replicate* on the screen object makes it possible to quickly create additional screen objects from the template design. *Replace Identical Objects With Template Objects* on the template design node will update existing nodes that were not made from a template to be made into template screen objects if their programming is identical.

Template Screen Object Properties

A Template Screen Object usually requires additional programming after being dropped onto the screen. Right-click on the screen object to open the properties dialog. It has the base properties **Name**, **ID**, **User Level**, and **Notes**. See [The Properties Dialog](#) for details on these four properties.

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[1586] New Template Design Object

Properties

Name: New Template Design Object ID: 1586

User Level: All Access Left: 340 Top: 347 Width: 95 Height: 80 Rotation: 0

Notes:

Hover Object: Hover Text:

Template: [1573] New Template Designs Group\New Template Design

Parameters:

Name	Target
Virtual Point 1	

Strings:

Name	Target
Don't Touch!	Don't Touch!
Now you did it.	Now you did it.

OK Cancel

Figure 403 - Template Screen Object properties dialog

Left – numeric field; position of this object on the screen relative to the left edge of the screen

Top – numeric field; position of this object on the screen relative to the top edge of the screen

Rotation – numeric field; degrees to rotate the object

Height – numeric field (disabled); how tall the screen object is; defined by the template design object

Width – numeric field (disabled); how wide the screen object is; defined by the template design object

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

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

Template – drop box (disabled); contains the Template Design node used to create this template screen object

Parameters – table; the parameters for the template design; the columns are *Name* and *Target* where *Name* is the name used in the template design and *Target* is what to actually use for this screen object; each parameter must be mapped in this table for this screen object to function; cannot save any changes unless all *Targets* have been assigned.

Strings – table; the strings used by the template design; the columns are *Name* and *Target* where *Name* is the name used in the template design and *Target* is what to actually use for this screen object; the actual values used in the template design are presented as the default values in the *Target* column.

RFID Control

RFID Control contains the tag groups, the data screens and the RFID zones that are used in  **RFID Management View**.

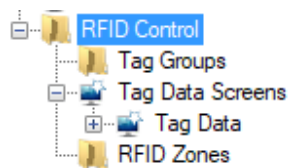


Figure 404 - RFID Control

Tag Groups

A tag group defines who will be notified when an RFID Manager event occurs during a specific system time zone.

Note:  [RFID Management View](#) is the preferred method to manage Tag Groups.

Tag Data Screens

The tag data screens that are the tag data tabs in  **RFID Management View** are located here. Intelli-Site has included one tag data screen. **Tag Data** is the main tag data screen

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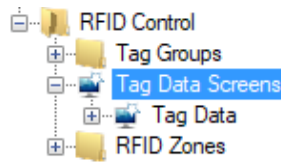


Figure 405 - Tag Data Screen

Add a Tag Data Screen

Tag Data Screens are added in  **Design View**. To add a new tag data screen, right-click on **Tag Data Screens** and select *Add Node and Edit*. The properties for the new tag data screen display.

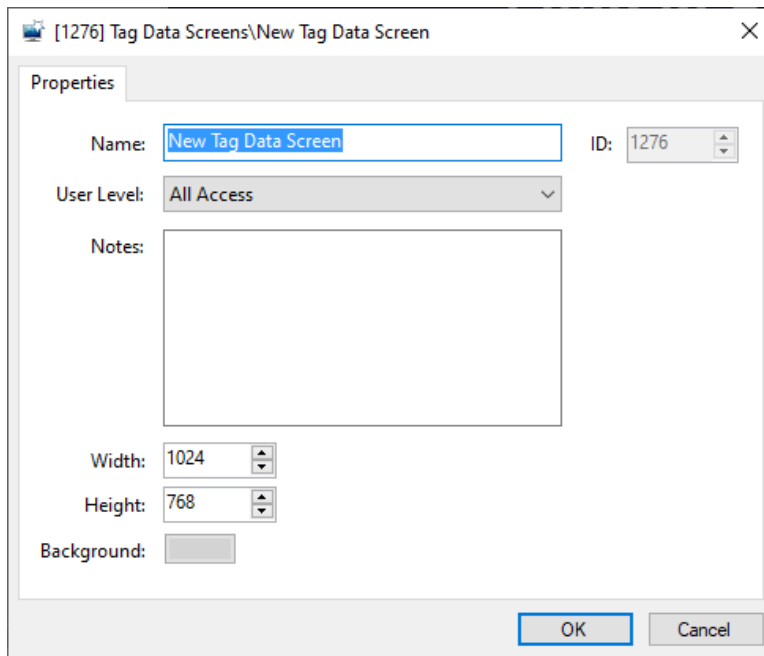


Figure 406 - New Tag Data Screen properties dialog

Height – numeric field; how tall the screen is

Width – numeric field; how wide the screen is

Background – Background color of the card data screen

Note: *The height and width of any card data screen must be no bigger than 430 by 500. Any larger and it will not fully display in  RFID Management View.*

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Edit a Tag Data Screen

Editing of a tag data screen is done in  **Design View**. Double-click on the Card Data screen node to open it in the Design Region.

Note: To add a database field to a card data screen, drag and drop the database field node from the Tree onto the design screen. Intelli-Site will automatically create the database field control screen object and label.

