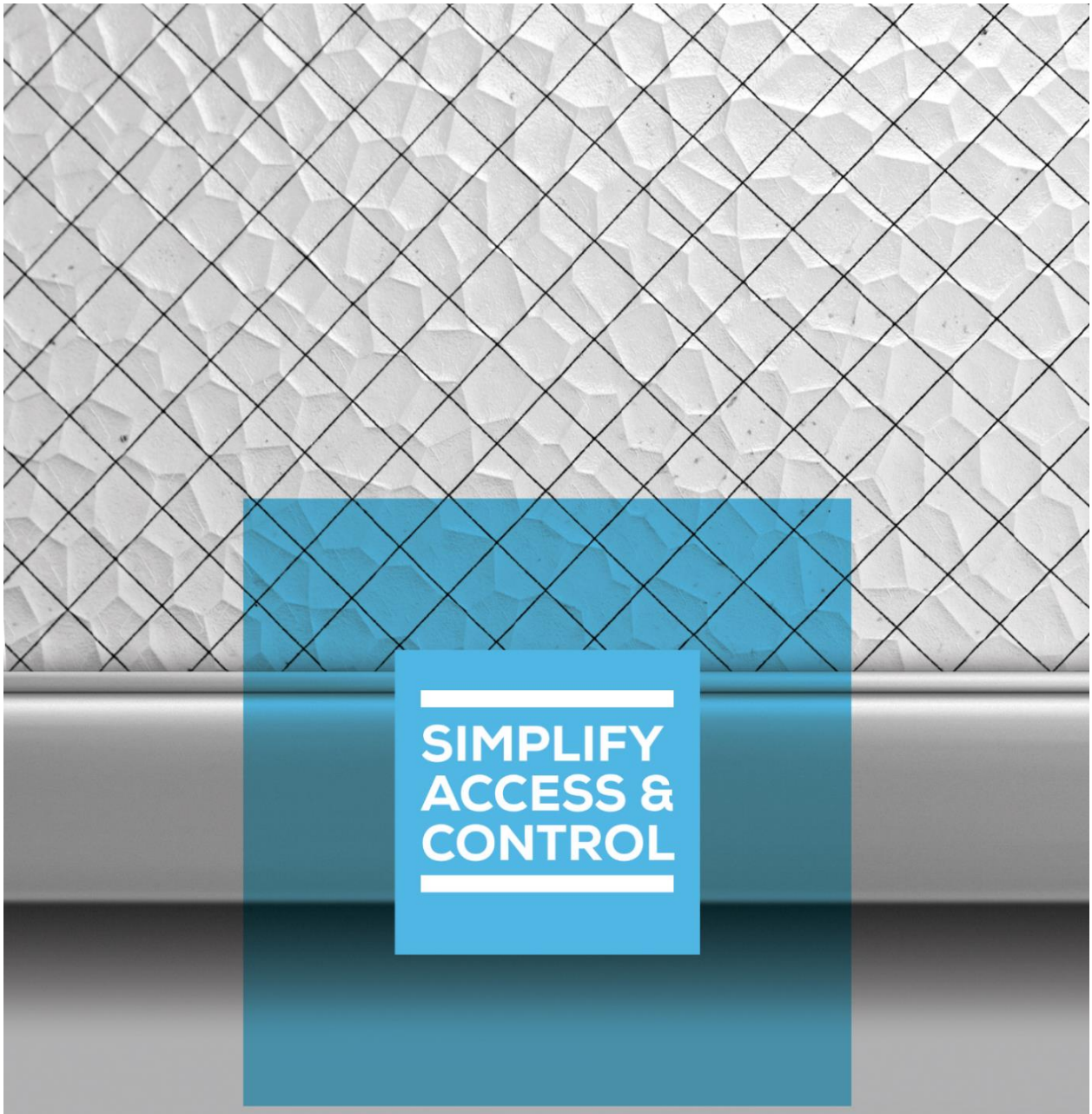

Aiphone-IX System Panel Guide

Intelli-Site
Security Management Software

Aiphone-IX System Panel Guide

For Windows 7 Professional and Ultimate,
Windows 8.1 Pro and Enterprise,
Windows 10 Pro and Enterprise,
Server 2008 R2, and Server 2012 R2

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Phone: 888-488-2623

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.
- Product License and SMA numbers used for registration.
- The type of computer being used including, operating system, processor type, speed, amount of memory, type of display, etc.
- Exact wording of any messages that appear on the screen.
- What was occurring when the problem was detected?
- What steps have been taken to reproduce the problem?
- It is highly recommended that the user execute a System Information Report and export that report to Adobe .pdf format for transmission to Intelli-Site technical support staff.

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1 Introduction

The Intelli-Site Aiphone-IX driver supports the Aiphone-IX System, referred to from here on out as Aiphone-IX System panel.

This guide explains using the Aiphone-IX driver and Aiphone-IX System panel with Intelli-Site.

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2 Installation

The Aiphone-IX driver in Intelli-Site must be installed. No external software is needed.

If Intelli-Site has been installed without the Aiphone-IX driver, run the Intelli-Site installer again and select **Modify**.

During the Intelli-Site installation or modify installation process, you are presented with the **Select the drivers you want to install** window.

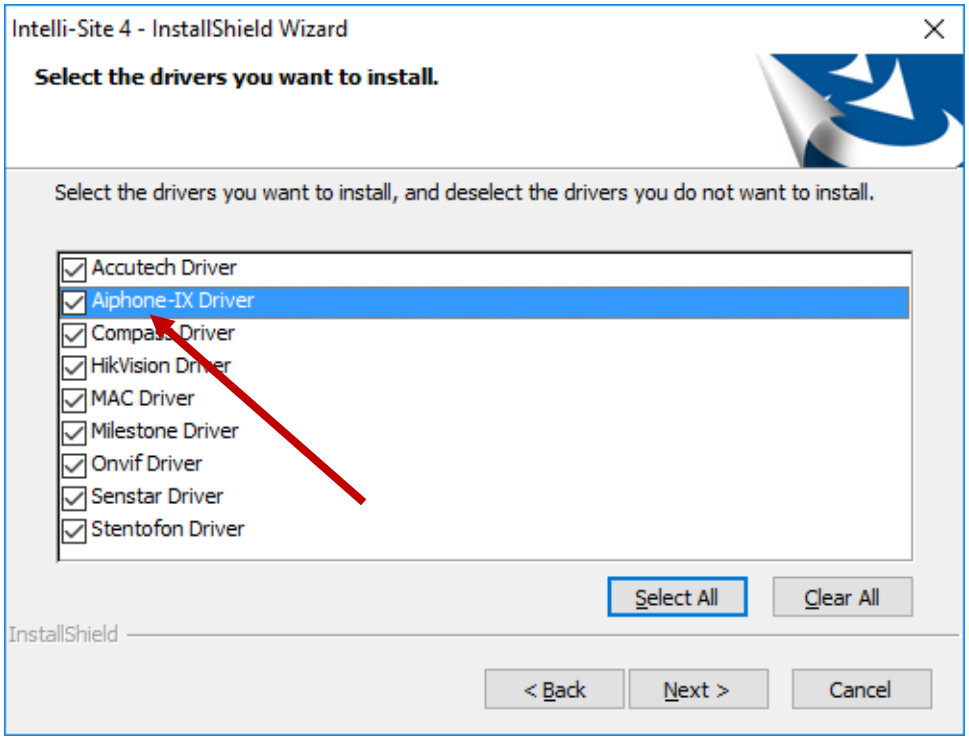

Figure 1 - Select the drivers you want to install

Ensure the **Aiphone-IX Driver** option is checked then continue with the installation or modification.

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3 Setup

Both the Aiphone-IX System and Intelli-Site have setup requirements. Both must be configured properly for them to work together as desired.

3.1 Aiphone-IX Setup

After setting up the Aiphone-IX System and ensuring each station communicates properly, each station must be configured to accept commands from and send status updates to Intelli-Site. Aiphone guards this information closely. Many dragons were slayed to acquire it so you don't have to. The following are the necessary steps.

1. Create the SIF Communication Settings file
2. Create the SIF Parameter Settings files
3. Upload these files to each Aiphone-IX station using the Aiphone-IX SupportTool
4. Copy the station configuration files to the computer where the Intelli-Site Desktop Client is installed

3.1.1 Create the SIF Communication Settings File

The SIF Communication Settings file, sif.ini, is the initialization file that defines the IP addresses from which commands can be received and the IP addresses and port numbers to which status updates are sent. The sif.ini file is a simple text file. Its location is not important as it is uploaded to the stations using the SupportTool. What is important is the content of said file.

The format of a line in the sif.ini file is as follows:

####,IP Address,Port Number,0

where:

– the identifier for the computer; this is a four-digit binary number, the first entry should be 0100, the second entry should be 0101, the third entry should be 0110, etc.

IP Address – the IP address of the computer, in our case it is the IP address of the computer running the Intelli-Site Driver Service for this Aiphone-IX system

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`Port Number` – the listening TCP port number, the port to send status updates; the Intelli-Site driver will be configured to listen for updates on this port number

0 – zero, this must be there according to Aiphone tech support

Using your favorite text editor such as Notepad, create a new file, and add the line appropriate for your system such as:

```
0100,102.168.12.137,10000,0
```

Notice there are no spaces. Spaces are not allowed.

Note: Do NOT add another line after the last entry. The end of the file must be the end of the line not the beginning of the next.

Save the file with the name **sif.ini**. The Desktop is a good location.

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3.1.2 Create the SIF Parameter Settings File

The SIF Parameter Settings file, sif_conf.ini, contains the parameters needed to enable the communication between Intelli-Site and the Aiphone-IX stations. It is a simple text file like the sif.ini file. Use your favorite text editor such as Notepad and add these parameters.

```
[TXT_Ca_Normal_Snd] = Ca_Normal_START
[TXT_Ca_Priority_Snd] = Ca_Priority_START
[TXT_Ca_Urgent_Snd] = Ca_Urgent_START
[TXT_Tk_Normal_Snd] = Tk_Normal_START
[TXT_Tk_Priority_Snd] = Tk_Priority_START
[TXT_Tk_Urgent_Snd] = Tk_Urgent_START
[TXT_Tk_End_Snd] = Tk_End_STOP
[TXT_G_Output_Start_Snd] = Output_Start
[TXT_G_Output_Stop_Snd] = Output_Stop
[TXT_G_Input_Start_Snd] = Input_Start
[TXT_G_Input_Stop_Snd] = Input_Stop
[PHN_Ca_Normal] = 00000001
[PHN_Ca_Priority] = 00000010
[PHN_Ca_Urgent] = 00000100
[PHN_Tk_Normal] = 00001000
[PHN_Tk_Priority] = 00010000
[PHN_Tk_Urgent] = 00100000
[PHN_G_Output] = 01000000
[PHN_Err] = 10000000
[Periodical send] = 1
```

Save this file to the Desktop with name **sif_conf.ini**.

3.1.3 Upload to Each Aiphone-IX Station

Once the sif.ini and sif_config.ini files have been created, it’s time to upload them to every one of the Aiphone-IX stations. Unfortunately there is no way this can be done in bulk. They must be uploaded to each and every one individually.

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Login to the Aiphone-IX SupportTool. Click the Station View button.

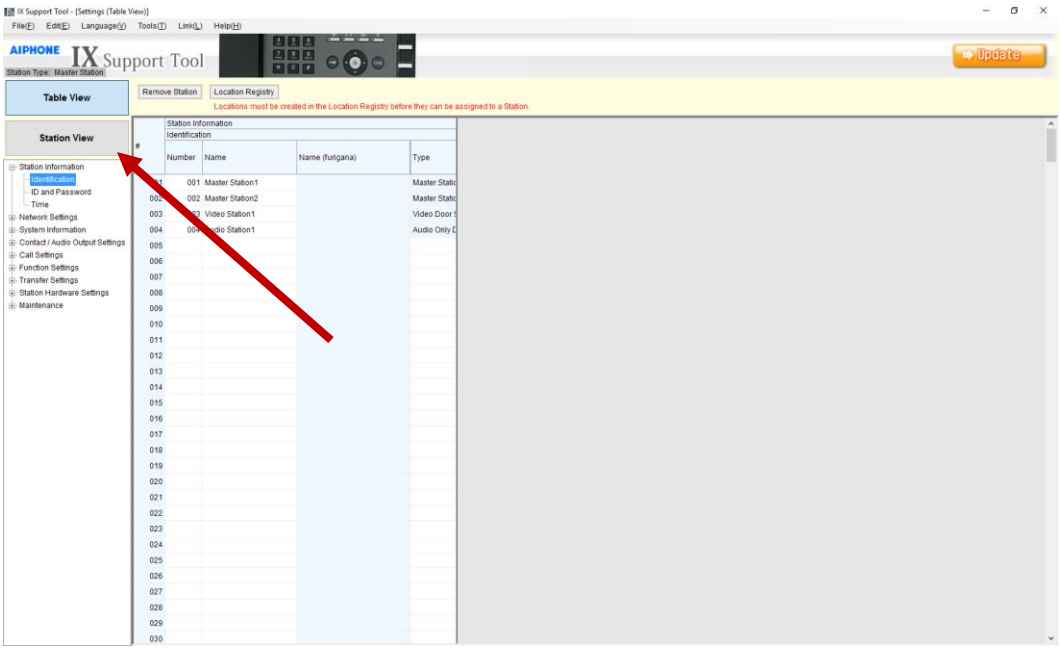

Figure 2 – The Station View button of the Aiphone-IX SupportTool

Once in Station View, expand the **Function Settings** node in the tree on the left to reveal **CGI Integration**.

