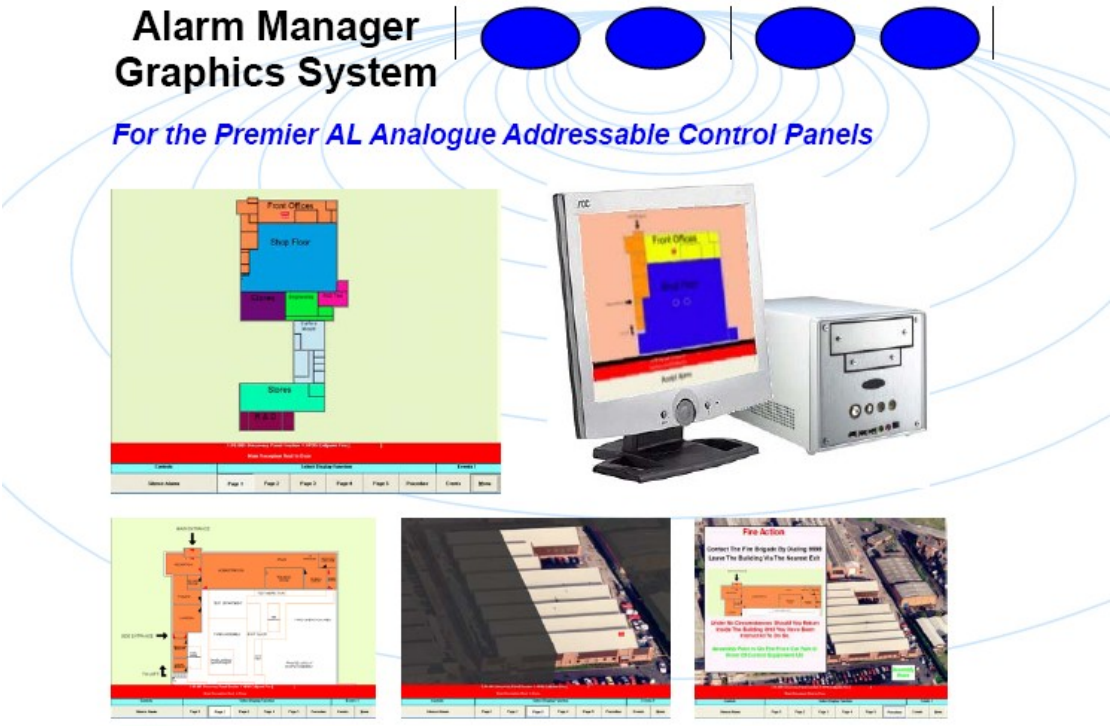
ZETA ALARM SYSTEMS
PREMIER AL MANUAL
ALARM MANAGER
USER GRAPHICAL INTERFACE
AMS



INSTALLATION , COMMISSIONING AND MAINTENANCE with USER INSTRUCTIONS AND GUIDE

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Alarm Management System Manual

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Contents

Table Of Pictures.

Introduction

The Alarm Management System is a suite of computer programs to provide a graphical and text display of fire detection events within a Premier AL network. Provision is also included to print out a text report of each network event, and to record events to disk for later analysis.

The Alarm Management System is currently designed to monitor up to 4 network cards occupying internal ISA slots, or up to 3 external network cards using a **USB interface system**, in combination allowing a maximum of 45 panels to be connected. If the USB option is chosen then a separate power supply is needed. An enclosure is supplied to house these external network cards together with a suitable power supply, but will need a standard 240V AC source.

Each network card can be configured to a Premier AL network interface, the software fitted determining which network is supported.

The Premier AL network can contain any combination of Premier AL panels and Premier AL-Global Network Repeaters , up to a maximum of 15 nodes/network. If the computer itself needs to be an active node, then it will take up one of the 15 node addresses, thus leaving 14 addresses for external equipment.

Thus a **passive** Alarm Manager Computer (no user control or isolation) can monitor up to **45** external nodes, *(USB 3 Network Card System with 3 AMS Cards in Interface Unit)* or an **active** Alarm Manager Computer (silence alarms, reset, and/or isolation) can only monitor up to **42** external nodes*(USB 3 Network Card System with 3 AMS Cards in Interface Unit)*.

Please note that cause/effect between networks is not currently available.

The Alarm Management System is designed to provide a basic default response to any network event without the need to carry out a lengthy configuration process, but has extensive options for tailoring the system to the exact needs of each installation.

Panel numbers used to identify events are in the range 1 to 255. In the case of Premier AL/Premier AL Global Network Repeaters , the panel number is programmed via the panel's menu or the PC Editing software(CAUSE and EFFECT). The Alarm Manager distinguishes between such panels with the same node address on separate network circuits by adding an offset based on the network card number as indicated in the following table. **(NODE 16 , 32 , 48 ARE USED AS NODE AMS NETWORK CARD SEPARATORS. Do not use panel numbers or allocate FACP network addresses to 16, 32, 48)**

NODE ADDRESS/PANEL NUMBER	CARD 0 / AMS CARD inside SLOT of USB INTERFACE UNIT	CARD 1 / AMS CARD inside SLOT of USB INTERFACE UNIT	CARD 2 / AMS CARD inside SLOT of USB INTERFACE UNIT	CARD 3 Industrial PLC Computer Unit. Not Available or Supported
1	1	17	33	49
2	2	18	34	50
3	3	19	35	51
4	4	20	36	52
5	5	21	37	53
6	6	22	38	54
7	7	23	39	55
8	8	24	40	56
9	9	25	41	57
10	10	26	42	58
11	11	27	43	59
12	12	28	44	60
13	13	29	45	61
14	14	30	46	62
15	15	31	47	63

Set-up Requirements

Alarm Management System Manual

1. Alarm Management set-up disk(s) / (ALREADY PRE-INSTALLED IN PC TOWER)
2. Hardware as follows:-

Desktop Computer - minimum requirement	1GHz or above 256MBytes Memory SVGA 32MByte display adapter (1024 x 768 minimum) 40GByte Hard Disk Mouse/ Touch screen QWERTY Keyboard 1 ISA expansion slot or 1 USB 1.1 connector for network card. 1 parallel port
Monitor	SVGA Colour (1024 x 768 minimum)
Printer	80 Column continuous feed line-printer for event logging. Page printer for optional map printing.
Software - minimum standard	Windows 2000 or XP Pro.

Alarm Manager in Quiescent Condition

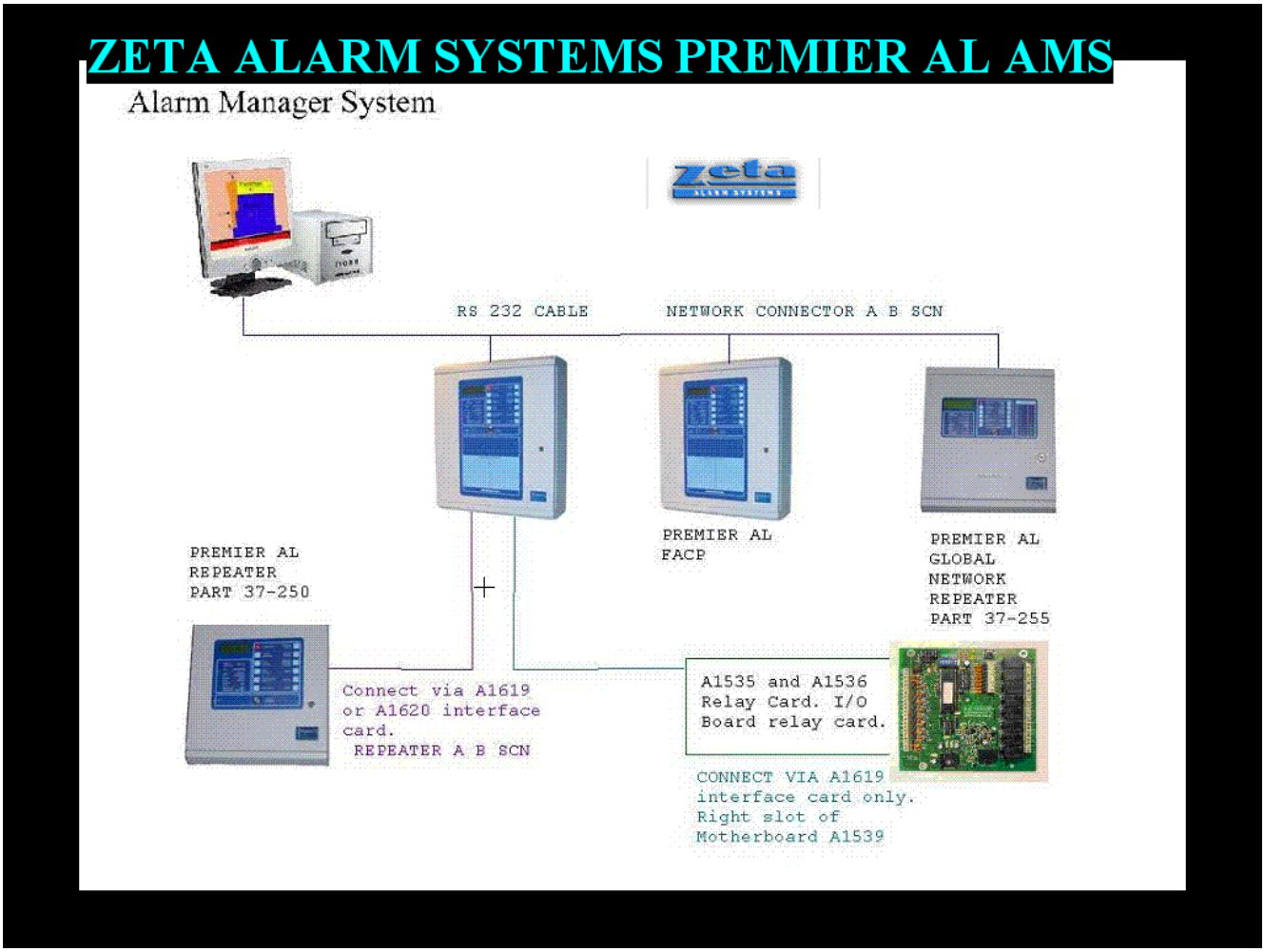

Figure 1 Normal Screen

The screen above is the normal display screen which scrolls the default banner text in quiescent condition.
The banner text can be changed by entering engineer's code, and selecting configurations from the Utilities menu.
A picture may be displayed in the centre of the screen by copying the required image file (.bmp or .jpg) into the main Alarm Manager program directory and renaming it as 'amslogo.bmp' or 'amslogo.jpg' as appropriate.

Utilities Menu

The utilities menu can be accessed either from the quiescent screen as described below, or via a command button on the alarm event display screen.

The procedure to access the menu from the quiescent screen is as follows:-

Double Click with either mouse or touch-screen anywhere on the screen except for where the status message is. This causes the numeric keypad to be displayed as per Figure 2

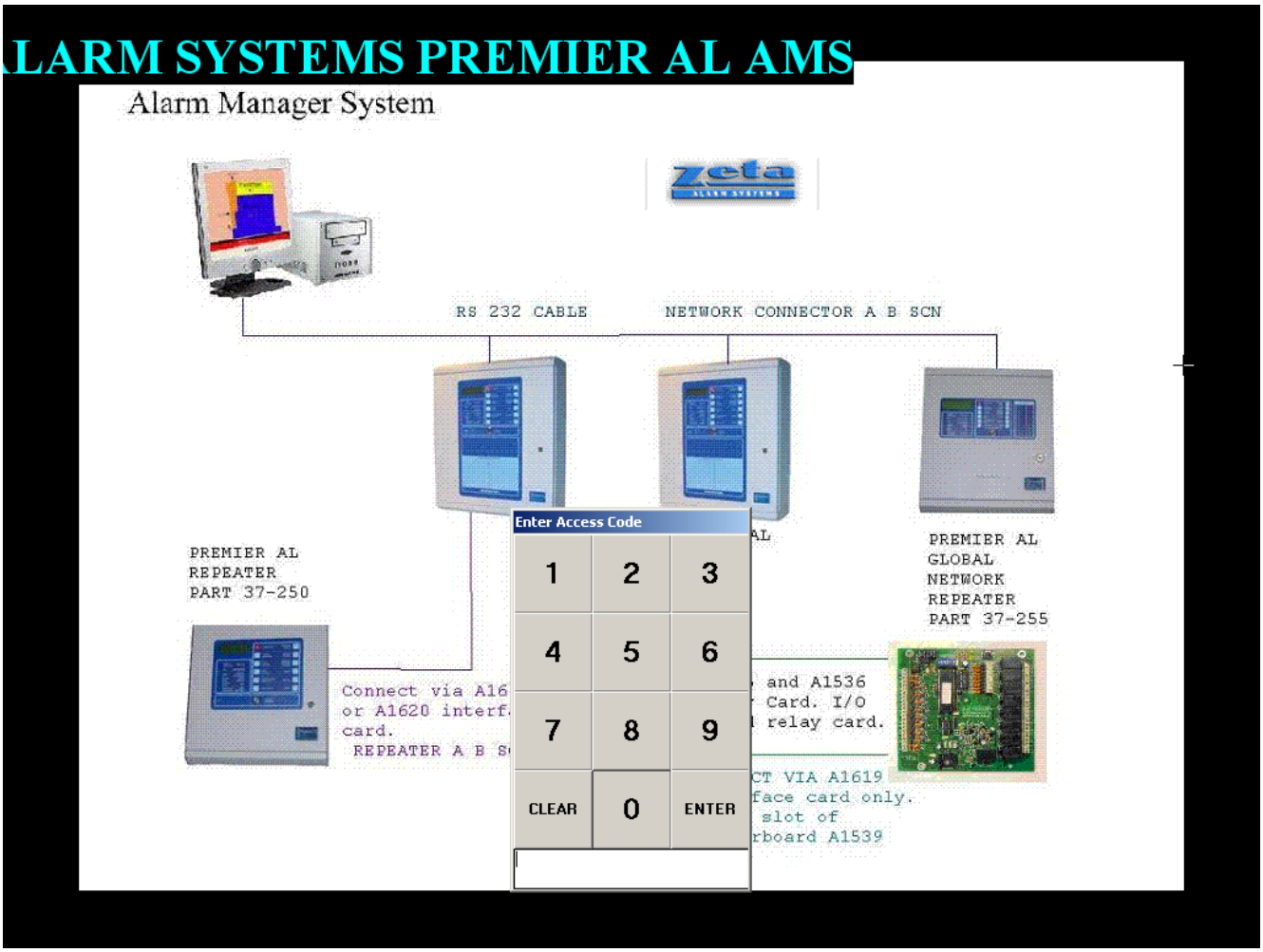

Figure 2 Code Entry Keypad.

i) Enter an appropriate access code either through the on-screen keypad (if it is a numeric code only), or using the QWERTY keyboard. If a valid access code is entered then a menu will be displayed (as per figure 5) appropriate to the access level associated with that code, otherwise the keypad will clear and the system will return immediately to normal operation. **Default Access are : 7 or ams. Change password via CREATE AND EDIT USER PASSWORDS**

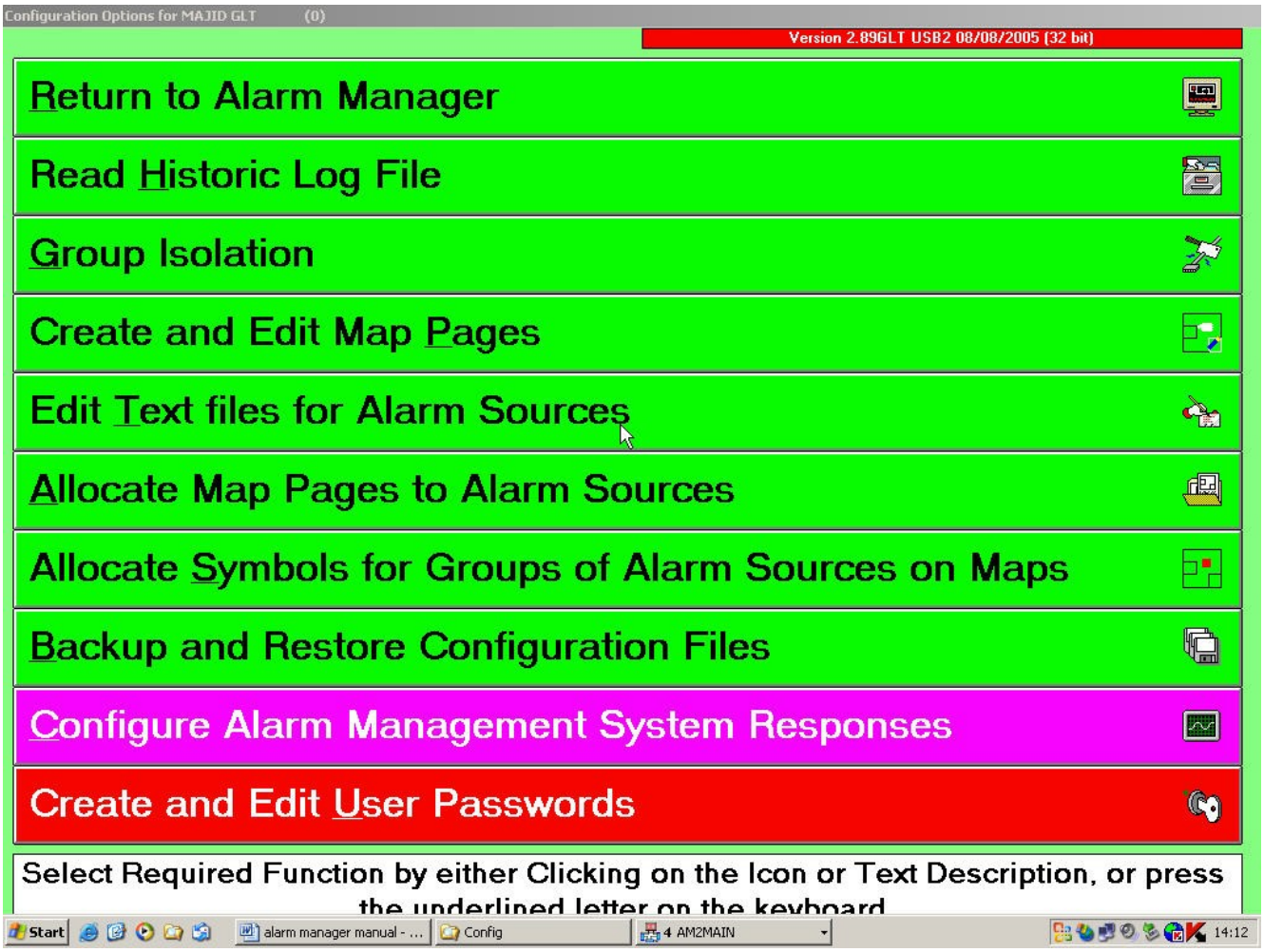

Figure 3 Full Menu Page

i) From the displayed menu, in which a function is shown , a single click with the mouse or touch screen on the required box will activate the selected function.

ii) Upon exit from the menu function, depending upon how long it was active for, and whether or not an alarm occurred while it was active, one may see the menu again, or the normal default screen, or the display appropriate to the first alarm that had occurred.

Menu Utilities

Return to Alarm Manager

Selecting the Return to Alarm Manager button will display a normal screen as shown on Figure 1.

Read Historic log Files

Selecting the historic log files will allow the viewing of previous events. This utility is found on pages 13 to 13.

Group Isolation

Selecting the group isolation files will allow the isolation and de-isolation of sensors on any panel connected to the computer, both in groups and individually. This utility is found on pages 14 to 21.

Create and Edit Map Pages

Selecting the Create and Edit Map Pages button will allow operator to edit map text, make a new map or view map. This utility is found on pages 22 to 25.

Edit Text Files for Alarm Sources

Selecting Edit Text Files will allow editing sensor location text, printing text and an information page. This utility is found on pages 26 to 33

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Allocate Map Pages to Alarm Sources

Selecting Map Pages will allow operator to allocate sensors to map pages, print map pages and an information page. This utility is found on pages 34o 41

Allocate Symbols for Groups of Alarm Sources on Maps

Selecting Allocate Symbols for Groups will allow alarm symbols to be allocated to map pages, sensors to be allocated to groups, editing sensor groups, printing and access to a help page. This utility is found on pages 42o 56

Backup and Restore Disk Files

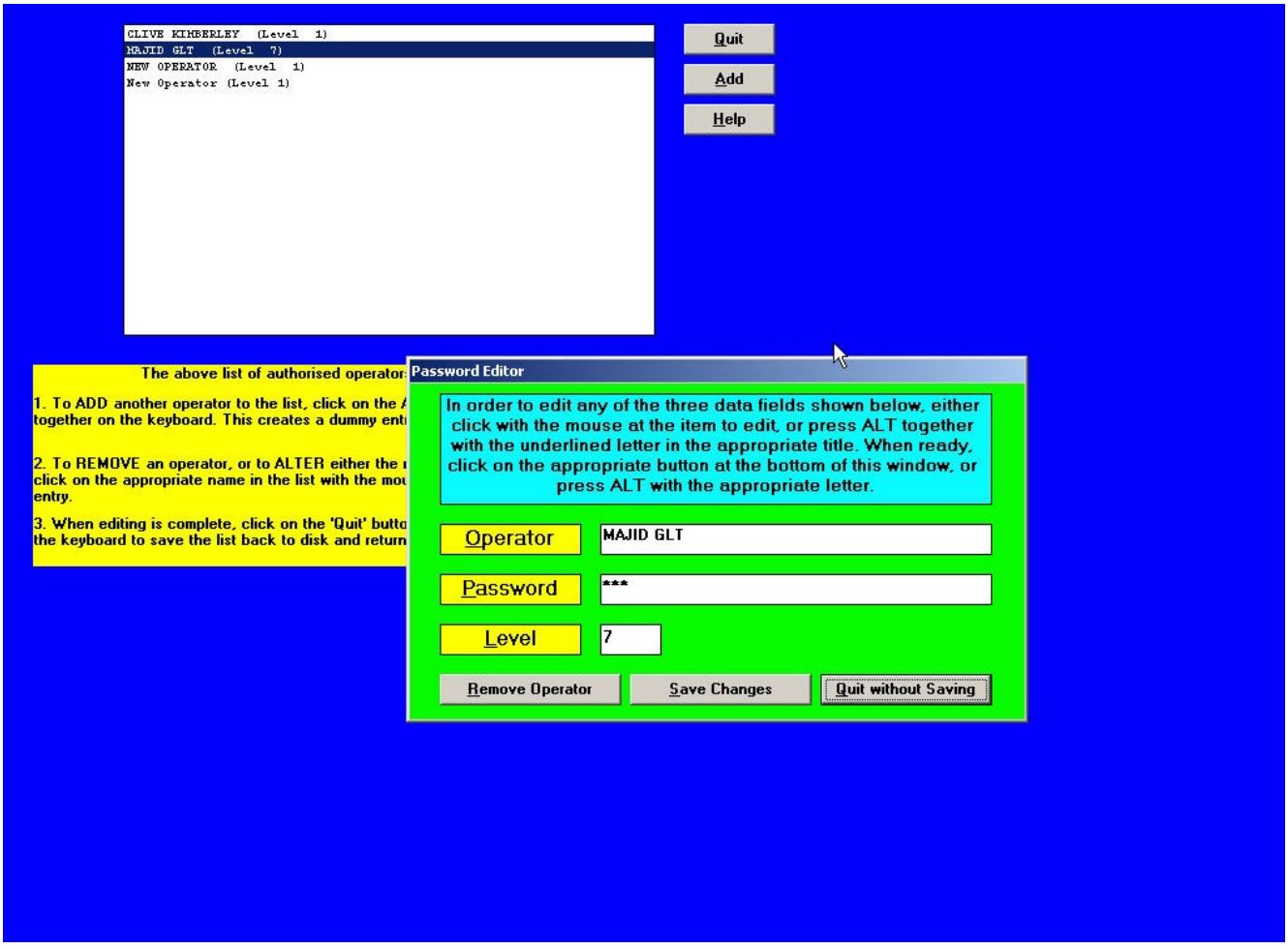
Selecting Backup and Restore Disk Files will allow back up disks to be generated, restoring system files and printing back up files. This utility is found on pages 56o 59

Configure Alarm Management System Responses

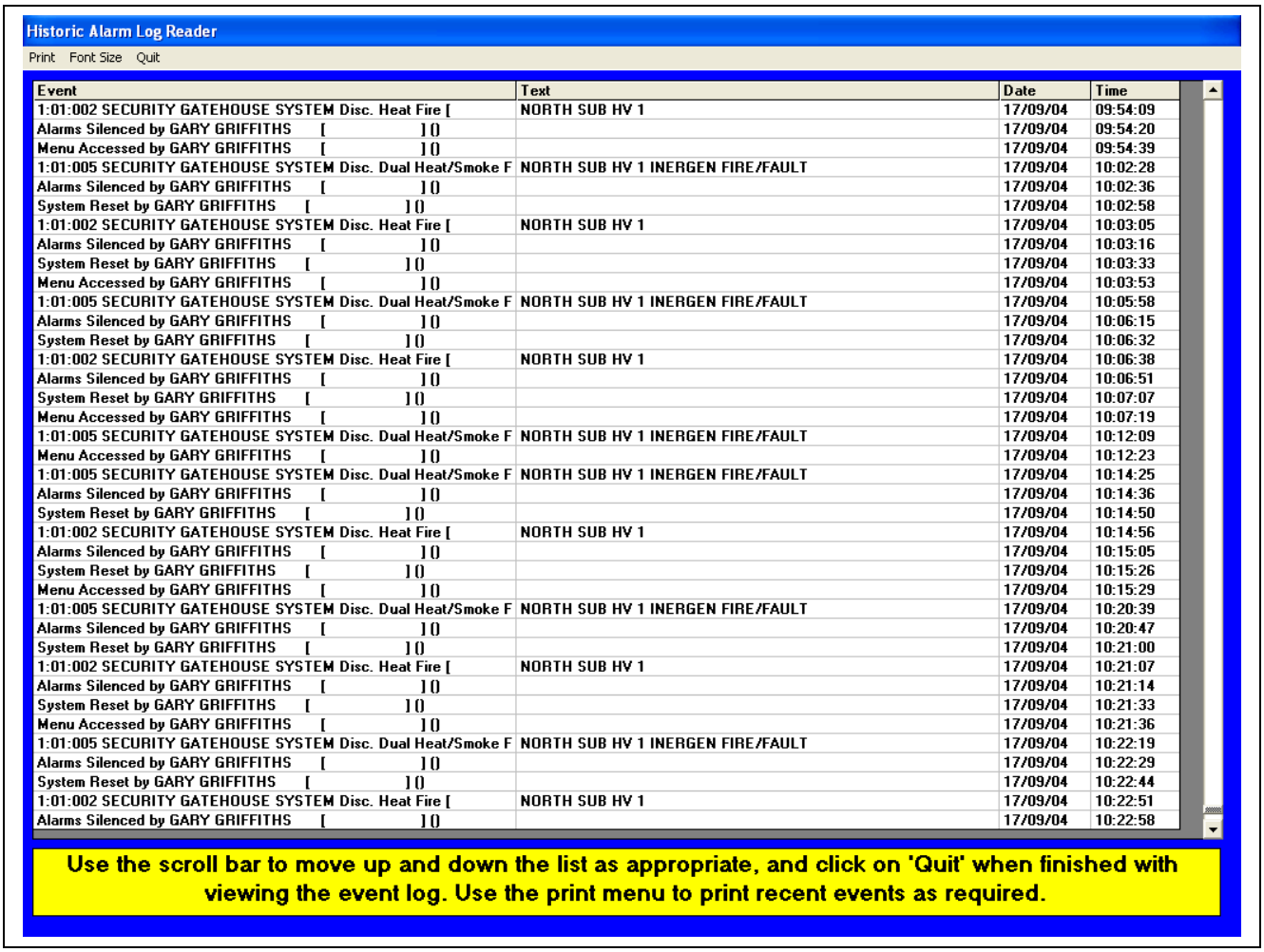
Selecting Configuration files will allow setting up of network cards, controls on computer, sound, Banner, panel responses, isolation groups, printing page and access to a help page. This utility is found on pages 59 to 82.