Display a Tag Data Screen in RFID Management View

For the new tag data screen to appear in  **RFID Management View**, it must be added to the drop list of tag data pages in the User properties. It must also be added to each and every user that needs to see it.

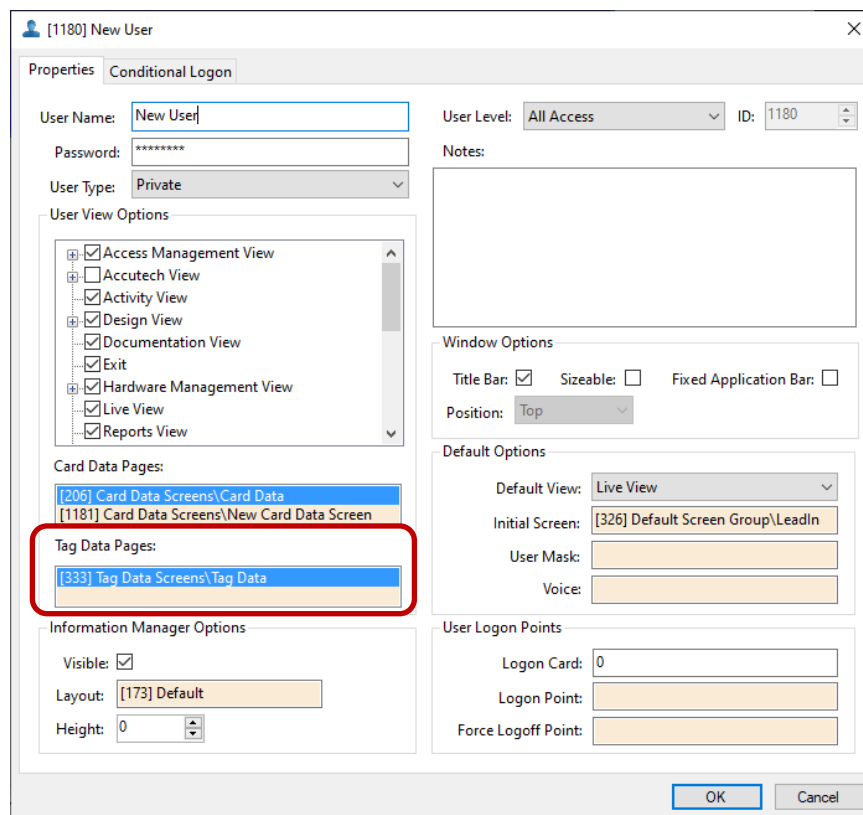


Figure 407 - User properties with updated Card Data Pages

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RFID Zones

The RFID Zones are stored here in the Tree.

Note: The  [RFID Management View](#) is the preferred method to manage RFID Zones.

Appendix I – Glossary



Access Management View – The Intelli-Site View in which personnel, tokens, and access is managed including holidays, time zones, and access sets

Accessed – The Alarm Zone was intentionally placed in an unsecured state. Alarms generated while the alarm zone is in the Accessed state are shunted.



Accutech View – The Intelli-Site View in which the Accutech system is monitored and managed.



Activity View – The Intelli-Site View where the user can monitor the activity within the Intelli-Site system. Activity includes valid and invalid card reads, I/O Points state changes, and system controls activities such as virtual points, counters, and constructs.

Alarm – A state change of an I/O Point that is sent to the Alarm Queue by checking **Add to Queue on High** or **Add to Queue On Low** on the **Operation** tab of the point's properties dialog

Alarm Zone – A security system method to manage and control a group sensors and/or conditions usually in a physical location but necessarily so

Automation Object - An I/O Point whose state is determined by a collection of I/O Points

Base Port – The Engine's TCP base port

Checkbox – Software object that can be selected by the operator or programmer

Child – A sub-folder or sub-node element in the Tree

Constructs – A software element or object that provides for a central location for related parameters or functional elements

Control Points – A point used to control a Screen Object state or that allows Actions to be executed in an Action Grid

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Database – Database is used for card holder management, custom database functionality, and, optionally, event logging.

Deselect – A special Counter Value name; often used a way to programmatically set the Counter to the unselected state, 0. A Counter Value with this name is handled differently than other Counter Values in Macros.

Desktop Client – The Intelli-Site software component that allows a user to interface with the Intelli-Site system

Display Control Points – A point used to allow the state of a Screen Object to display

Drag-and-Drop – Using the mouse to add parameters to an object's property page or to add objects to a graphic screen. Left click on the item and hold the left mouse button down while moving the object, then release the left mouse button to drop the object.

Driver – A software construct that allows communications between the field device and the Intelli-Site system.

 **Design View** – The Intelli-Site View within which the user can create graphics objects, modify the tree, and complete other project file modifications.

 **Documentation View** – This Intelli-Site View gives the user access to the system documentation and the project documentation.

Driver Service – A Windows Service used to manage communication between the Intelli-Site Engine and the various Drivers which in turn communicate with the physical devices

Drop-down list – A Windows combo box that offers the user a choice of options for selection.

Engine – A Windows Service that manages the project information, controls user sessions, and manages the states of the various drivers and system constructs based on data received from sessions and field devices

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Engine Redundancy – The method for ensuring high availability of the Intelli-Site Engine

Event – Any function that is reported to or operated upon by the Intelli-Site system; may include Alarms, tag actions, system notifications or operator actions

Field – A configurable parameter on a property page

Guard Tour – A construct to monitor a guard while on a defined tour to ensure safety and verify the guard's stopped at each location in the tour

Heartbeat – A regular signal sent by the Intelli-Site system from the Engine to the other devices (Clients, Driver Service, and field devices) on the Intelli-Site network. The Heartbeat is used to determine the operational status of all the devices on the network.