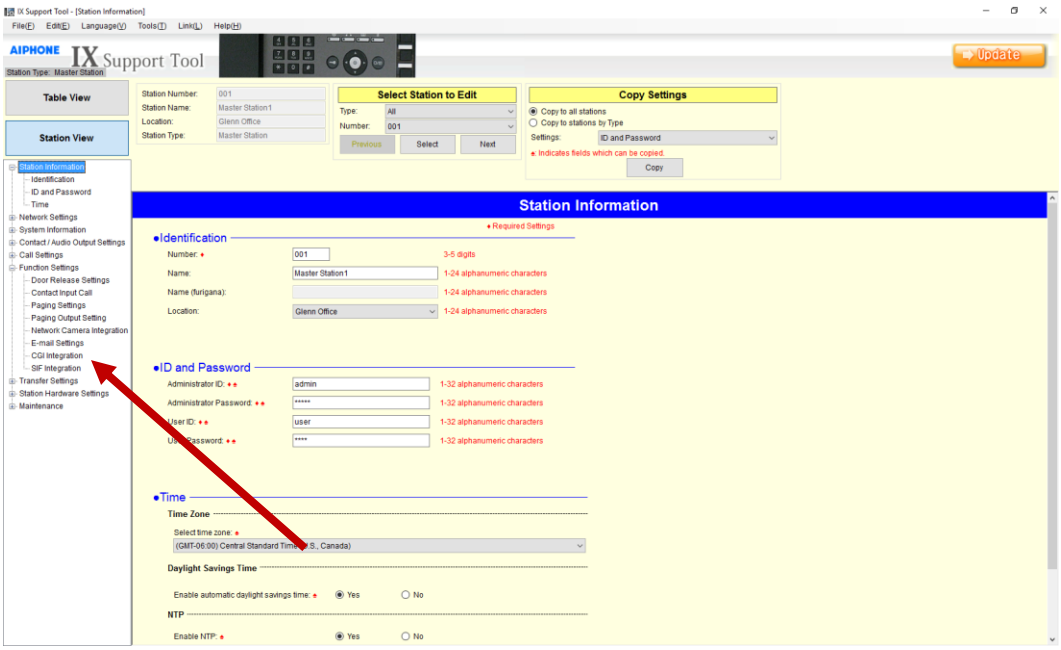

Figure 3 - CGI Integration in the tree of Station View of the SupportTool

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Click on **CGI Integration**. This displays the CGI Integration settings section of the Function Settings.

Each station has to be modified and updated individually. The **Select Station to Edit** group box at the top of the window allows the user to select the target station.

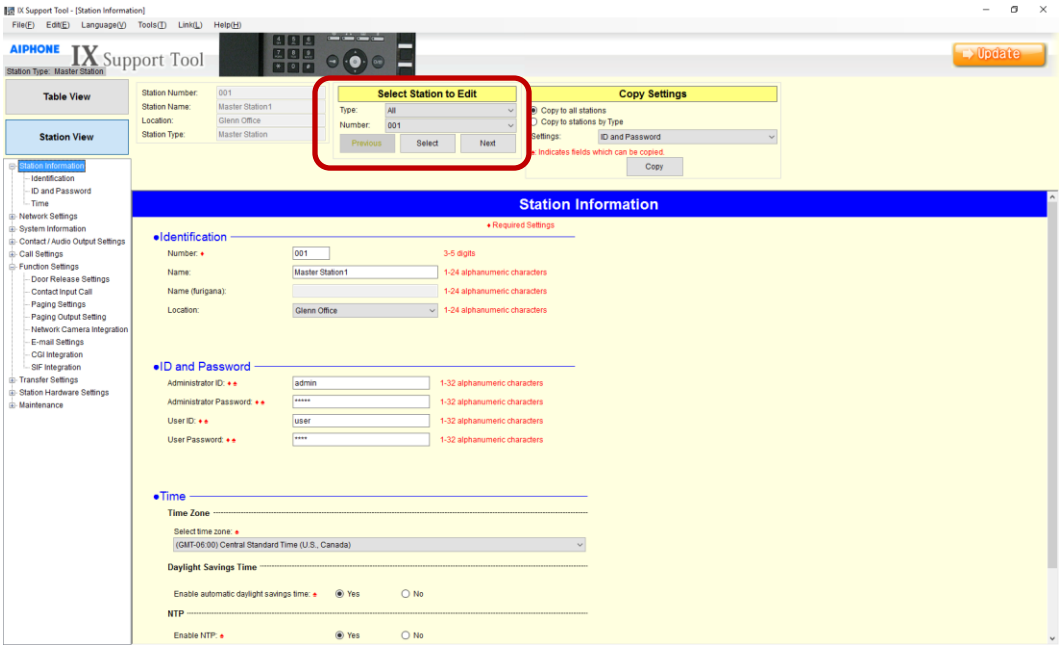
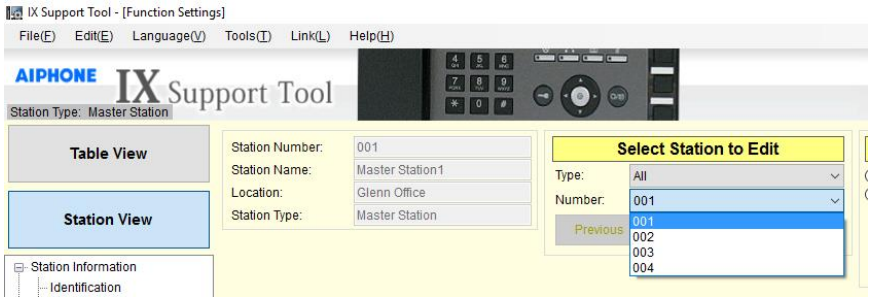


Figure 4 - The Select Station to Edit group box

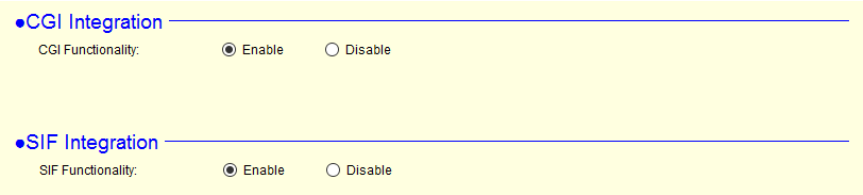
The following steps must be executed for each of the stations in the Aiphone-IX system.

1. In the **Select Station to Edit** group box, choose the target station from the **Number** drop-down menu.

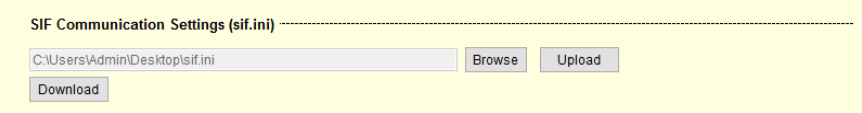


2. Click the Select button.

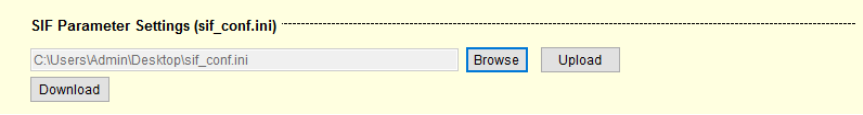
3. Ensure both **CGI Functionality** and **SIF Functionality** are **Enabled**.



4. Click the Browse button for **SIF Communication Settings**.



5. Locate the sif.ini file and click open.
6. Click the Upload button.
7. Click the Browse button for **SIF Parameter Settings**.
8. Locate the sif_conf.ini file and click open.
9. Click the Upload button.



10. Click the large, orange update button

at the top of the window to save these new settings.

Repeat these 10 steps for every station. Sadly, these settings cannot be copied to all stations.

After the settings for each station have been modified, they need to be uploaded to them. At the top of the window is the **File(F)** menu, click it.

Select the *Upload Settings To Station* option. **Setting File Upload** screen displays.

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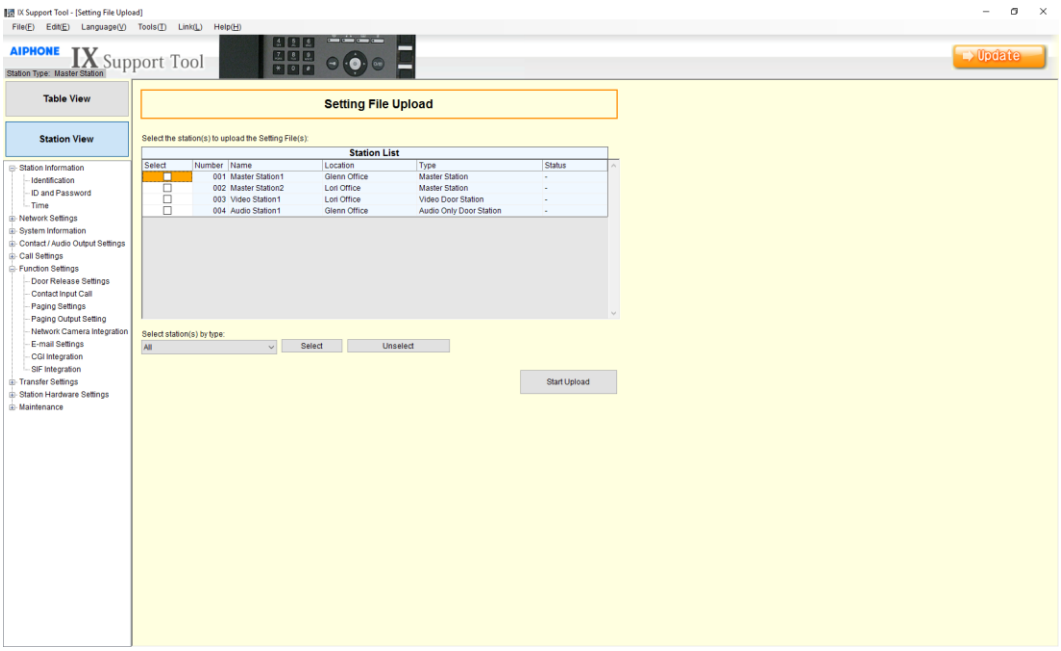

Figure 5 - Setting File Upload screen of the SupportTool

Check the Select checkbox for all the stations that Intelli-Site will need to communicate with. If it is all of them, then ensure **Select station(s) by** type is set to *All* then click the Select button. All of the stations will be selected. Then click the Start Upload button.

3.1.4 Copy the Configuration Files for Intelli-Site

The configuration files for each station are used by Intelli-Site during the auto-detect process. These configuration files must be on the same computer as the Intelli-Site Desktop Client. They are found in the **Program Files (x86)\SupportTool\SystemData**<system>**\Setting_ForUser** folder where <system> is the Aiphone-IX system created using the SupportTool. Where they are copied to is not important. The easiest thing to do is to copy the whole folder to the Desktop of the Intelli-Site computer.

3.2 Intelli-Site Setup

The Aiphone-IX Driver and Aiphone-IX System panel are best configured in **Hardware Management View**. Make sure you know the listening TCP port number used in the sif.ini file and that the configuration files are on the local computer.

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Once the above information is obtained, the setup process is straight forward.

1. Add an Aiphone-IX Driver
2. Add a communication method to the driver
3. Add an Aiphone-IX System Panel
4. Configure the panel
5. Enable the Aiphone-IX Driver

3.2.1 Add an Aiphone-IX Driver

Adding an Aiphone-IX Driver is simple, but important. Without it, no communication with the Aiphone-IX stations can occur.

Launch the Desktop Client and login.

