

**SIMPLIFY
ACCESS &
CONTROL**

Stentofon Exchange Panel Guide

Intelli-Site

Security Management Software

Stentofon Exchange 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

Stentofon Exchange Panel Guide

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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 Stentofon driver supports the Stentofon AlphaCom Exchange panel, referred to from here on out as Stentofon Exchange panel.

This guide explains using the Stentofon driver Stentofon Exchange panel with Intelli-Site.

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2 Installation

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

If Intelli-Site has been installed without the Stentofon 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.

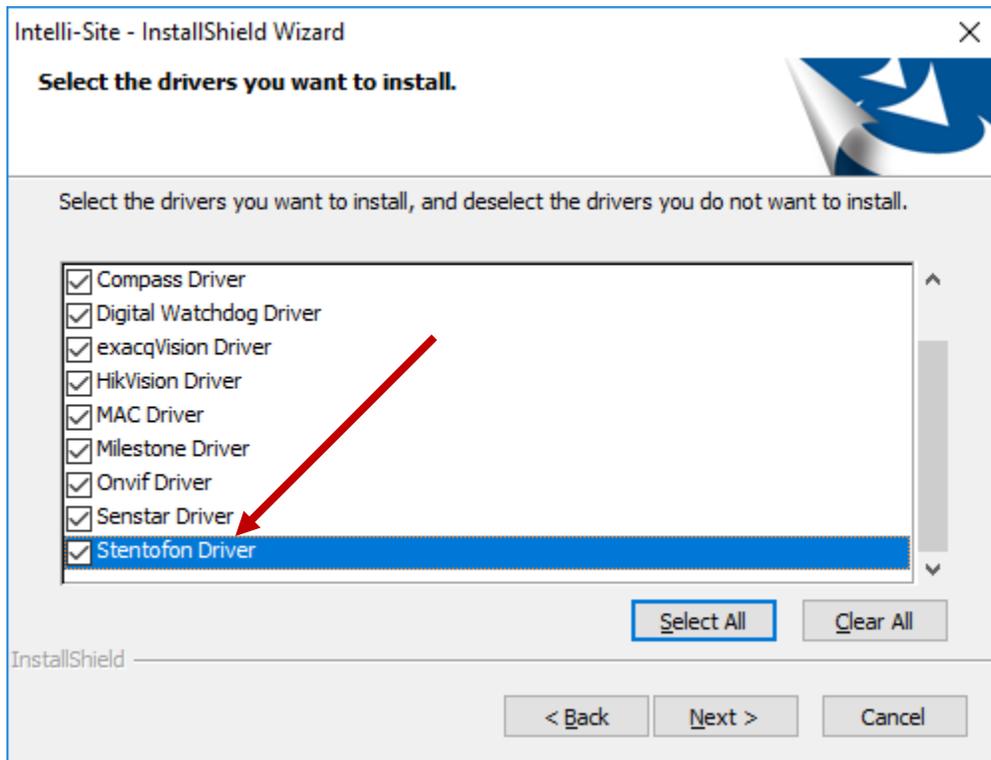


Figure 1 - Select the drivers you want to install

Ensure the **Stentofon Drivers** option is checked then continue with the installation or modification.

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3 Setup

The Stentofon Driver and Stentofon Exchange panel are best configured in  **Hardware Management View**. Before we begin though, it is a good idea to have the IP address of the Stentofon Exchange on hand as well as the addresses of each of the stations.

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

1. Add a Stentofon Driver
2. Add a Stentofon Exchange Panel
3. Configure the Master and Intercom Stations
4. Enable the Stentofon Driver

3.1 Add a Stentofon Driver

Adding a Stentofon Driver is simple, but important. Without it, no communication with the Stentofon Exchange 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  and select .

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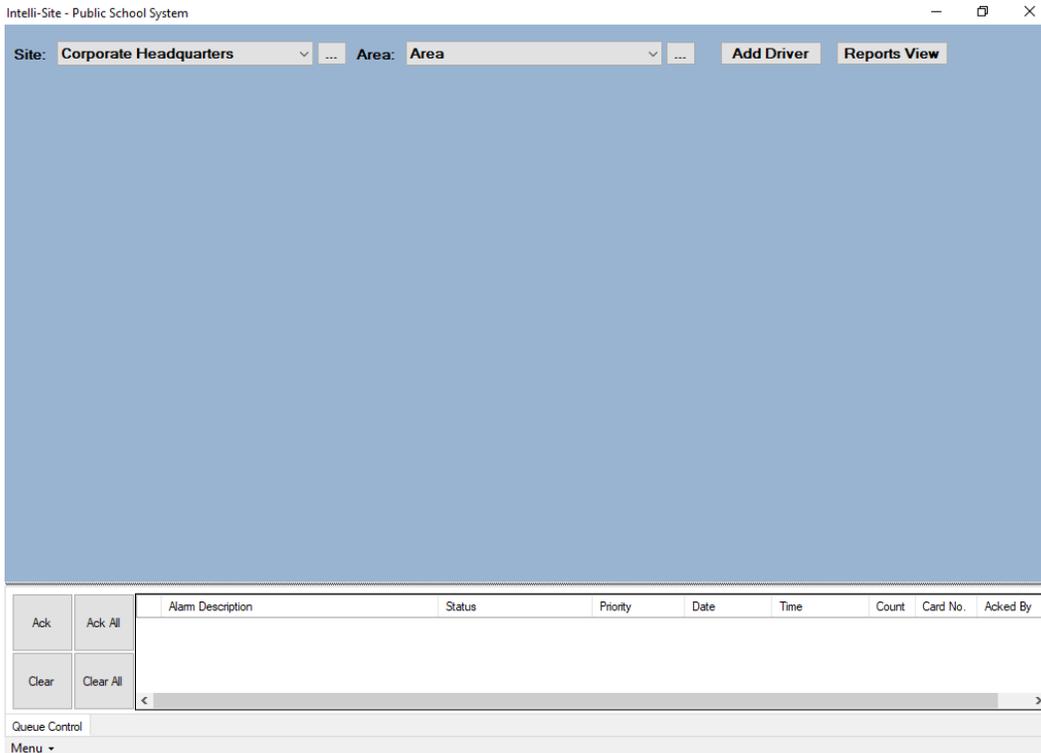


Figure 2 - Hardware Management View

To add the Stentofon driver, click **Add Driver**. The **Choose Driver Type** dialog displays.