I/O Points – Any input to or output from the Intelli-Site system

ID – The identification number assigned to each object in the tree (automatically assigned)

 **Live View** – The primary user's interface in Intelli-Site

Lock Object – A screen object that locks all other screen objects that are not also lock objects; the **Lock Object** checkbox on a State determines when and if a screen object becomes a lock; when this state is active the object becomes a lock, all other screen objects that are not locks are not selectable in

 **Live View** until this and all lock objects are no longer in a lock state

Lost – A token reported as lost is remembered by the system as a card assigned to a person but the Card Status is Lost. This token has no access rights and for all intents and purposes does not exist anywhere else in the system. If the token is subsequently found, it must be deleted from the person's tokens in the token table and added to the system from scratch. See [Reporting a Lost Card](#).

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Macro - A sequence of actions designed to automate a specific task or a series of tasks where they are the same, but the targets of the action can change depending on the situation

Node - All project elements (objects) are represented as nodes in the Project Node Tree

Object - Any software element in the Intelli-Site project

Panel - Any field device or software object that can be communicated with by Intelli-Site (e.g., a Compass IRM Panel)

Parent - Any node that has sub-nodes

Password - Project access security password

Personnel - A generic term referring to persons who will be managed via Intelli-Site. Not every facility at which Intelli-Site is installed is an access control facility. Card Holders are personnel.

Popup - A screen that displays, "pops-up", over the current screen

Project - Intelli-Site's functional parameters are created and stored as a project

Project Directory - The subdirectory, located under the Sites directory that contains all the project file elements

Project File - Specifically, the *project.bin* file which contains the binary representation of all project data elements

Project Node Tree - The graphical representation of the Intelli-Site project file; a.k.a. The Tree

Properties dialog - See **Property Page**

Property - Any user-configurable software element

Property Page - Every node has a property page with one or more tabs. These are used to configure all the functional elements of the node (a.k.a. properties dialog).

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Pulse – Set an I/O Point on for its pulse duration as configured under the properties of the point and then sets the point off

Randomized Keypad – A logon password technique that populates a hexadecimal keypad in a random layout each time it is presented to the user

 **Reports View** – This Intelli-Site View allows the user to generate and examine various reports about the Intelli-System itself and the activity with said system; the reports available include System and project specific reports

 **RFID Management View** – The Intelli-Site View in which RFID tags, tag groups, and zones are managed and the current state of any tag is monitored

Scheduled Event – An I/O Point that can be programmed to set events (points) based upon time and date parameters and then clear those events when the time expires

 **Scheduled Events View** – This Intelli-Site View allows the user to manage and schedule events

Screen – A graphical interface display viewed in  **Live View**

Screen Objects – Programmable graphic elements used for display and control

State - Programmed condition; an I/O Point has two states, on or off; screen objects can have any number of states

Sub-node – A child node

Shunt or **Shunted** – When a point is shunted, the point's events are not written to the Alarm Queue but to the Shunt Queue; a shunted point is said to be under manual control because a user-defined command is needed to shunt an alarm and to clear the shunt; see the **ShuntAlarm** and **ClearShuntAlarm** actions

System Monitor – A video target

T/S Keyboard – 101-key keyboard display used for touchscreen only applications

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Temp – A token that is assigned to a person to be used temporarily and only for one day because their normal token was left behind. The normal token is not missing or lost. See [Assigning a Temporary Card](#).

Template Screen Object – a screen object created using a template design node

Token – A generic term referring to any and all access credentials that can be assigned to a person

Tree – The graphical representation of the Intelli-Site project

 **Video View** – The view in which video can be displayed for any all cameras/DVRs/NVRs in the Intelli-Site Project. This view is Intelli-Site's implementation of the standard video monitor, multi-window displays.

View – A presentation screen that groups common logical activities. The Intelli-Site user interface is divided into various Views:  **Access Management View**,  **Activity View**,  **Design View**,  **Documentation View**,  **Hardware Management View**,  **RFID Management View**,  **Scheduled Events View**,  **Reports View**,  **Video View**, and  **Live View**

Virtual Point – A software I/O Point

Virtualize – Set a panel to virtual view; when a panel is “virtualized”, the Engine will not attempt to communicate with actual panel but will pretend the panel is there. It will appear to be online and some basic functionality may appear to work. This allows the integrator to program the project and perform basic programming without actually having the hardware in place.

Appendix II - Actions

The Actions dialog lists all the available actions that can be performed by Intelli-Site. Actions are triggered through screen object control in **Live View**, when the state of an I/O Point changes, or when the Action button is clicked in the Information Manager. Which actions appear in the dialog is controlled by the license as well as the reason the dialog displayed.