Create and Edit User Passwords

Selecting the User password files will allow engineer codes to be programmed. This utility is found on page 83 to 86.



Read Historic Log.



Event	Text	Date	Time
1:01:002 SECURITY GATEHOUSE SYSTEM Disc. Heat Fire [	NORTH SUB HV 1	17/09/04	09:54:09
Alarms Silenced by GARY GRIFFITHS [ ] ()		17/09/04	09:54:20
Menu Accessed by GARY GRIFFITHS [ ] ()		17/09/04	09:54:39
1:01:005 SECURITY GATEHOUSE SYSTEM Disc. Dual Heat/Smoke F	NORTH SUB HV 1 INERGEN FIRE/FAULT	17/09/04	10:02:28
Alarms Silenced by GARY GRIFFITHS [ ] ()		17/09/04	10:02:36
System Reset by GARY GRIFFITHS [ ] ()		17/09/04	10:02:58
1:01:002 SECURITY GATEHOUSE SYSTEM Disc. Heat Fire [	NORTH SUB HV 1	17/09/04	10:03:05
Alarms Silenced by GARY GRIFFITHS [ ] ()		17/09/04	10:03:16
System Reset by GARY GRIFFITHS [ ] ()		17/09/04	10:03:33
Menu Accessed by GARY GRIFFITHS [ ] ()		17/09/04	10:03:53
1:01:005 SECURITY GATEHOUSE SYSTEM Disc. Dual Heat/Smoke F	NORTH SUB HV 1 INERGEN FIRE/FAULT	17/09/04	10:05:58
Alarms Silenced by GARY GRIFFITHS [ ] ()		17/09/04	10:06:15
System Reset by GARY GRIFFITHS [ ] ()		17/09/04	10:06:32
1:01:002 SECURITY GATEHOUSE SYSTEM Disc. Heat Fire [	NORTH SUB HV 1	17/09/04	10:06:38
Alarms Silenced by GARY GRIFFITHS [ ] ()		17/09/04	10:06:51
System Reset by GARY GRIFFITHS [ ] ()		17/09/04	10:07:07
Menu Accessed by GARY GRIFFITHS [ ] ()		17/09/04	10:07:19
1:01:005 SECURITY GATEHOUSE SYSTEM Disc. Dual Heat/Smoke F	NORTH SUB HV 1 INERGEN FIRE/FAULT	17/09/04	10:12:09
Menu Accessed by GARY GRIFFITHS [ ] ()		17/09/04	10:12:23
1:01:005 SECURITY GATEHOUSE SYSTEM Disc. Dual Heat/Smoke F	NORTH SUB HV 1 INERGEN FIRE/FAULT	17/09/04	10:14:25
Alarms Silenced by GARY GRIFFITHS [ ] ()		17/09/04	10:14:36
System Reset by GARY GRIFFITHS [ ] ()		17/09/04	10:14:50
1:01:002 SECURITY GATEHOUSE SYSTEM Disc. Heat Fire [	NORTH SUB HV 1	17/09/04	10:14:56
Alarms Silenced by GARY GRIFFITHS [ ] ()		17/09/04	10:15:05
System Reset by GARY GRIFFITHS [ ] ()		17/09/04	10:15:26
Menu Accessed by GARY GRIFFITHS [ ] ()		17/09/04	10:15:29
1:01:005 SECURITY GATEHOUSE SYSTEM Disc. Dual Heat/Smoke F	NORTH SUB HV 1 INERGEN FIRE/FAULT	17/09/04	10:20:39
Alarms Silenced by GARY GRIFFITHS [ ] ()		17/09/04	10:20:47
System Reset by GARY GRIFFITHS [ ] ()		17/09/04	10:21:00
1:01:002 SECURITY GATEHOUSE SYSTEM Disc. Heat Fire [	NORTH SUB HV 1	17/09/04	10:21:07
Alarms Silenced by GARY GRIFFITHS [ ] ()		17/09/04	10:21:14
System Reset by GARY GRIFFITHS [ ] ()		17/09/04	10:21:33
Menu Accessed by GARY GRIFFITHS [ ] ()		17/09/04	10:21:36
1:01:005 SECURITY GATEHOUSE SYSTEM Disc. Dual Heat/Smoke F	NORTH SUB HV 1 INERGEN FIRE/FAULT	17/09/04	10:22:19
Alarms Silenced by GARY GRIFFITHS [ ] ()		17/09/04	10:22:29
System Reset by GARY GRIFFITHS [ ] ()		17/09/04	10:22:44
1:01:002 SECURITY GATEHOUSE SYSTEM Disc. Heat Fire [	NORTH SUB HV 1	17/09/04	10:22:51
Alarms Silenced by GARY GRIFFITHS [ ] ()		17/09/04	10:22:58

Figure 4 Read Historic Log.

Figure 4 shows the historic log reading screen with its list of the most recent events. The scroll bar allows for viewing further events that are off the edge of the screen, and the menu items allow for printing recent events over various time periods, for adjusting the display font size, and for returning to the Alarm Manager. The column widths may be adjusted by dragging the dividing lines in the header area to allow more or less text to be visible in each column.

Group Isolation.

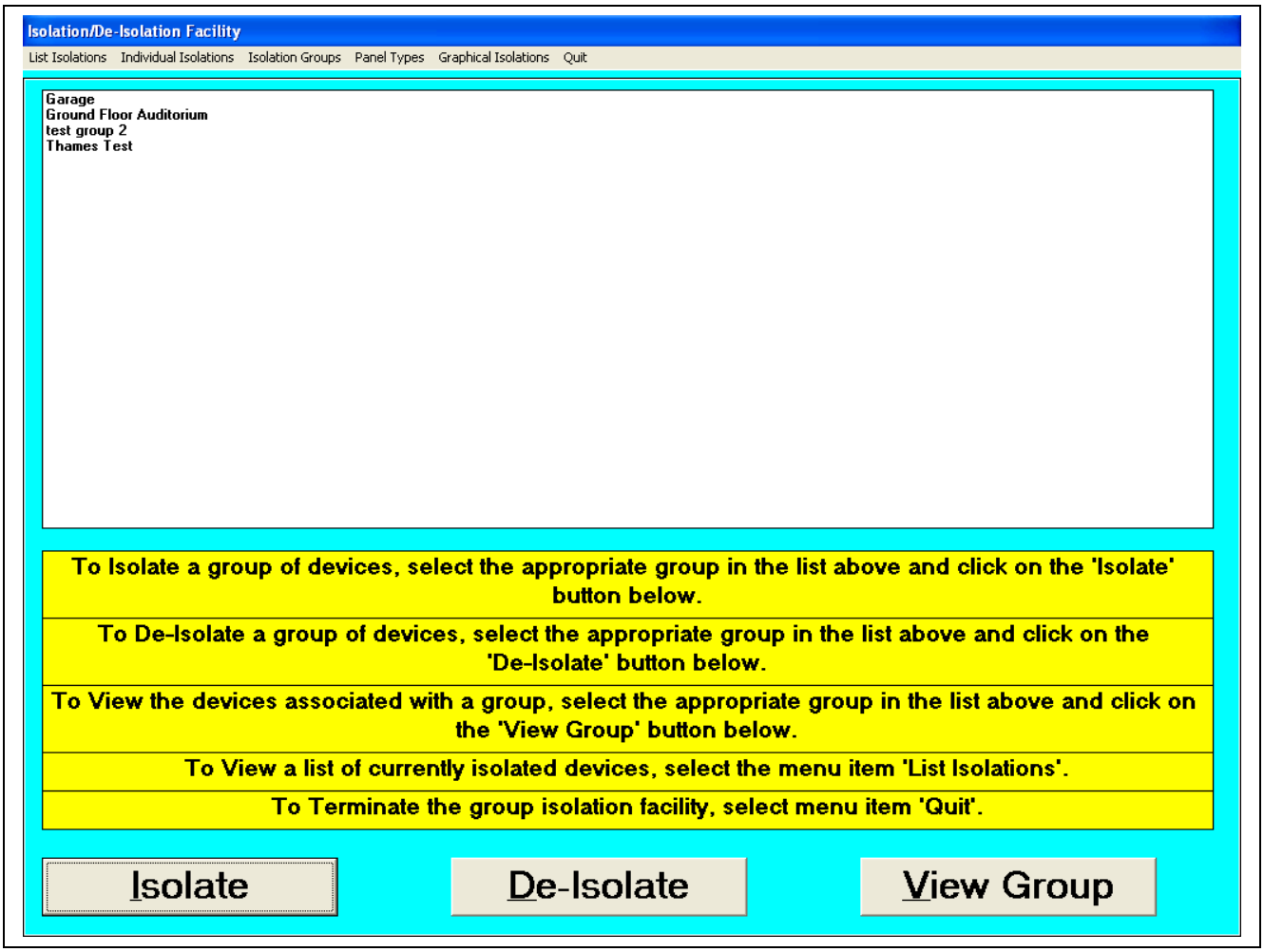


Figure 5 Group Isolation Main Screen.

Figure 5 shows the initial screen when the Group Isolation function is selected. This comprises a list of the currently defined isolation groups, with command buttons for isolating, de-isolating, or viewing the contents of a selected group, and menu options for listing all current isolations, carrying out individual isolations, returning to the list of isolation groups, viewing a list of panel types, graphical isolation, or returning to the Alarm Manager.

n.b. The graphical isolation menu item is only available if the there is at least one map with the characters '[I]' in its name.

Group Isolation - Isolate/De-Isolate a Group.

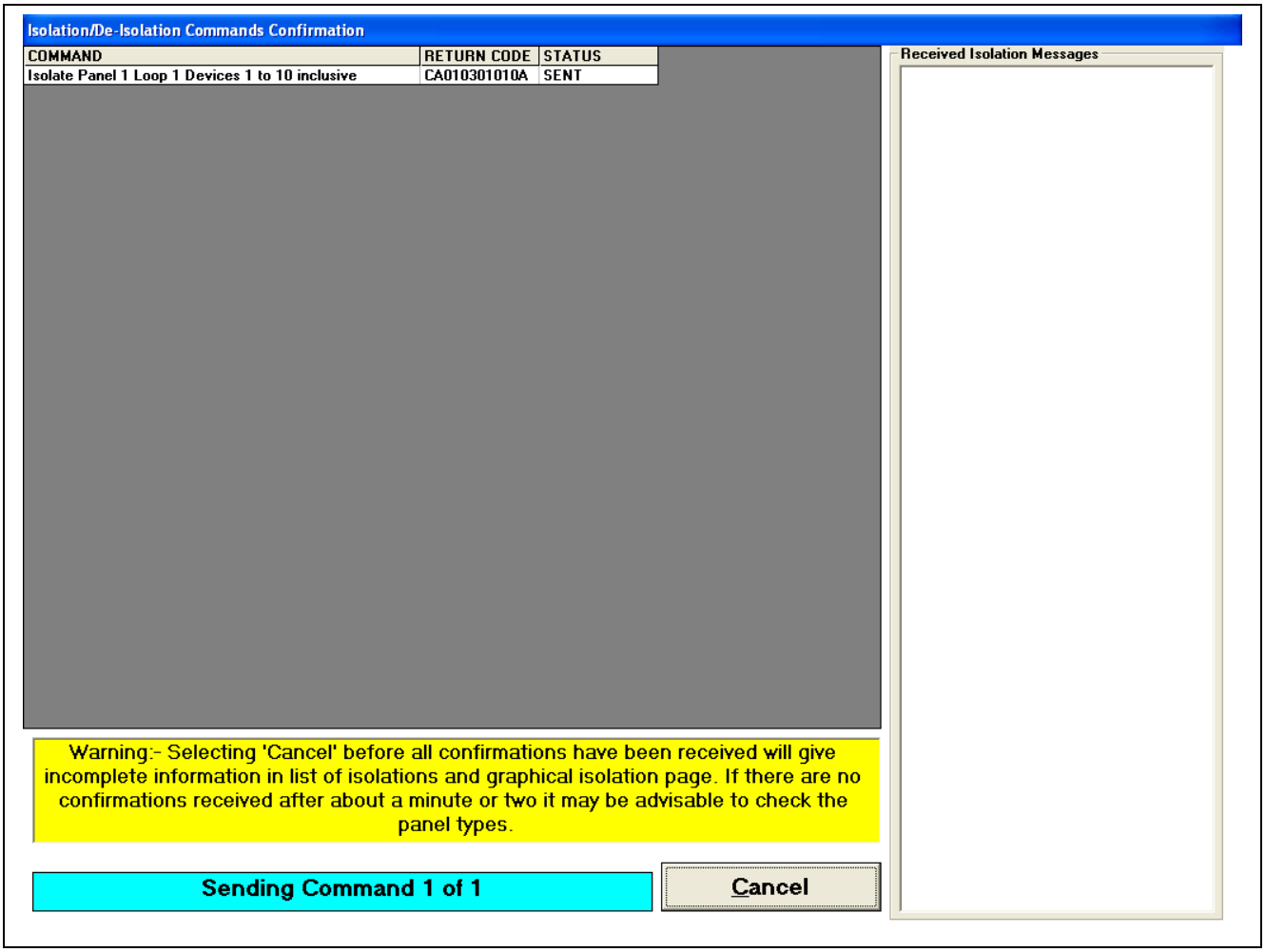


Figure 6 Sending Isolation/De-Isolation Commands.

Figure 6 shows the display that is shown when a group is isolated or de-isolated, and identifies the series of commands to be transmitted to the network together with the state of progress. The right hand column of the list can indicate one of the following status messages:-

WAITING	The command has not yet been transmitted.
SENT	The command has been transmitted but not confirmed.
CONFIRMED	Receipt of the command by the appropriate panel has been confirmed.

The list on the right shows the actual confirmation messages received. A panel such as the Nexus will not isolate all possible sensor types, so it may not isolate all of the selected sensors. Its confirmation messages will only identify the devices actually isolated.

The Cancel button allows for this window to be removed from the screen.

Group Isolation - View Current Isolations.

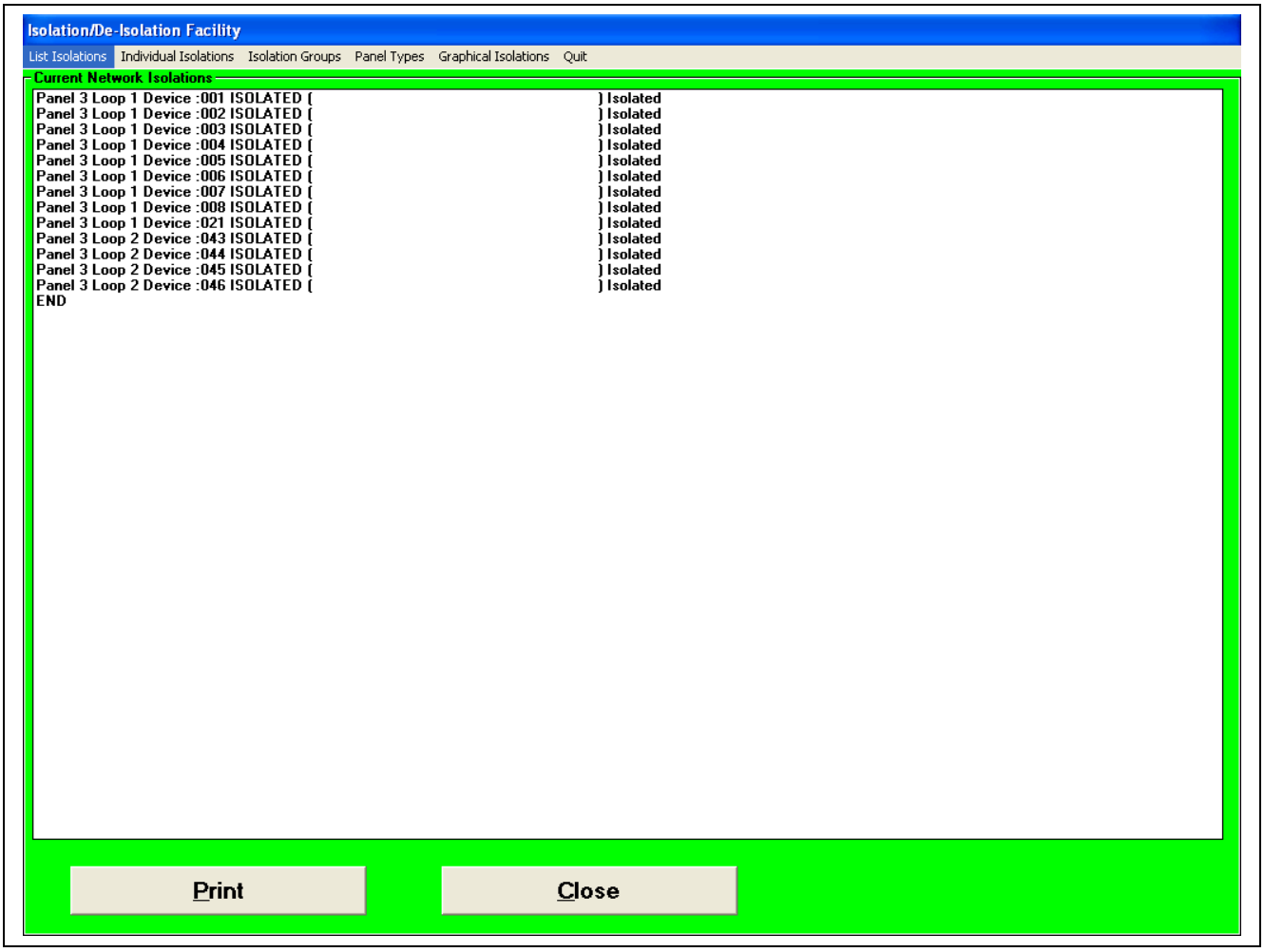


Figure 7 View List Of Current Isolations.

Figure 7 shows the window displayed when the List Isolations option is selected, and comprises a list of current isolations, with command buttons for printing the contents of the list or removing this window from the display.

n.b. It may take several seconds for the list to be prepared, but the completion of the task can be identified by the inclusion of the word 'END' to the list.

Group Isolation - Isolate/De-Isolate Individual Devices.

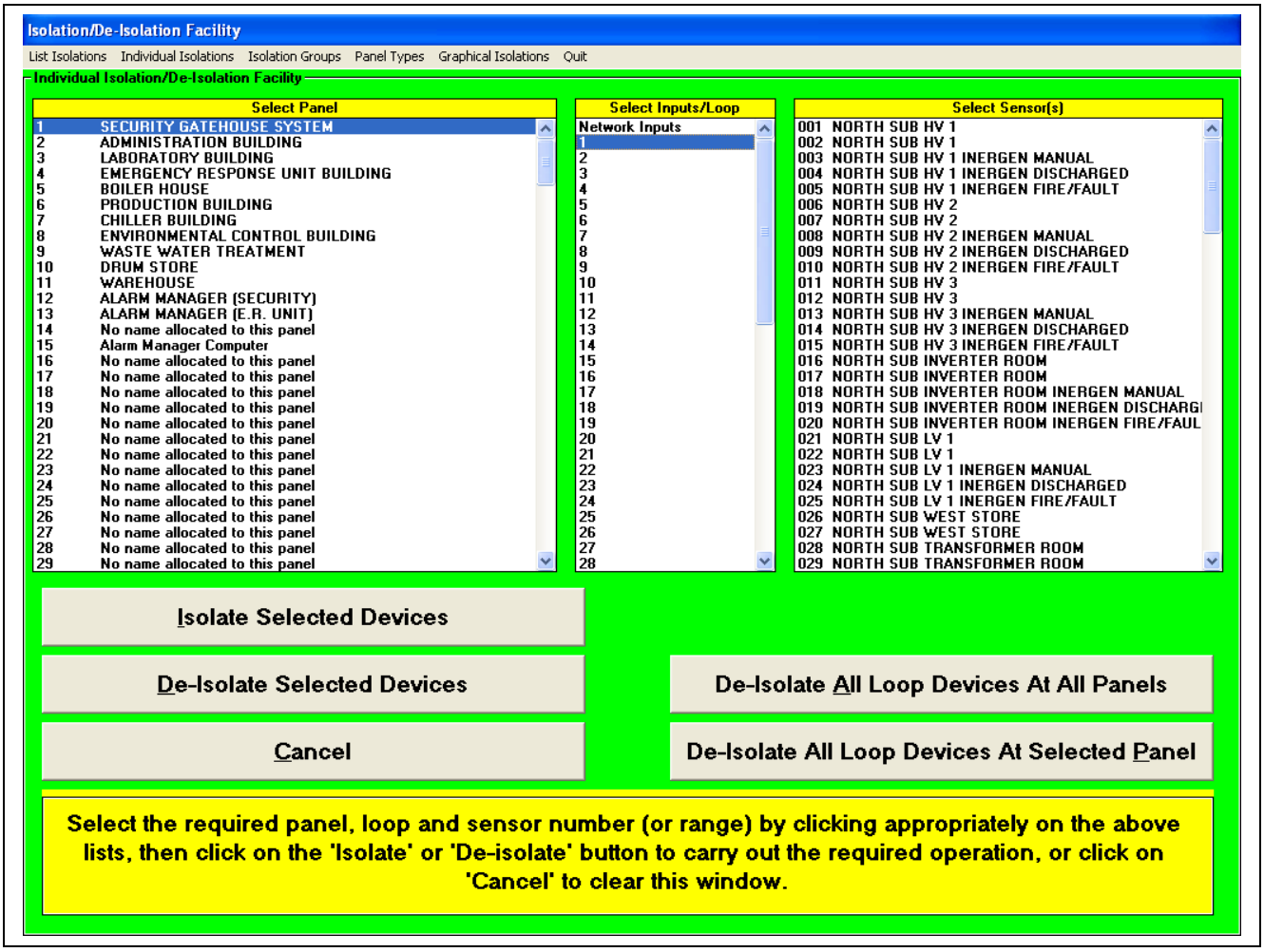


Figure 8 Isolate/De-Isolate Individual Devices.

Figure 8 shows the window displayed when the Individual Isolation option is selected, and comprises a list of panels, a list of loop numbers, and a list of sensor addresses, with command buttons for isolating or de-isolating the selected devices, de-isolating all loop devices at the selected panel, de-isolating all loop devices at all panels, or removing this window from the display.

When an isolation or de-isolation command is carried out, the list of network commands will be displayed as shown in Figure 6.

Group Isolation – Panel Type List.

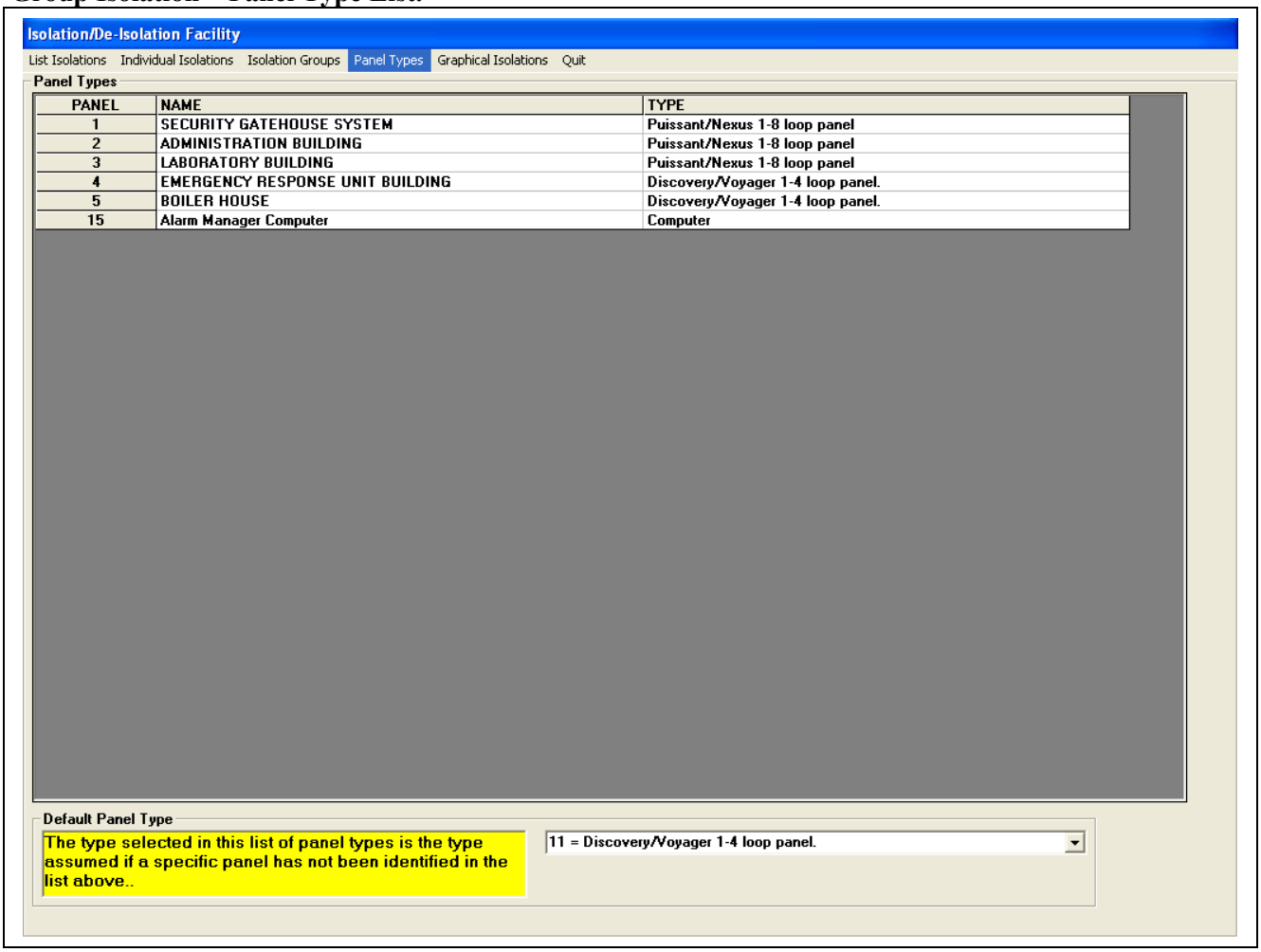


Figure 9 Graphical Isolation Map List.

This list shows the panel types as currently recognised by the isolation utility. If the types given in this list are different to the actual panel types on the network then it is likely that isolations from the Alarm Manager will not work. Normally these types are automatically established from the messages received from the network. The default type indicated is the type that will be assumed for any panels not specified in the main list. This default type will be specified as type 11 Premier AL 1/2or 1/4 loop panel (type 10 for Premier AL Repeter panel) , when the program first loads, although any change will be retained as long as the program continues to run.

To manually configure the panel type list:

The actual network configuration may be specified by using a text editor to create a text file called ‘PANELS.TXT’ in the ‘config’ directory of the alarm manager program. This file should contain one line for each panel, using the following format: ‘cn=p,t’ where

c = computer network card number (‘0’-‘3’) – use ‘0’ where only one network card is used.
n = node letter (‘A’-‘O’) identifying the address set up on the panel’s network card switches.
p = panel number as specified through the panel’s network menu.
t = panel type code (1-11).

If this file exists, then the network messages will be ignored for the purpose of identifying panel types.

Group Isolation – Graphical Isolation.