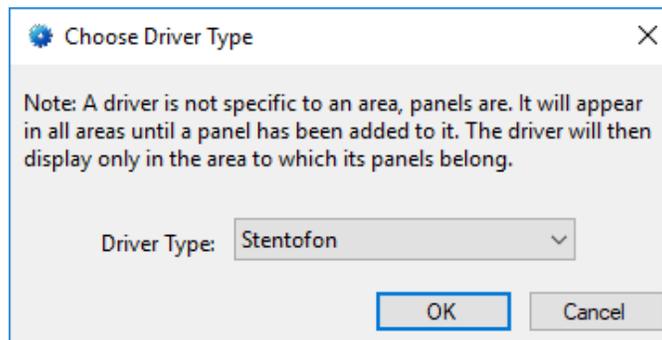


Figure 3 - Choose Driver Type Dialog

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

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[1019] New Stentofon Driver

Properties

Name: ID:

User Level:

Notes:

Enabled:

Address: Port:

Default Retry Start Delay:

Retry Start Delay:

Send Queue

Retries:

Timeout:

Interval:

Exchange List:

Computer List:

OK Cancel

Figure 4 - Stentofon Driver Properties Dialog

Type the IP address of the Stentofon Exchange into the **Address** field. Also, change the name of the driver to something more descriptive that reflects the location and/or usage of the Stentofon Exchange (e.g., PS101 Stentofon Driver).

Note: For an explanation of all of the driver properties, see [Stentofon Driver Node](#).



Figure 5 - Stentofon Driver Icon

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Now we need to add a Stentofon Exchange panel to the Stentofon Driver.

3.2 Add a Stentofon Exchange Panel

Once a Stentofon driver has been added, it's time to add a Stentofon Exchange panel to it.

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

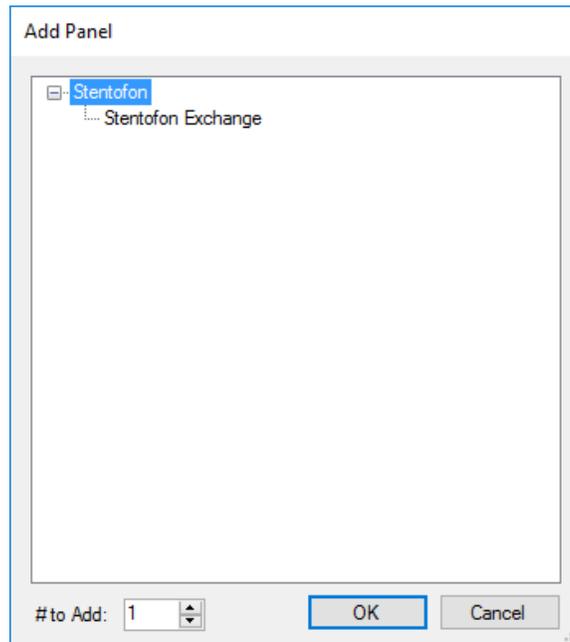


Figure 6 - Add Panel Dialog

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

Next comes adding the Master and Intercom Stations.

3.3 Configure the Stentofon Exchange Panel

The Stentofon Exchange panel is configured using the **Quick Config** dialog. It is on this dialog that the Master and Intercom Stations are added. To open the **Quick Config** dialog, right-click on the Stentofon Exchange icon and select *Quick Config*.

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Configure New Stentofon Exchange

Name: Address:

Master Stations:

Name	Address
------	---------

Intercom Stations:

Name	Address
------	---------

Figure 7 – Stentofon Exchange 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.

Set the **Address** to the panel address of the Stentofon Exchange.

There are two ways to add stations. The first, and easiest way, is to click the button. Intelli-Site will detect the Master and Intercom Stations and populate the two tables with what it finds.

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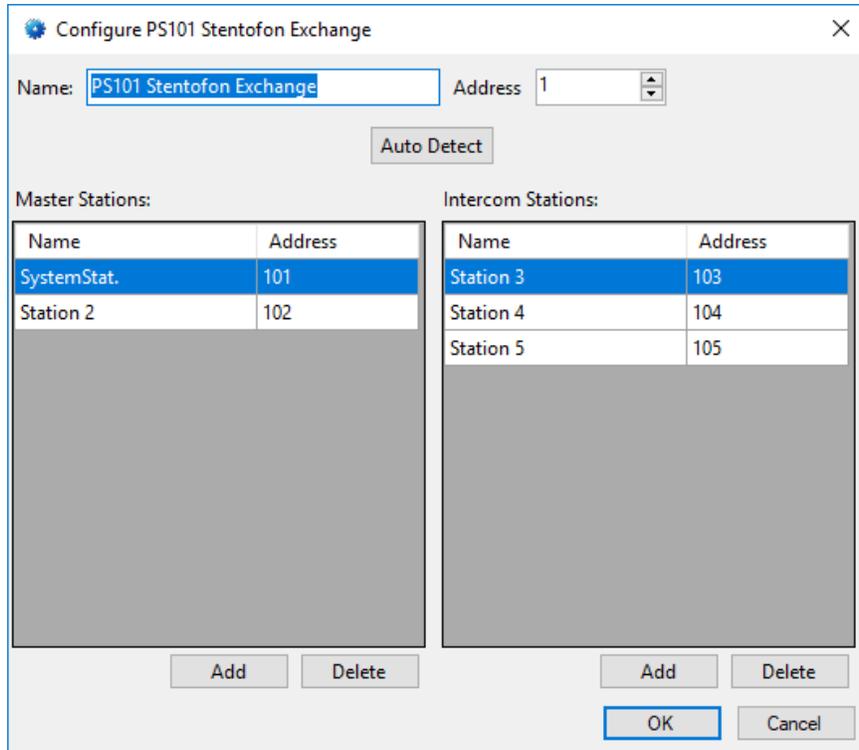


Figure 8 - Stentofon Exchange Quick Config dialog after Auto Detect

If for some reason Intelli-Site does not locate all of the stations or you don't want to automatically detect them, you can add stations by hand. Add Master Stations to the **Master Stations** table. Add Intercom Stations to the **Intercom Stations** table.

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Click the button under the table. A new entry is added.

Configure New Stentofon Exchange

Name: Address:

Master Stations:

Name	Address
New Intercom Station	

Intercom Stations:

Name	Address
------	---------

Figure 9 - Quick Config with a new Master Station added manually

In the **Address** cell, enter the station's address. Please name the station as well.

Repeat the process until all of the stations are present. Click to save the settings.

3.4 Enable the Stentofon Driver

At this point, the Stentofon Exchange, the Master and Intercom Stations, and the Stentofon driver are configured, but the driver is not online. A quick way to know this is that the communication indicator is grey.



Figure 10 – Disabled Stentofon Driver

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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 11 - Enabled Stentofon Driver

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



Figure 12 - Enabled Stentofon Driver that is not communicating

Congratulations! The Stentofon Exchange 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 Stentofon Driver node properties, the Stentofon Exchange node properties, and screen object programming.