Hardware is managed in the **Hardware Management View**. If you are not in **Hardware Management View**, click on Menu and select .

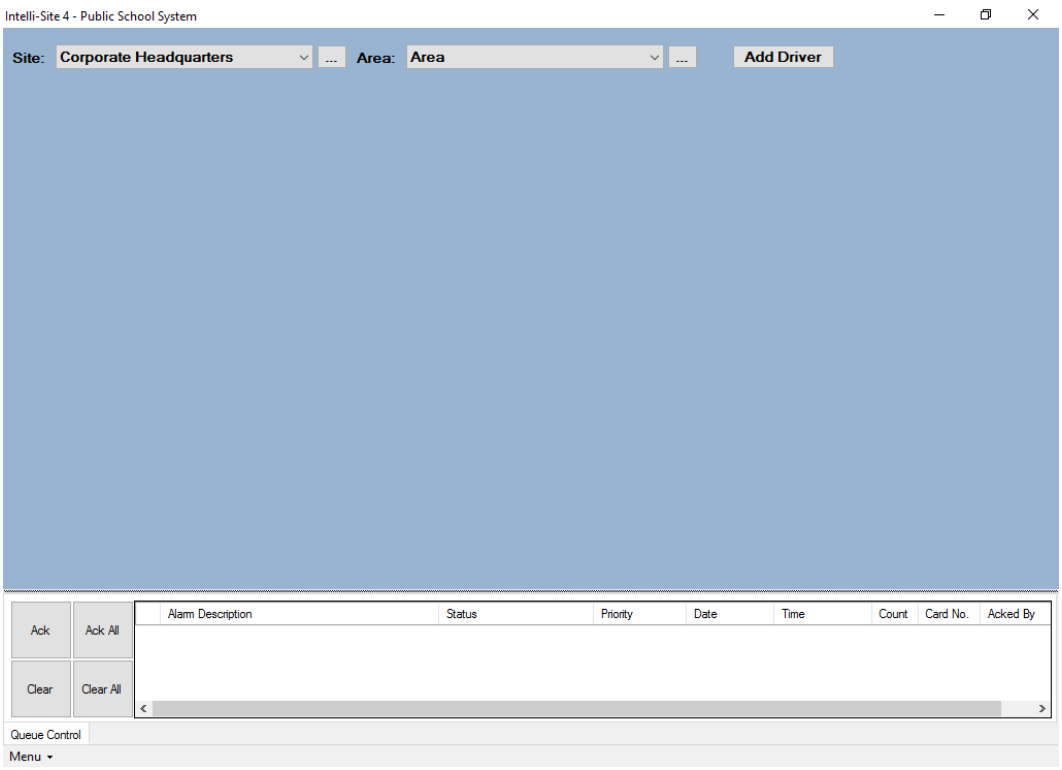

Figure 6 - Hardware Management View

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To add the Aiphone-IX driver, click Add Driver. The **Choose Driver Type** dialog displays.

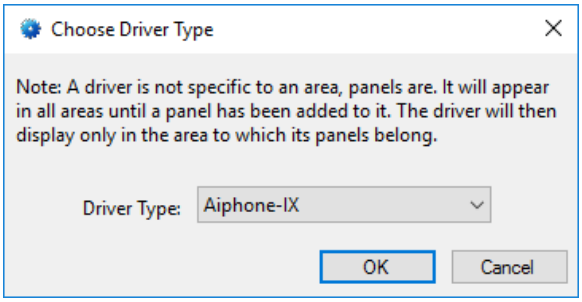

Figure 7 - Choose Driver Type Dialog

Select *Aiphone-IX* from the **Driver Type** drop-down menu in the **Choose Driver Type** dialog the click OK. A new Aiphone-IX driver icon is added to the screen and its properties dialog opens.

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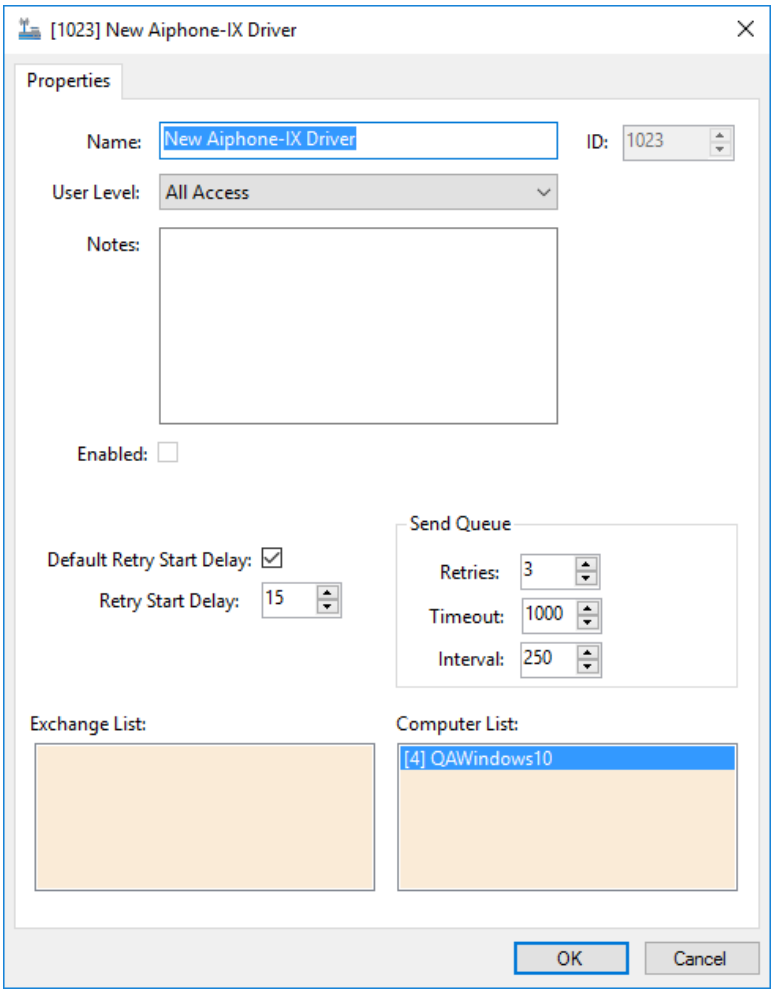

Figure 8 - Aiphone-IX Driver Properties Dialog

Please change the name of the driver to something more descriptive that reflects the location and/or usage of the Aiphone-IX (e.g., PS101 Aiphone-IX Driver).

Note: For an explanation of all of the driver properties, see Aiphone-IX Driver Node.

Figure 9 - Aiphone-IX Driver Icon

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Notice the warning icon, . This appears when the driver needs a communication method. So, let's add one.

3.2.2 Add a Communication Method

Each Aiphone-IX driver must have a communication method defined and configured. The communication method defines the TCP port that driver must listen to for updates from the Aiphone stations.

The communication method is added using the right-click context menu on the driver. Right-click on the driver icon and hover over *Comm Method*. The side menu opens. Select *Add Comm Method.* The **Choose Communication Method Type** dialog appears.

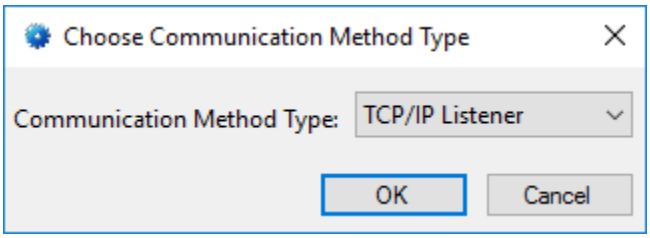

Figure 10 - The Choose Communication Method Type dialog

There is only one communication method, *TCP/IP Listener*. Click OK. A new TCP/IP communication method node is added to the driver and its properties dialog opens.

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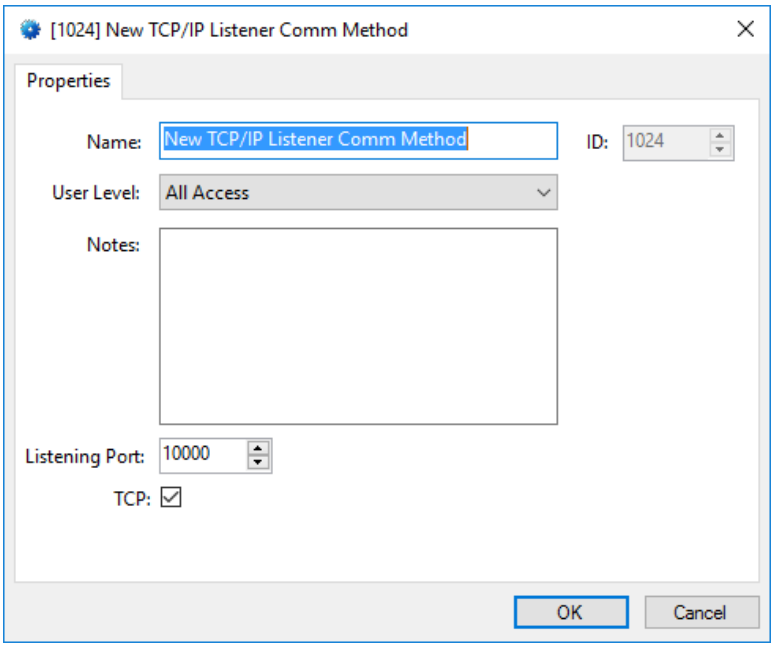

Figure 11 - The TCP/IP Communication Method properties dialog

Note: For a full explanation of all of the fields on this dialog, please read The Communication Method Node.

Enter the TCP port number specified in the **sif.ini** file in the **Listening Port** field. And as a personal favor, please change the name and click OK.

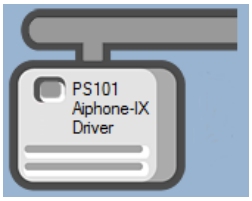

Figure 12 - The driver icon with a communication method

Notice the warning icon is no longer on the front of the driver icon.

Now we need to add a panel to the driver.

3.2.3 Add an Aiphone-IX System Panel

Once an Aiphone-IX driver has been added, it's time to add an Aiphone-IX System panel to it.

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Right-click on the Aiphone-IX Driver and select *Add Panel*. The **Add Panel** dialog displays.

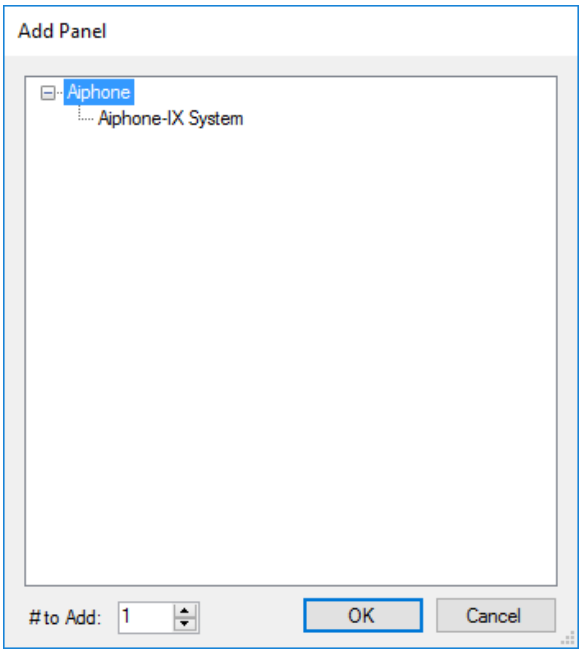

Figure 13 - Add Panel Dialog

Select *Aiphone-IX System*. Change the value of **# to Add** to the number of interfaces you want to add. For the most part, one (1) is sufficient. Click OK. A **New Aiphone-IX System** icon is added to the target Aiphone-IX Driver.

Next comes configuring the panel.

3.2.4 Configure the Aiphone-IX System Panel

The Aiphone-IX System panel is configured using the **Quick Config** dialog. It is on this dialog that the stations are added using the configuration files in the **Setting_ForUser** folder. To open the **Quick Config** dialog, right-click on the Aiphone-IX System panel icon and select *Quick Config*.