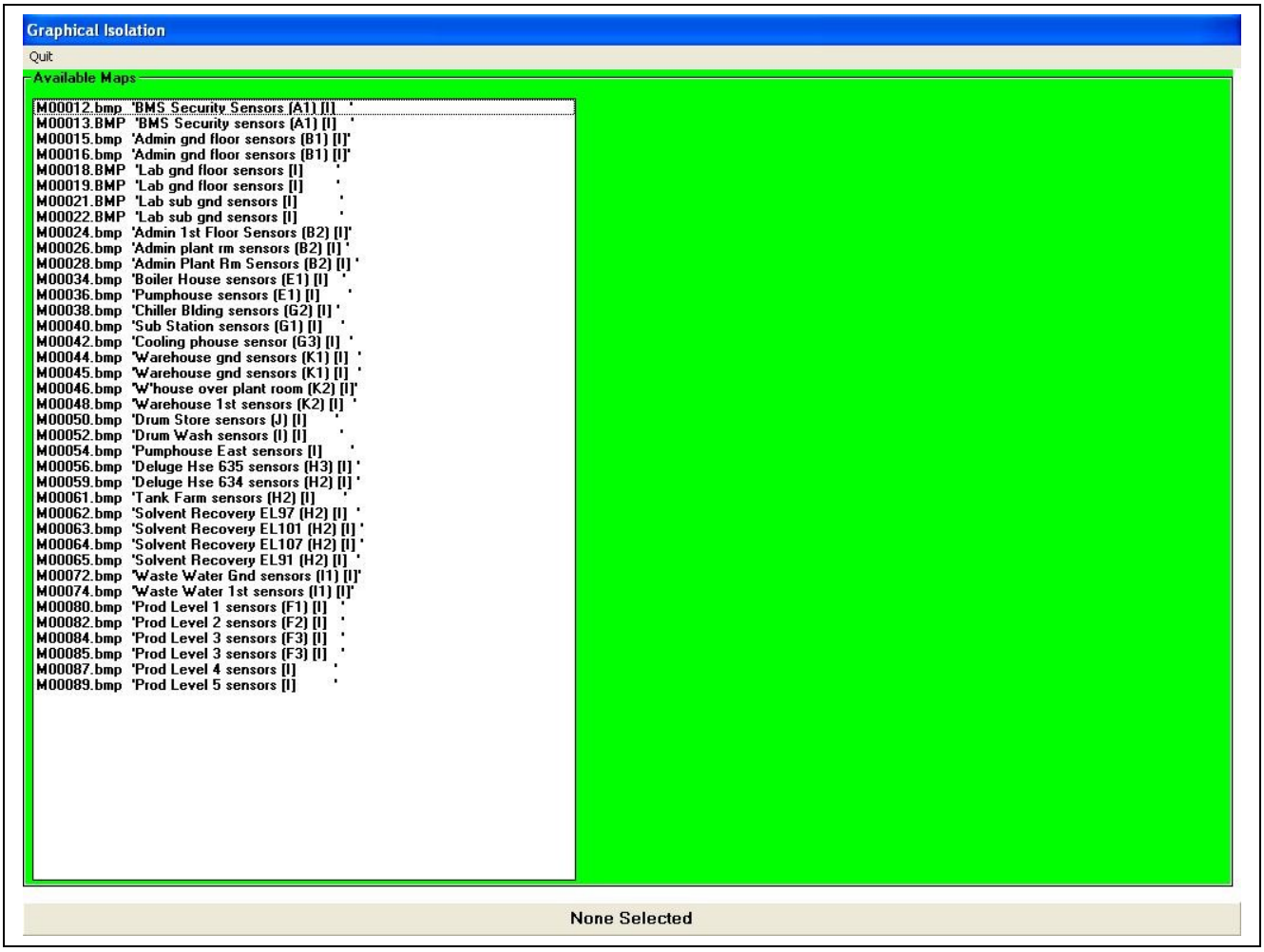


Figure 10 Graphical Isolation Map List.

Figure 10 shows the window displayed when the Graphical Isolation option is selected, and comprises a list of maps that are allocated to this function. The 'Quit' menu item returns to the main Group Isolation page, while selecting a map from the list will display the map with its symbols as shown in Figure 11.

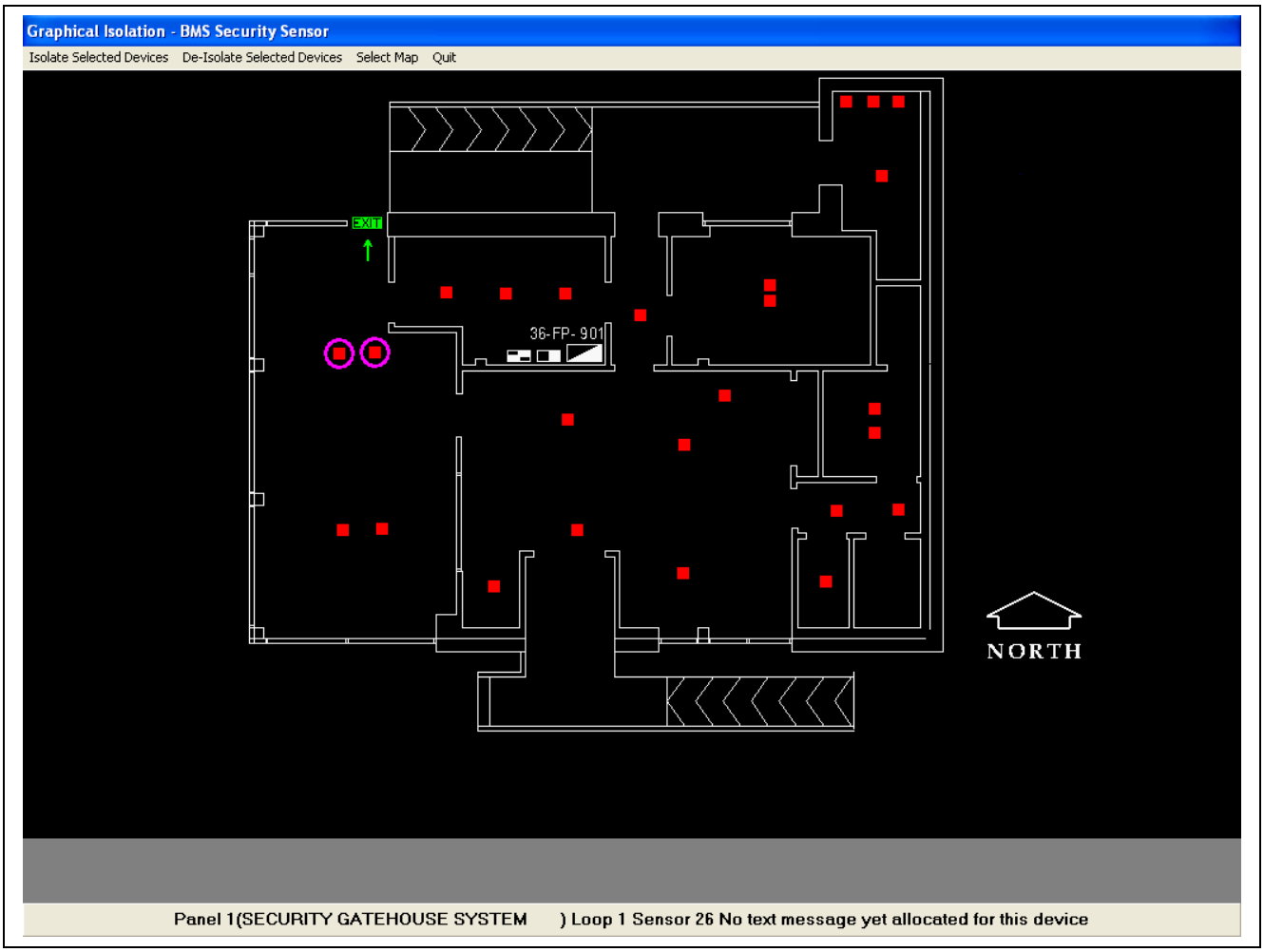


Figure 11 Graphical Isolation Map Display.

Sensor symbols are shown as either plain red squares (de-isolated) or yellow squares containing a cross (isolated). Currently selected symbols are identified by a purple circle, as indicated in the above picture.
The bar at the bottom of the screen will show the address details for a symbol as the mouse pointer moves over it.

Menu items are provided to either isolate or de-isolate the selected devices, and to return to the map list shown in Figure 10.

When an isolation or de-isolation command is carried out, the list of network commands will be displayed as shown in Figure 6.

Group Isolation - View Contents Of Group.

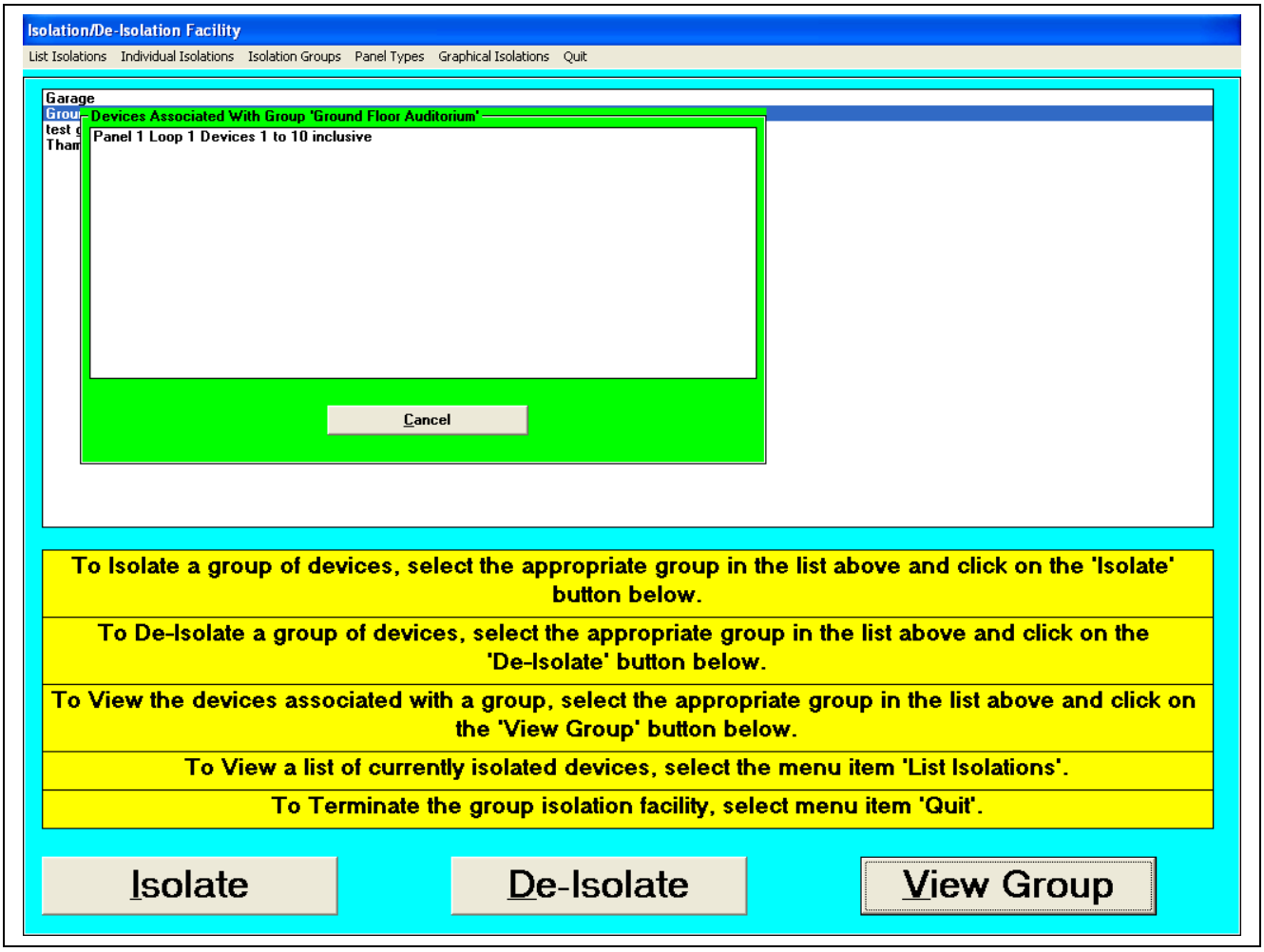


Figure 12 View Contents Of Group.

Figure 12 shows the window displayed when the View Contents Of Group option is selected for a specific group, and comprises a list of the devices allocated to the specified group, with a command button for removing this window from the display.

Edit Map/Procedure Pages

Figure 13 shows the opening screen of the Map Edit Utility.

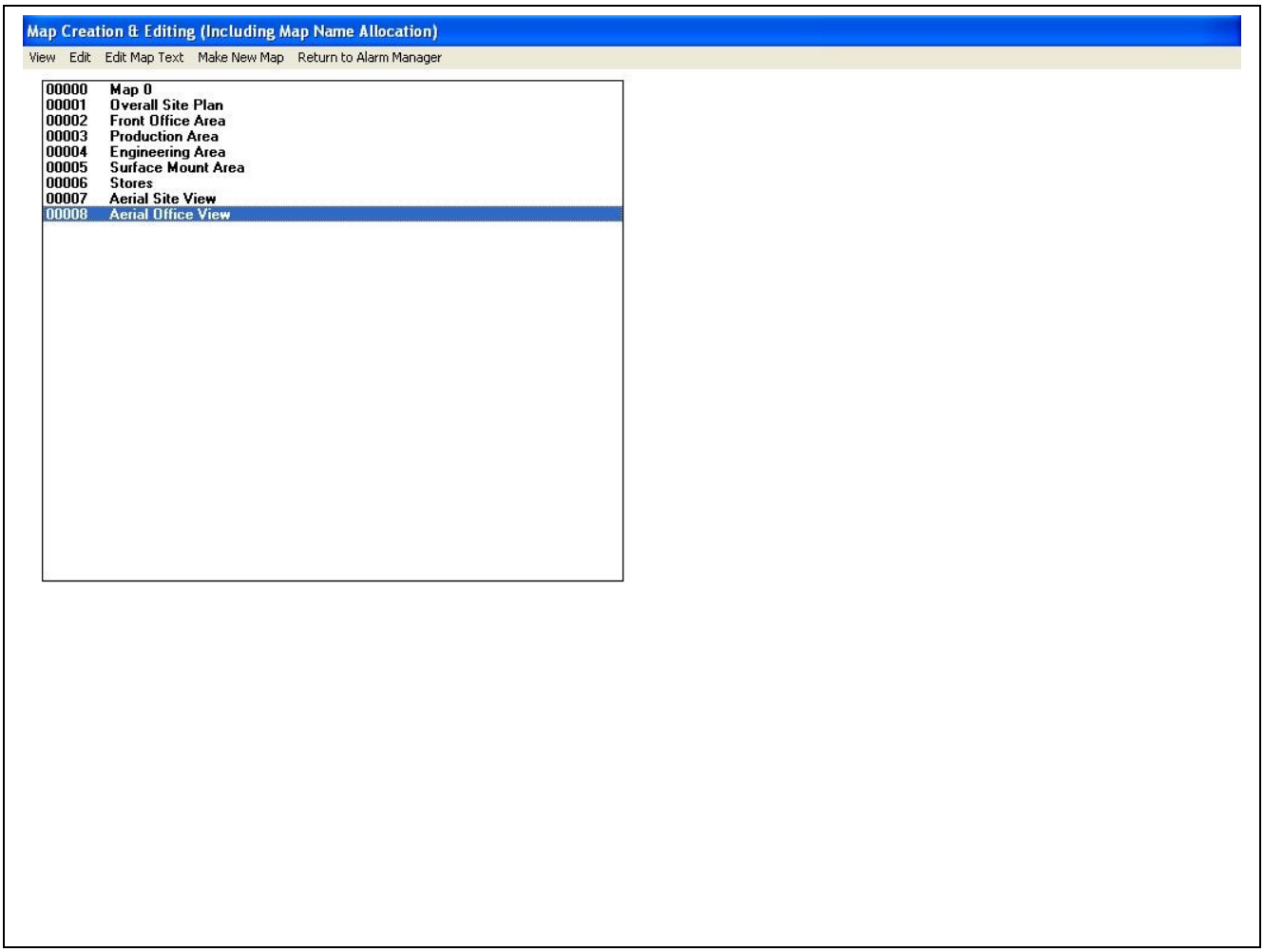


Figure 13 Map Edit Opening Screen

The opening screen has a menu bar across the top and a list of existing map names. Any maps that have not yet been allocated real names will simply be identified by the word Map plus its number.

Note: The maps whose name includes the characters '[I]' are intended to be used for the graphical isolation facility.

The menu functions "View Map", "Edit" and "Edit Map Text" are only valid if one of the maps in the list is highlighted and that will be the map on which the function will work. The functions "Make a New Map" and "Return to Alarm Manager" are self-explanatory.

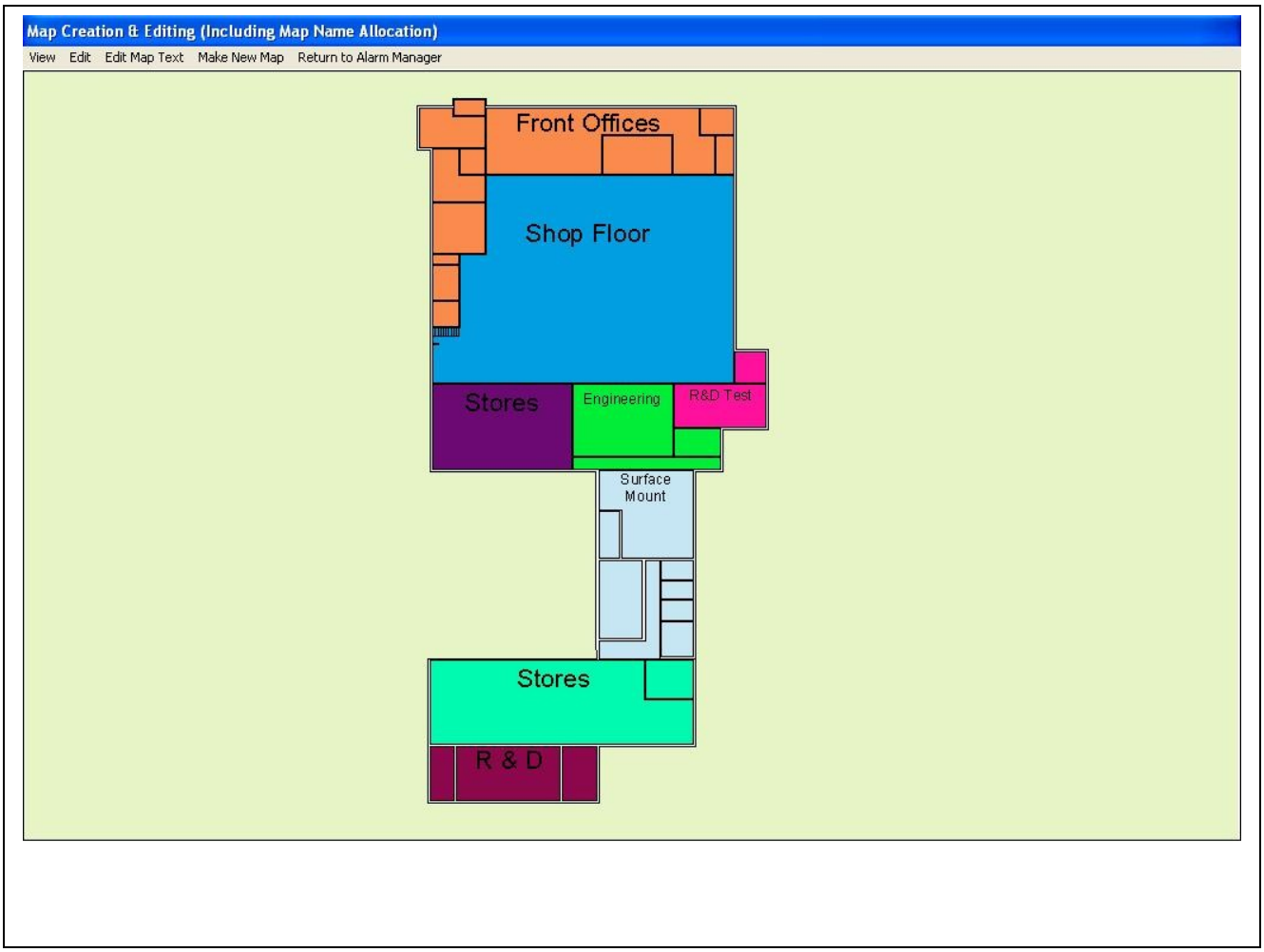


Figure 14 Viewing Map Number 1

Select a map in the list then select "View Map" the selected map will be shown as shown in Figure 14. To remove this map from the display just click anywhere on the map itself.

The 'View' menu also allows procedure pages to be viewed.

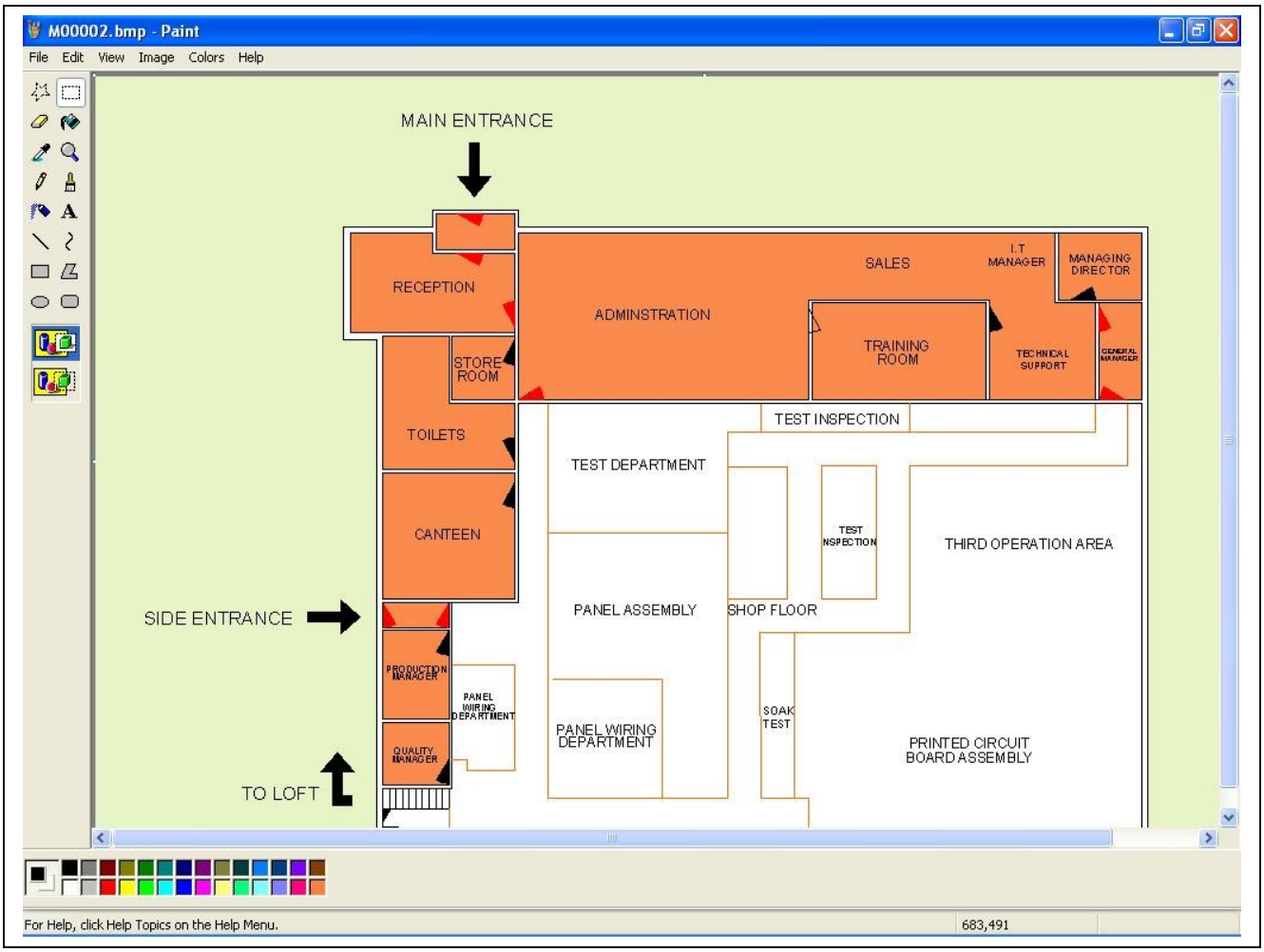


Figure 15 Microsoft Paint Loaded to Edit an Existing Map

Select a map, then select "Edit Map". The appropriate bitmap editor will be loaded with the selected map page, ready for editing as shown in Figure 15.

n.b. Alternative bitmap editors may be specified throught the 'Edit' menu.

Please refer to the manual for the selected bitmap editor for instructions on how to edit the bitmap.

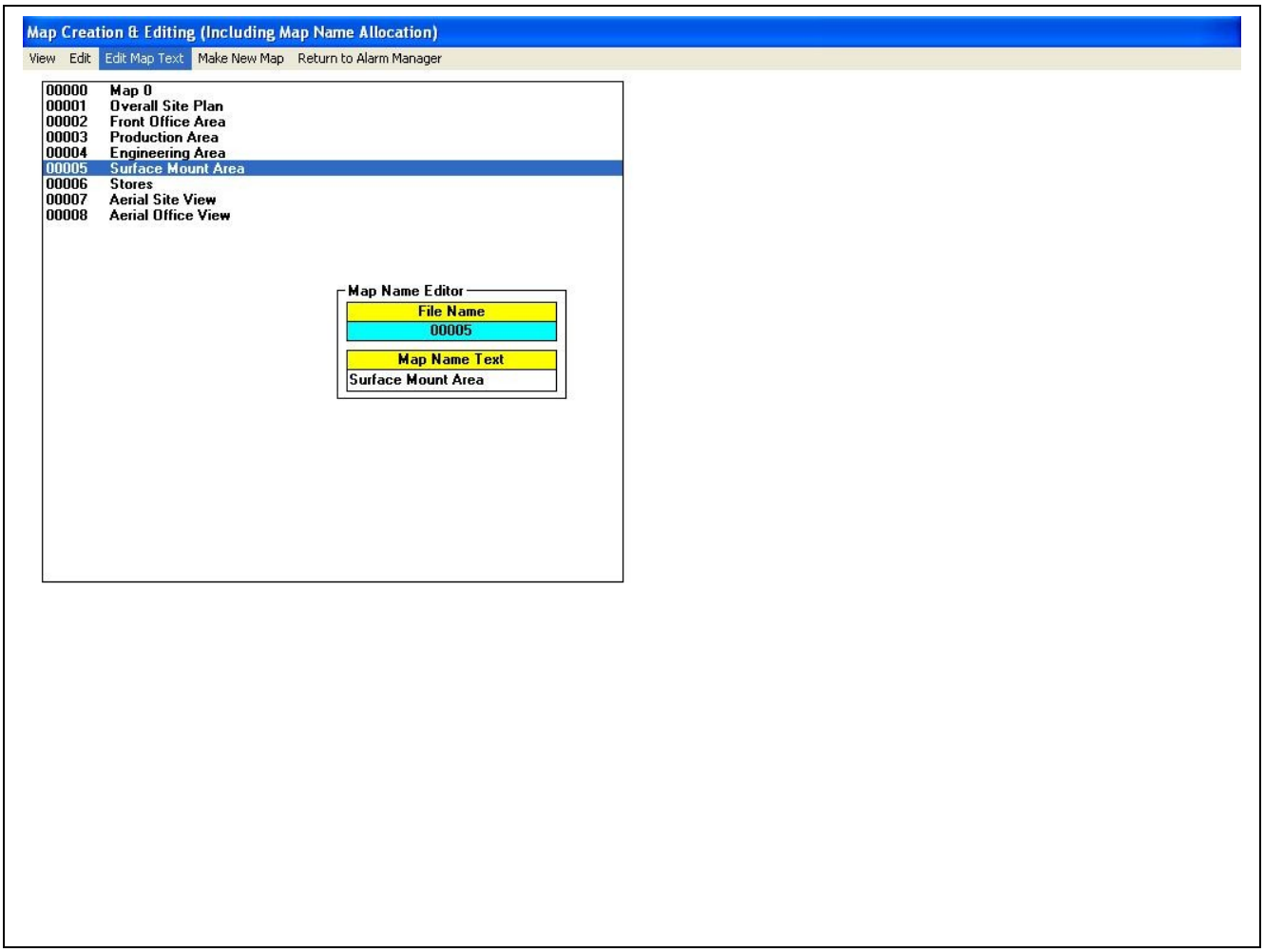


Figure 16 Editing a Map Name Text

Figure 16 shows the text editing window that is displayed when "Edit Text" menu function is activated. This window is cleared when the ENTER key on the QWERTY Keyboard is pressed, at which time the text as shown in the editing window will replace the original text in the main list.