4.1 Stentofon Driver Node

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

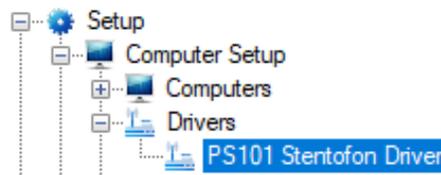


Figure 13 - Stentofon Driver node in the Project Node Tree

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

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The screenshot shows a dialog box titled "[1019] New Stentofon Driver" with a close button in the top right corner. The dialog is divided into several sections:

- Name:** A text input field containing "New Stentofon Driver".
- ID:** A spin box containing the value "1019".
- User Level:** A dropdown menu currently set to "All Access".
- Notes:** A large, empty multiline text area.
- Enabled:** An unchecked checkbox.
- Address:** An empty text input field.
- Port:** A spin box containing the value "61112".
- Default Retry Start Delay:** A checked checkbox.
- Retry Start Delay:** A spin box containing the value "15".
- Send Queue:** A group box containing three spin boxes: "Retries" (value "3"), "Timeout" (value "1000"), and "Interval" (value "250").
- Exchange List:** An empty list box.
- Computer List:** A list box containing one item, "[4] QAWin10", which is highlighted.

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

Figure 14 - Stentofon 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

Address – edit box; the IP address of the Stentofon Exchange

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Port – numeric (default: 8000); the TCP port to connect to on the Stentofon Exchange

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

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 Stentofon Exchange nodes 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 Stentofon Exchange Panel

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

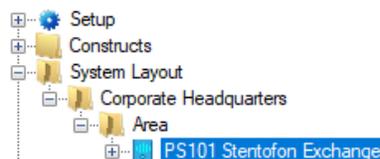


Figure 15 - The Stentofon Exchange panel node in the Project Node Tree

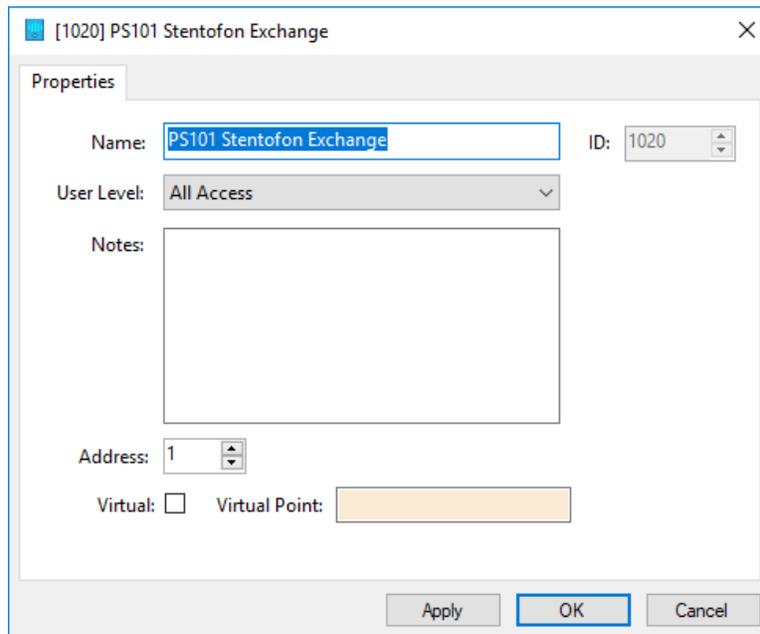
The Stentofon Exchange node is the root node for the panel. The following sections will explain:

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- The properties of the Stentofon Exchange node
- The configuration of the Stentofon Exchange panel (a.k.a. Quick Config)
- The child nodes of the Stentofon Exchange panel

4.2.1 Stentofon Exchange Node Properties

Right-click on the Stentofon Exchange 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.



The screenshot shows a dialog box titled "[1020] PS101 Stentofon Exchange". It has a "Properties" tab. The fields are: "Name" (text box with "PS101 Stentofon Exchange"), "ID" (spin box with "1020"), "User Level" (drop-down menu with "All Access"), "Notes" (multiline text area), "Address" (spin box with "1"), "Virtual" (checkbox), and "Virtual Point" (text box). At the bottom are "Apply", "OK", and "Cancel" buttons.

Figure 16 - Stentofon Exchange node 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

Address – numeric; the address of the Stentofon Exchange

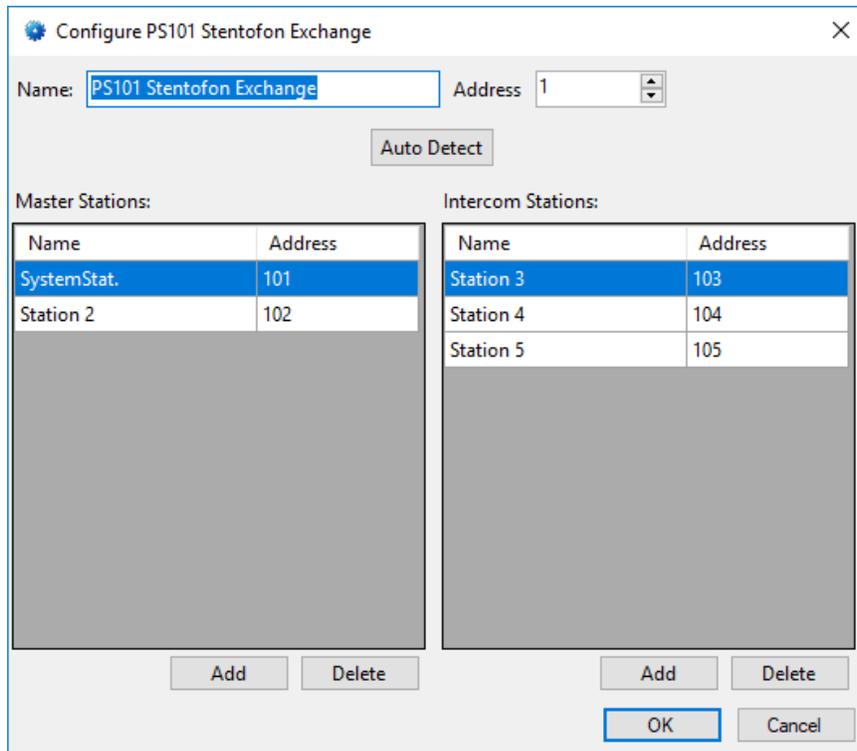
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Virtual – check box; when checked the panel is virtualized, allowing the driver to be brought online without having the physical panel available

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

4.2.2 Stentofon Exchange 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 Stentofon Exchange panel node and select *Quick Config*.