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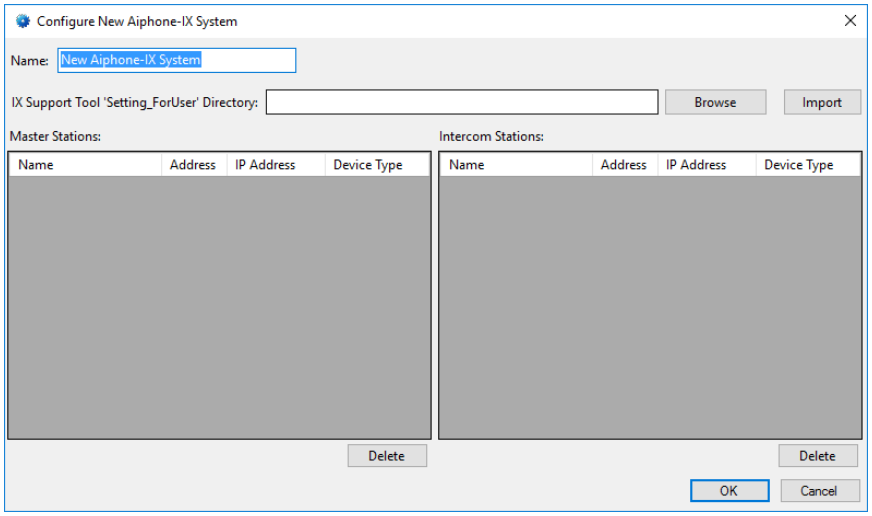

Figure 14 – Aiphone-IX Panel Quick Config Dialog

Change the **Name** of the panel to describe its use or location. In our example, the intercoms being added are the ones for the offices and classrooms of PS101.

There are two ways to add stations. The first, and easiest way, is to use the configuration files generated by the Aiphone-IX Support Tool. See Copy the Configuration Files for Intelli-Site. Click the Browse button. In the resultant **Browse For Folder** dialog, locate the folder containing the configuration files then click the OK button. Click the Import button to load the **Master Stations** and **Intercom Stations** using the configuration files it finds in this folder.

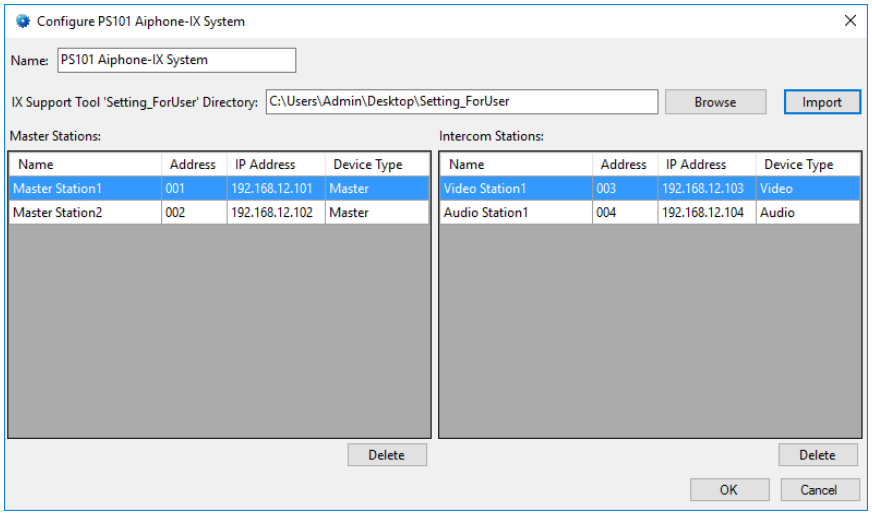

Figure 15 - Aiphone-IX System panel after importing stations

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Click OK to save the settings. The **Quick Config** dialog will close and the settings will be saved.

3.2.5 Enable the Aiphone-IX Driver

At this point, the Aiphone-IX panel and the Aiphone-IX driver are configured, but the driver is not online. A quick way to know this is that the communication indicator is grey.

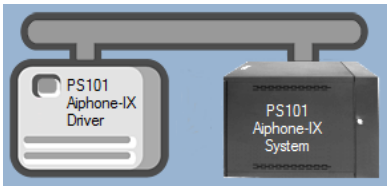

Figure 16 – Disabled Aiphone-IX Driver

Right-click on the driver to open the context menu; select *Enable Driver*. The communications indicator will change color to green when it's online.

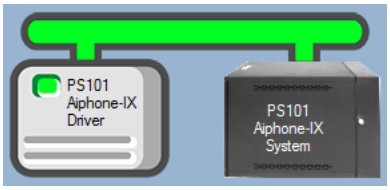

Figure 17 - Enabled Aiphone-IX Driver

If for some reason the Engine cannot connect to the Driver, the communication indicator will be red.

Note: Because there is no central controller for Aiphone-IX, there is nothing for the Driver to connect to that will indicate if the Aiphone-IX System is online.

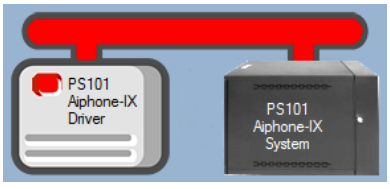

Figure 18 - Enabled Aiphone-IX Driver that is not communicating

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Congratulations! The Aiphone-IX System is integrated and ready to use in screen design for **Live View**. Screen design occurs in **Design View**.

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4 Design View

Design View is the home of the Project Node Tree and the place where screens and screen objects are programmed. The following sections explain the Aiphone-IX Driver node properties, the Aiphone-IX System node properties, and screen object programming.

4.1 Aiphone-IX Driver Node

The Aiphone-IX driver node is found by expanding **Setup->Computer Setup->Drivers**.

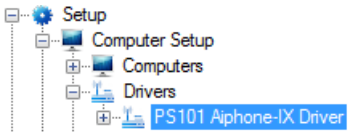

Figure 19 - Aiphone-IX Driver node in the Project Node Tree

Right-click on the Aiphone-IX driver node and select *Properties* to open the properties dialog.

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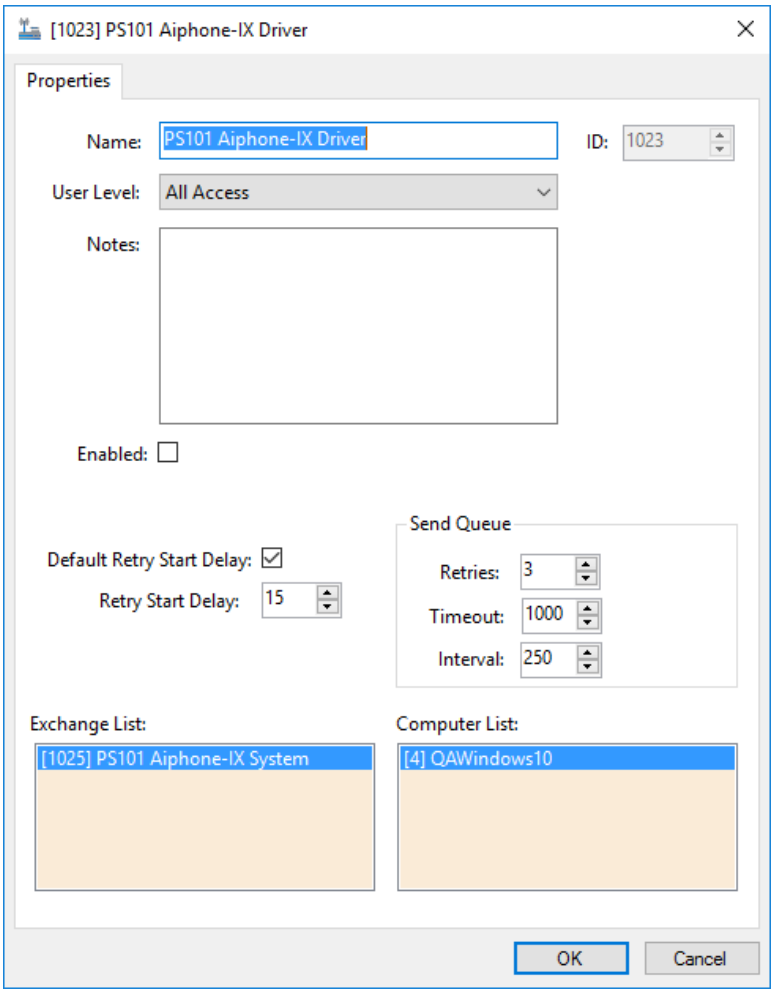

Figure 20 - Aiphone-IX Driver properties dialog

Name – edit box; the name for the node; the name doesn't have to be unique

ID – numeric (disabled); the unique identifier of this node; generated by Intelli-Site

User Level – drop-down menu (default: All Access); the User Level a user must possess to open the properties for this node

Notes – multiline edit box; any notes the user may have for the node

Enabled – check box; when checked the driver is enabled

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Default Retry Start Delay – check box (default: checked); if the driver did not connect, pause before attempting to connect again

Retry Start Delay – numeric (default: 15); number of seconds to wait between retries on connection attempts

Send Queue group box – the fields that control the sending message packets to the panel

> **Retries –** numeric (default: 3); number of retries for sending a packet
>
> **Timeout –** numeric (default: 1000); number of milliseconds to wait for a response before assuming the packet was not received
>
> **Interval –** numeric (default: 25); number of milliseconds to wait after a timeout before sending the packet again

Exchange List- drop box; the Aiphone-IX panels attached to this driver

Computer List – drop box (default: the computer on which the Engine is running); the computer node on which this driver is running

4.2 Communication Method Node

The communication method node is a child of the driver.

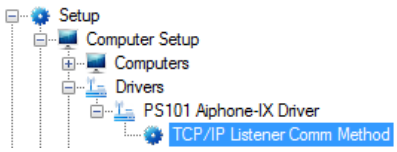

Figure 21 - Communication Method node in the Project Node Tree

Right-click on the node and select *Properties* to open the properties dialog.

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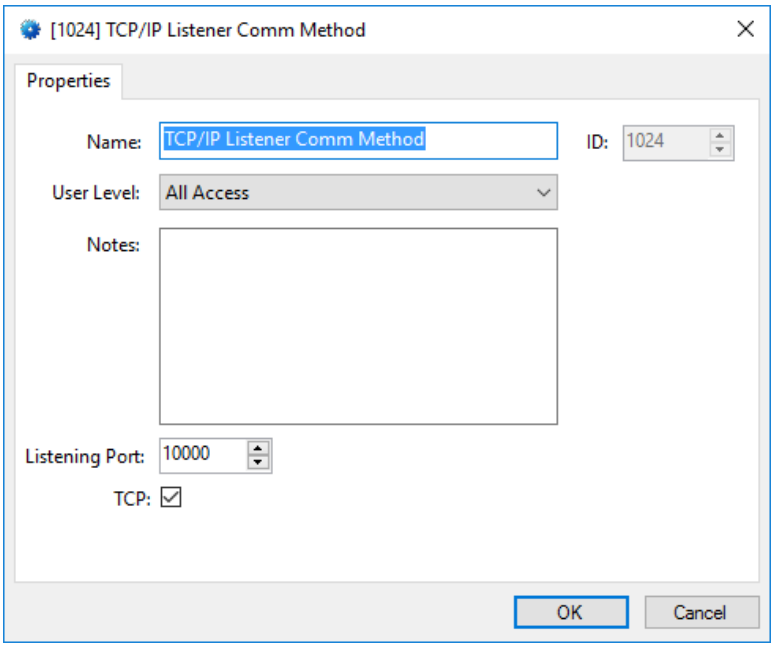

Figure 22 - Aiphone-IX Communication Method properties dialog

Name – edit box; the name for the node; the name doesn't have to be unique

ID – numeric (disabled); the unique identifier of this node; generated by Intelli-Site

User Level – drop-down menu (default: All Access); the User Level a user must possess to open the properties for this node

Notes – multiline edit box; any notes the user may have for the node

Listening Port – numeric (default: 10000); the port that the Aiphone-IX stations are to send status updates

TCP – checkbox (default: checked); when checked Intelli-Site will listen via TCP, when clear it listens using UDP

4.3 Aiphone-IX System Node

The Aiphone-IX System panel node is found by expanding **System Layout** then the Site and Area nodes to which the Aiphone-IX panel was added in **Hardware Management View**. In the example below, the panel was added to the site **Corporate Headquarters** and the area **Area**.

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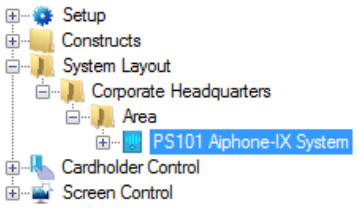

Figure 23 - The Aiphone-IX System panel node in the Project Node Tree

The Aiphone-IX System node is the root node for the panel. The following sections will explain:

- The properties of the Aiphone-IX System node
- The configuration of the Aiphone-IX System panel (a.k.a. Quick Config)
- The child nodes of the Aiphone-IX System panel

4.3.1 Aiphone-IX System Node Properties

Right-click on the Aiphone-IX System node to open the properties. These fields are not accessible through the **Quick Config** dialog except for **Address**. They correspond to those features that aren't part of the day to day running of the system.