If the map will contain symbols that need to be accessable for graphical isolation then the characters '[I]' should be included in the name.

The text in the list will be saved back to disk when the "Return to Alarm Manager" function is activated.

Activation of the "Make New Map" menu function causes the selected bitmap editor to be loaded with a blank map image. For computers with higher screen resolutions a choice of map sizes will be offered, defaulting to the largest size appropriate to the screen area.

Edit Message Texts

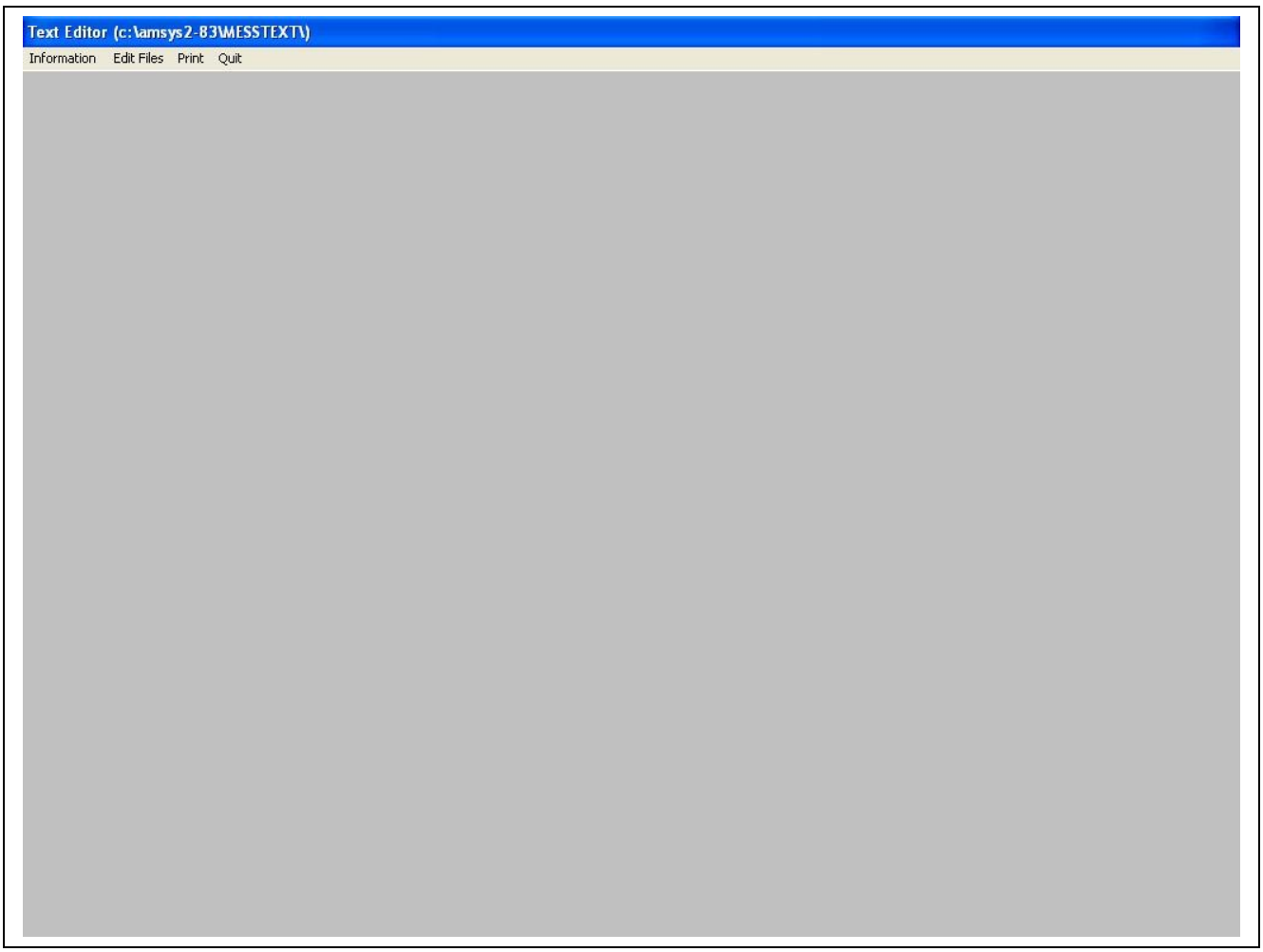


Figure 17 Opening Screen of Text Editor

The white bar at the top of the screen is a menu bar, and the four text items displayed are the available menu options.

Information

This item when selected causes the first of two information pages to be displayed, and at the bottom of that page are two command buttons. One button is for moving on to the second information page, while the other is for leaving the information page and returning to the original menu page.

The second information page likewise has two command buttons at the bottom of it, one for going back to the first information page, and the other for going back to the menu page. These two information screens are shown in Figure 18 and Figure 19.

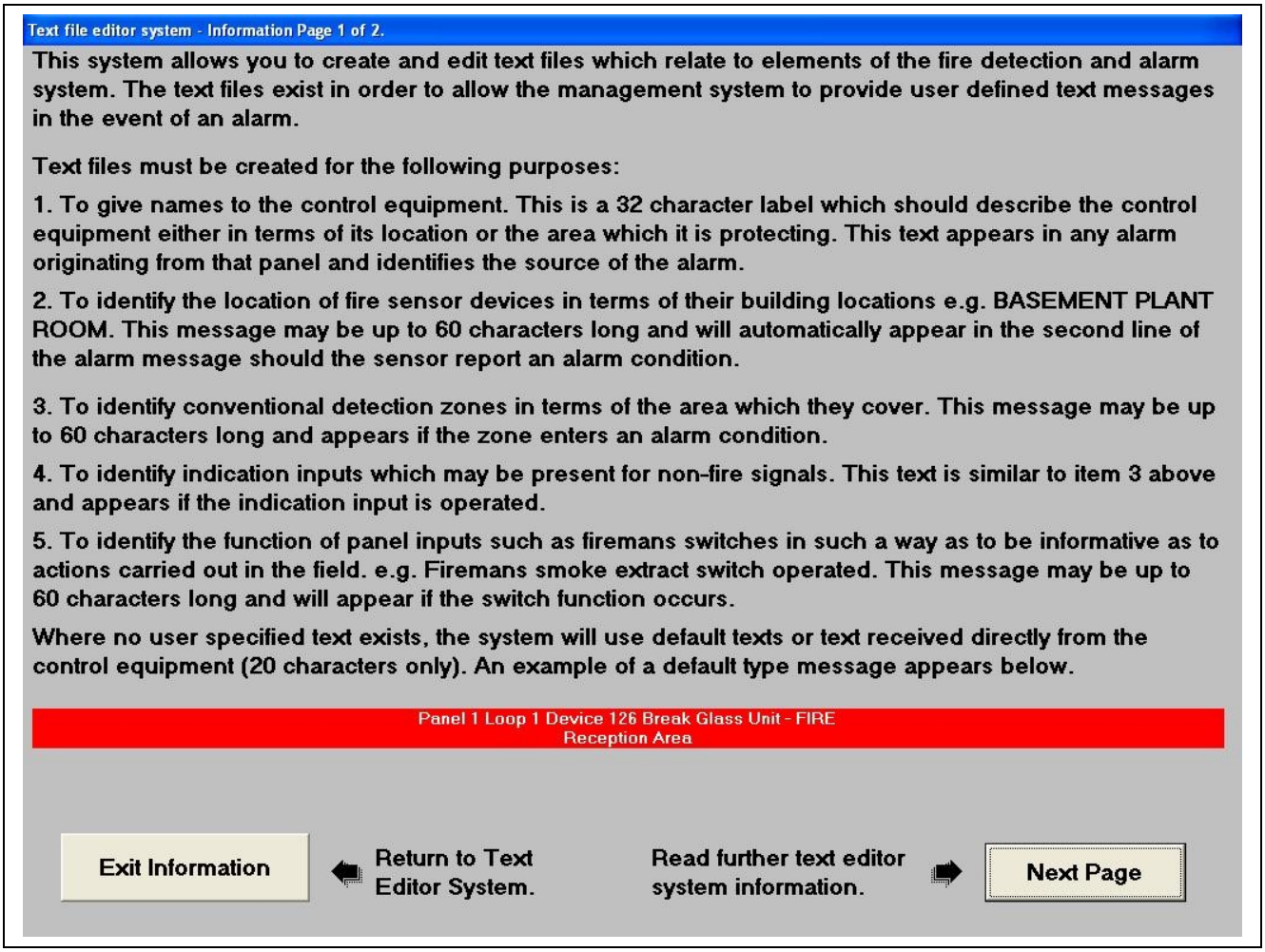


Figure 18 First Information Page of Text Editor

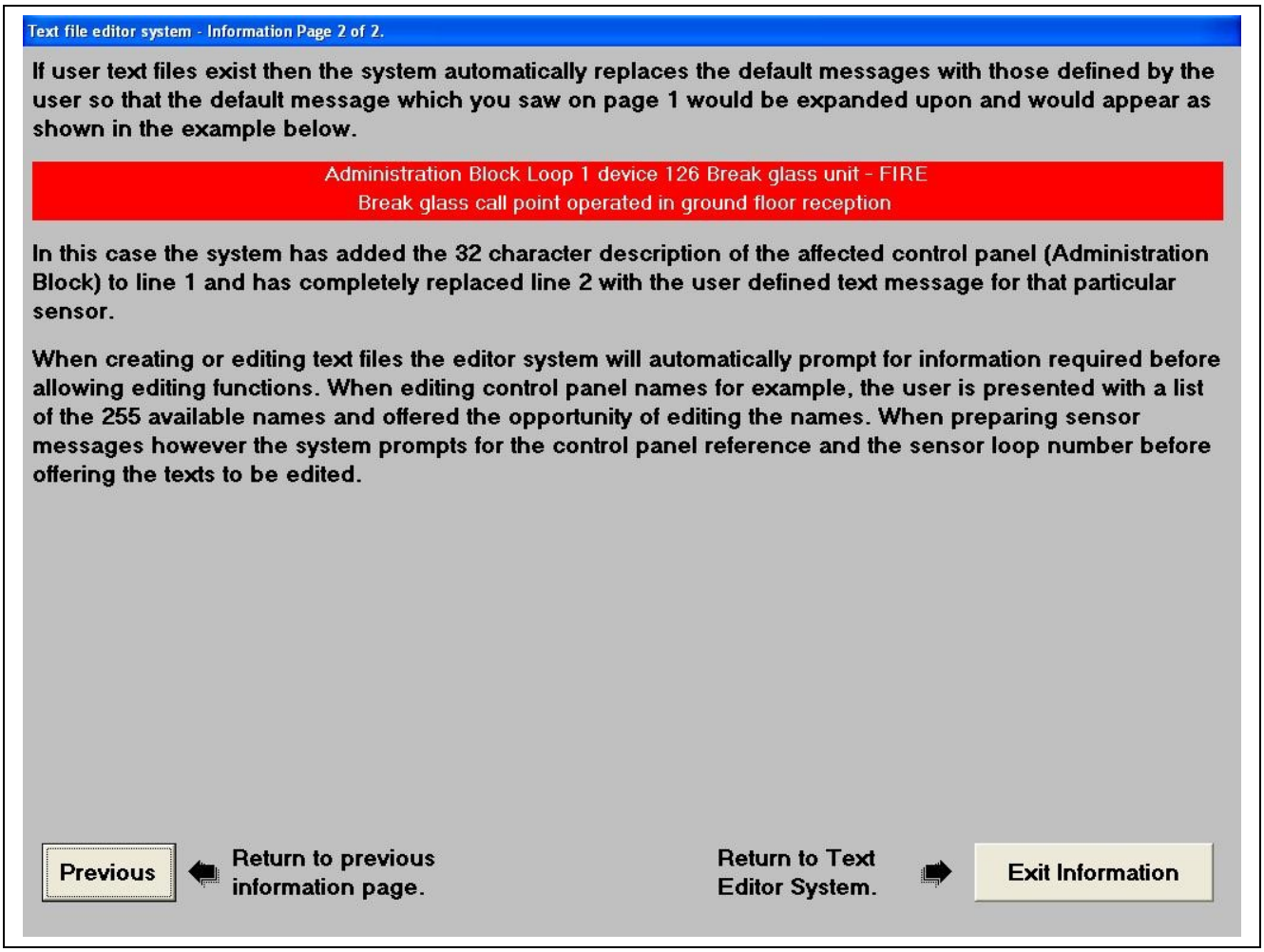


Figure 19 Second Information Page of Text Editor

Edit Files

When this option is selected, the menu items along the top of the screen are disabled, and a list of possible file types is shown, together with the option to finish editing.

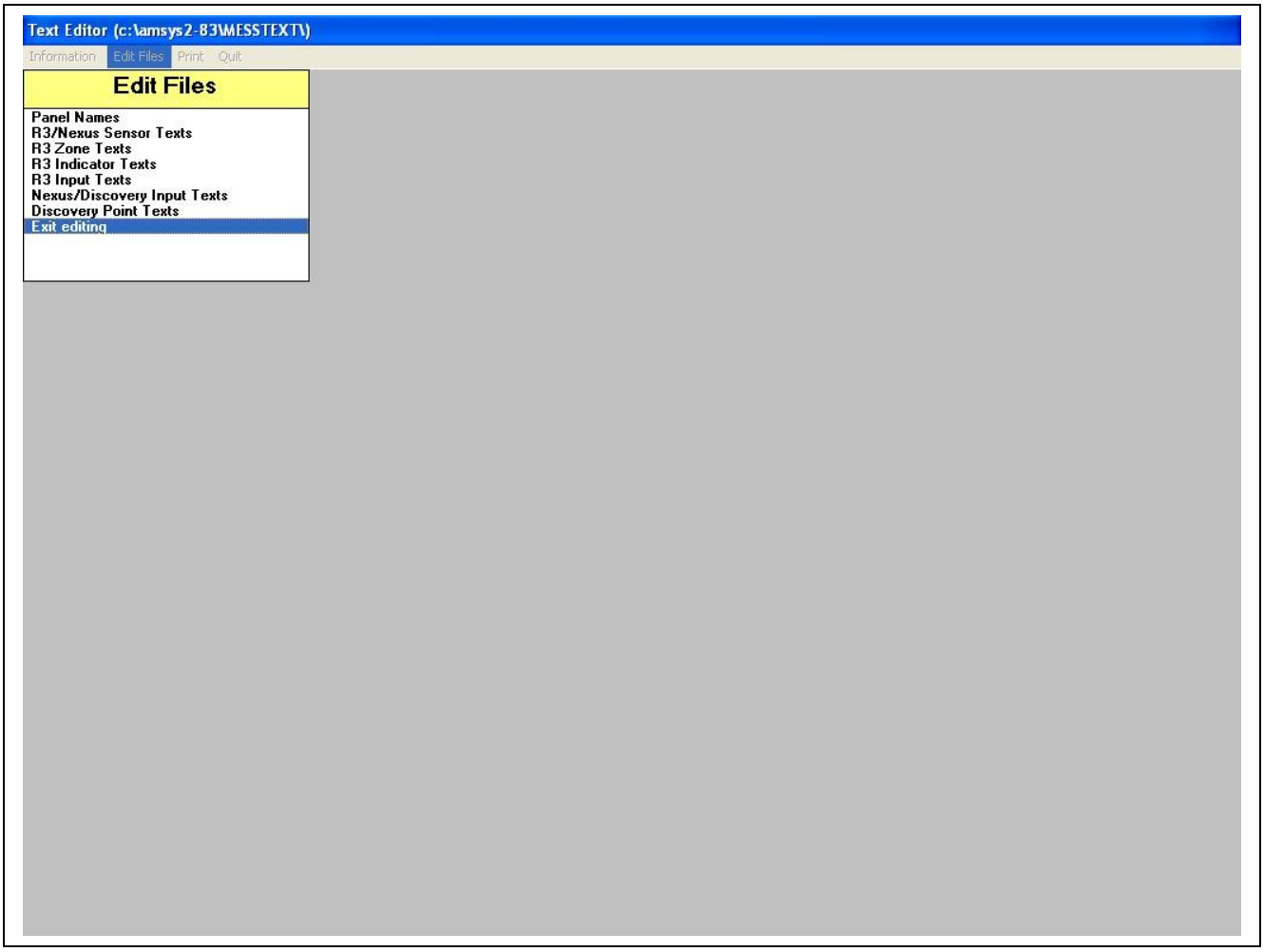


Figure 20 File Options for Text Edit

Double-clicking on one of above file types causes a list of possible nodes to be displayed. In the case of sensor/point text, double-clicking on the node list will cause a list of possible loop numbers to be displayed, while for the other message types, the edit screen is displayed. Double-clicking on the loop list will then bring up the edit screen for editing sensor texts for that loop of the selected node.

The next page of this document shows the two display stages for selecting a sensor/point loop, while the following page shows the actual edit screen itself.

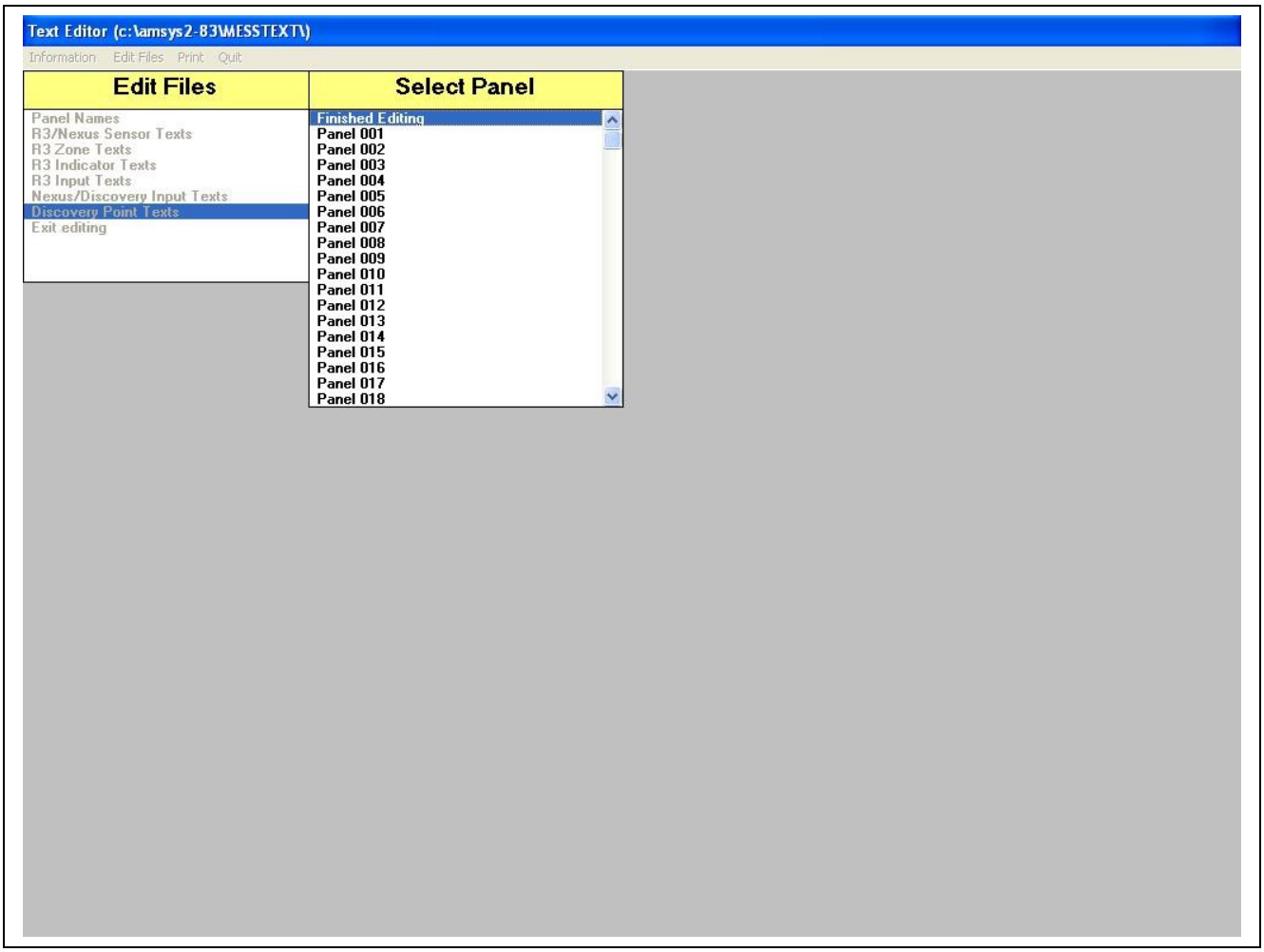


Figure 21 Node List of Text Editor

If sensor/point texts are selected for editing, then the display shown in Figure 21 appears so that the required panel can be selected by clicking on the appropriate entry in the list.

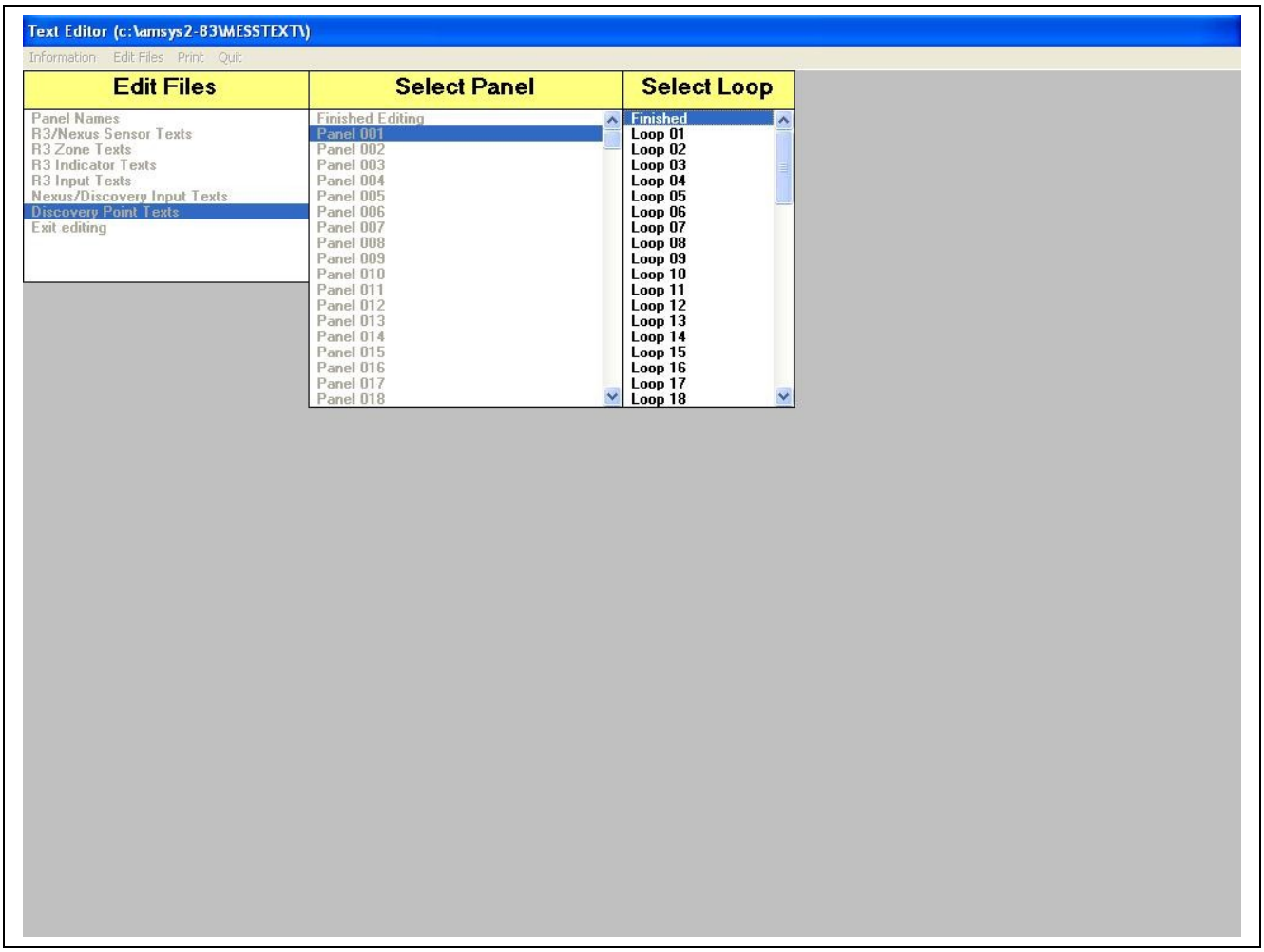


Figure 22 Loop List of Text Editor

Panel 2 has been selected for editing Premier AL point texts, so now we are prompted to select the required loop within panel 2. Click on the appropriate entry in the loop list, if necessary using the scroll bar to access loop numbers not immediately visible in the list.

n.b. In this instance only loops 1 to 4 are applicable since a Premier AL panel can only have up to 4 loops.