Master Stations:		Intercom Stations:	
Name	Address	Name	Address
SystemStat.	101	Station 3	103
Station 2	102	Station 4	104
		Station 5	105

Figure 17 - Stentofon Exchange panel Quick Config dialog

Name – edit box; the name of the Stentofon Exchange panel; updating this field will change the name of the node

Address – numeric; the address of the Stentofon Exchange panel

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Auto Detect - button; used to find the master stations and intercom stations and write them to the appropriate tables as well as create the child nodes of the Stentofon Exchange panel node in the Project Node Tree

Master Stations – table; the master stations for the Stentofon Exchange panel; lists the name and address of each master station

Intercom Stations – table; the intercom stations for the Stentofon Exchange panel; lists the name address of each intercom station

Add - button; add a new line to the table above the button

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

4.2.3 Stentofon Exchange Panel Child Nodes

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



Figure 18 - Stentofon Exchange panel child nodes

Every Stentofon Exchange panel has a **Master Stations**, **Intercom Stations**, and **Alarms** child nodes. The master stations and intercom stations discovered during an auto detect are added to their respective nodes. The **Alarms** node contains the alarm points for the panel. At this time, there is only one alarm point: **Panel Status**.

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4.2.3.1 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.

4.2.3.1.1 Station Node Properties

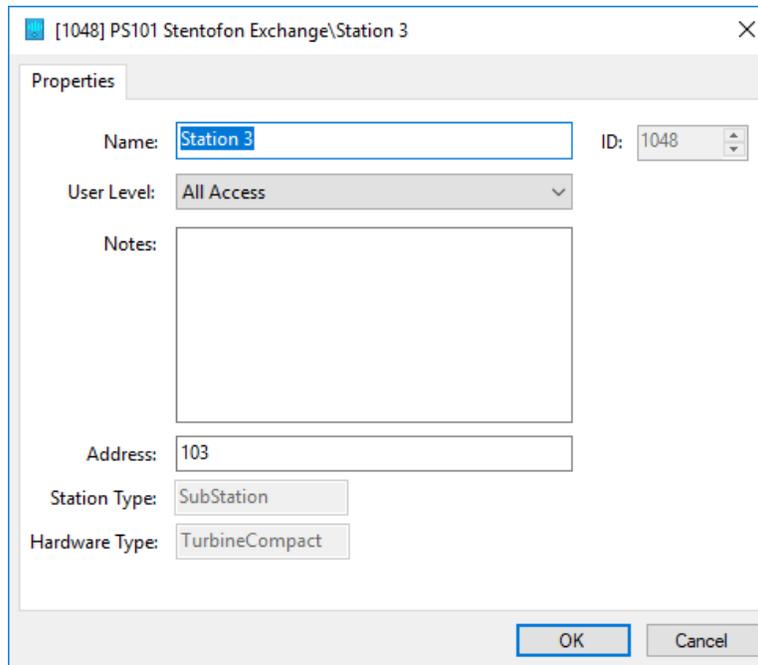


Figure 19 - Station node Properties dialog

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

Address - edit box; the address of the station

Station Type – edit box (disabled); the type of station; values *MasterStation* or *SubStation*

Hardware Type – edit box (disabled) the type of hardware; values *IPDesktop*, *TurbineCompact* or other Stentofon station type

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4.2.3.1.2 Station Child Nodes

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

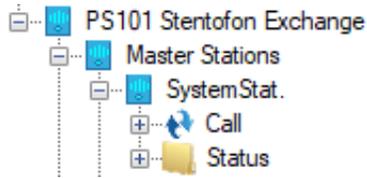


Figure 20 - The child nodes of any station node

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.*

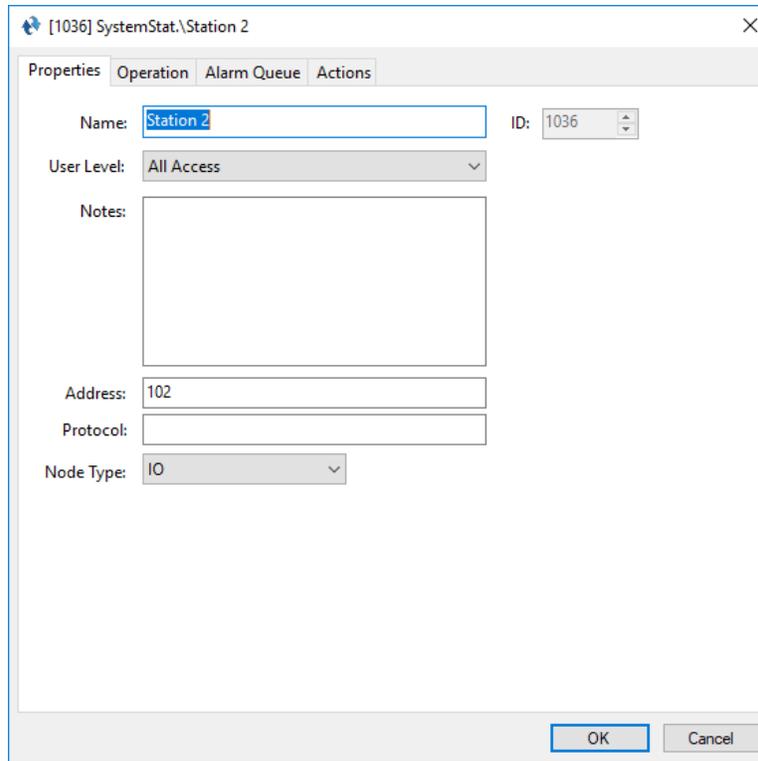
Status – The status of the station; the child nodes are **Online**, **Call In**, and **Busy**

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 dialog contains 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](#).

The main tab called the **Properties** tab, has the basic fields of **Name**, **User Level**, **ID**, and **Notes**. It also has a few additional fields.

Note: ***DO NOT EDIT ANY OF THESE ADDITIONAL FIELDS. They are filled in automatically when the Stentofon Exchange is configured. Changing these fields will break the panel.***

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The screenshot shows a Windows-style dialog box titled "[1036] SystemStat.\Station 2". It has four tabs: "Properties", "Operation", "Alarm Queue", and "Actions". The "Properties" tab is selected. The dialog contains the following fields:

- Name:** A text box containing "Station 2".
- ID:** A spin box containing "1036".
- User Level:** A dropdown menu showing "All Access".
- Notes:** A large empty text area.
- Address:** A text box containing "102".
- Protocol:** An empty text box.
- Node Type:** A dropdown menu showing "IO".

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

Figure 21 - 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 address of the station

Protocol – edit box; empty since there is no protocol information needed for Stentofon

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

4.2.3.2 Alarms

The alarms for the Stentofon Exchange are located under the **Alarms** node. There is only one, **Alarm Status**. This point is high when the panel is offline (assuming the driver is online and the panel is not virtualized). The point is low when the panel is online. Like the other points of the Stentofon Exchange panel, this point is a GenProto node.

4.3 Using the Stentofon Nodes

Stentofon nodes can be used as evaluation points in any evaluation grid. They can also be used as targets in action grids.

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4.3.1 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.