Note: *There are actions that are specific to a panel type. Those actions are not defined here but are explained in the respective Panel Guide.*

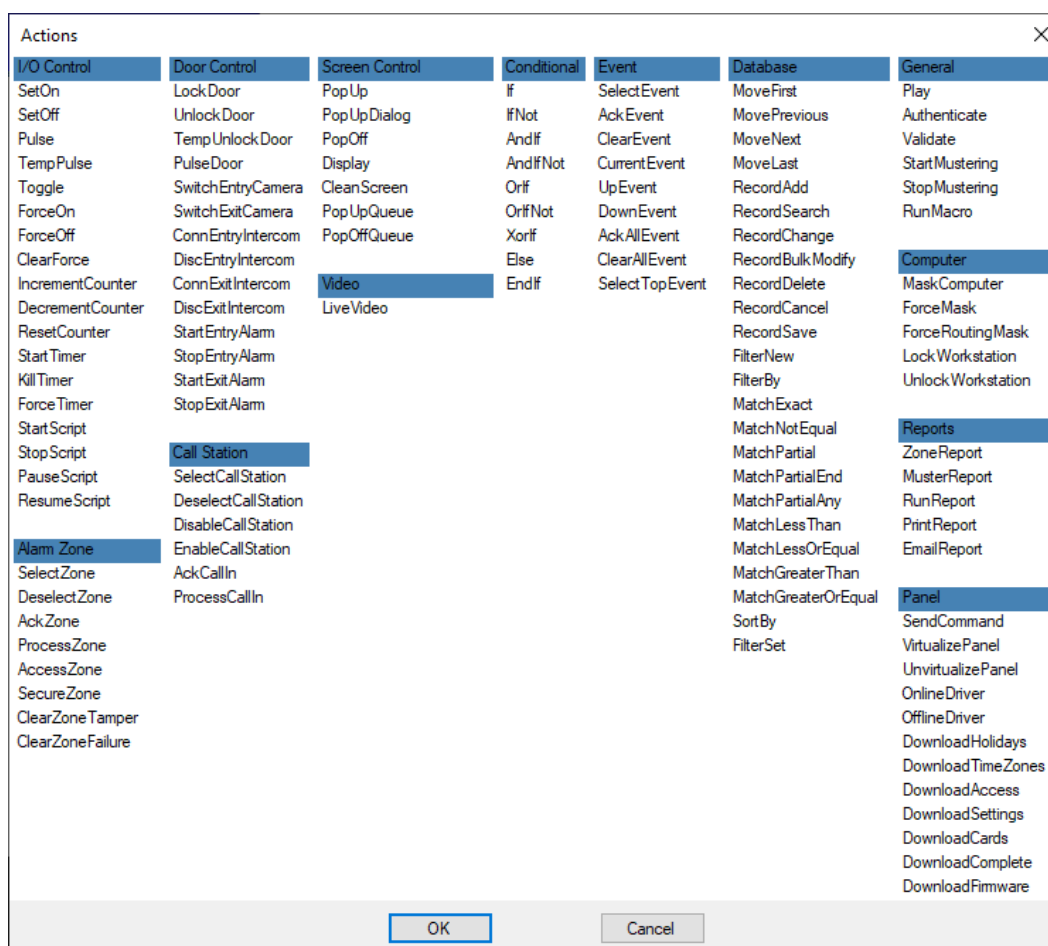


Figure 408 - Actions Dialog

The actions are organized into groups to facilitate locating the desired one.

Alarm Zone

Alarm Zone actions are designed to operate with [Alarm Zones](#). The target for the actions may be an Alarm Zone or an Alarm Zone Group.

Alarm Zone

SelectZone

DeselectZone

AckZone

ProcessZone

AccessZone

SecureZone

ClearZoneTamper

ClearZoneFailure

SelectZone - Select the Alarm Zone by executing a **ResetCounter** action with the assigned Selected Counter Value as the target; resetting the Counter Value effectively sets the current Alarm Zone "hot"

DeselectZone - Deselect the Alarm Zone by executing a **ResetCounter** action with the assigned Selected Counter Val parent counter as the target; resetting to the Counter Val parent Counter effectively removes the Alarm Zone from its previous "hot" state

AckZone - Acknowledge any zone points (tamper, fail, sensors, alarm or multiple alarm) that may be in the alarm condition

ProcessZone - Process (i.e., sets low) any zone points (tamper, fail, sensor latch, alarm, multiple alarm) that may be high

AccessZone - Set the target Alarm Zone into an Access state

SecureZone - Clears the Access state on an Alarm Zone; the opposite of **AccessZone**

ClearZoneTamper - Clears any zone tampers

ClearZoneFailure - Clears any zone failures

Call Station

Call Station actions are designed to operate with the Call Station Construct. The target for these actions may be a Call Station or a Call Station Group

Call Station

SelectCallStation

DeselectCallStation

DisableCallStation

EnableCallStation

AckCallIn

ProcessCallIn

SelectCallStation - Execute a **ResetCounter** with the target of the **Selected Counter Val** in the Call Station Construct; resetting the **Counter Val** effectively sets the current Call Station "hot"

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DeselectCallStation – Execute a **ResetCounter** with the target of the selected **Counter Val** parent counter in the Call Station Construct; resetting the **Counter Val** parent Counter effectively removes the Call Station from its previous “hot” state

DisableCallStation – Set the **Disabled Point** of the target Call Station Construct to its active (high) state

EnableCallStation – Set the **Disabled Point** of the target Call Station Construct to its normal state

AckCallIn – Acknowledge the **Call-In Output** and the **Secondary Call-In Output** of the target Call Station Construct

ProcessCallIn – Pulse the **Processed Point** of the target Call Station Construct

Computer

Computer actions are specifically for managing various computer functions.