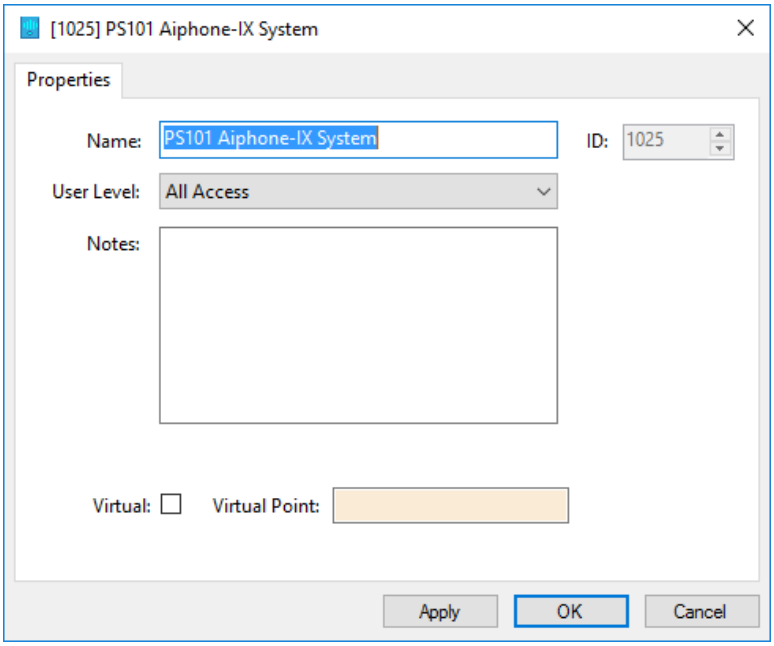

Figure 24 - Aiphone-IX System node properties dialog

Name – edit box; the name for the node; the name doesn't have to be unique

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ID – numeric (disabled); the unique identifier of this node; generated by Intelli-Site

User Level – drop-down menu (default: All Access); the User Level a user must possess to open the properties for this node

Notes – multiline edit box; any notes the user may have for the node

Address – numeric; the address of the Aiphone-IX

Virtual – check box; when checked the panel is virtualized, allowing the driver to be brought online without having the physical panel available

Virtual Point – drop box; this I/O Point will be set when the panel is virtualized, clear when it is not

4.3.2 Aiphone-IX System Quick Config

The **Quick Config** dialog is accessible either in **Hardware Management View** or in **Design View**. To open the **Quick Config** dialog, right-click on the Aiphone-IX panel node and select *Quick Config*.

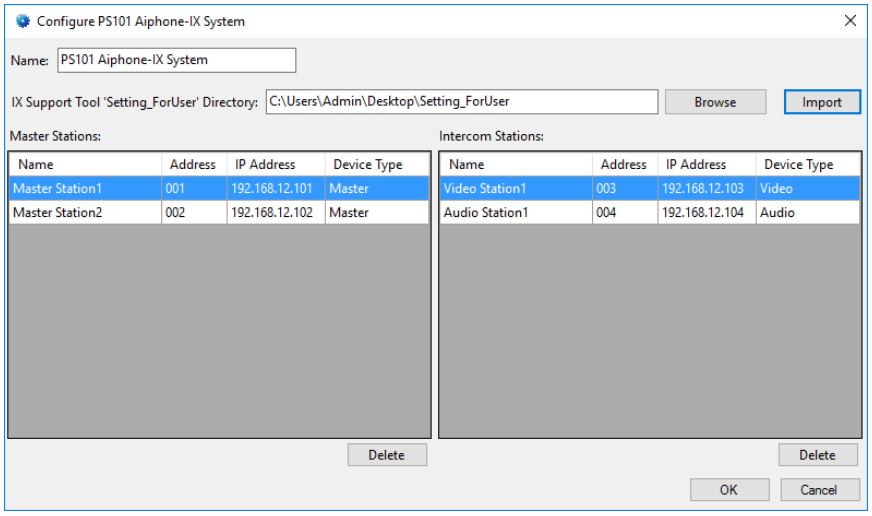

Figure 25 - Aiphone-IX panel Quick Config dialog

Name – edit box; the name of the Aiphone-IX panel; updating this field will change the name of the node

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IX Support Tool 'Setting_ForUser' Directory – edit; the location of the configuration files to import, see Copy the Configuration Files for Intelli-Site

Browse - button; used to set the value of **IX Support Tool 'Setting_ForUser' Directory**

Import - button; used to import the stations using the configurations files found in **IX Support Tool 'Setting_ForUser' Directory**

Master Stations – table; the master stations for the Aiphone-IX panel; lists the name and address of each master station

Intercom Stations – table; the intercom stations for the Aiphone-IX panel; lists the name address of each intercom station

Delete - button; delete the highlighted line from the table above the button

4.3.3 Aiphone-IX System Panel Child Nodes

Aiphone-IX System is a panel that controls communication between any number of master stations and intercom stations. Each station has various states, statuses, and inputs. Each of these stations, states, statuses, and inputs are I/O points and appear in the Project Node Tree as child nodes of the Aiphone-IX System panel node.

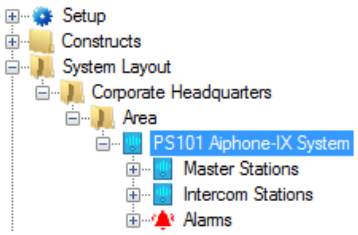

Figure 26 - Aiphone-IX System panel child nodes

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Every Aiphone-IX panel has a **Master Stations**, **Intercom Stations**, and **Alarms** child nodes. The master stations and intercom stations configured in the **Quick Config** dialog are child nodes of the **Master Stations** and **Intercom Stations** node. The **Alarms** node contains the alarm points for the panel. At this time, there is only one alarm point: **Panel Status**.

4.3.3.1 Station Nodes

Under the **Master Stations** and **Intercom Stations** nodes are the individual stations nodes. A master station and an intercom station are the same and have the same types of child nodes. The properties of the station node display the type of station and hardware the physical station is.

4.3.3.1.1 Station Node Properties

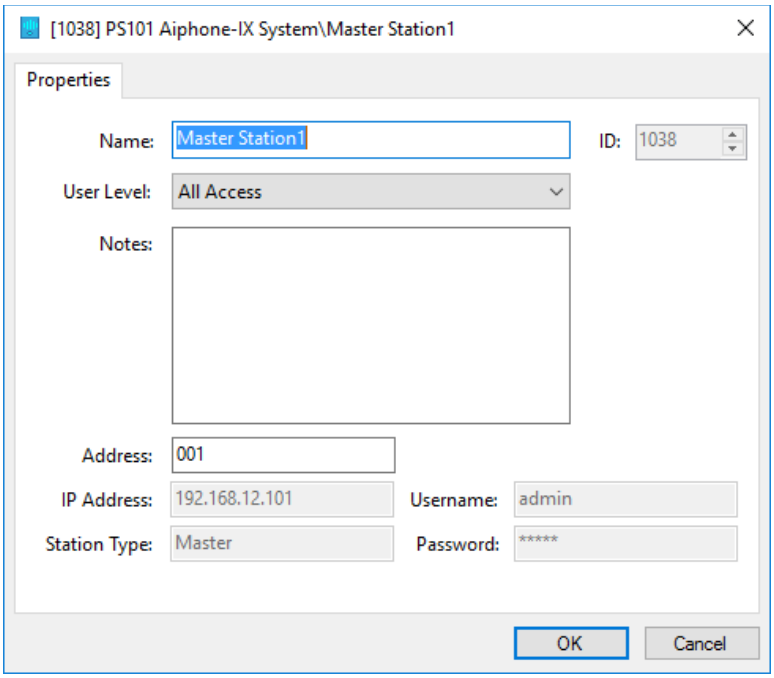

Figure 27 - Station node Properties dialog

In addition to the standard properties of **Name**, **ID**, **User Level**, and **Notes**, the following fields are present.

Address - edit box; the station number

IP Address – edit box (disabled); the IP Address of the station

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Station Type – edit box (disabled); the type of station; values *Master, Voice,* or *Audio*

Username – edit box (disabled) the username used to connect to this station

Password – edit box (disabled); the password used when connecting to this station

The values in these properties are filled in when the stations are imported in the **Quick Config** dialog. They are presented here only for informational purposes.

4.3.3.1.2 Station Child Nodes

The following picture shows the child nodes of any station node.

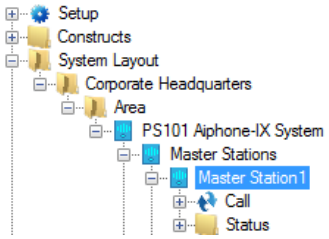

Figure 28 - The child nodes of any station node

Call – The children of this node are the master stations to which this station can connect

Note: Master Stations can connect to any other station. The design decision was made to only list the available master stations under the** Call **node. Use the nodes under the intercom's** Call **node to connect to a master station.

Status – The status of the station; the child nodes are **Online**, **Call In**, and **Busy**

Each of these nodes and their respective child nodes are General Protocol (GenProto) nodes. GenProto nodes are basically I/O points with additional properties. Like I/O Points, their properties dialogs contain a main tab, an ***Operation*** tab, an ***Alarm Queue*** tab, and an ***Actions*** tab. For detailed information on these tabs, please see the Intelli-Site User's Manual section 9.3 The Properties Dialog.

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The main tab called the ***Properties*** tab, has a few additional fields.

Note: DO NOT EDIT ANY OF THESE ADDITIONAL FIELDS. They are filled in automatically when the Aiphone-IX is configured. Changing these fields will break the communication with the panel.

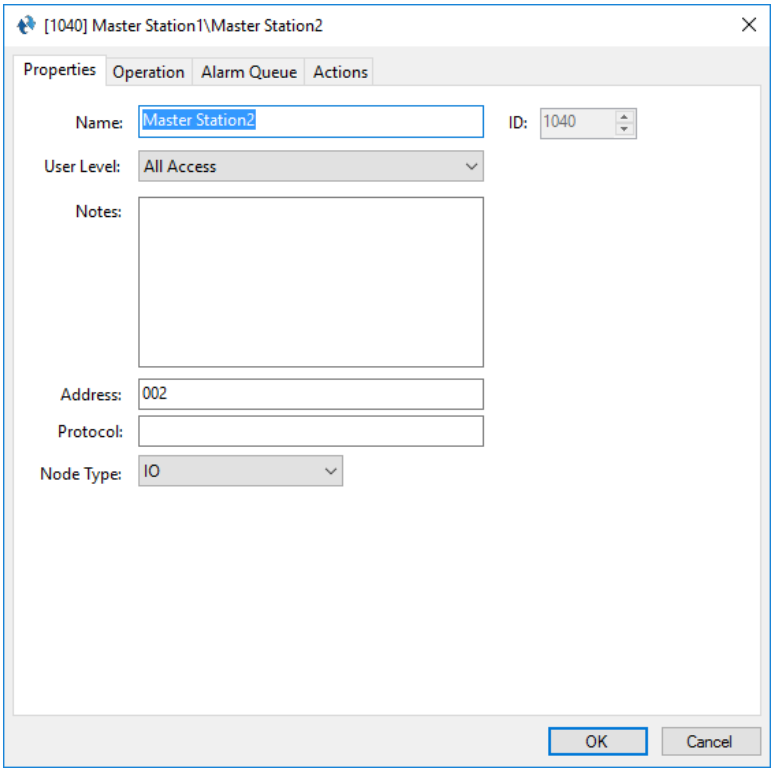

Figure 29 - Properties dialog: Properties tab of a station node

Address – edit box; for a station, the identifier for the node for the driver; it is the station number

Protocol – edit box; empty since there is no protocol information needed for Aiphone-IX

Note Type – drop-down menu; the type of node; possible values *General, IO, Camera, Intercom Station,* or *Label*

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4.3.3.2 Alarms

The alarms for the Aiphone-IX are located under the **Alarms** node. There is only one, **Alarm Status**. This point is not used because Aiphone-IX does not have a central controller. Like the other points of the Aiphone-IX System panel, this point is a GenProto node.

Note: Since there is no central controller for the Aiphone-IX system, use the Online points for each individual station to determine if that station is online or not.

4.4 Using the Aiphone-IX System Nodes

Aiphone-IX System nodes can be used as evaluation points in any evaluation grid. They can also be used as targets in action grids.

4.4.1 Evaluation Grid

Any GenProto node can be used in the evaluation grid just like any other I/O point in the system. The **Selection** field values are *State* or *Shunted*. This means any master station child node, any intercom station child node, and any **Alarms** child node can be used in the evaluation grid.