Point	Selection	Qual.	Oper.
[1212] PS101 Stentofon Exchange\Panel St...	State	▼	▼
	** Not Applicable **	▼	▼
	** Not Applicable **	▼	▼
	** Not Applicable **	▼	▼

Insert Delete

Figure 22 - Evaluation Grid using a GenProto node

The Stentofon Exchange panel node can be used in the evaluation grid as well. The **Selection** options are blank, *Virtual*, or *Driver Offline*.

Point	Selection	Qual.	Oper.
[1208] PS101 Stentofon Exchange	▼	▼	▼
	Virtual	▼	▼
	Driver Offline	▼	▼
	** Not Applicable **	▼	▼

Insert Delete

Figure 23 - Evaluation Grid using a Stentofon Exchange panel node

4.3.2 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 Stentofon driver. The target node tells the driver which station or stations are involved and which function to perform.

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4.3.2.1 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 means the master station's **Call In** point is high.

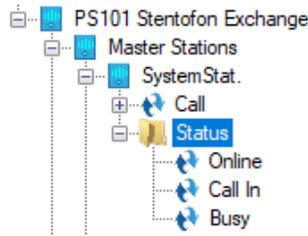


Figure 24 - The master station, SystemStat., Call In point

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.

	Action	Target
▶ 1	SendCommand	[1039] SystemStat.\Call In
2		[1039] SystemStat.\Call In
3		
4		
5		
6		
7		

Insert
Delete

Figure 25 - Action Grid to answer a Call In

While the hover text does say that the point is the **Status\Call In** point, it does not give the full path to the node. You'll have to take my word that it is the child node of the **SystemStat.** master station. I know it is because of the node ID.

Note: 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.

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4.3.2.2 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.

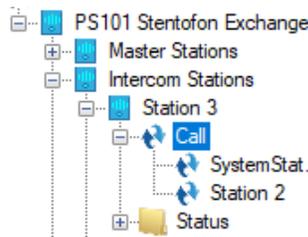


Figure 26 - Intercom Station\Station 3\Call node's child nodes

Using the Station 2 node under the **Call** node in the figure above as the target of the *SendCommand* action, the driver will connect Station 2 with Station 3, the **Call** node's parent node. The figure below shows the action grid programmed as described.

	Action	Target
▶ 1	SendCommand	[1051] Station 3\Station 2
2		
3		
4		
5		
6		
7		
8		

Insert
Delete

Figure 27 - Action Grid to connect Station 2 and Station 3

4.3.2.3 Disconnect an Active Call

Disconnecting a call is simple. The target of the *SendCommand* action is the **Call** node of the station. It doesn't have to be the master station, it can be any station.

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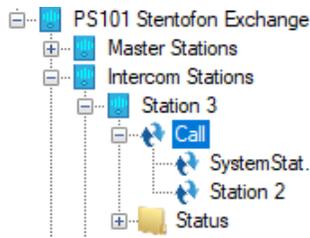


Figure 28 - The Call node of Station 3

To disconnect any call connected to Station 3, the action grid would look like the following.

	Action	Target
▶ 1	SendCommand	[1049] Station 3\Call
2		
3		
4		
5		
6		
7		

Insert
Delete

Figure 29 - Action Grid to disconnect a call for Station 3

4.4 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.

4.4.1 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.

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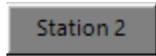


Figure 30 - Sample station automatically created screen object

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.

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. The state with the highest number that evaluates to true is the state that is active.

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4.4.1.1 State 0 - Normal

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

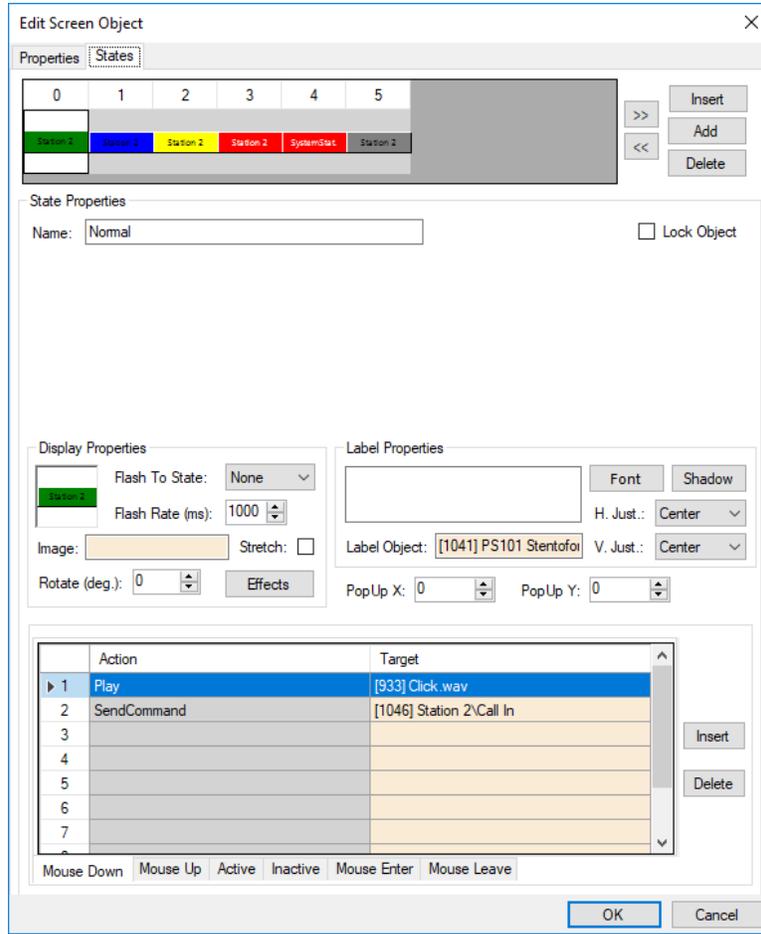


Figure 31 - Sample station button properties dialog: State 0

While the action grid is not empty, nothing happens when this button is clicked when it is in this state. Well, that's not quite true. The button does click.

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4.4.1.2 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.