Computer
MaskComputer
ForceMask
ForceRoutingMask
LockWorkstation
UnlockWorkstation

MaskComputer – Select a target computer for the actions **ForceMask** and **ForceRoutingMask**; the target for this action must be a Computer node

ForceMask – Force a user mask to the computer targeted with the **MaskComputer** action; the **MaskComputer** action must precede this action; the target for this action must be a User Mask node or blank; a blank target clears the force

ForceRoutingMask – Force a routing mask to the computer targeted with the **MaskComputer** action; the **MaskComputer** action must precede this action; the target for this action must be a Routing Mask node or blank; a blank target clears the force

Note: *ForceMask and ForceRoutingMask are permanent until cleared. They will remain in effect beyond a logoff of the Client or a restart of the Engine. If users or computers are not exhibiting the expected user mask or routing mask, it is quite possible one of these actions was issued and not cleared.*

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LockWorkstation – Lock the target computer out from managing/operating the Intelli-Site Project; the target for this action must be a Computer node

UnlockWorkstation – Unlock a currently locked out target computer, re-establishing managing/operating functionality to the target computer; the target for this action must be a Computer node

Conditional

Conditional actions are used to create complex logical relationships (IF, OR, XOR) between I/O Points in an action grid or evaluation grid.

Conditional

If

If – The target point must be in its active (ON) state for the next Action in the Action Grid to be executed

IfNot

IfNot – The target point must be in its inactive (OFF) state for the next Action in the Action Grid to be executed

AndIf

AndIfNot

OrIf

OrIfNot

AndIf – the target point AND the previously listed target point must both be in their active (ON) states for the next Action in the Action Grid to be executed

XorIf

Else

EndIf

AndIfNot – The target point AND the previously listed target point must both be in their inactive (OFF) states for the next Action in the Action Grid to be executed

OrIf – Either the target point OR the previously listed target point must be in their active (ON) states for the next Action in the Action Grid to be executed

OrIfNot – Either the target point OR the previously listed target point must be in their inactive (OFF) states for the next Action in the Action Grid to be executed

XorIf - Either the target point OR the previously listed target point must be in their active (ON) states, but not both points, for the next Action in the Action Grid to be executed

Else – Executes the following Action(s) if the preceding conditions are not satisfied. This Action accepts no valid target

EndIf – Ends a series of conditional Action statements

Database

Database Actions are used to manipulate the data in user-defined tables.

Database

MoveFirst

MovePrevious

MoveNext

MoveLast

RecordAdd

RecordSearch

RecordChange

RecordBulkModify

RecordDelete

RecordCancel

RecordSave

FilterNew

FilterBy

MatchExact

MatchNotEqual

MatchPartial

MatchPartialEnd

MatchPartialAny

MatchLessThan

MatchLessOrEqual

MatchGreaterThan

MatchGreaterOrEqu

SortBy

FilterSet

MoveFirst – Select the first record of the target database grid

MovePrevious – Select the previous record of the target database grid

MoveNext – Select the next record of the target database grid

MoveLast – Select the last record of the target database grid.

RecordAdd – Add a record of the target database grid. All database field objects that reference the target grid will become editable. The values are only added after a **RecordSave** action (or the entire action is cancelled by the **RecordCancel** action).

RecordChange – Edit the selected record of the target database grid. All database field objects that reference the target grid will become editable. The values are only saved after a **RecordSave** action (or the entire edit is cancelled by the **RecordCancel** action).

RecordBulkModify – Allow the user to select multiple records in the database grid and make modifications to a field or number of fields. Modifications will be saved to all selected records.

RecordDelete – Delete the selected record of the target database grid

RecordCancel – Cancel the current edit of a record for the target database grid

RecordSave – Save the current changes to a record for the target database grid

FilterNew – Set the target grid for subsequent actions; **FilterNew** must be issued before **SortBy** to designate the target data grid for the sorting.

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

FilterBy – Set which field to filter by

MatchExact – Filter for values equal to the value specified as the target. The target's Node name is the value used in this action.

MatchNotEqual – Filter for values not equal to the value specified as the target. The target's Node name is the value used in this action.

MatchPartialStart – Filter for a partial match beginning with the value specified as the target. The target's Node name is the value used in this action.

MatchPartialEnd – Filter for a partial match ending with the value specified as the target. The target's Node name is the value used in this action.

MatchPartial – Filter for a partial match with the value specified as the target. The target's Node name is the value used in this action.

MatchLessThan – Filter for values less than a numeric value specified as the target. The target's Node name is the value used in this action. This action only works when filtering by a database field of a numeric type.

MatchLessOrEqual – Filter for values less than or equal to a numeric value specified as the target. The target's Node name is the value used in this action. This action only works when filtering by a database field of a numeric type.

MatchGreaterThan – Filter for values greater than a numeric value specified as the target. The target's Node name is the value used in this action. This action only works when filtering by a database field of a numeric type.

MatchGreaterOrEqual – Filter for values greater than or equal to a numeric value specified as the target. The target's Node name is the value used in this action. This action only works when filtering by a database field of a numeric type.