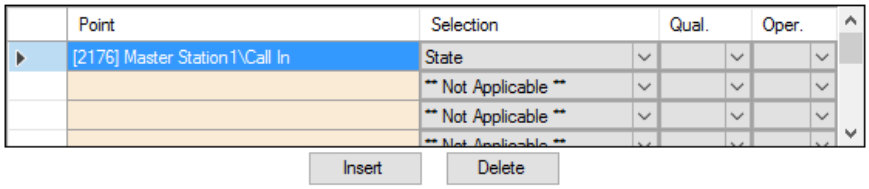

Figure 30 - Evaluation Grid using a GenProto node

The Aiphone-IX System panel node can be used in the evaluation grid as well. The Selection options are blank, *Virtual*, or *Driver Offline*.

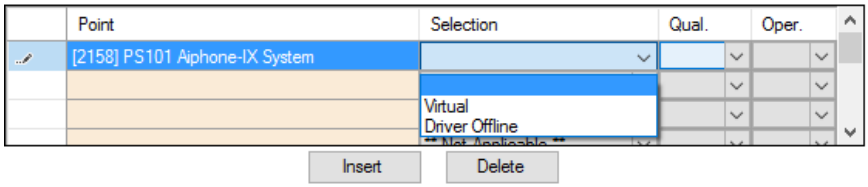

Figure 31 - Evaluation Grid using an Aiphone-IX panel node

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4.4.2 Action Grid

There are three (3) intercom functions that can be programmed in an action grid. They are:

- Answer a Call-In
- Connect stations
- Disconnect an active call

SendCommand is the action to use. *SendCommand* sends the target node to the Aiphone-IX driver. The target node tells the driver which station or stations are involved and which function to perform.

4.4.2.1 Answer a Call-In

Only a master station can answer a Call-In request. There must be an active Call-In detected by the master station. This mean the master station's **Call In** point is high.

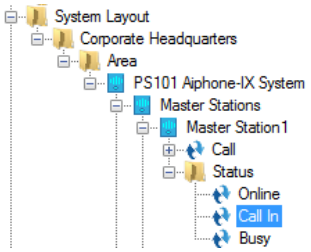

Figure 32 - The master station, Master Station2, Call In point

The *SendCommand* targeting this node while the Call In is active will connect the master station with the station making the call. The action grid will look like the following.

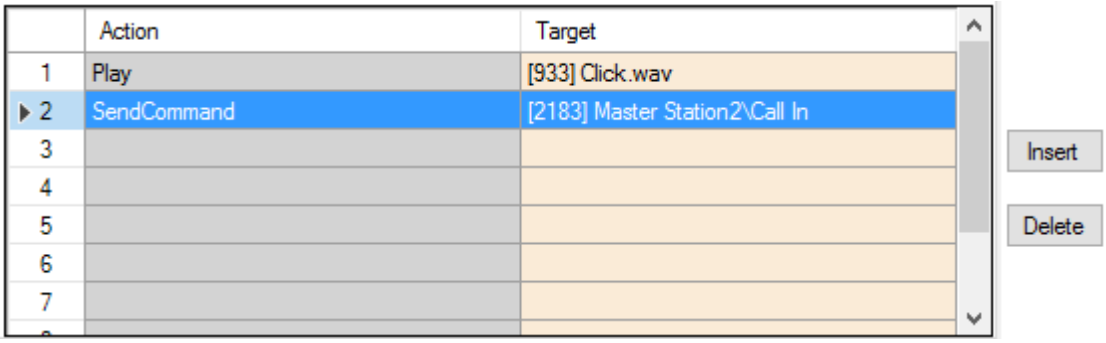

Figure 33 - Action Grid to answer a Call In

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The full path of node is not noted in the target field, only the panel and the specific node. If you right-click on the target node, the context menu will appear. Selecting *Go To/Find In Tree* will highlight the node in the Tree. Selecting *Properties* will open the properties of the node. This will let you know exactly which node it is.

4.4.2.2 Connect Stations

SendCommand can be used to connect a master station with any other station immediately. The target node informs the driver of the two stations to connect. The target is always the child of a **Call** node. The child of the **Call** node is always a master station. The parent of the **Call** node is the second station to which the master station will be connected. The second station can be an intercom or master station.

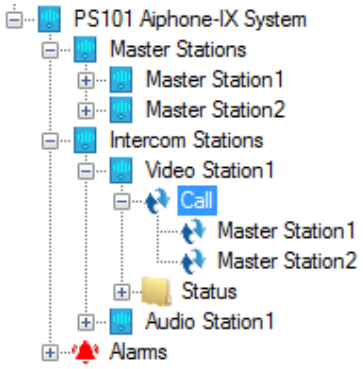

Figure 34 – The Call node for Video Station1

Using the **Master Station2** node under the **Call** node in the figure above as the target of the *SendCommand* action, the driver will connect **Master Station2** with **Video Station1**, the **Call** node's parent node. The figure below shows the action grid programmed as described.

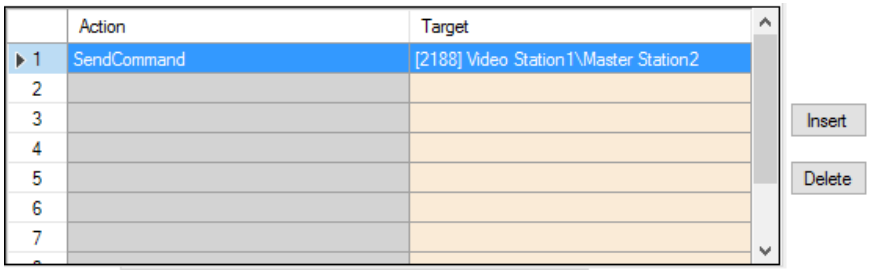

Figure 35 - Action Grid to connect Master Station2 and Video Station1

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4.4.2.3 Disconnect an Active Call

Disconnecting a call is simple. The target of the *SendCommand* action is the **Call** node of the station.

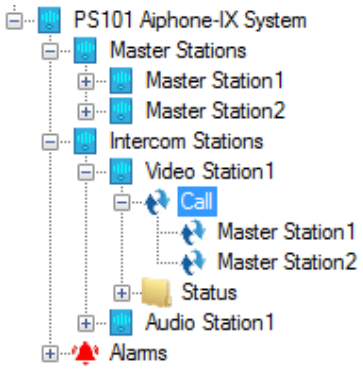

Figure 36 - The Call node of Video Station 1

To disconnect any call connected to **Video Station1**, the action grid would look like the following.

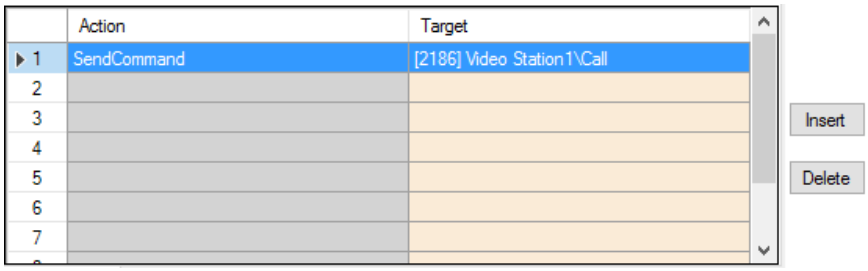

Figure 37 - Action Grid to disconnect a call for Video Station1

4.5 Automatically Created Screen Objects

The station nodes and their children can be used as evaluation points for the evaluation grids of screen objects. This allows the user to control the stations and to monitor the state of each point.

Instead of programming the screen objects by hand, drag and drop the nodes onto the screen to automatically create screen objects that are programmed to display the state of the node with actions appropriate for each state. Not all states have actions because no actions are appropriate for that state.

The automatically create screen objects for the station nodes differ from those created for their child nodes.

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4.5.1 Station Node Screen Objects

A station node can be dragged from the Project Node Tree and dropped onto a screen to automatically create a button screen object.

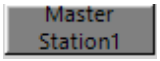

Figure 38 - Sample station automatically created screen object

This button shows the current state of the station. There are five states plus a state for every node listed under the **Call** node. Each state is programmed to do various things when clicked if appropriate.

Depending on the state of the station, clicking on the button will do one of three (3) things.

- If the button is a master station and the station has received a call-in request, clicking on the button will answer the call, connecting the master station with the station that initiated the call-in request.
- If the station is currently connected, clicking on the button will disconnect the call.
- For all other cases, nothing happens when the button is clicked.

The following examines the properties of the button screen object and the programming of the different states.

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4.5.1.1 State 0 - Normal

State 0 is the base state. It displays when none of the evaluation grids on any other state evaluate to true.

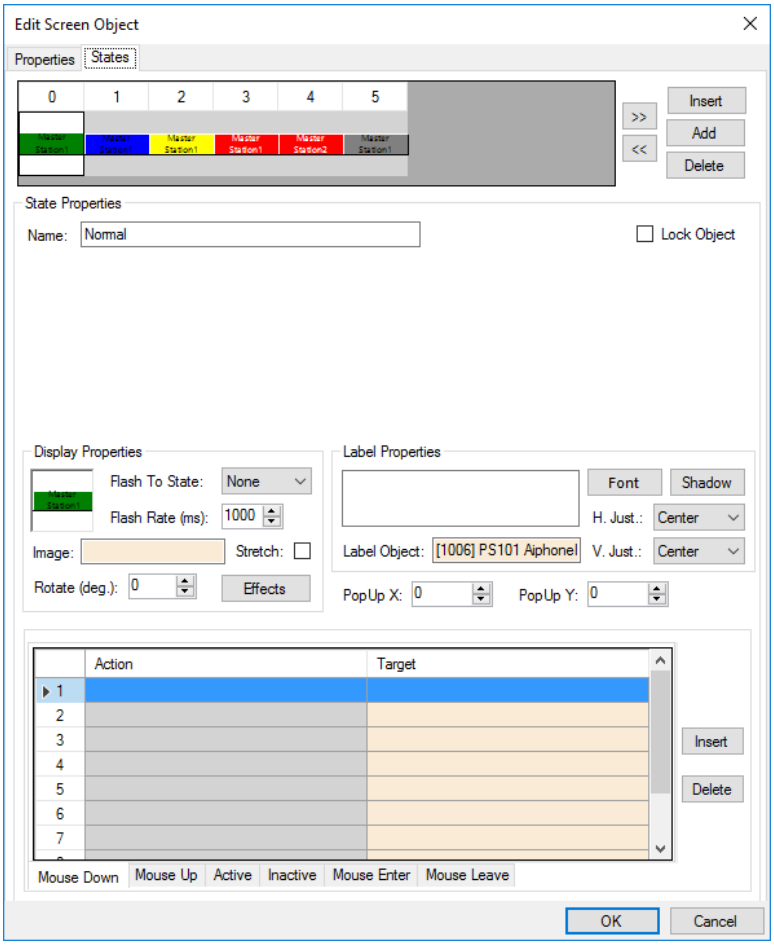

Figure 39 - Sample station button properties dialog: State 0

The action grid is empty. Nothing happens when this button is clicked on when it is in this state.

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4.5.1.2 State 1 – Call In

This state displays when either the station has requested a call or it is a master station and has received a call in request. Notice the evaluation grid. It is programmed to display this state when the **Call In** status point is high.

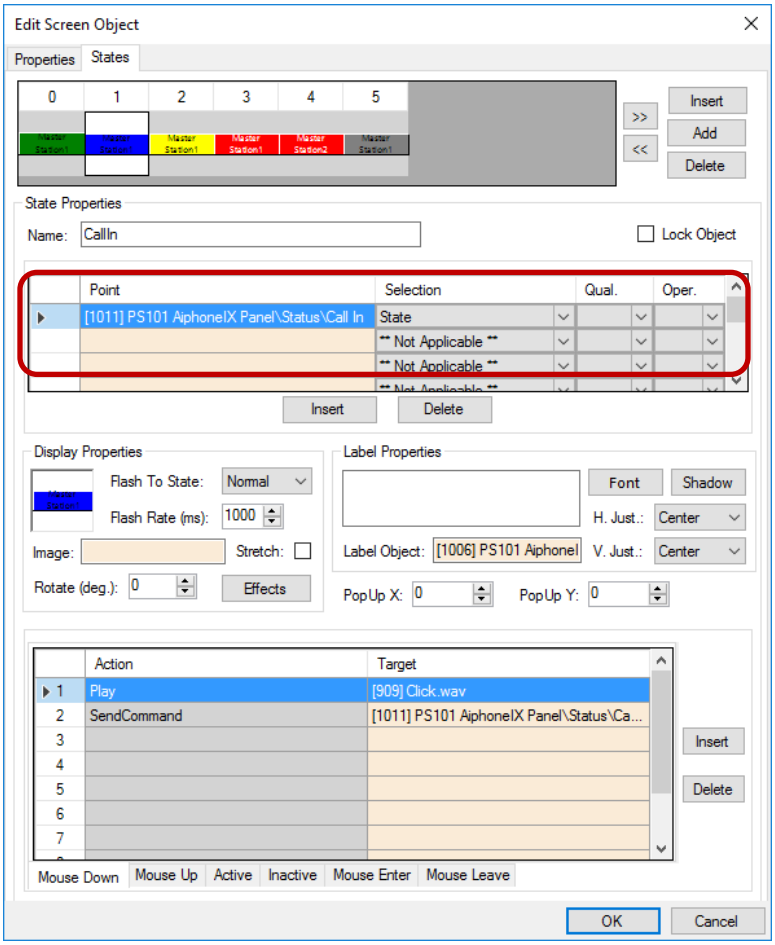

Figure 40 - Sample station button properties dialog: State 1

The action grid has two lines.