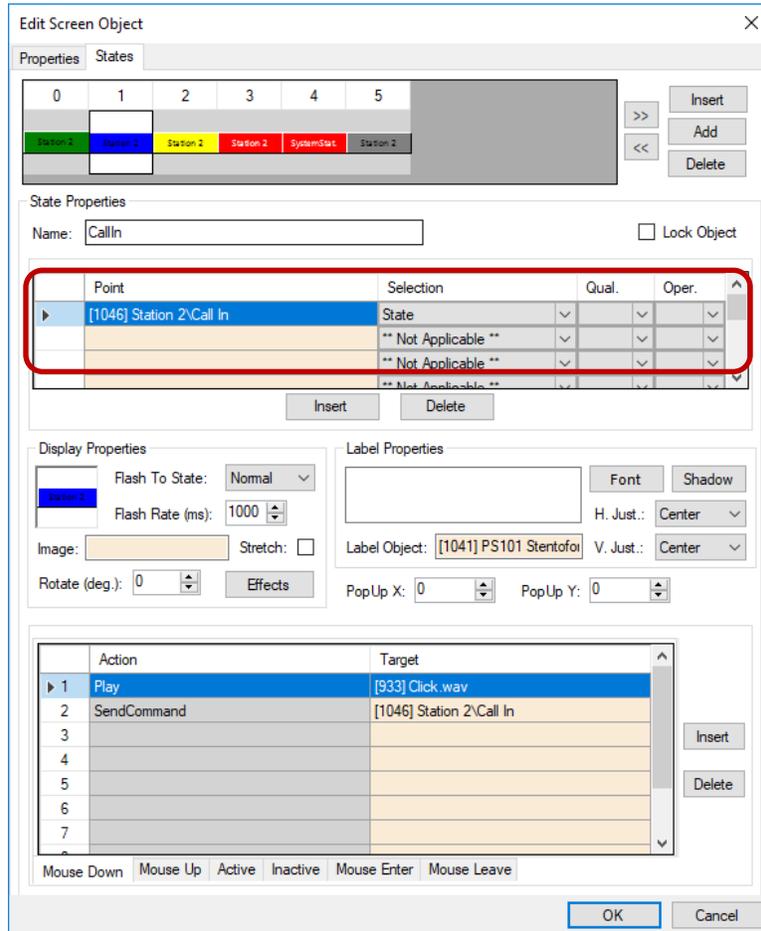


Figure 32 - Sample station button properties dialog: State 1

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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4.4.1.3 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.

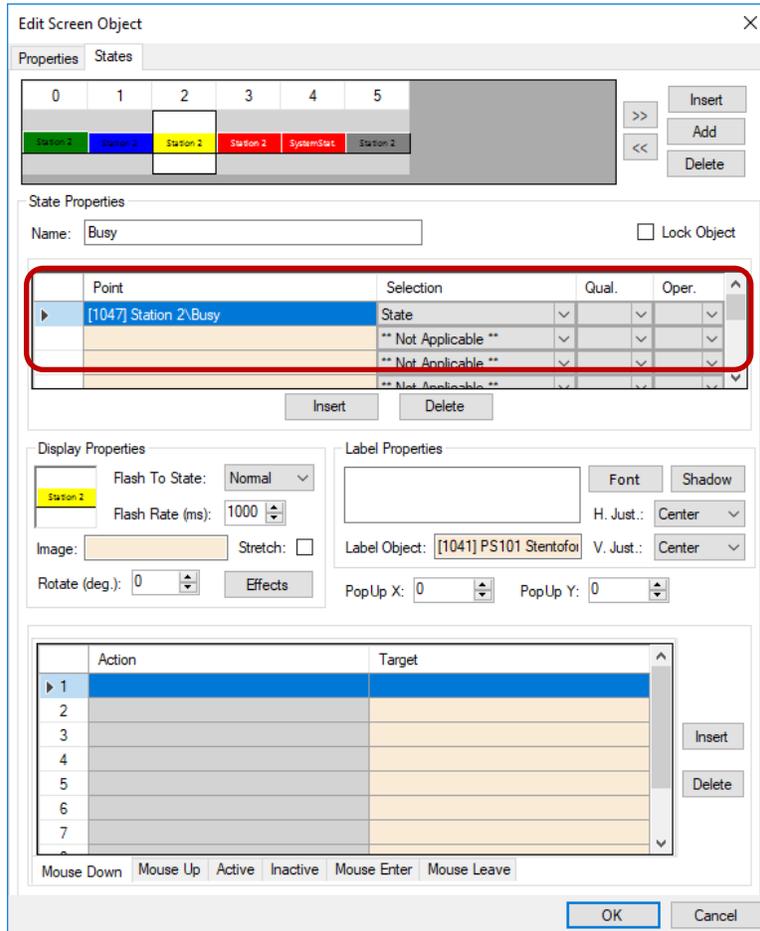


Figure 33 - Sample station button properties dialog: State 2

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

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4.4.1.4 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: This state only displays if the station is not connected to a master station because the higher numbered states test for a call with a master station.

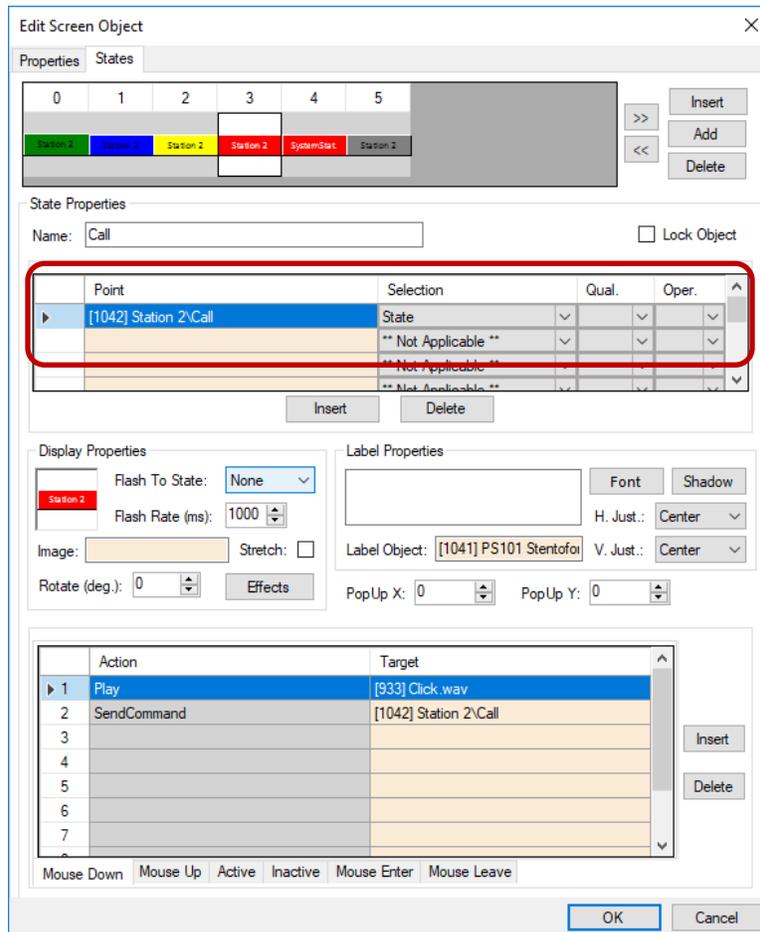


Figure 34 - Sample station button properties dialog: State 3

The action grid has two lines.

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

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4.4.1.5 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 Stentofon Exchange 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.