SortBy – Set which field of a target database grid to sort by

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FilterSet – Mark the end of a series of filter/sort actions. If no filter/sort actions precede the **FilterSet** action, it will simply 'reset' the database grid specified in the proceeding **FilterNew** action.

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

Door Control

Door Control actions are designed to operate with a Door Construct.

Door Control

LockDoor

UnlockDoor

TempUnlockDoor

PulseDoor

SwitchEntryCamera

SwitchExitCamera

ConnEntryIntercom

DiscEntryIntercom

ConnExitIntercom

DiscExitIntercom

StartEntryAlarm

StopEntryAlarm

StartExitAlarm

StopExitAlarm

LockDoor – Locks the target door

UnlockDoor – Unlocks the target door

TempUnlockDoor – Temporarily unlocks a door for a user-defined period (in minutes) input by the user via a popup dialog

PulseDoor – Pulse the target door, meaning unlock the door for the duration of the user defined strike time then lock it again

SwitchEntryCamera – Switch on the entry camera of the target door; executes the Door Action commands for **Camera General** then **Camera Entry**

SwitchExitCamera – Switch on the exit camera of the target door; executes the Door Action commands for **Camera General** then **Camera Exit**

ConnEntryIntercom – Connect the intercom station assigned to the Workstation to the entry intercom station assigned to the target door

ConnExitIntercom – Connect the intercom station assigned to the Workstation to the exit intercom station assigned to the target door

DiscEntryIntercom – Disconnect the intercom station assigned to the Workstation to the entry intercom station assigned to the target door

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DiscExitIntercom – Disconnect the intercom station assigned to the Workstation to the exit intercom station assigned to the target door

StartEntryAlarm – Set the entry alarm for the target door high; only available for Host-Controlled Doors

StopEntryAlarm – Set the entry alarm for the target door low; only available for Host-Controlled Doors

StartExitAlarm – Set the exit alarm for the target door high; only available for Host-Controlled Doors

StopExitAlarm – Set the exit alarm for the target door low; only available for Host-Controlled Doors

Event

Event Actions allow the event commands available through the control buttons on the **Information Manager (IM)** to be available to screen objects

Event

SelectEvent

AckEvent

ClearEvent

CurrentEvent

UpEvent

DownEvent

AckAllEvent

ClearAllEvent

SelectTopEvent

SelectEvent – Open the **Alarm Acknowledge/Clear** dialog for target point. If no target is supplied, then select and open the highlighted event from the **Queue Control** tab of the IM. If no event is highlighted, open the first event.

AckEvent – Acknowledge the event that corresponds to the target in the **Queue Control** of the IM. If no target is supplied, then acknowledge the highlighted event from the **Queue Control** tab of the IM.

ClearEvent – Clear the event that corresponds to the target in the **Queue Control** of the IM. If no target is supplied, then clear the highlighted event from the **Queue Control** tab of the IM.

CurrentEvent – Select the event that corresponds to the target point. Selecting the event executes the **On Queue Selection** action grid. It functions the same as a single click on a highlight alarm event. If no target is supplied, select the highlighted event. If event is highlighted, select the first event in the queue.

UpEvent – Move up one event in the **Queue Control** of the IM

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DownEvent – Move down one event in the **Queue Control** of the IM

AckAllEvent – Acknowledge all listed events on the **Queue Control** of the IM

ClrAllEvent – Clear all listed events on the **Queue Control** of the IM

SelectTopEvent - Select the highest priority alarm in the target popup queue. If no target is supplied, select the highest priority alarm in the **Queue Control** of the IM.

General

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

General

Play

Authenticate

Validate

StartMustering

StopMustering

RunMacro

Play – Play the target sound wave file. The target for this action must be a sound or message.

Authenticate – When using authenticate either a system mask can be a target for the authenticate action or the user's logon credentials must be applied for an action to be executed. For this action to work properly it must be the first action in the grid.

Validate – Allow the following action(s) to be executed only if the target is current (User, System Mask, or Computer). For this action to work properly it must be the first action in the grid.

StartMustering – Begin a Mustering Event; specific to Anti-Passback

StopMustering – Ends the current Mustering Event; specific to Anti-Passback

RunMacro – Run the specified macro.

Group Control

Not Yet Implemented

Group Control actions apply to selected objects as part of a group action. The only valid target for the actions is an Action Group.

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Group Control

GroupSetOn

GroupSetOff

GroupSet

GroupSetAll

GroupClearAll

ShuntSet

GroupSetOn – Set selected objects to “ON” as part of a group action

GroupSetOff – Set selected objects to “OFF” as part of a group action

GroupSet – Define a group of objects to perform an action; allow objects to be individually selected and deselected

GroupSetAll – Select all items to perform an action

GroupClearAll – Clear any selected items previously selected to perform a group action

ShuntSet - Shunt the alarms for the target group; the alarms will not appear in the Alarm Queue until a **ClearShutSet** is issued for the target group

ClearShuntSet – Remove the shunt for the target group

I/O Control

I/O Control

SetOn

SetOff

Pulse

TempPulse

Toggle

ForceOn

ForceOff

ClearForce

IncrementCounter

DecrementCounter

ResetCounter

StartTimer

KillTimer

ForceTimer

StartScript

StopScript

PauseScript

ResumeScript

I/O Control actions can be applied to any I/O target. Unless otherwise stated, the target of an I/O Control action must be an I/O Point.