1. *Play Click.wav* - play a sound so the user knows the button click was received
2. *SendCommand <\Status\CallIn>* - send the node to the driver; if this is a master station, the master station will answer the call

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4.5.1.3 State 2 – Busy

This state displays when the station is busy but not connected to another stations. For example, the handset is off the hook. Notice the evaluation grid. It is programmed to display this state when the **Busy** status point is high.

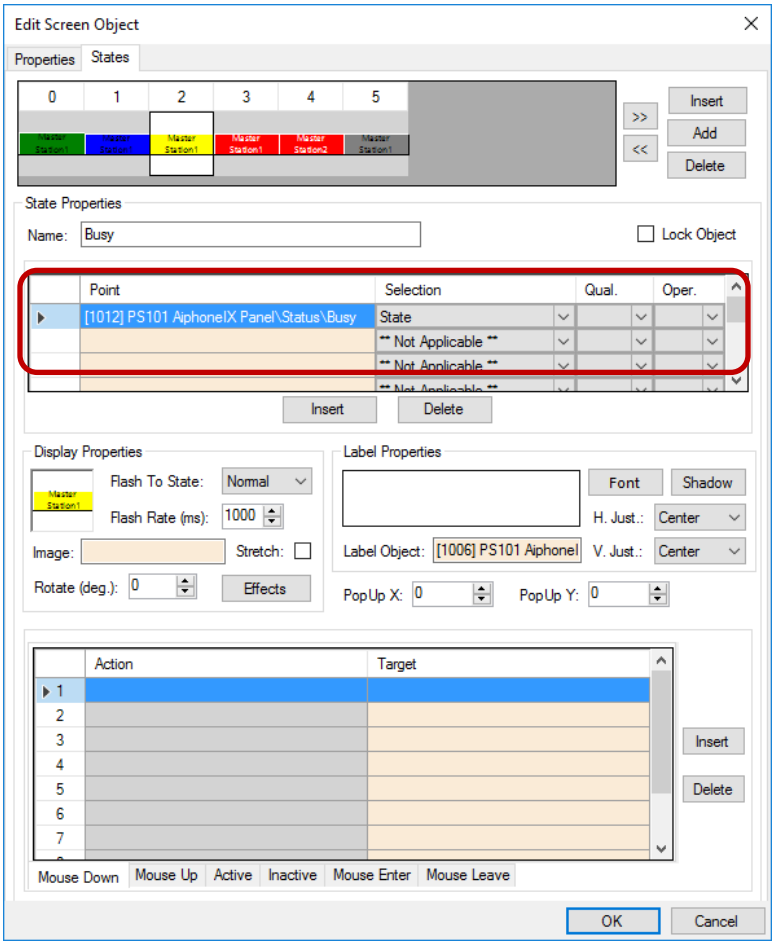

Figure 41 - Sample station button properties dialog: State 2

The action grid is empty. Nothing happens when this button is clicked on when it is in this state.

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4.5.1.4 State 3 – Call

This state displays when the station is connected to another station, but the other station is a master station. It is programmed to display this state when the **Call** point is high.

Note: States are evaluated from highest state number to lowest state number. The process ends as soon as an evaluation grid returns a value of TRUE. This state only displays if the station is not connected to a master station because he higher numbered states test for a call with a master station.

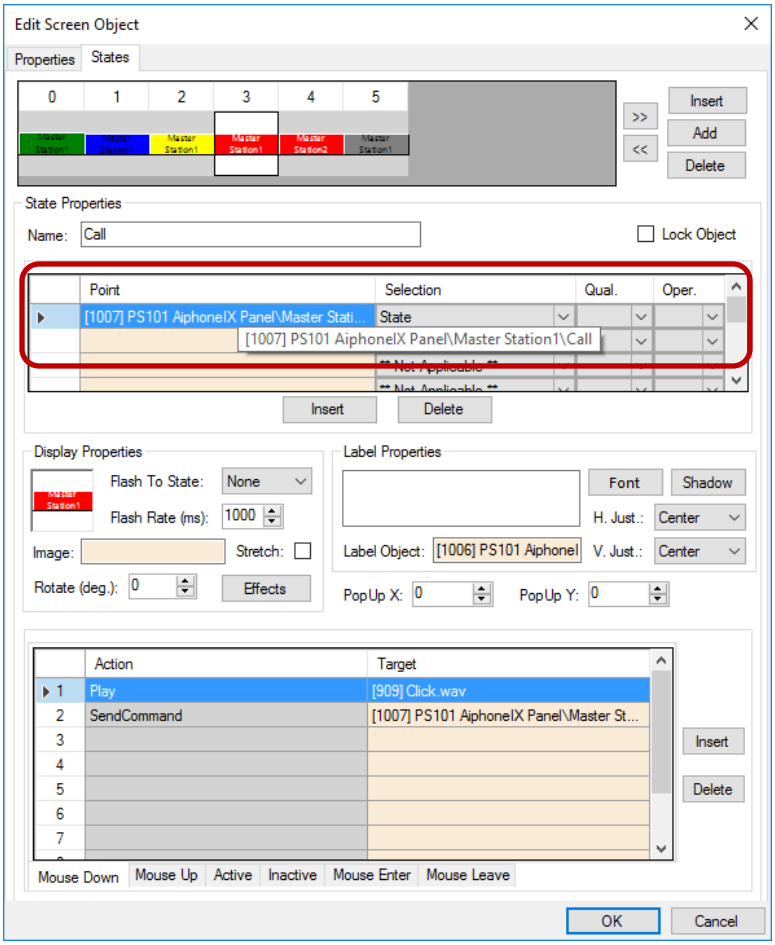

Figure 42 - Sample station button properties dialog: State 3

The action grid has two lines.

1. *Play Click.wav* - play a sound so the user knows the button click was received

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2. *SendCommand* <*Call*> - send the node to the driver; the active call is disconnected

4.5.1.5 State 4 – Master Station

If the station used to create this screen object is an intercom station or if there is more than one master station configured for this Aiphone-IX panel, there are additional states that exist and display when the station is connected to a specific master station. There are additional states for each child node of the **Call** node.

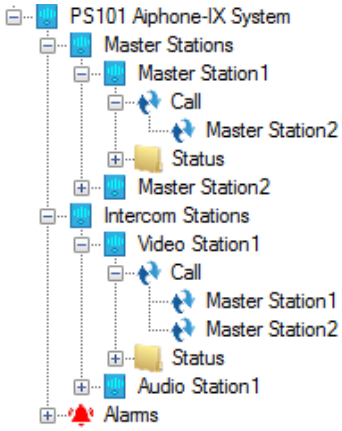

Figure 43 - Example Aiphone-IX panel illustrating Call child nodes

In the figure above, notice that there at two master stations. **Master Station1**, a master station, has a child node under the **Call** node for the other master station, **Master Station2**. The automatically create screen object for **Master Station1** will have one state for the single node under **Call**.

Video Station1, an intercom station, has child nodes for both master stations under its **Call** node. Therefore, its automatically created screen object will have two states, one for each master station. Each of these states will be named for the master station. State 4 will be named **Master Station1** and State 5 will be named **Master Station2**.

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In the figure below, notice the evaluation grid. The point used to display this state is the specific **Call** child node. In this case it is the **Call\Master Station2** node.

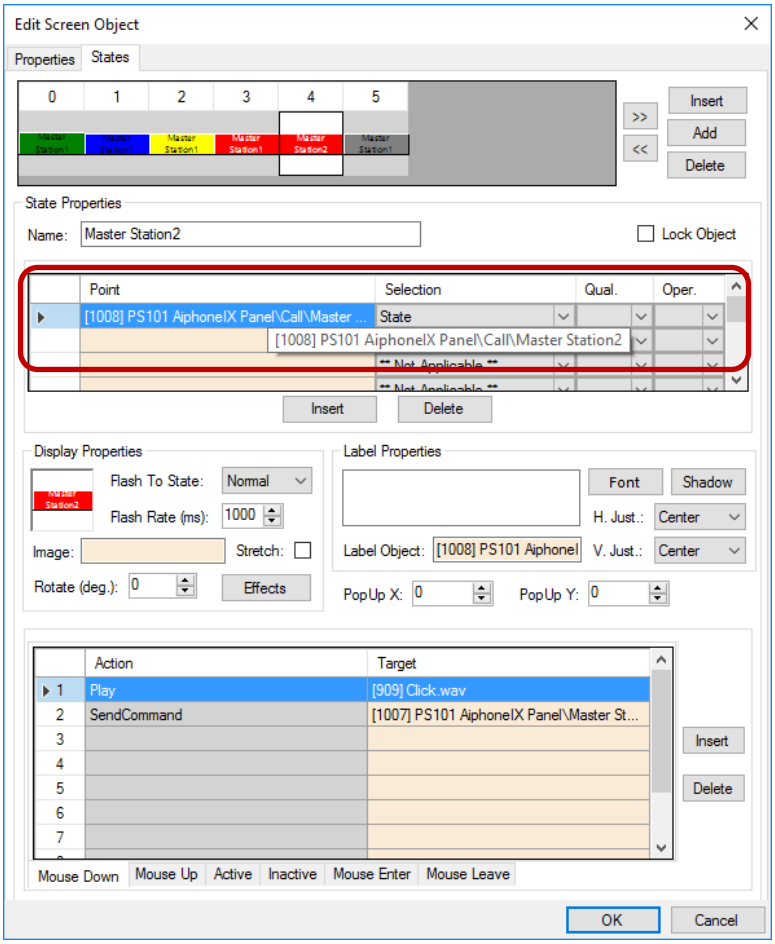

Figure 44 - Sample station button properties dialog: State 4

The action grid has two lines.

1. *Play Click.wav* - play a sound so the user knows the button click was received
2. *SendCommand <\Call>* - send the node to the driver; the active call is disconnected

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4.5.1.6 Last State – Offline

Last but not least is the Offline state. This state displays if the station is reported as offline. Look closely at the evaluation grid. It has a point, a selection, and a qualifier! The point is the **Status\Online** point of the station. Selection is *State*. The qualifier is *Not*. This state displays when the **Online** point is low.

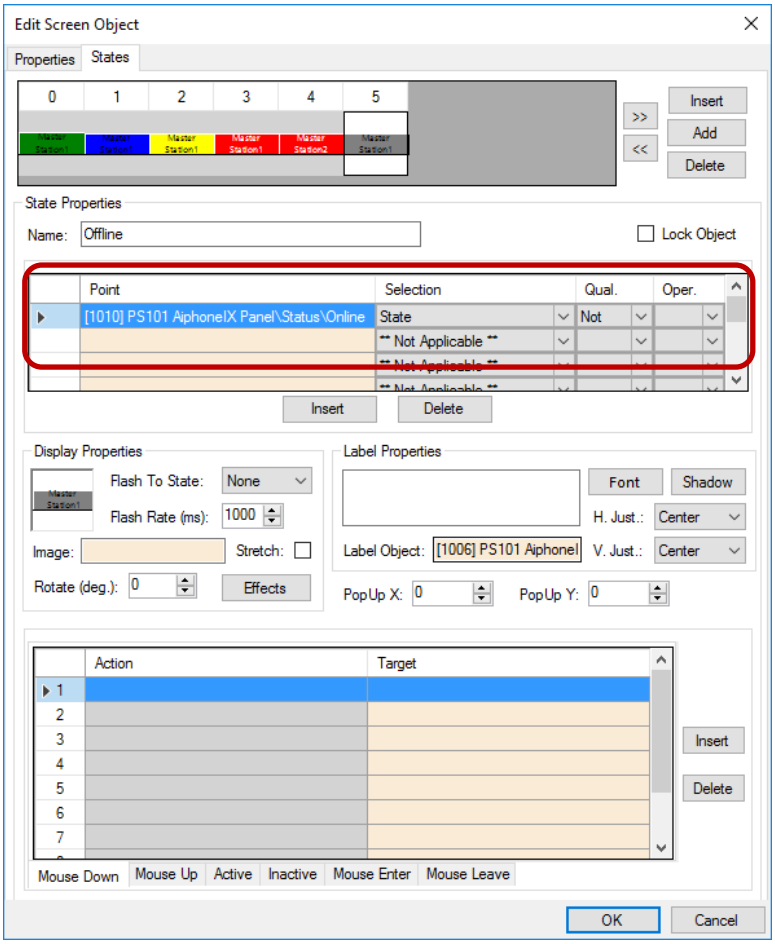

Figure 45 - Sample station button properties dialog: Last State

The action grid is empty. Nothing happens when this button is clicked on when it is in this state.