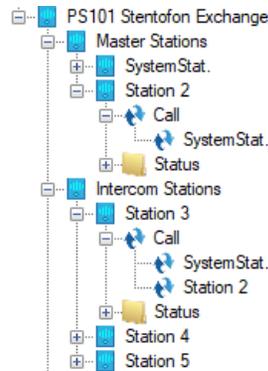


Figure 35 - Example Stentofon Exchange panel illustrating Call child nodes

In the figure above, notice that there are two master stations. **Station 2**, a master station, has a child node under the **Call** node for the other master station, **SystemStat**. The automatically created screen object for **Station 2** will have one state for the single node under **Call**.

Station 3, 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 **SystemStat**. and State 5 will be named **Station 2**.

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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\SystemStat.** node.

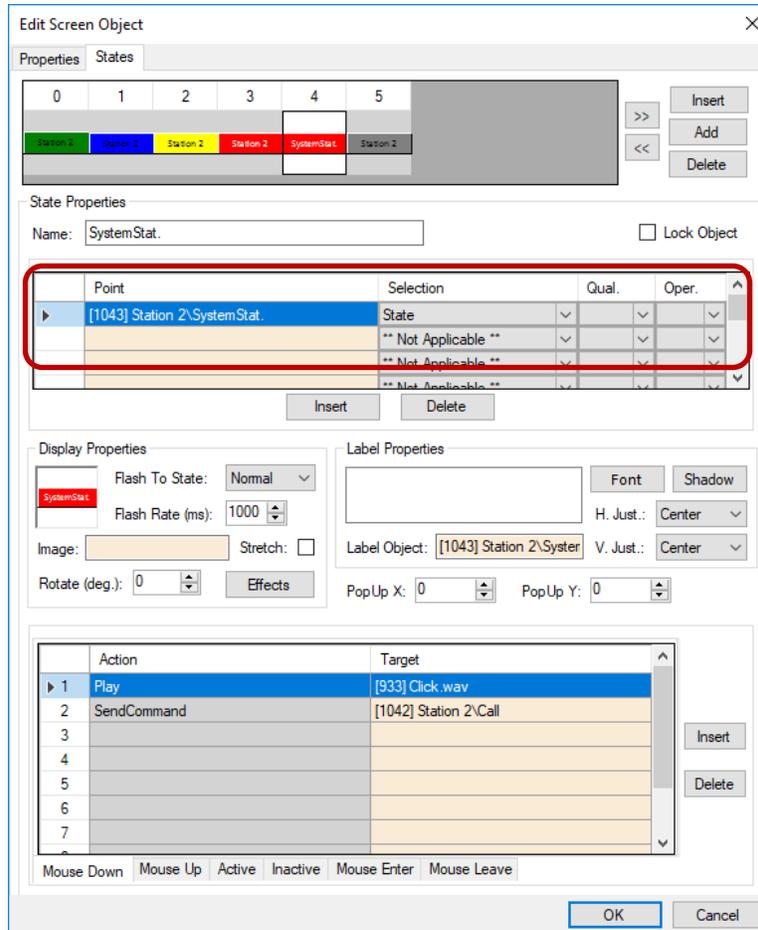


Figure 36 - Sample station button properties dialog: State 4

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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4.4.1.6 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.

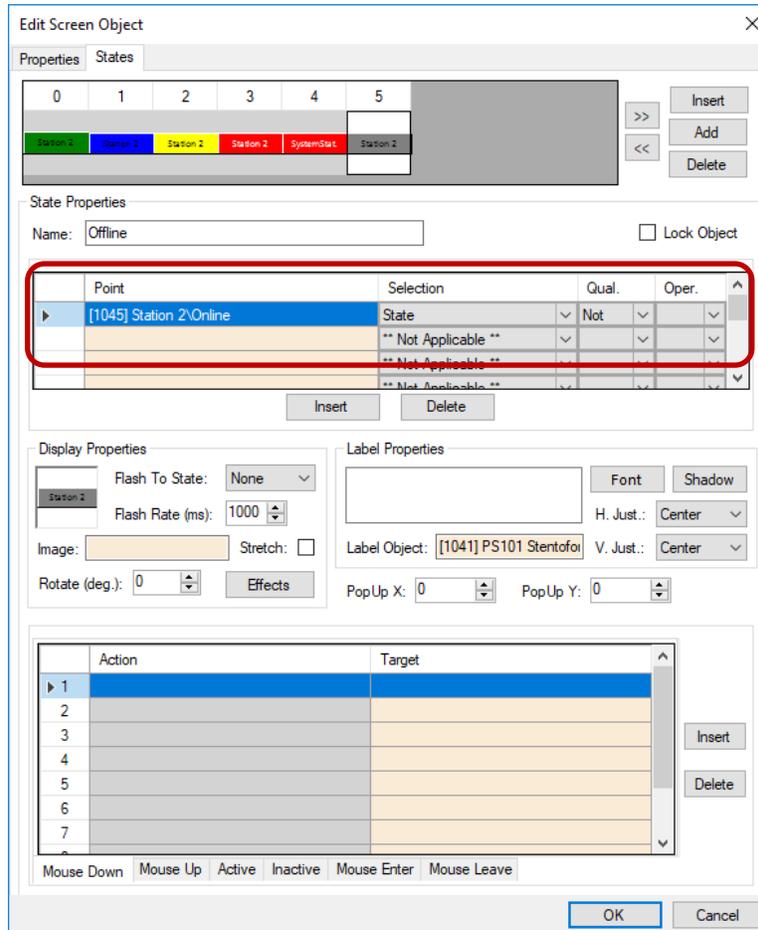


Figure 37 - Sample station button properties dialog: Last State

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

4.4.2 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 38 - 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 Stentofon child node