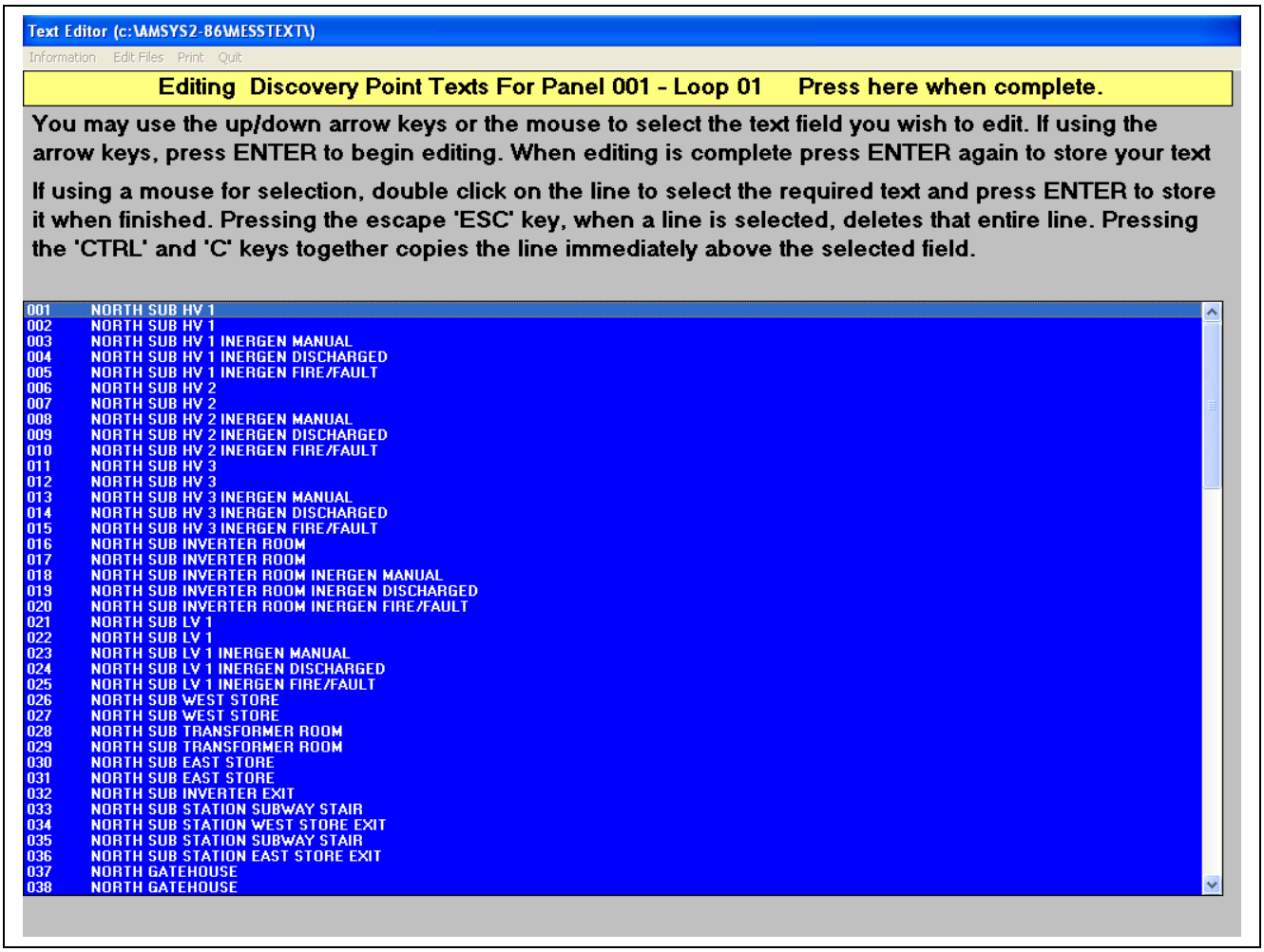


Figure 23 Text edit Screen for Premier AL Point Messages

Figure 23 shows the text editing screen for editing Premier AL point texts for loop 1 of node 1, although the general appearance of this screen is the same whichever function type is selected. The number of texts in the list depends on the function type, and the yellow bar near the top of the screen identifies the exact file that has been selected. Generally there will be 255 node names, 126 sensors/points per loop, 128/255 network inputs per node, and 255 circuits for each R3 circuit type (Zones, Inputs etc.).

The instructions at the top of the screen explain how to select a text item for editing, and how to edit.

Figure 24 shows a typical screen display when the Print option is selected from the Text Edit Menu Bar:-

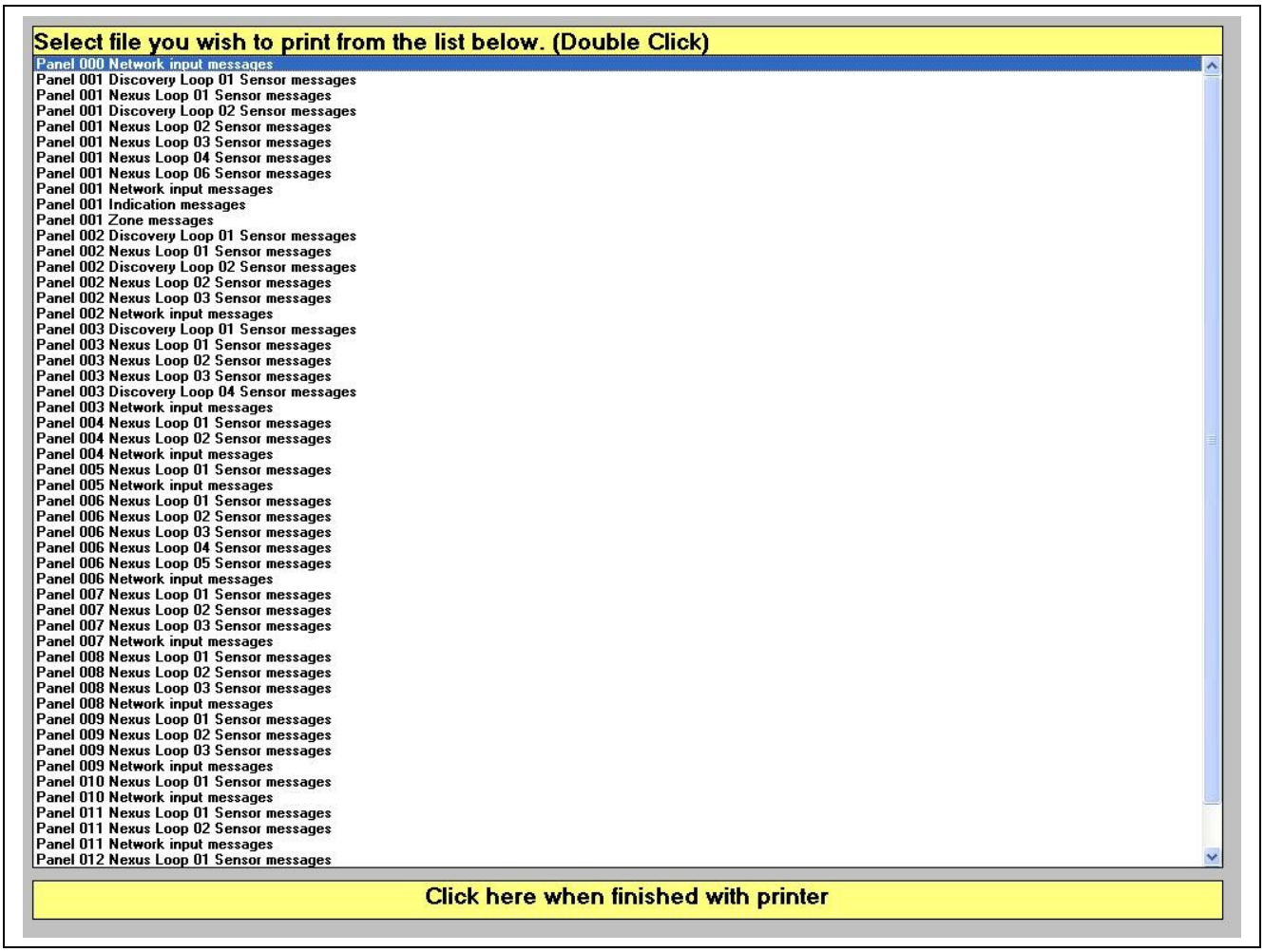


Figure 24 Printer Options in Text Editor Program

Double-clicking on one of the above items causes that list of text to be printed, while clicking on the yellow box at the bottom of the screen clears this list from the display and returns to the menu page.

Allocate Map Pages to Alarm Sources

This function is used to specify up to five maps/procedures to be shown when a particular alarm source is operated into alarm. This operation must be carried out before the symbol placement described in the next section.

N.B. Maps are allocated to Alarm Sources, not individual events. For example, in the case of addressable sensors, the same maps will be shown for Fire, Alert or Fault, only the colour of any flashing symbols will be different.

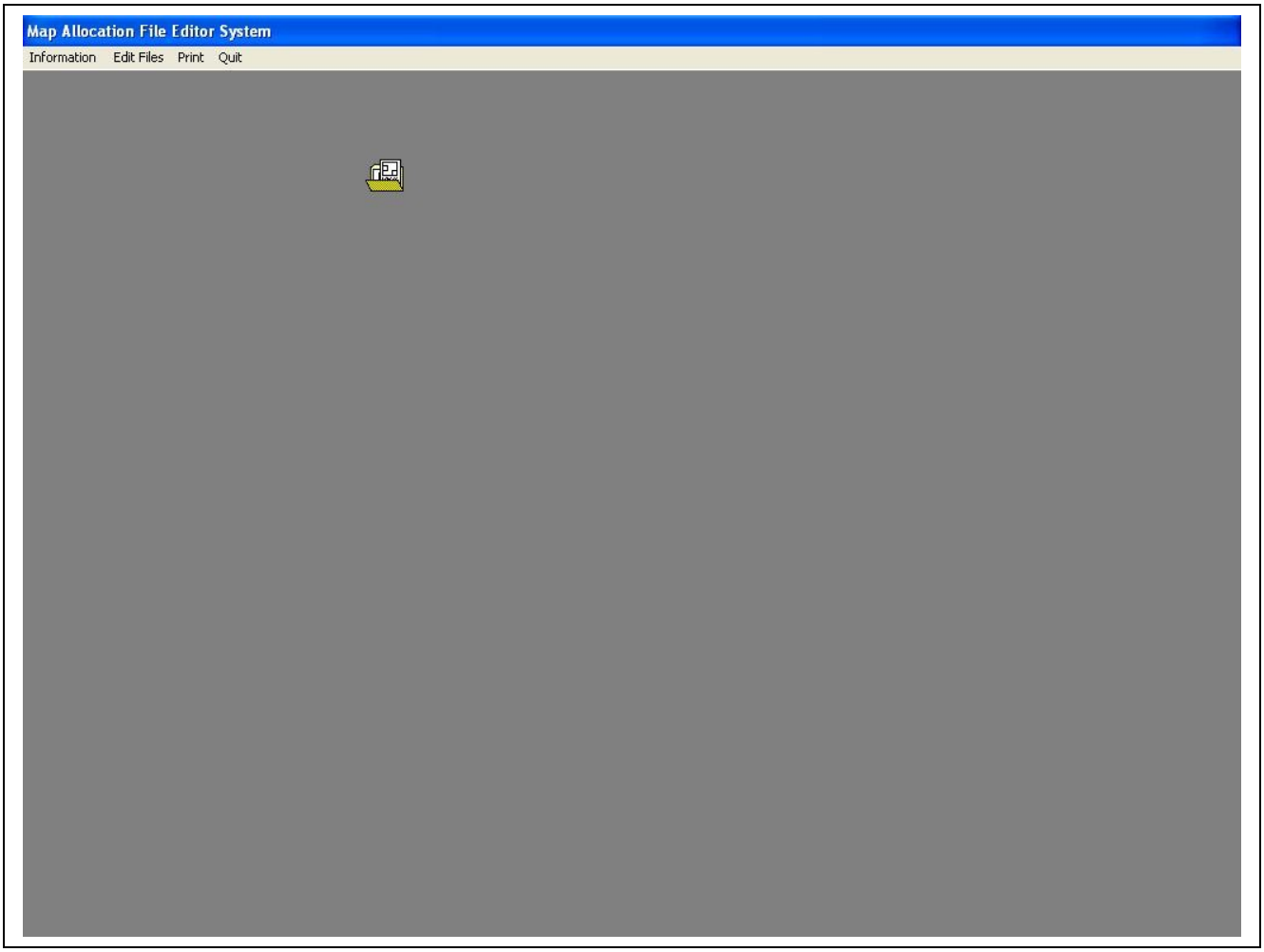


Figure 25 Map Allocation Opening Menu

The menu bar at the top of the screen identifies the available functions in this program:-

"Quit" just exits from this program and returns to the Alarm Manager.

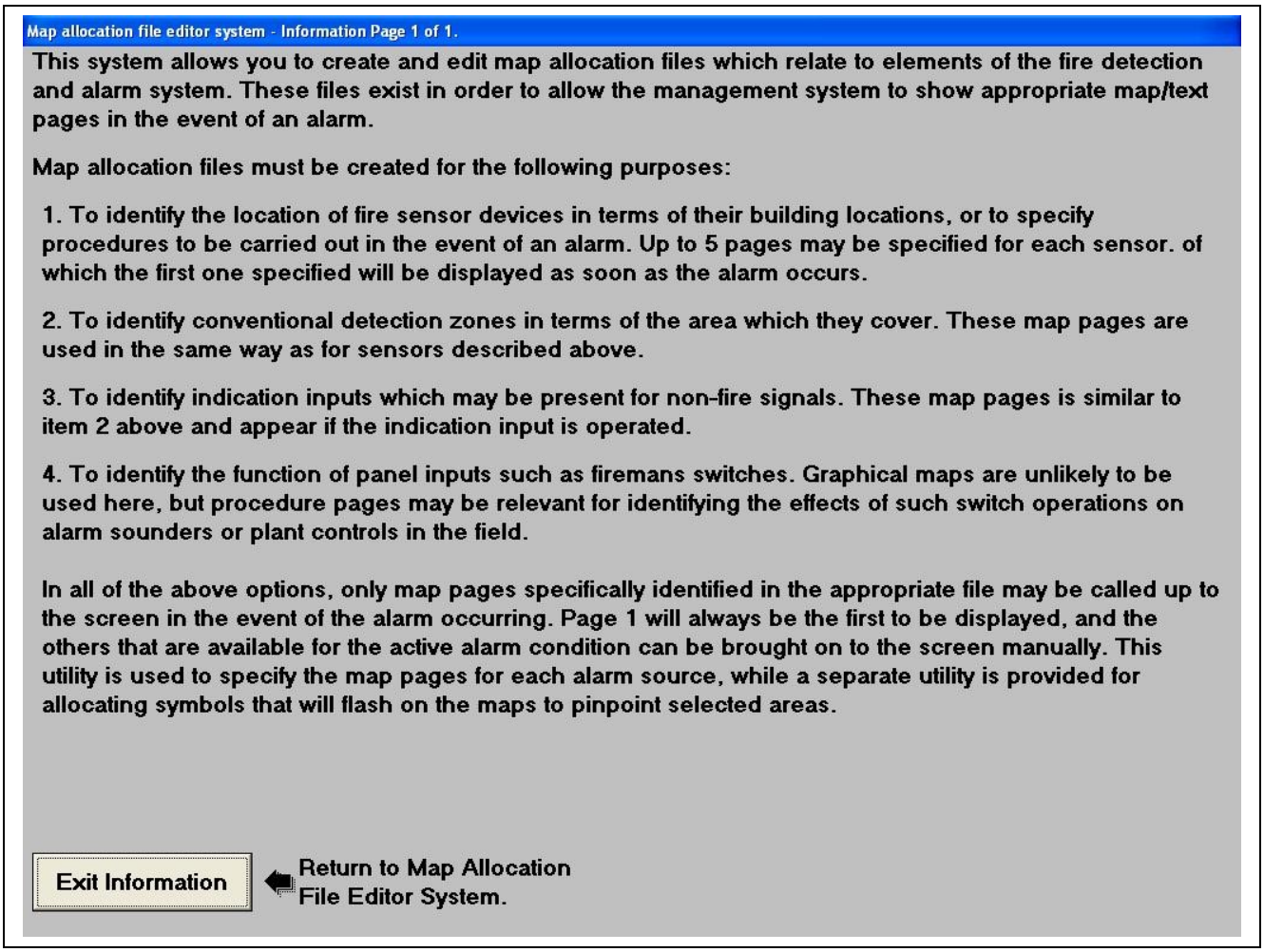


Figure 26 Map Allocation Information Page

Figure 26 shows the information page displayed when the Information item on the menu bar is clicked. Click on Exit Information to clear this page from the display.

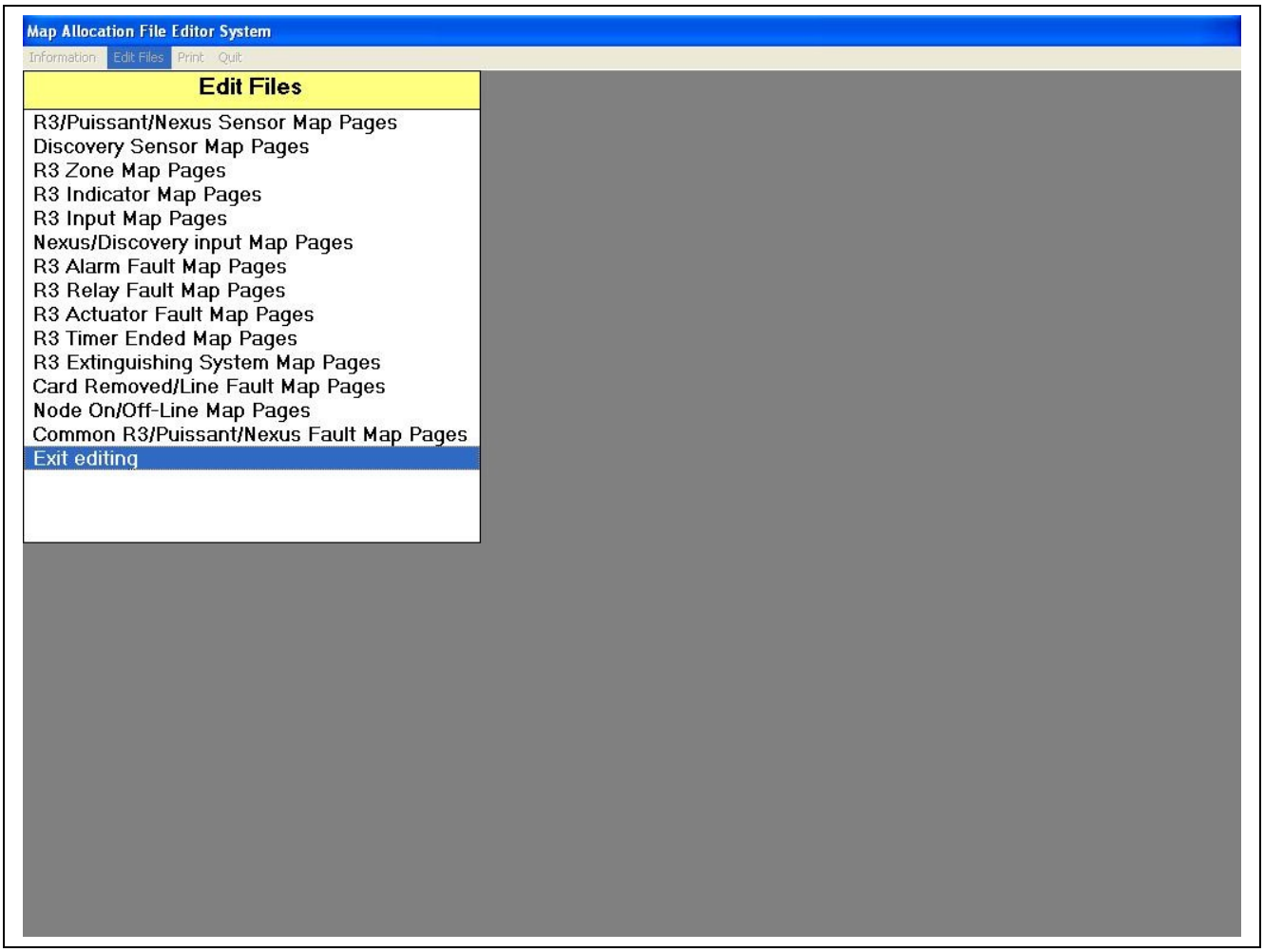


Figure 27 Map Allocation Alarm Source Types

When Edit Files is selected, then the display shown in Figure 27 is shown, prompting for the alarm type to be selected.

The required alarm type can be selected by clicking on the appropriate item in the list.

Figure 28 Map Allocation Node List

The panel list shown in Figure 28 will appear whichever alarm type is selected, although in this example it is the Premier AL Sensor Map Pages which has been selected.

Click on the appropriate panel item to select a panel for editing.

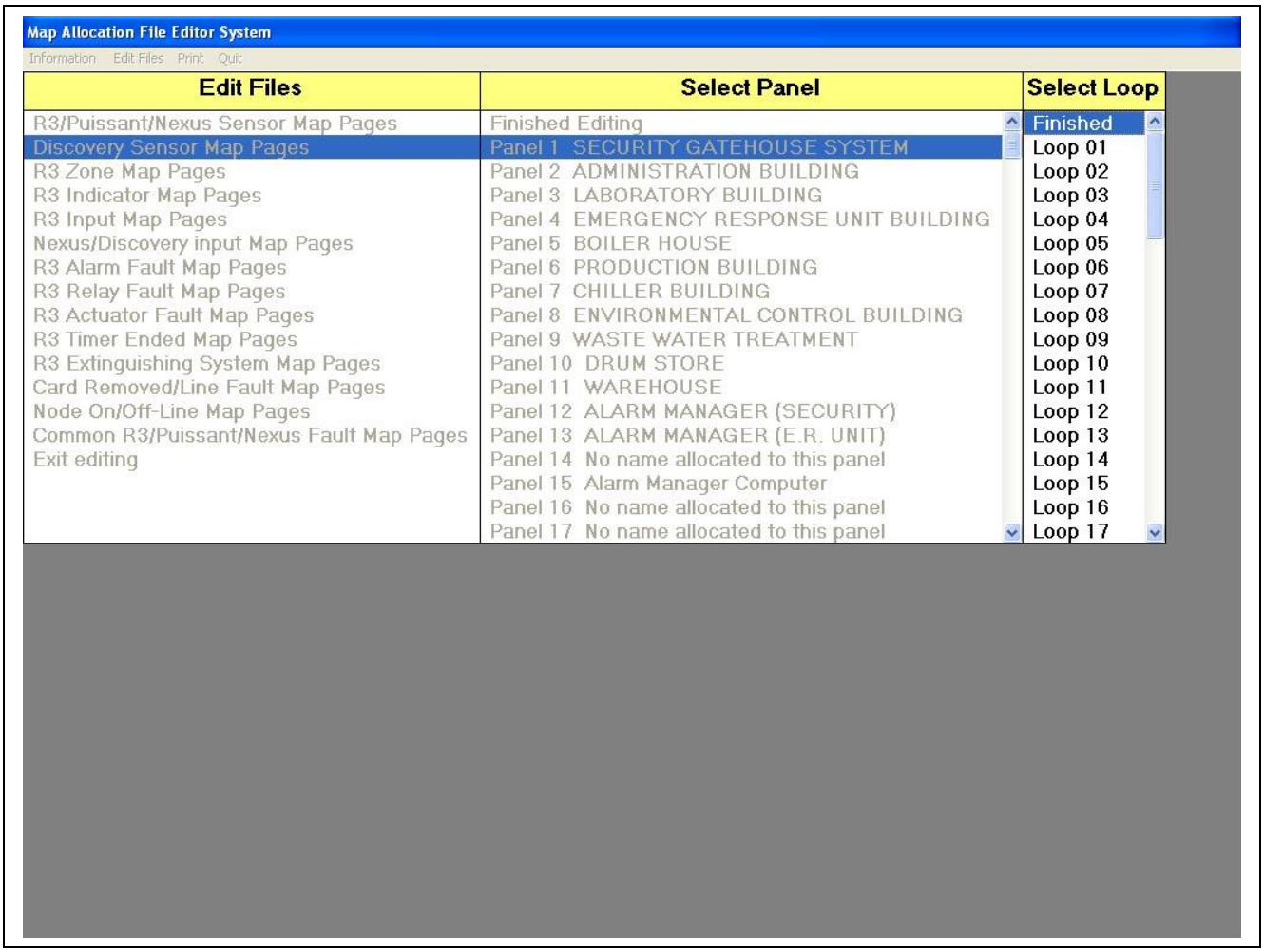
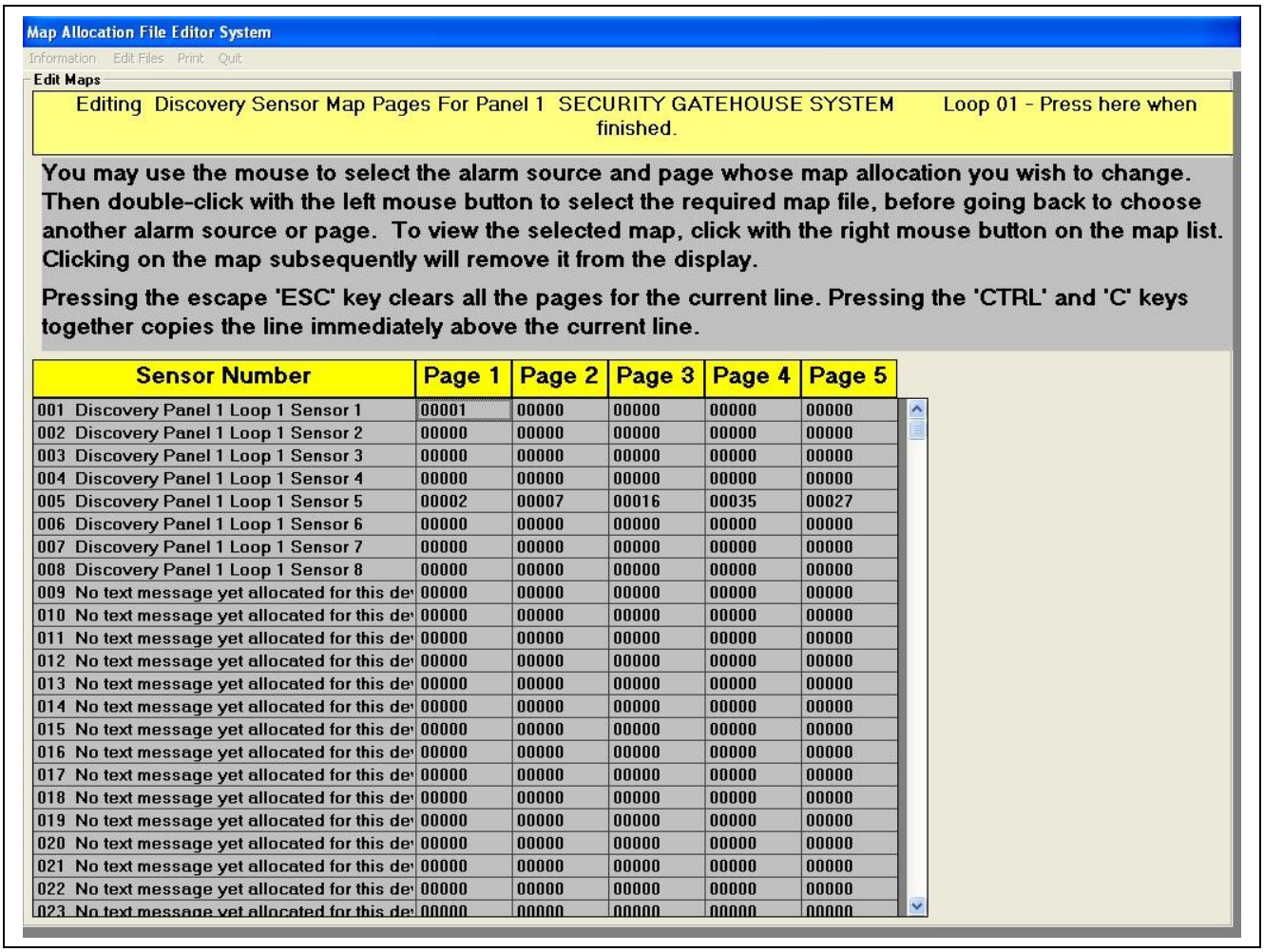


Figure 29 Map Allocation Loop List

The display in Figure 29 shows that Panel 1 has been selected for Premier AL Sensor Map Page editing, so the list of loop numbers now prompts for the selection of the required loop. The scroll bar at the right hand edge of the loop list allows other loop numbers to be brought into view.

Clicking on a valid loop number will bring up the Map Page editing screen as shown in Figure 30.