SetOn – Set the target I/O Point on or high

SetOff – Set the target I/O Point off or low

Pulse – Set the target I/O Point on for its pulse duration as configured in the I/O Point's properties then set the target off

TempPulse – Pulse the target I/O Point using the pulse duration (in minutes) that is entered by the user via a popup dialog

Toggle – Change the state of the target I/O Point (e.g., if the point is currently high, set the point low)

ForceOn – Force the target I/O Point on, all other commands for this point are ignored except **ForceOff** or **ClearForce**; to return to normal command execution use the **ClearForce** command

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ForceOff – Force the target I/O Point off, all other commands for this point are ignored except for **ForceOn** or **ClearForce**; to return to normal command execution use the **ClearForce** command

ClearForce – Return the target I/O Point to its normal operating condition without changing the state of the point; use this command after a **ForceOn** or **ForceOff**

IncrementCounter – Add the **Change Amount** property of the target to the **Current Value** of the target; the target must be a Counter

DecrementCounter – Subtract the **Change Amount** property from the **Current Value** of the target; the target must be a Counter

ResetCounter – Set the **Current Value** of the target to the **Minimum Value** property; the target must be a Counter

StartTimer – Start the target timer; the target must be a timer

KillTimer – Stop the target timer without executing any commands associated with the timer; the target must be a timer

ForceTimer – Force the target timer to its conclusion and execute any commands associated with the timer; the target must be a timer

StartScript – Start the target custom script; the target must be a custom script

StopScript – Stop the target custom script; the target must be a custom script

PauseScript – Pause the target custom script; the target must be a custom script

ResumeScript – Resume the target custom script that has been paused; the target must be a custom script

Panel

Panel actions are specifically for managing panel functions from  **Live View**.

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Panel

SendCommand

VirtualizePanel

UnvirtualizePanel

OnlineDriver

OfflineDriver

DownloadHolidays

DownloadTimeZones

DownloadAccess

DownloadSettings

DownloadCards

DownloadComplete

DownloadFirmware

SendCommand – Build a command and send it to the Driver. (This Action applies only to GenProto-type panels.)

VirtualizePanel – Set the target panel to the virtual state, the Engine will not send or receive data with the physical device. The target for this action must be a panel.

UnVirtualizePanel – Set the target panel to the live state. Communication will resume. The target for this action must be a panel.

OnlineDriver – Enable the targeted panel's Driver. The target for this action must be a panel.

OfflineDriver – Disable the targeted panel's Driver. The target for this action must be a panel.

DownloadHolidays – Initiate a holiday settings download to the targeted access control panel-type panel. The target for this action must be an access control panel-type panel.

DownloadTimeZones – Initiate a time zones settings download to the targeted access control panel-type panel. The target for this action must be an access control panel-type panel.

DownloadAccess – Initiate an access entries download to the targeted access control panel-type panel. The target for this action must be an access control panel-type panel.

DownloadSettings – Initiate a settings download to the target panel. The target for this action must be a panel.

DownloadCards – Initiate a card data download to the targeted access control panel-type panel. The target for this action must be an access control panel-type panel.

DownloadComplete – Initiate a complete settings download to the target panel. The target for this action must be a panel.

DownloadFirmware – Initiate a firmware download to the target panel. The target for this action must be a panel.

Reports

Report actions are specifically for managing various Report functions from the Live View environment.

Reports

ZoneReport

MusterReport

RunReport

PrintReport

EmailReport

ZoneReport – Show all cardholders whose presence is within the target zone. The target for this action is an APB Zone. **Only available if the Anti-Passback feature is enabled.**

MusterReport – Show all cardholders whose presence is not within a Mustering Zone or Outside. There is no target for this action. **Only available if the Anti-Passback feature is enabled.**

RunReport – Generate a report from  **Live View**; target is a report node or a report settings node; a popup dialog containing the report displays.

If the report node has any Report Parameters, its **Report Parameters** dialog displays, allowing the user to enter them.

If the report settings node has a *Custom* date time or date range, a dialog will pop up requiring the user to specify the date and time parameters.

PrintReport – Generate and print a report in project programming with or without the Client being logged in; target is a report node or a report settings node.

If the report node or report settings node has start time and end time as report parameters and they aren't defined on the node a **Target is Invalid** dialog will pop up, preventing you from using it as a target of this action. This includes *Custom*. The date range must be specified because this action is used in programming that runs independent of the Desktop Client. There is no way this information can be acquired from the user.

EmailReport – Generate and email a report in project programming with or without the Client being logged in; target is a report node or a report settings node. **Email must be set up for this command to work as well as a Distribution List.** See [Email Setup](#) and see [Distribution Lists](#).

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To designate a distribution list to which the report will be sent, use **SetOn** with the target distribution list.

	Action	Target	
▶ 1	SetOn	[2501] Big Wigs email List	Insert Delete
2	EmailReport	[2493] Today Cardholder Activity Report	
3			
4			
5			
6			

If the report node or report settings node has start time and end time as report parameters and they aren't defined on the node, a **Target is Invalid** dialog will pop up, preventing you from using it as a target of this action. This includes *Custom*. The date range must be specified because this action is used in programming that runs independent of the Desktop Client. There is no way this information can be acquired from the user.

Screen Control

Screen Control commands allow the user to change the display screens, open or close screens and dialogs programmatically.