4.5.2 Station Child Node Screen Objects

Each child node of a station node can be dragged onto the screen to create a button that will show the current state of that point.

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Figure 46 - Sample automatically create station child node button

Each state may have actions in the ***Mouse Down*** action grid to play a sound and *SendCommand* targeting the node used to create the screen object. Depending on the target, the *SendCommand* will have different results:

- Target is a call station under the **Call** node, the target station and the target point's parent station will be instantly connected if possible
- Target is the **Call** node, the call will be disconnected
- Target is the **Call In** node under the **Status** node for a master station, and the point is high, the call in is answered by that master station
- All other targets have no effect if the target is a Aiphone-IX child node

4.5.2.1 State 0 - Normal

State 0 is the base state. It displays when none of the evaluation grids on any other state evaluate to true.

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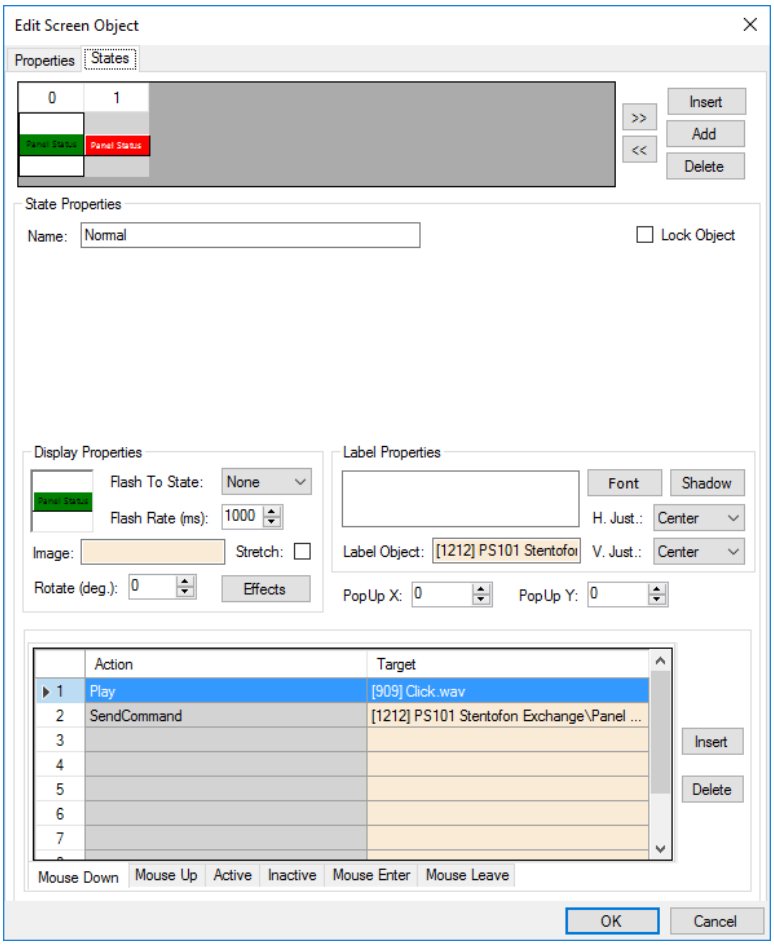

Figure 47 - Sample button properties dialog: State 0

The action grid has two lines.

3. *Play Click.wav* - play a sound so the user knows the button click was received
4. *SendCommand <Aiphone-IX Child Node>* - send the node to the driver; the driver will perform the appropriate task

4.5.2.2 State 1 - Active

The screen object is programed with a second state that will display when the target point is active or high. Notice the evaluation grid. The **Point** is the node used to create the screen object. The **Selection** value is *State*.

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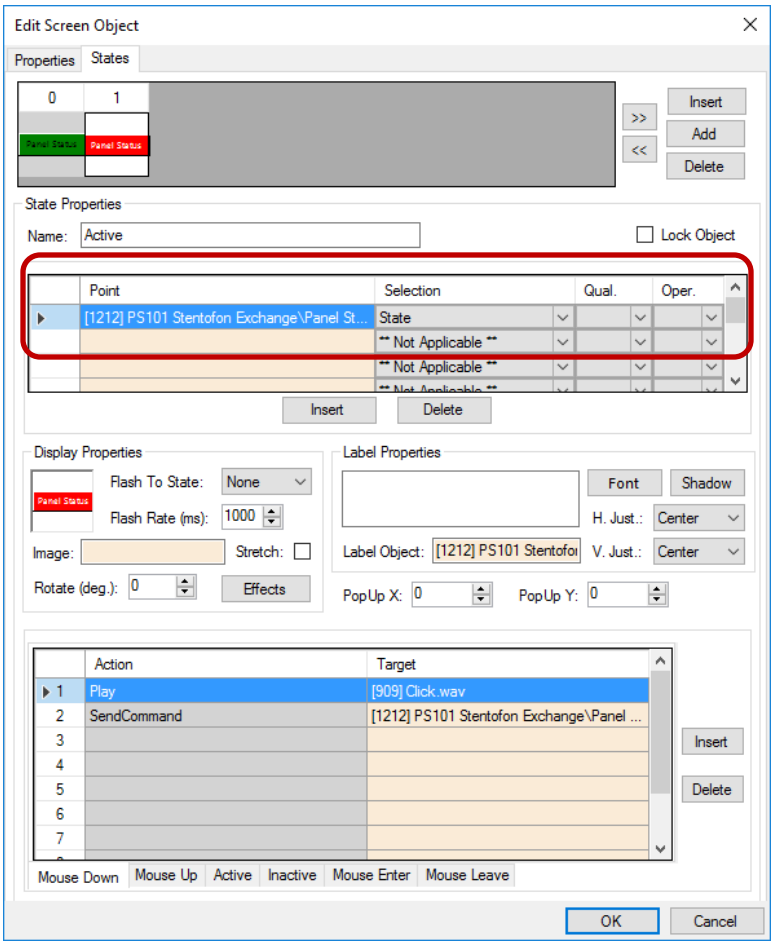

Figure 48 - Sample button properties dialog: State 1

The action grid has two lines.

5. *Play Click.wav* - play a sound so the user knows the button click was received
6. *SendCommand <Aiphone-IX Child Node>* - send the node to the driver; the driver will perform the appropriate task

4.6 Door Constructs

Consider a door. Before allowing someone to come in, it is often important to see and talk to the person before granting them access. The door construct in Intelli-Site integrates the intercom system with the other equipment associated with a door to allow the user to know at which door a person is requesting a call.

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There are four fields on the door construct that apply to intercoms. They are **Intercom Call** and **Intercom Station** on the Entry and the corresponding points on the Exit. Which fields are used depends on the door in question. The programming is the same for Entry and Exit.

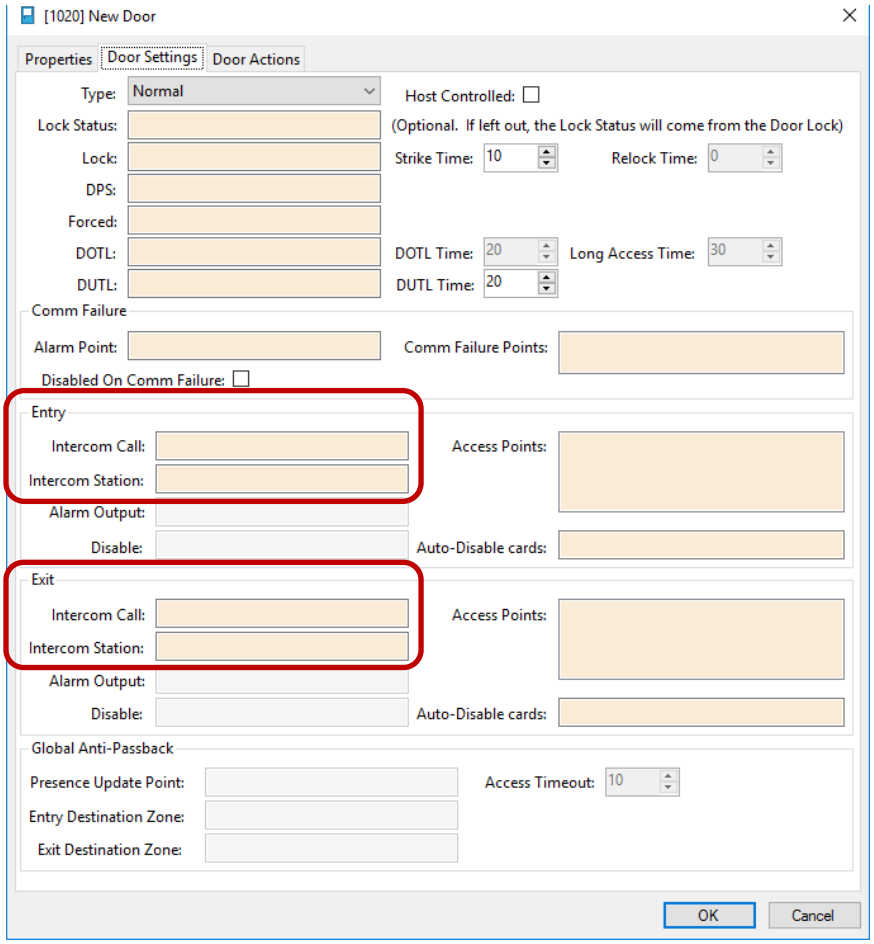

Figure 49 - The intercom fields of a door construct

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Click on the **Intercom Station** field to open the **Select Tree Item** dialog. Locate the desired call station and select it. Then click OK.

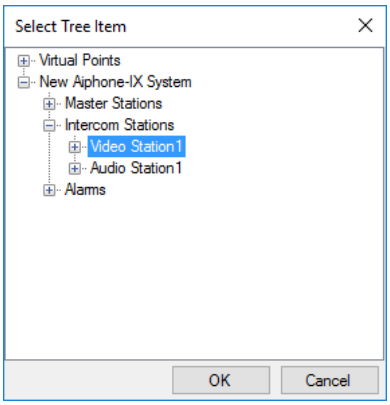

Figure 50 - Select Tree Item dialog - Intercom Station

The selected Tree item is now in **Intercom Station** field. Next click on the **Intercom Call** field to open the **Select Tree Item** dialog again. Locate the **Call In** status point for the previously selected intercom station, select it, and click OK.

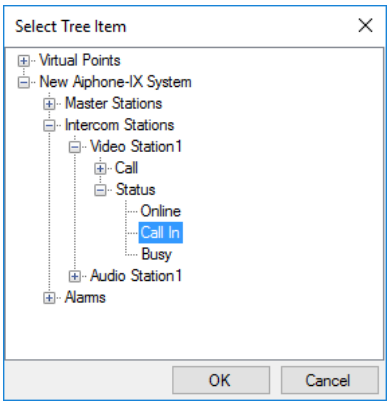

Figure 51 - Select Tree Item dialog - Call In status node

Three states are added to the door construct automatically created screen object for the entry intercom settings. Three more are added for the exit intercom settings. One state for call, one state for active, and one state for busy.

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Revision History

2016-11-29 Initial Creation

2016-12-12 Removed the extra ‘The’ from section 4.3.1
Fixed grammar in section 3.4

2017-03-09 Changed Aiphone panel to Aiphone-IX System panel
Added Intercom and Door constructs section

2017-03-20 The [Add] button was removed from the Quick Config dialog
Replaced images referencing Stentofon in section 4.4.2 with the correct Aiphone images

2017-07-14 Product name change from Intelli-Site 4 to Intelli-Site, icon and screen captures and cover page updated

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