Sensor Number	Page 1	Page 2	Page 3	Page 4	Page 5
001 Discovery Panel 1 Loop 1 Sensor 1	00001	00000	00000	00000	00000
002 Discovery Panel 1 Loop 1 Sensor 2	00000	00000	00000	00000	00000
003 Discovery Panel 1 Loop 1 Sensor 3	00000	00000	00000	00000	00000
004 Discovery Panel 1 Loop 1 Sensor 4	00000	00000	00000	00000	00000
005 Discovery Panel 1 Loop 1 Sensor 5	00002	00007	00016	00035	00027
006 Discovery Panel 1 Loop 1 Sensor 6	00000	00000	00000	00000	00000
007 Discovery Panel 1 Loop 1 Sensor 7	00000	00000	00000	00000	00000
008 Discovery Panel 1 Loop 1 Sensor 8	00000	00000	00000	00000	00000
009 No text message yet allocated for this de	00000	00000	00000	00000	00000
010 No text message yet allocated for this de	00000	00000	00000	00000	00000
011 No text message yet allocated for this de	00000	00000	00000	00000	00000
012 No text message yet allocated for this de	00000	00000	00000	00000	00000
013 No text message yet allocated for this de	00000	00000	00000	00000	00000
014 No text message yet allocated for this de	00000	00000	00000	00000	00000
015 No text message yet allocated for this de	00000	00000	00000	00000	00000
016 No text message yet allocated for this de	00000	00000	00000	00000	00000
017 No text message yet allocated for this de	00000	00000	00000	00000	00000
018 No text message yet allocated for this de	00000	00000	00000	00000	00000
019 No text message yet allocated for this de	00000	00000	00000	00000	00000
020 No text message yet allocated for this de	00000	00000	00000	00000	00000
021 No text message yet allocated for this de	00000	00000	00000	00000	00000
022 No text message yet allocated for this de	00000	00000	00000	00000	00000
023 No text message yet allocated for this de	00000	00000	00000	00000	00000

Figure 30 Map Allocation Circuit List

Figure 30 shows the display for editing the Map Page allocation for sensors on panel 3 loop 4. The instructions at the top of the screen describe the editing procedure, while the table below the instructions lists the pages currently allocated to the sensors on this loop. The scroll bar at the right hand edge of the table allows other sensors to be brought into view.

In this example, clicking on the Page 1 box for sensor number 3 results in the display shown in Figure 31.

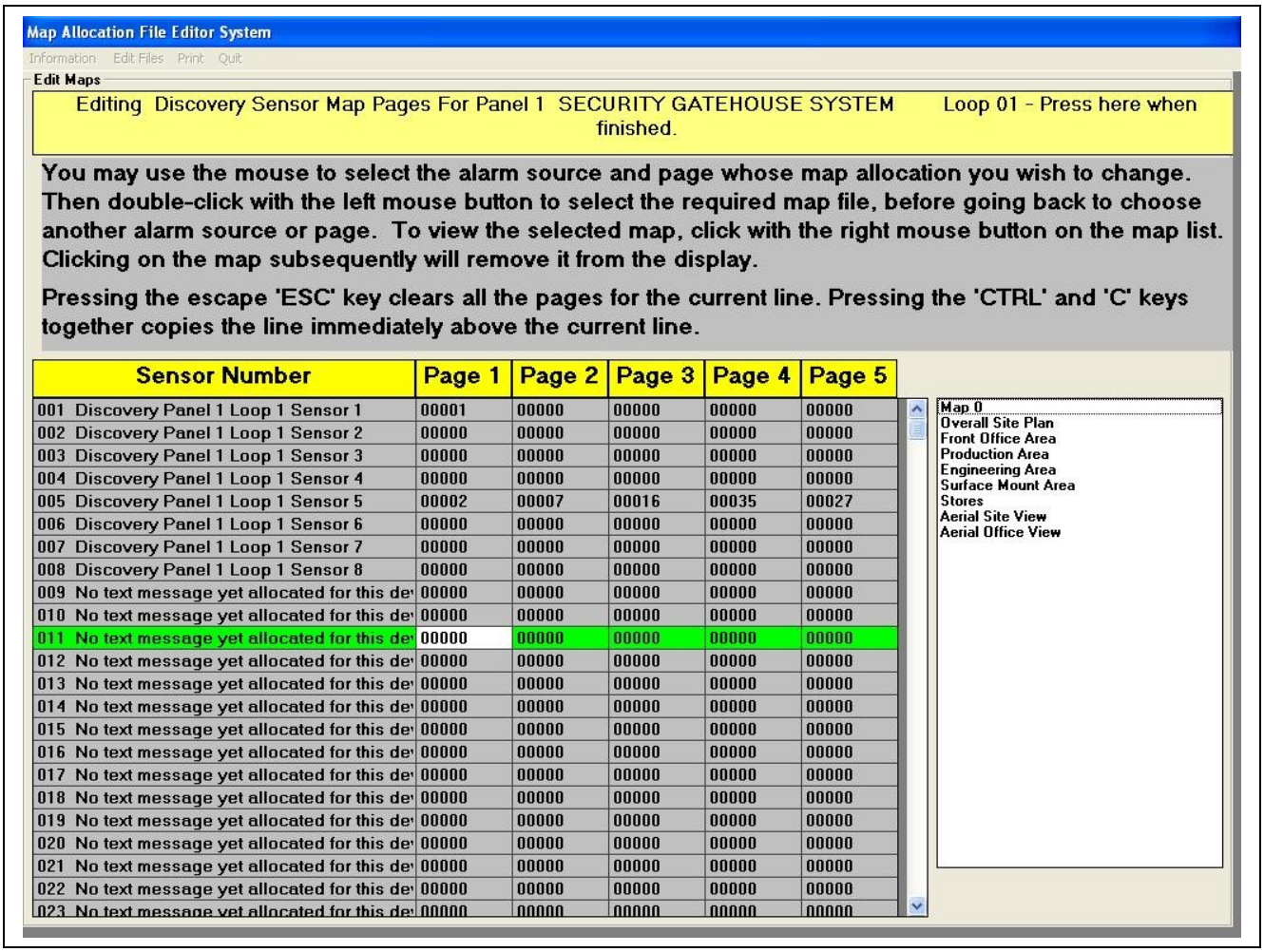


Figure 31 Map Allocation Map List

The selected box has now changed to a white background to identify which page has been selected, and a list of available maps has appeared on the right hand side of the screen.

Double-clicking on an item in the map list immediately allocates that map to the selected page, while clicking with the right mouse button on a map item causes the map itself to be displayed. This allows for checking that the correct map has been selected.

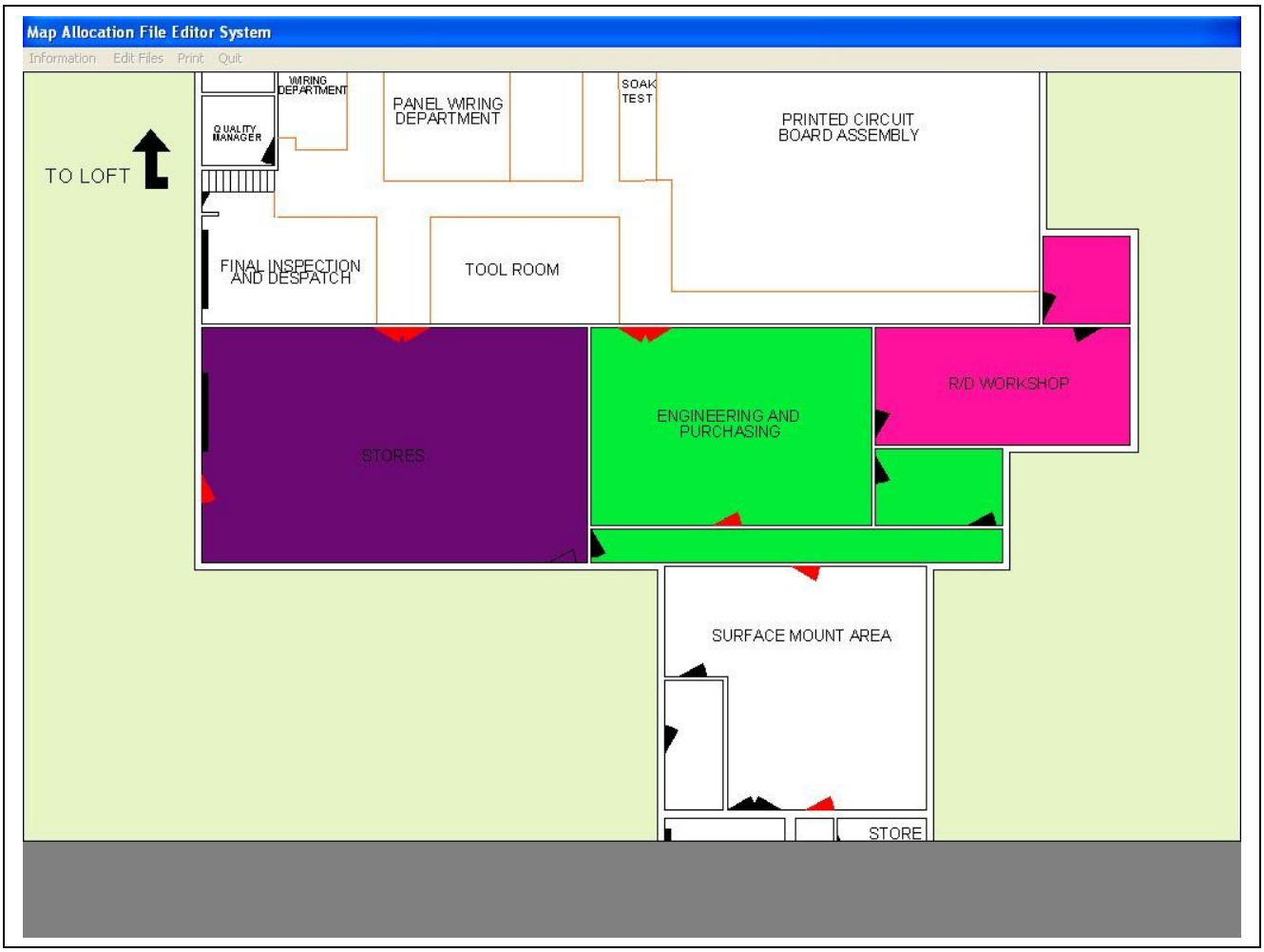


Figure 32 Map Allocation Map View

Figure 32 shows the display of Map number 4 as requested by a click of the right mouse button on the fifth line of the map list.

This map may be cleared from the display to get back to the display of Figure 31 by clicking with the left mouse button anywhere on the map.

Place Symbols on Maps

Selecting this option from the main Alarm Manager menu produces the display shown in Figure 33.

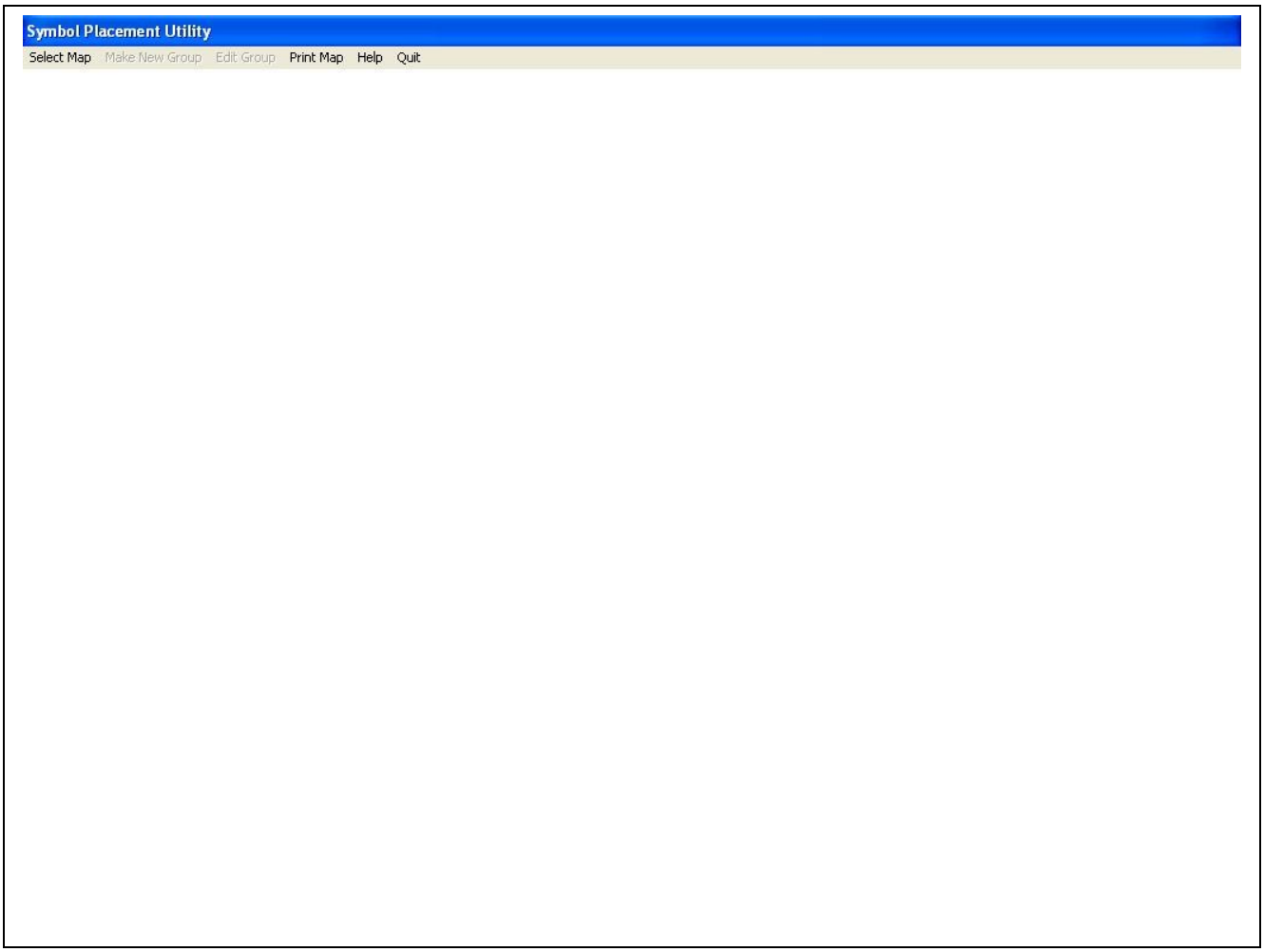


Figure 33 Symbol Placement Opening Menu

The menu options available here are Select Map, Help or Quit. Clicking on any of these selects the appropriate function.

Information Pages.

Selecting 'Help' from the menu bar brings up the display shown in Figure 34.

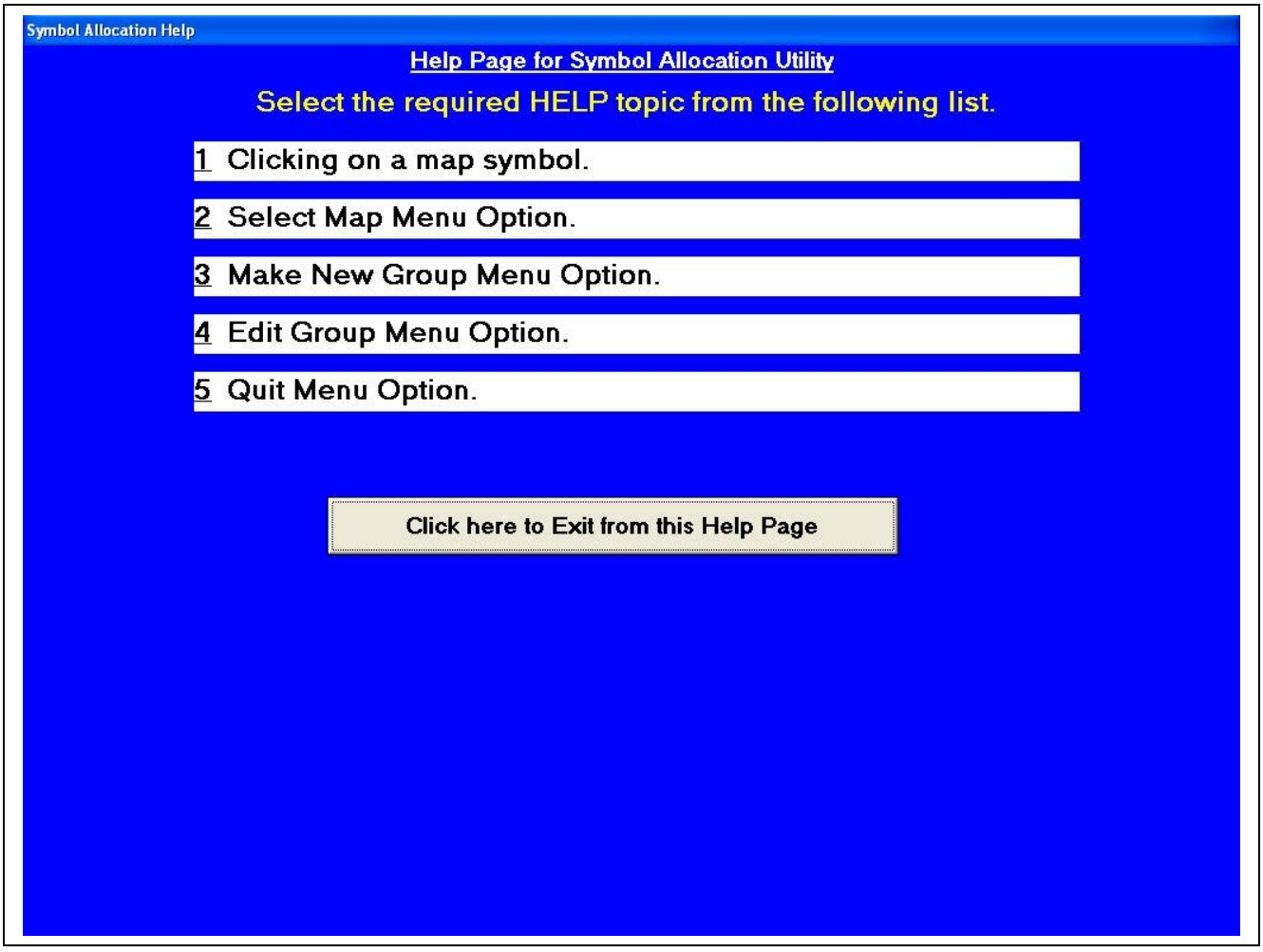


Figure 34 Symbol Placement Opening Help Page

Figure 34 shows the opening help menu in the Symbol Placement Program, and prompts for a choice of five topics for which help information is available. Clicking on the Exit button at the bottom of the page clears the help screen, and returns to the Symbol Placement Program, while clicking on one of the other items calls up the help page for that topic.

Figure 35 Map Click Help Screen

Figure 36 Select Map Help Screen

Figure 37 Make New Group Help Screen

Figure 38 Edit Group Help Screen

Figure 39 Quit Help Screen

Edit Options.

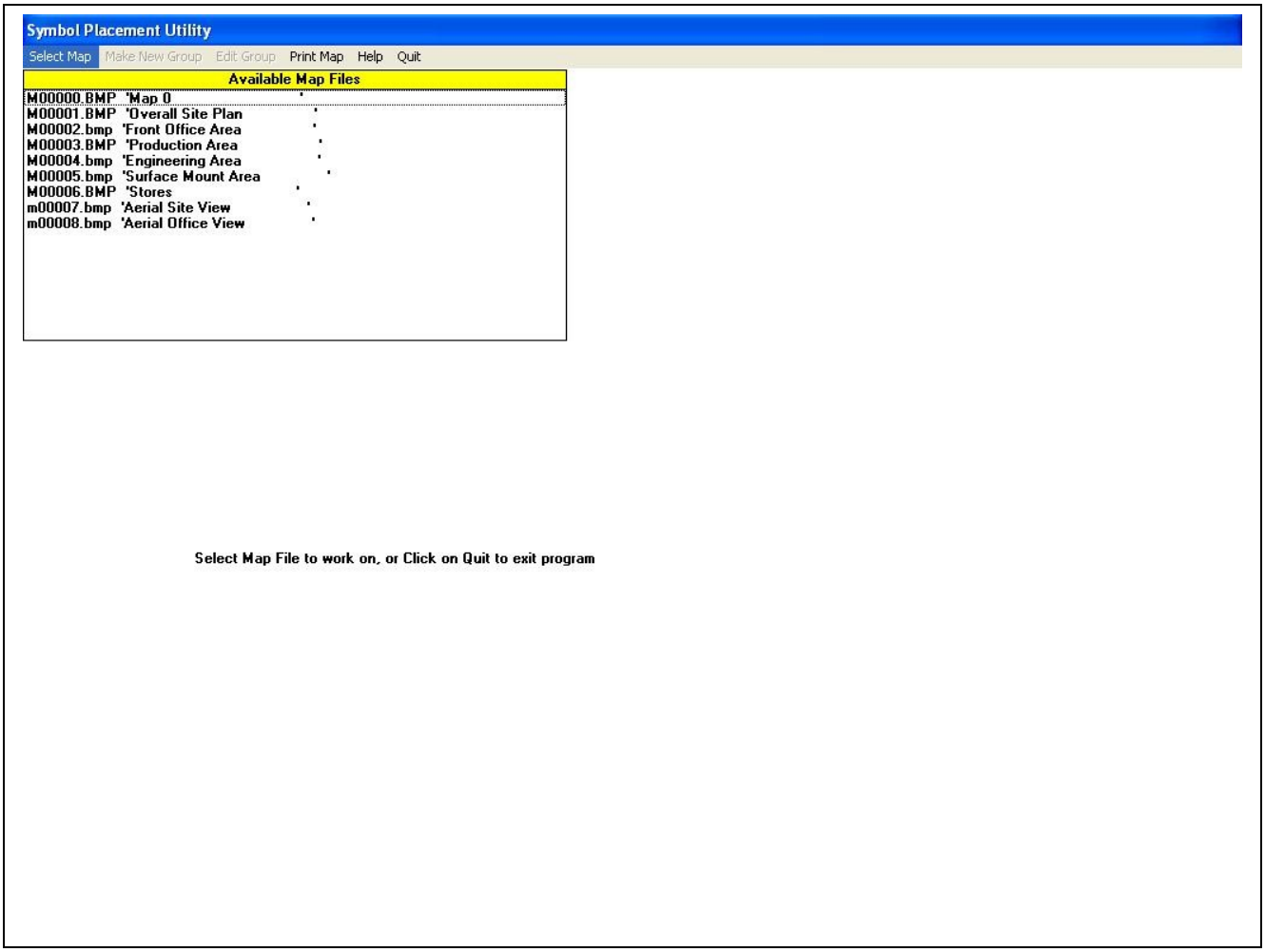


Figure 40 Symbol Placement Map List

Clicking on the Select Map item on the menu bar causes a list of available maps to be displayed as shown in Figure 40. Double-clicking on one of these map names in the list box allows that map to be worked on.

Figure 41 shows Map number 3 chosen, assuming that no symbols have already been placed on this map.

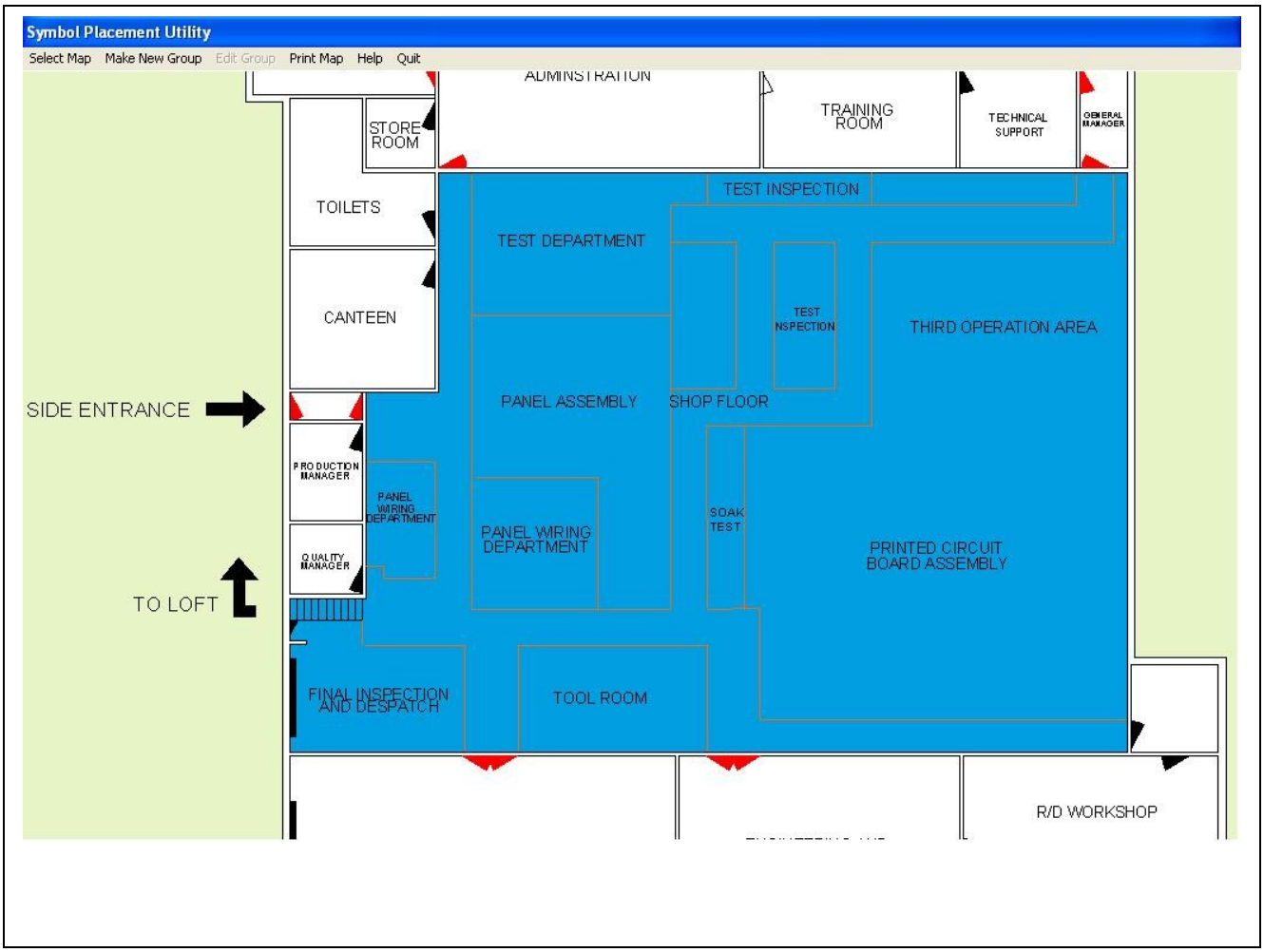


Figure 41 Symbol Placement Map Menu

Since the menu item Make New Group is enabled (i.e. shown in black text) this implies that there are some alarm sources that have been allocated to this map, but not to a symbol on the map. If some symbols had already been placed on this map then they would be shown in the appropriate locations on the map.

Clicking on the Make New Group function causes a display such as that in Figure 42 to be shown.