Screen Control

PopUp

PopUpDialog

PopOff

Display

CleanScreen

PopUpQueue

PopOffQueue

PopUp – Display a popup screen; the target of this action must be a popup screen, though this action should not be used with a full-size screen.

PopUpDialog – Display a popup screen with Windows title bar; the target of this action must be a screen, though this action should not be used with a full-size screen.

PopOff – Dismiss a popup screen that has been displayed using the **PopUp** action. The action requires no target (in which case it pops off the current window), though you may specify a screen as the target.

Display – Replace the current screen with the target screen; and make the new screen the primary screen. The target of this action must be a screen.

Clean Screen – Lock the screen, disabling all input from the screen/mouse for 30 seconds allowing the user to clean the screen. A lock screen dialog pops up displaying a countdown timer.

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PopUpQueue – Display a popup IM queue; the target for this action must be a queue.

PopOffQueue – Dismiss a popup IM queue; the target for this action must be a queue.

StartScript – Begin a screen tour, automatically switch screens that are members of a **Screen List**; the target for this action must be a Screen List node.

StopScript – End the screen tour; the target for this action must be a Screen List.

Training

Not Yet Implemented

Training actions allow the user to set up training scenarios that provide a method for simulating alarm activity while maintaining the system's ability to monitor and manage "live" activity at the same time. These actions may target Nodes that **SetOn/SetOff/Pulse** actions cannot, for example: Automation Objects, Counters, and GenProto I/O Nodes.

Training
TrainingSetOn
TrainingSetOn
TrainingPulse
TrainingZoneAlarm
TrainingZoneFail
TrainingZoneTamp
TrainingZoneNorm
TrainingZoneCamer

TrainingSetOn – Set on the targeted point in its training mode

TrainingSetOff - Set off the targeted point in its training mode

TrainingPulse - Pulses the targeted point in its training mode

TrainingZoneAlarm – Set the targeted Zone to its alarm state in training mode

TrainingZoneFail - Set the targeted Zone to its fail state in training mode

TrainingZoneTamper - Set the targeted Zone to its tamper state in training mode

TrainingZoneNormal - Set the targeted Zone to its normal state in training mode

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TrainingZoneCameras - Set the targeted Zone's cameras high in training mode

Video

Video
LiveVideo

LiveVideo – Set the target video display screen object as the “hot” object. This command is included for legacy programming from older systems. It is not the recommended method. Use the properties of the video display screen object instead. See [Video Display](#).

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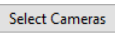
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Revision History

2020-03-04 4.1 User's Guide

Added #Database# format specifier to Database Field Control and cleaned up the explanation of each of the formats

Add link to Microsoft® SQL Server® 2012 Report Builder
Updated Database Field Control to add the new **Use default value** and **Default Value** fields

RFID Management View and all related screen captures
Added shows to screenshots of the main window for ease of viewing

Updated Reports Parameters Dialog to include the special Start Date values of Today, Daily, Weekly, Monthly
Lots of formatting fixes and tweaks

2020-04-09 Clarified the definition of **Days To Log** in **Access Management View** and **RFID Management View**

Clarified **Owner** and **Owner Group** for a tag in **RFID Management View**

2021-7-01 Inconsistent usage of I/O Point vs IO Point. Standardizing on I/O Point. Replaced IO Point with I/O Point. Updated the Copyright. Fixed references to the supported OSes

2022-09-14 4.2 User's Guide

Updated the Copyright

Updated the supported OSes

Added "Recreate Panel Control Screen" panel context menu item to Hardware Management View

Removed "Not Yet Implemented" in reference to the Export Photos feature in Access Management View

Added Guard Tour Report and Custom History Report

Added ability to sort the Scheduled Events Grid by clicking on the header row

Added ability to display the node address, node index, and node ID to nodes in the tree in Design View via the Client Settings dialog

Added ability to filter the Alarm Queue Settings dialog

Added the Lost/Temp card feature to Access Management View

2025-09-22 Updated the Copyright

Updated Lost and Temp card section

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Added Lost and Temp to the Glossary

Added Quick Status to Hardware Management View in the Quick Start Guide and the Hardware Management View sections

Updated all Hardware Management View screen captures to include the Quick Status button as needed

Added the behavior of the Computer node to the Evaluation Grid

Add *Edit pg_hba.conf* to the Tools menu of the Configuration Utility

Added button area height and width for both queue tabs in the Information Manager Layout properties

Added How to Go To/Find in Tree for a Screen Object in the Tree in Design View

Added Filter to Create Popup Tree View

Added Custom History Report

Added the action **EmailReport**

Updated **RunReport** and **PrintReport** to include Report Settings nodes as a valid target

Added Macros including updating Appendix II-Actions and Glossary

Added **Clear Alarm Is Global For All Clients** on **Setup** node

Added Templates

Updated System Requirements

Formatting and grammar fixes

2025-10-23 Updated Card Add Reader to include using it to add a card to a specific personnel instead of adding a new personnel and card

Removed Not Yet Implemented from several features

Added a space after #Database# in Database Field

2025-10-28 Updated the Reports Parameters to replace '*' with '%'

Removed the Installation Guide and Quick Start Guide

2026-01-21 Updated Search in Access Management View to include the new behavior with Active and Deactive fields

Added setting the background and text color in Information Manager Layouts