4.4.2.1 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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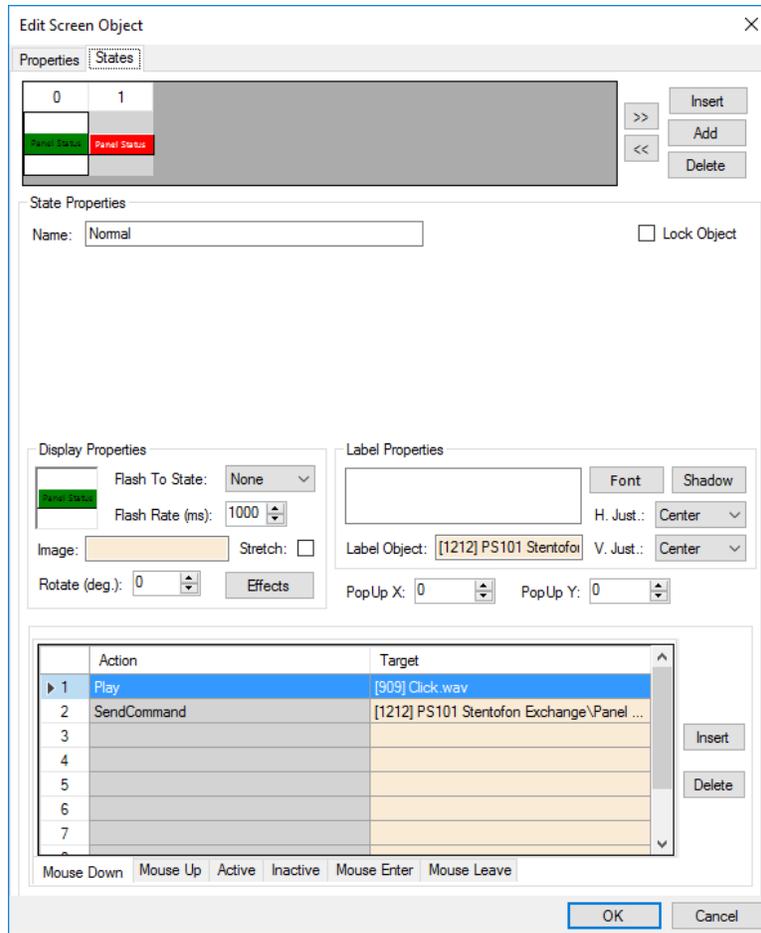


Figure 39 - Sample button properties dialog: State 0

The action grid has two lines.

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

4.4.2.2 State 1 - Active

The screen object is programmed 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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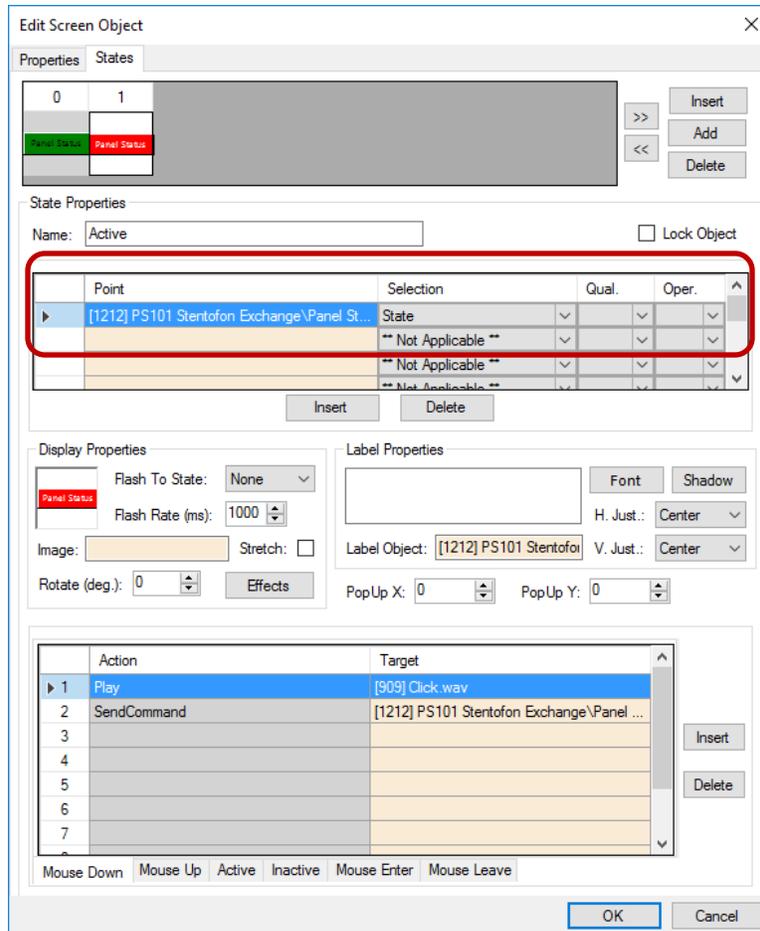


Figure 40 - Sample button properties dialog: State 1

The action grid has two lines.

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

4.5 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.

The image shows a software window titled "[1076] New Door" with a close button (X) in the top right corner. The window has three tabs: "Properties", "Door Settings", and "Door Actions". The "Door Settings" tab is active. The settings are organized into several sections:

- General Settings:** Type: Normal (dropdown), Host Controlled: . Lock Status: (text field), (Optional. If left out, the Lock Status will come from the Door Lock). Lock: (text field), Strike Time: 10 (spin), Relock Time: 0 (spin). DPS: (text field). Forced: (text field). DOTL: (text field), DOTL Time: 20 (spin), Long Access Time: 30 (spin). DUTL: (text field), DUTL Time: 20 (spin).
- Comm Failure:** Alarm Point: (text field), Comm Failure Points: (text field). Disabled On Comm Failure: .
- Entry:** Intercom Call: (text field), Intercom Station: (text field), Access Points: (text field). Alarm Output: (text field). Disable: (text field), Auto-Disable cards: (text field).
- Exit:** Intercom Call: (text field), Intercom Station: (text field), Access Points: (text field). Alarm Output: (text field). Disable: (text field), Auto-Disable cards: (text field).
- Global Anti-Passback:** Presence Update Point: (text field), Access Timeout: 10 (spin). Entry Destination Zone: (text field). Exit Destination Zone: (text field).

At the bottom right, there are "OK" and "Cancel" buttons. Two red rectangular boxes highlight the "Intercom Call" and "Intercom Station" fields for both the Entry and Exit sections.

Figure 41 - 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 .

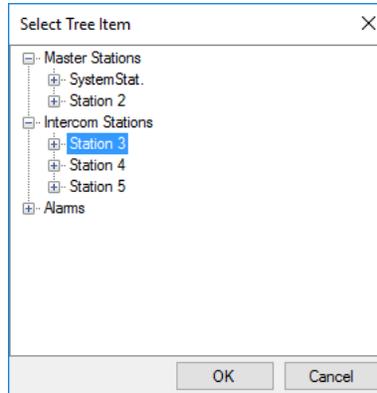


Figure 42 - Select Tree Item dialog - Intercom Station

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 .

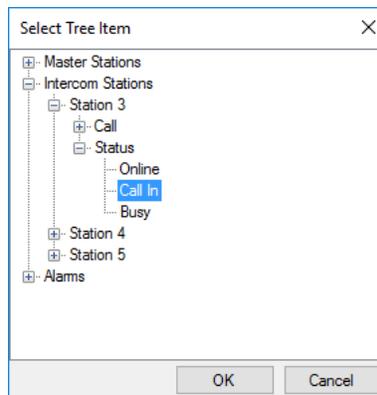


Figure 43 - Select Tree Item dialog - Call In status node

Three states for the entry intercom settings are added to the screen object that is automatically created when the door construct is dropped onto a screen. 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
- 2017-03-21 Added section 4.5 Door Constructs
- 2017-08-17 Updated the cover page, screenshots, and icons for the new product them