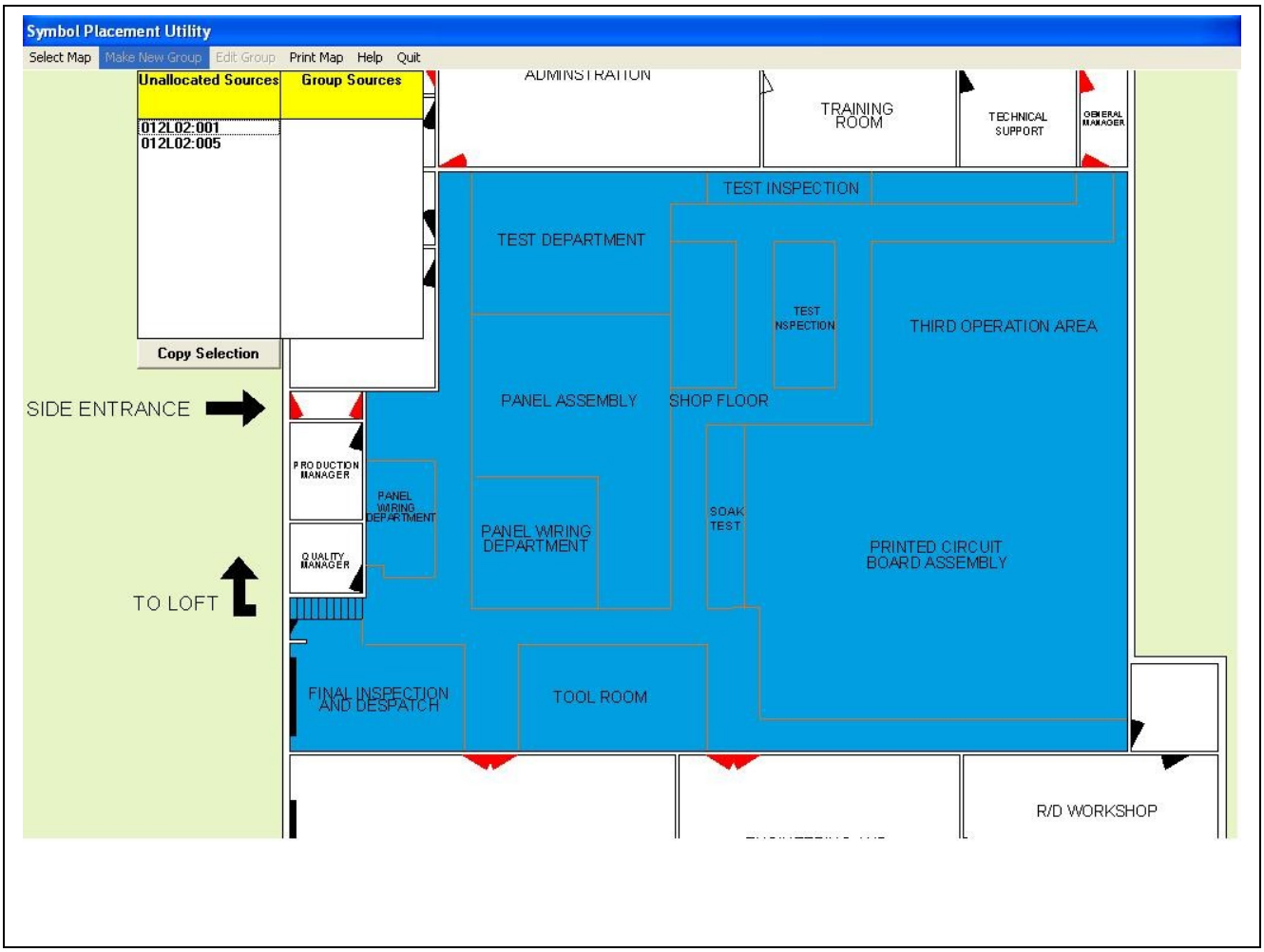


Figure 42 Make New Group Option

Selecting Make New Group causes two lists to appear as shown in Figure 42, together with a button labelled Copy Selection.

The left hand list details the alarm sources that are allocated to this map but not tied to a symbol, while the right hand list is initially blank, but will list the alarm sources for the new group.

Alarm sources in the left hand list may be selected for the new group by clicking on them, and when the highlighted alarm sources are correct, then clicking on the Copy Selection button will transfer the selected items into the right hand list. This will result in a display similar to the example shown in Figure 43.

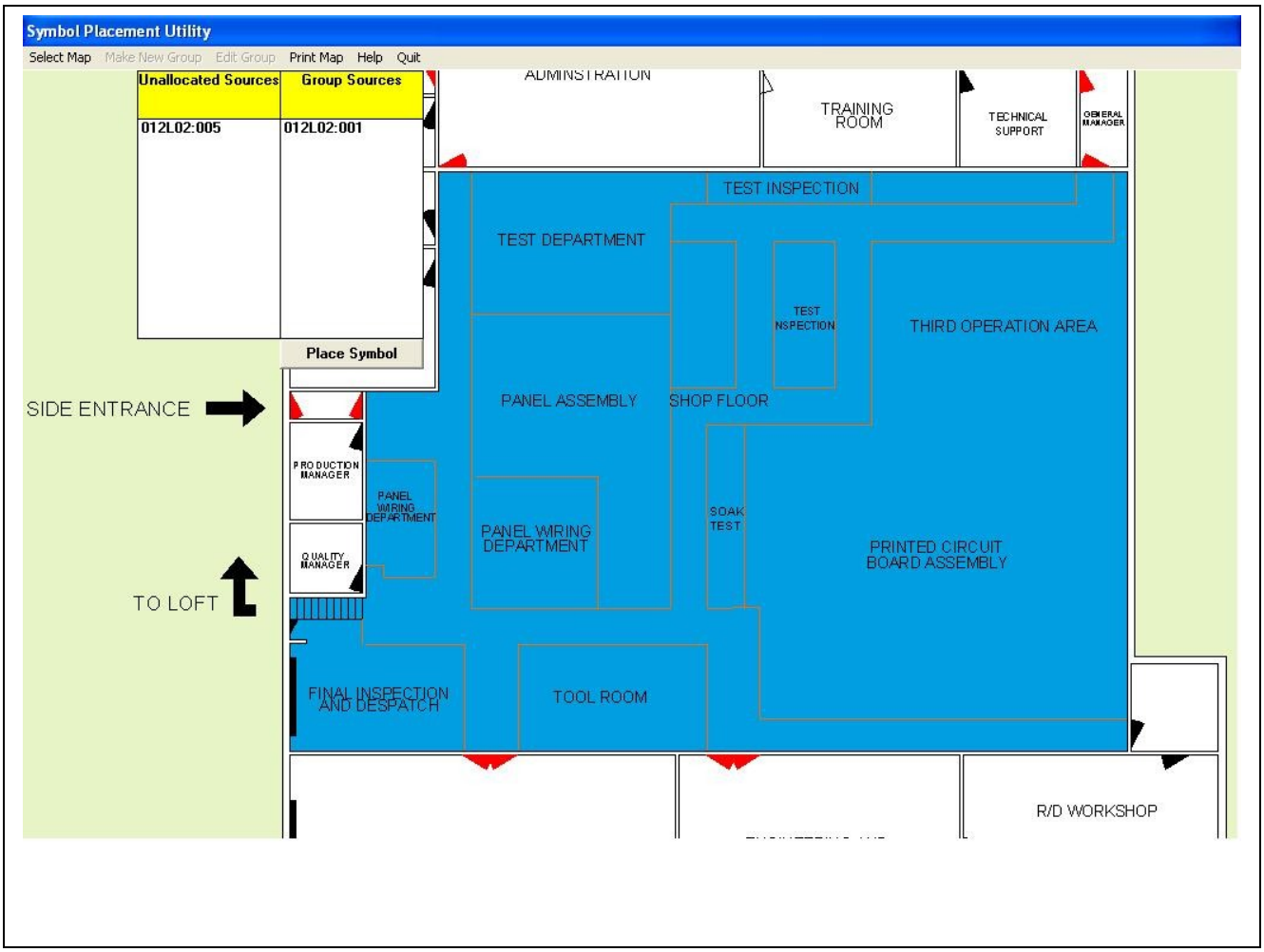


Figure 43 Ready to Place New Symbol

Figure 43 depicts the display when one sensor in loop 2 of Panel 12 have been selected for a new group. Clicking on the Place Symbol button clears the two list boxes from the display, and shows a new symbol that may be moved to an appropriate location on the map.

N.B. the symbol will initially appear at the top left corner of the map, and will move around the map in response to the mouse. Clicking the left mouse button when the symbol is in the desired location will place the symbol at that point.

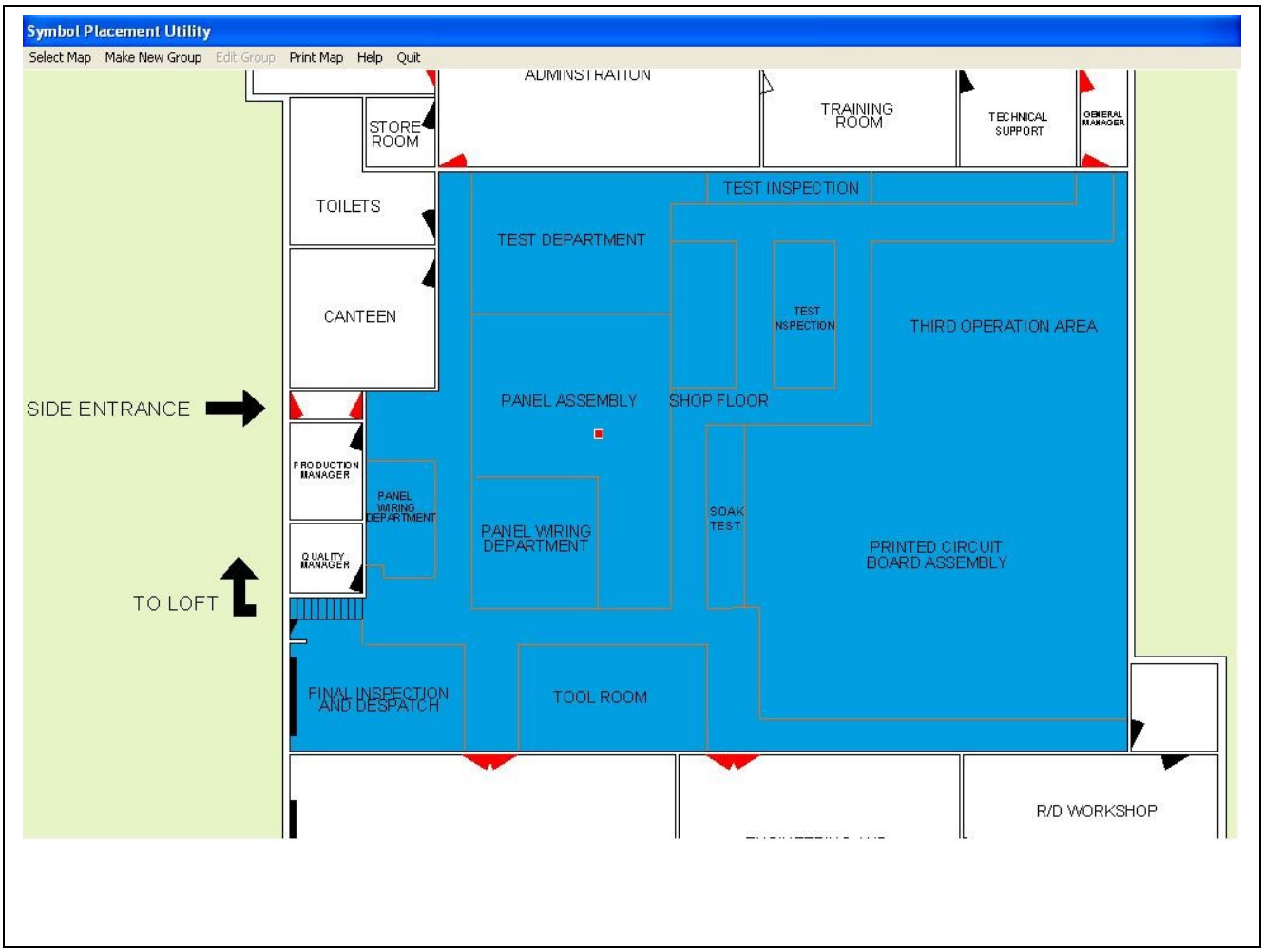


Figure 44 New Individual Symbol Placed on the Map

Figure 44 shows the new individual symbol (an individual symbol because it has only one alarm source associated with it) placed in the appropriate area of the map.

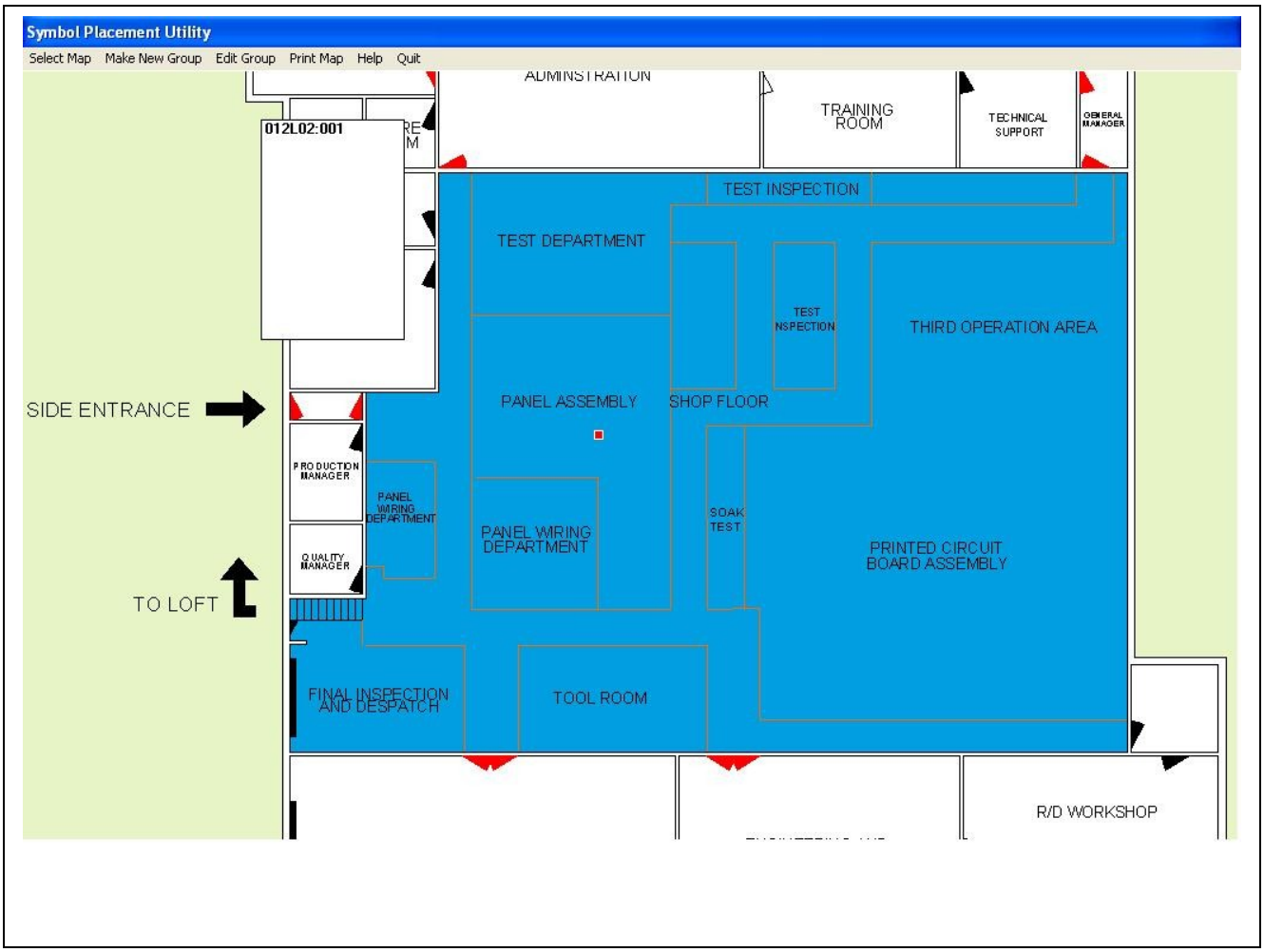


Figure 45 Viewing The Alarm Sources Associated with a Symbol.

Clicking on the new symbol (or any other existing symbols) on the map results in a list appearing identifying the alarm sources associated with that symbol, as shown in Figure 45. This also enables the menu function Edit Group so that the list of alarm sources associated with this symbol may be edited. Clicking on the menu function Edit Group from here will result in the display shown in Figure 46.

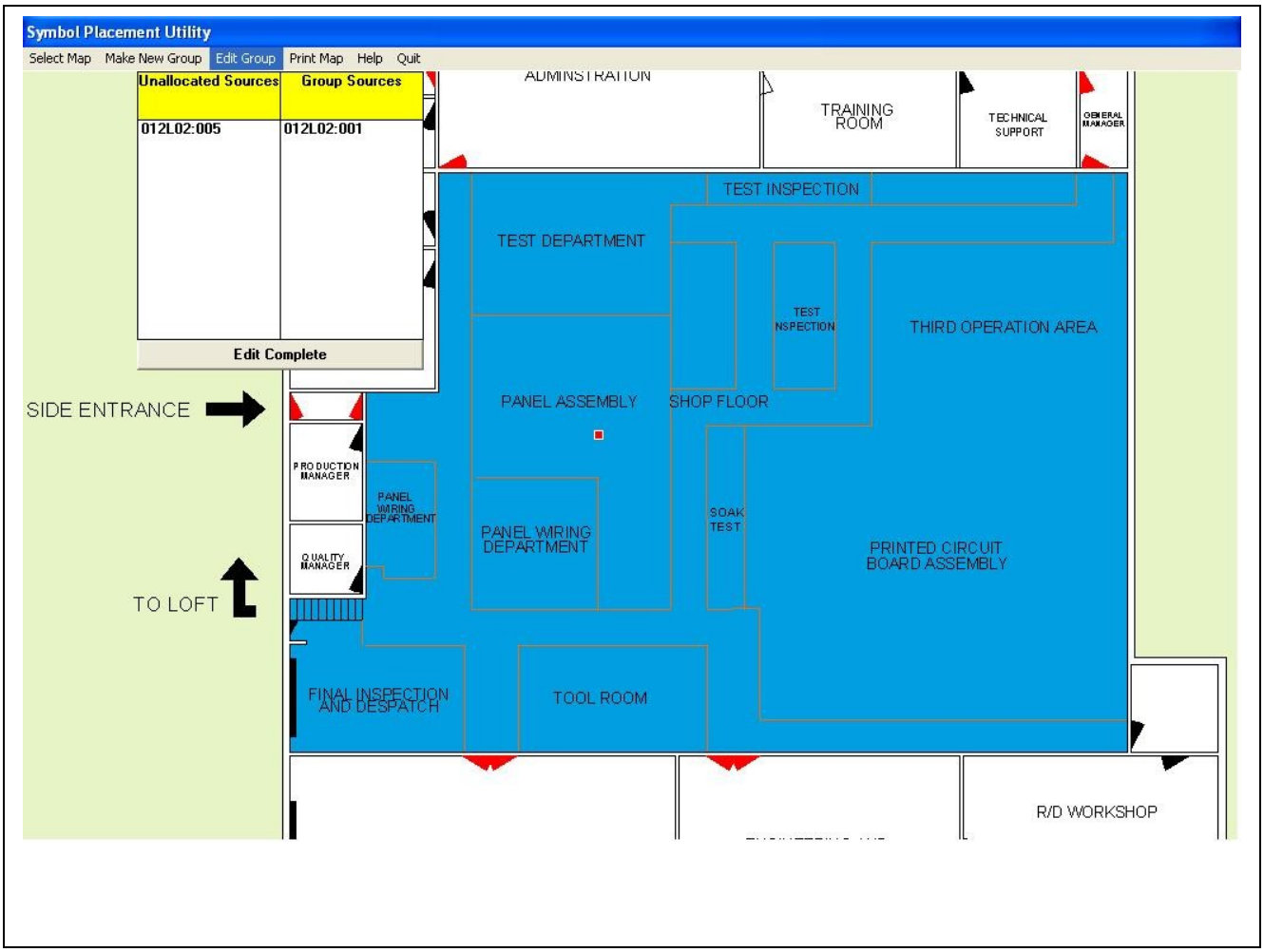


Figure 46 Group Editing Screen

Figure 46 shows the display associated with the Edit Group Menu function. Two list boxes are shown, one representing the alarm source associated with the group, and the other representing the alarm sources not associated with any groups. Double-clicking on an item in either list will move that item across into the other list. When the group as listed in the right hand list is correct, click on the Edit Complete button.

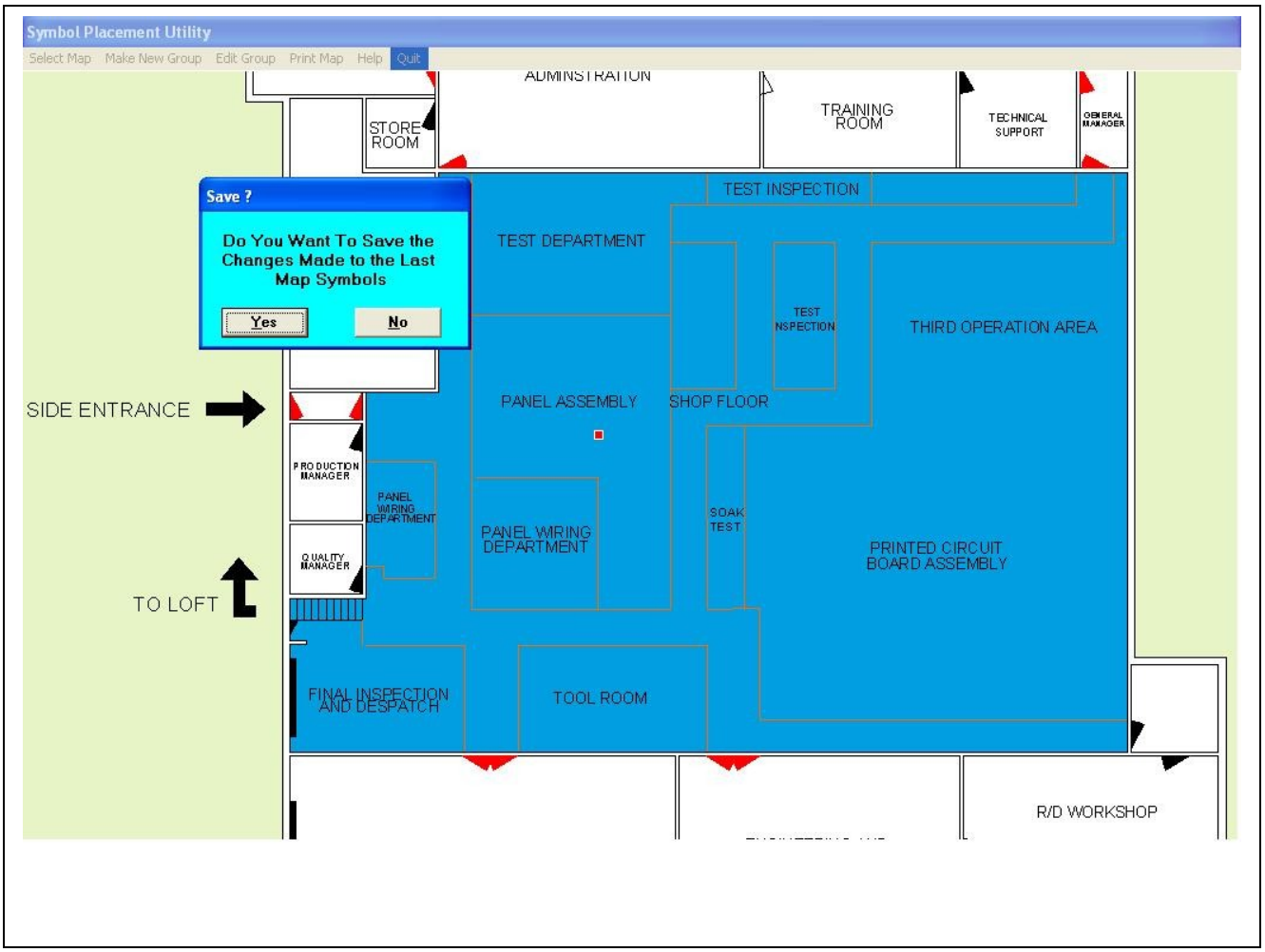


Figure 47 Save Prompt

Figure 47 shows the prompt that appears when clicking on either Select Map or Quit after changes have been made to the symbol allocation on the current map. If the Yes button is clicked, then the changes will be saved before continuing, otherwise any changes made will be forgotten.

Backup and Restore Disk Files

Selection of the Backup/Restore Disk Files from the main menu results in the display shown in Figure 48 below. The three lists on the left of the screen show the existing data files that can be backed up, together with the posible disk types and locations.

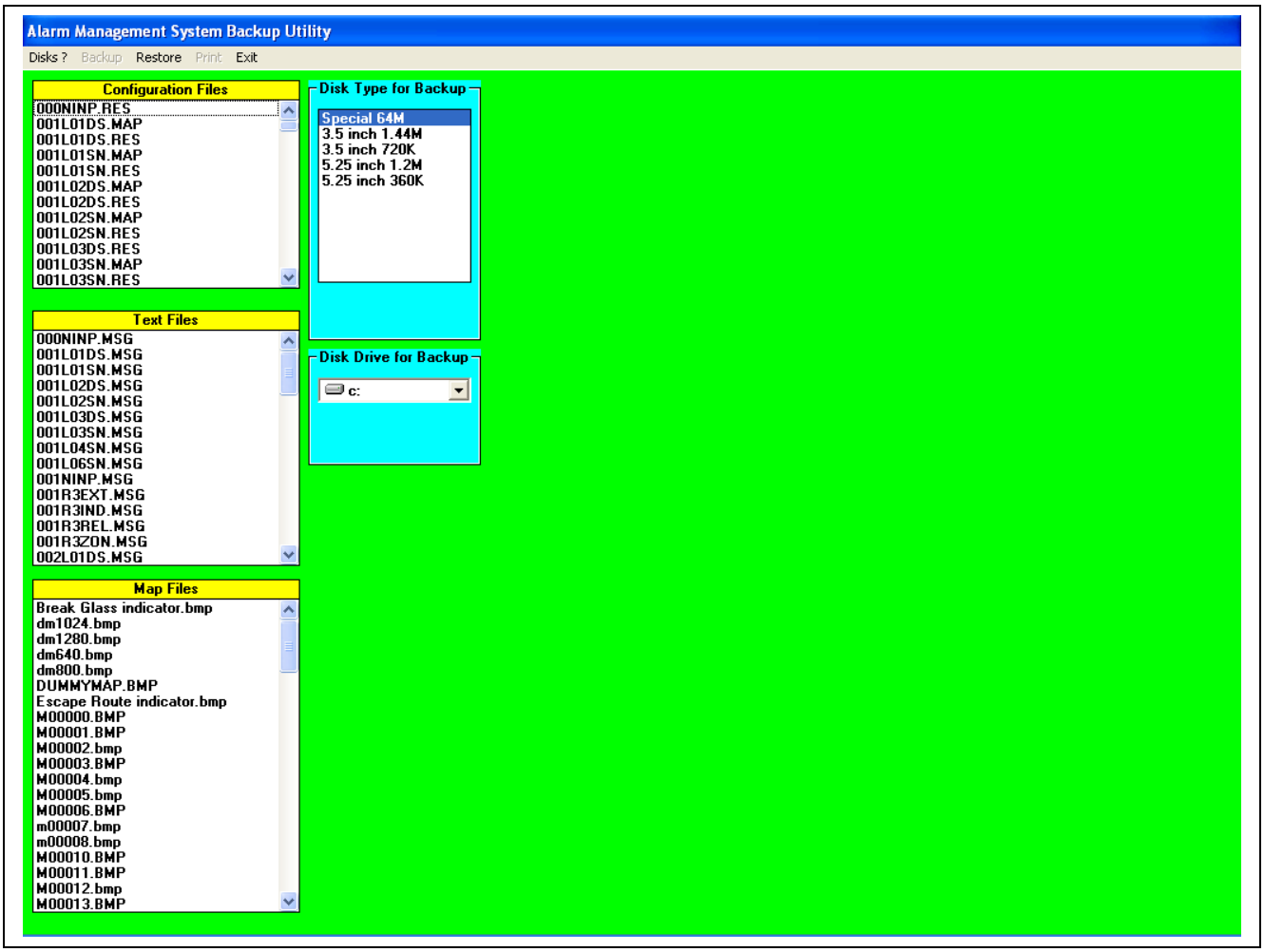


Figure 48 Backup Files Opening Screen

The type of backup media to be used should be selected from the Disk Type list, and the drive letter associated with it should be selected from the Disk Drive list. The Special option is intended for use when either a ZIP disk, Memory stick, or a hard disk is to be used for backing up where at least **64MB** is available.

The menu options at the top of the screen that are immediately available are as follows:-

Disks?	- calculates how many backup disks of specified type are needed, and allocates files to each disk.
Restore	- allows for copying files from the backup disks back on to the hard disk.
Exit	- returns to the Alarm Management Program.

Warning : 64MB Limit can easily be achieved , as .bmp Map files are large files.
To Back Up , go into Windows explorer, or My computer in the PC., And copy the AMSGLTU2 Folder, to a Back up or Temp Folder before making any amendments to the AMS, system.
Back up folders at least once a week.

Calculate the Number of Disks Needed for Backup

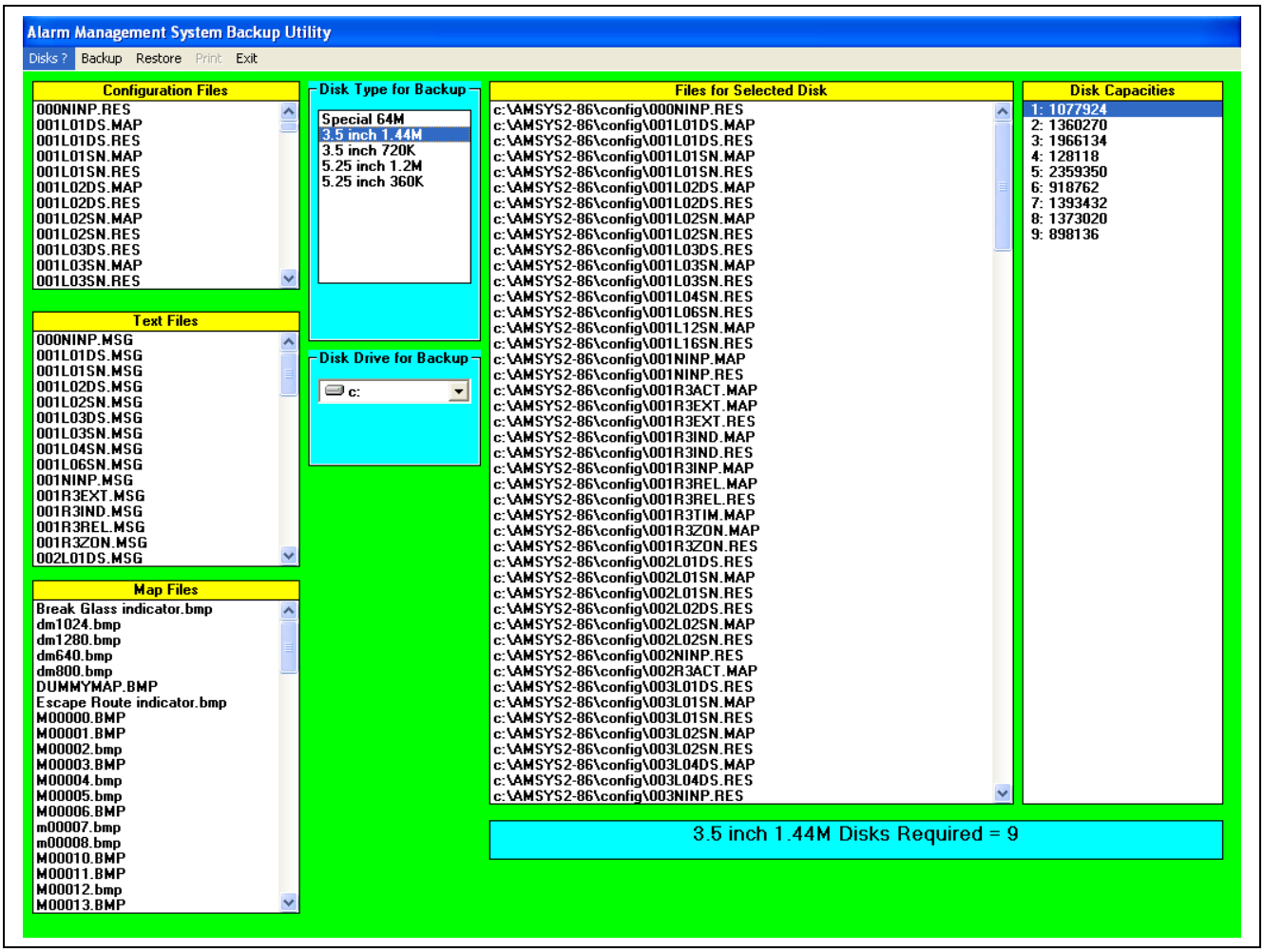


Figure 49 Backup Files - Calculation Results

Figure 49 shows the display after the Disks? item has been selected from the menu bar. The list at the right hand side of the screen gives the number of bytes that will be stored on each backup disk, while the list in middle of the screen identifies the files that will be backed up on to the selected disk, in this case the first disk.

The blue box at the bottom of the screen identifies the type and number of disks required. The Backup option is now available on the menu bar at the top of the screen, so selecting this function will initiate the backup process.

Backing Up Data Files to Floppy Disks

During the Backup process, prompts will appear in turn requesting for each backup disk to be inserted in the selected drive if required, with appropriate error messages being displayed if invalid disks are inserted.

At the end of this process, the Print option on the menu bar will become available, for the purpose of printing a directory listing for each backup disk.

Restoring Files from the Backup Disks

When this option is selected from the menu bar, a prompt first appears asking how many backup disks are to be restored. Once this has been specified, then a series of prompts appear for each disk from one to the number specified, for the appropriate disk to be inserted into the selected drive.

When the process is complete, the prompt boxes will be cleared just leaving the menu screen as in Figure 48 above.

Printing Directory Lists for Backup Disks

This option only becomes available when the backup process is complete, and selecting it will result in a printout that lists the files that have been copied onto each backup disk. Before selecting this option it is essential to ensure that a printer is available and on-line.

Configure System Responses

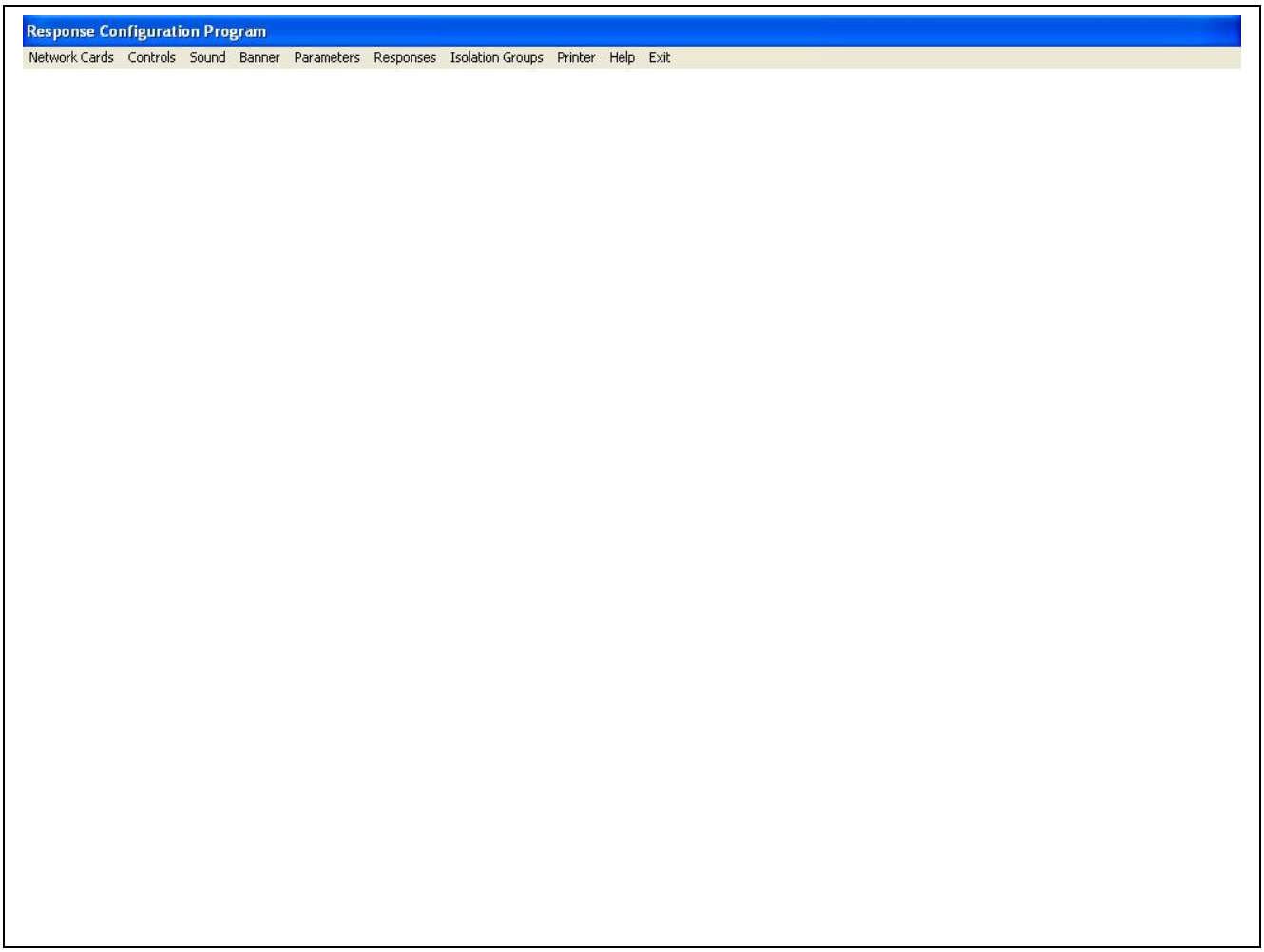


Figure 50 Configuration Opening Menu

Clicking on the Exit option returns to the main Alarm Manager Program.

Response Configuration Help.

Figure 51 Response Configuration Help Page

Figure 51 shows the help page displayed when the Help option is chosen from the menu bar of the Response Configuration Program. This page summarises the default responses for each type of alarm message. Clicking on Exit clears this page from the display.

Response Configuration Network Cards and Panel Number Option.

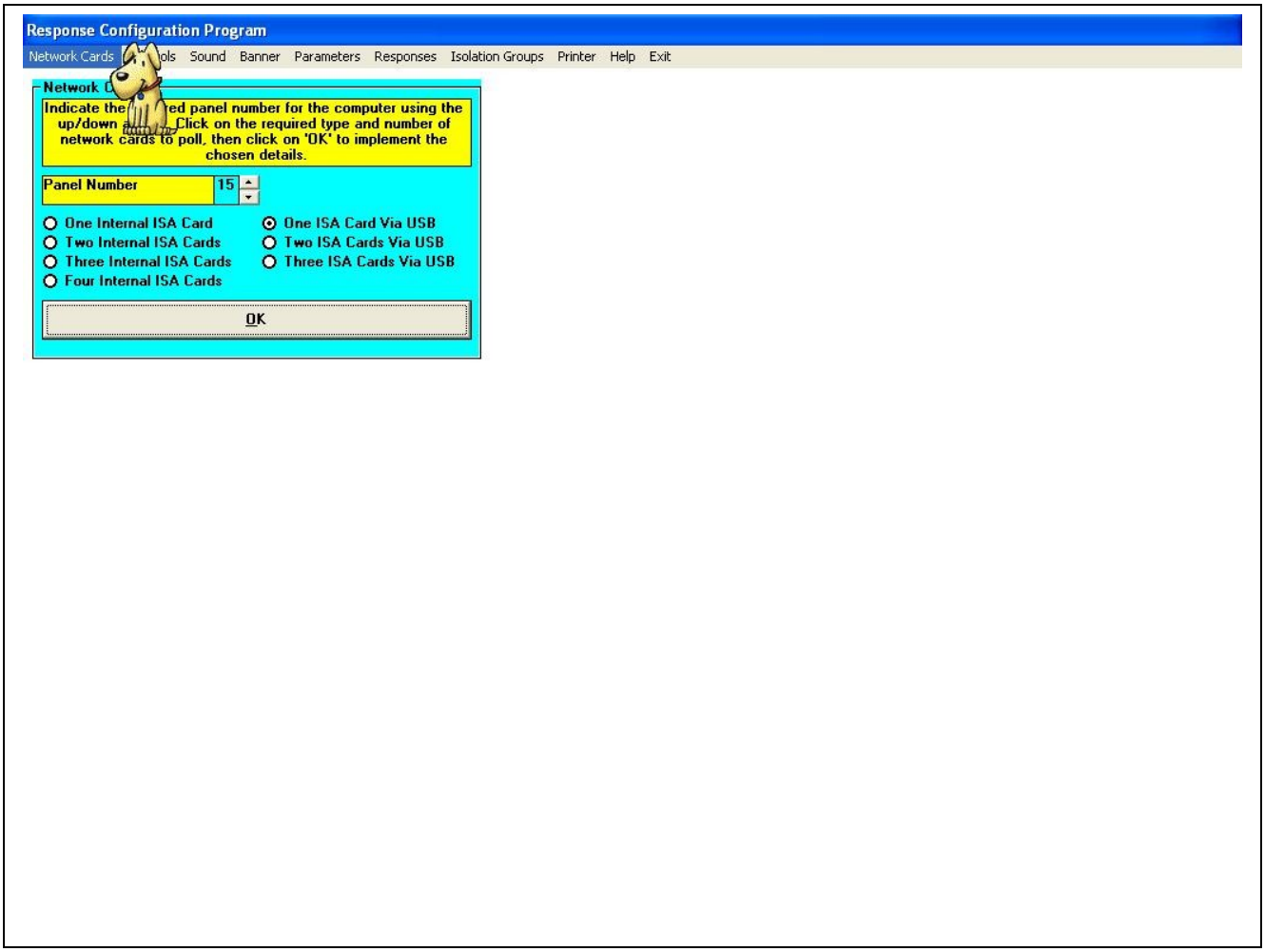


Figure 52 Specify Number Of Network Cards and Panel Number.

Figure 52 shows the display to select the panel number and the number of network cards fitted, up to a maximum of 4 network cards in internal ISA slots, or up to 3 in an external USB interface motherboard. With 15 nodes per network card, a maximum of 60 nodes can be configured when internal ISA cards are used, or 45 if the USB interface is used. The panel number may be 0 (if a passive node) or 1 to 255 otherwise.

Response Configuration Controls Options.

Response Configuration Command Buttons Options.

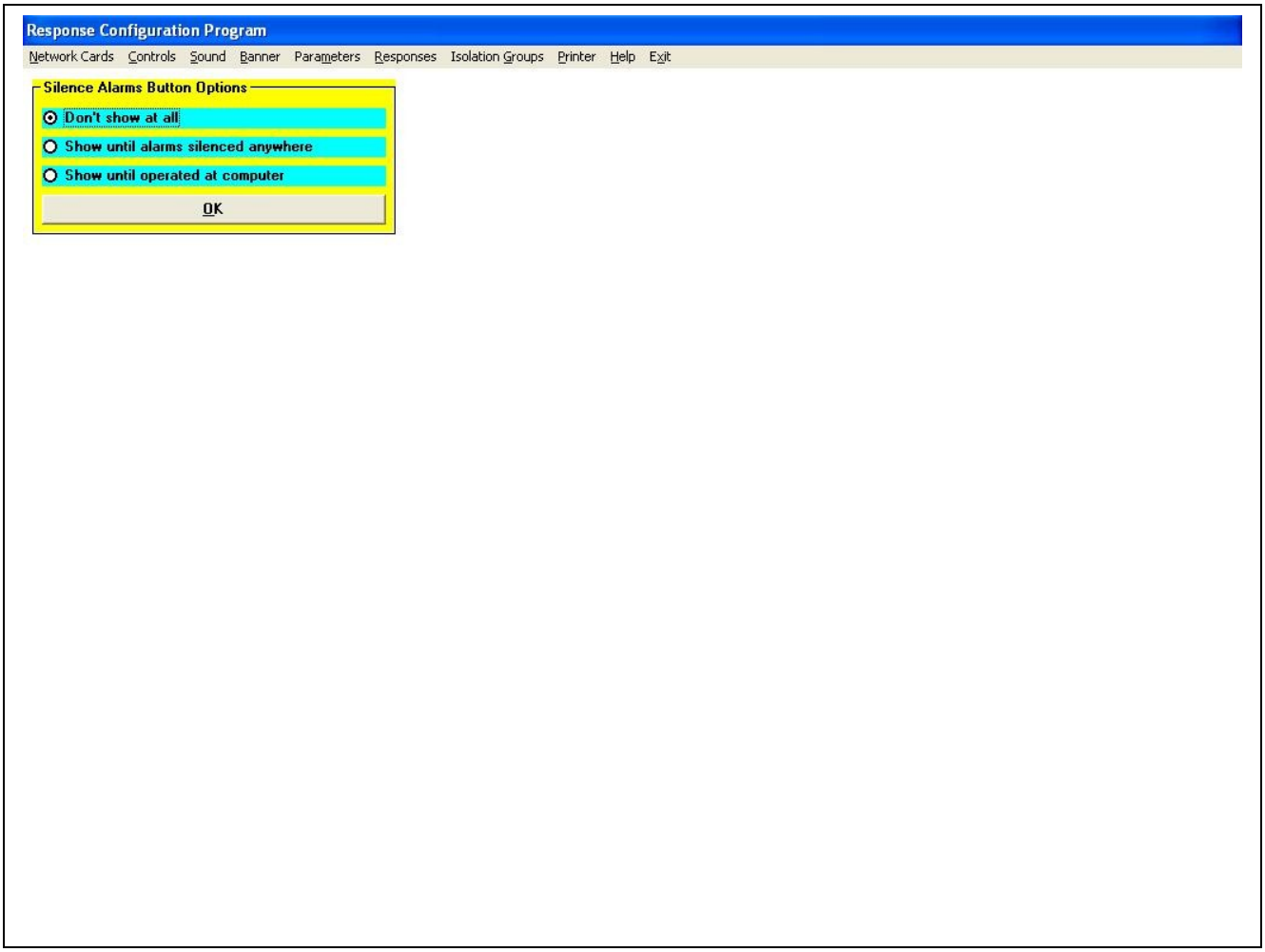


Figure 53 User Control Command Button Options.

Figure 53 shows the display when the Controls – Silence Alarms option has been selected. The three check boxes identify whether or not the Alarm Management Program will allow the Silence Alarms button to be displayed when a fire event is received, and if so when it will clear from the screen. Similar option settings may be defined for Reset System and Clear Display. The selected options will be saved to disk when the program is exited.

N.B. This only affects the display of the appropriate buttons on the computer screen at the appropriate time, and consequently the transmission of suitable messages on to the network. It does not imply that any of the panels connected to the network will respond to those messages. That depends upon the respective panel's own configuration.

Clicking on the OK button clears this prompt box from the display.

Response Configuration Cancel Mode Options.

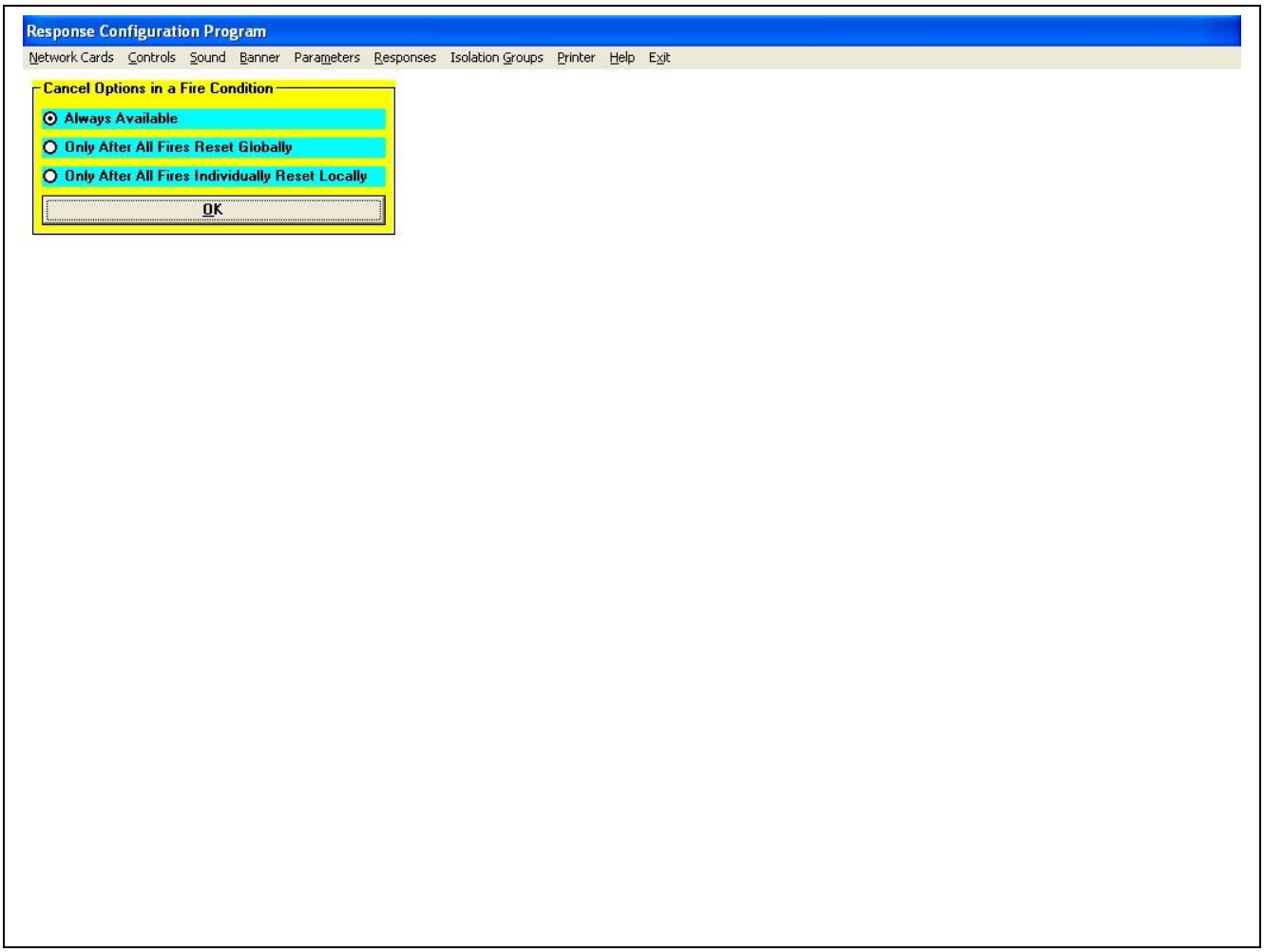


Figure 54 Cancel Button Option Editing.

Figure 54 shows the display when the Controls - Cancel Mode option has been selected. The three check boxes identify when the Alarm Management Program will allow the display to be cleared following a fire event. It may be required to wait until the appropriate panels have been reset before allowing the computer display to be cleared.

Clicking on the OK button clears this prompt box from the display, and sets the indicated Cancel Mode.

Response Configuration Sounder Options.

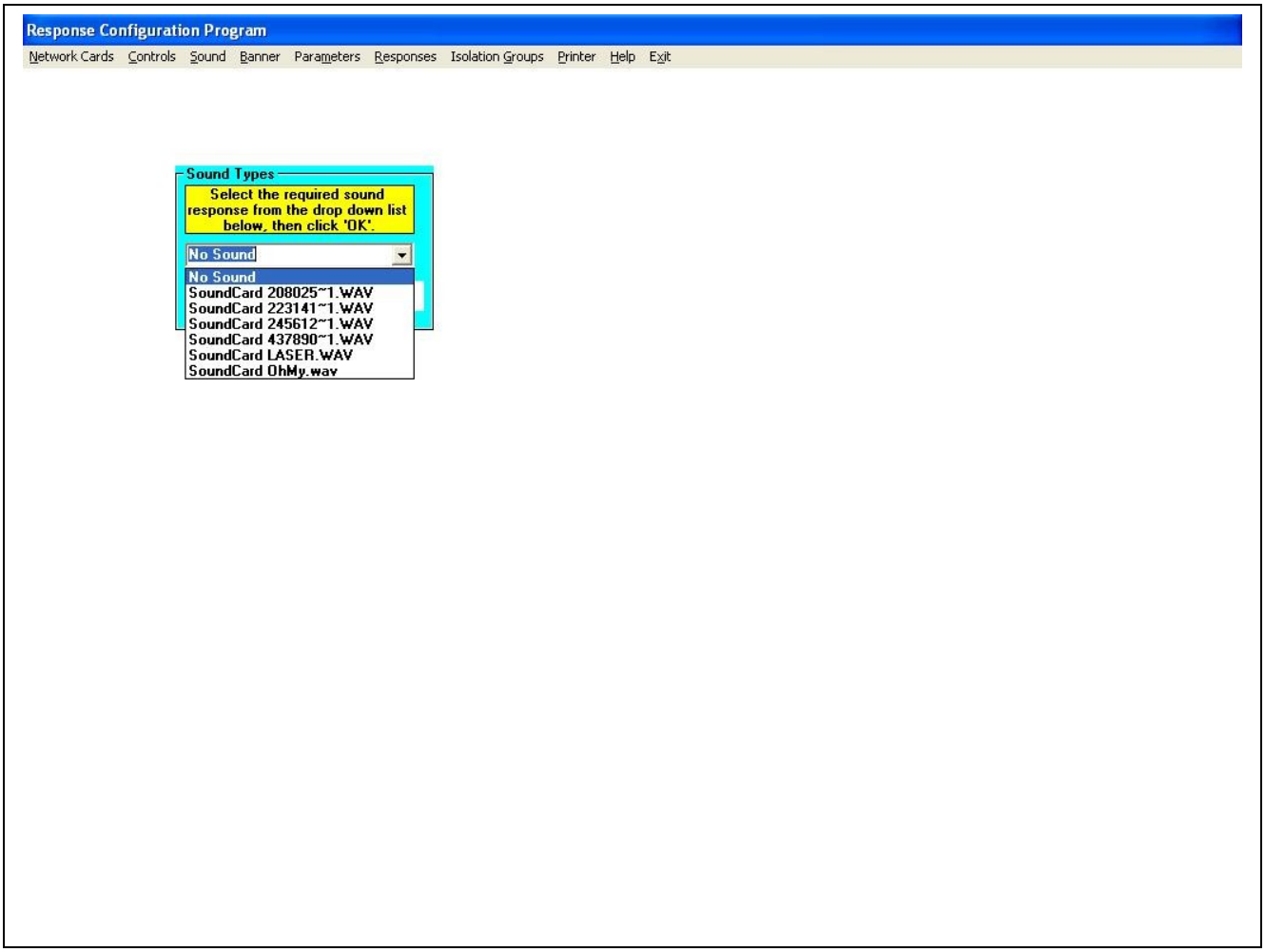


Figure 55 Configuration Sound Select Menu

Figure 55 shows the display when the sound option has been selected. The highlighted item in the list identifies that no sound is selected.

Note:-
Sounds can only be '.WAV' files that need to be played though a sound card.

Response Configuration Banner Options.

Response Configuration Normal Banner Specification.

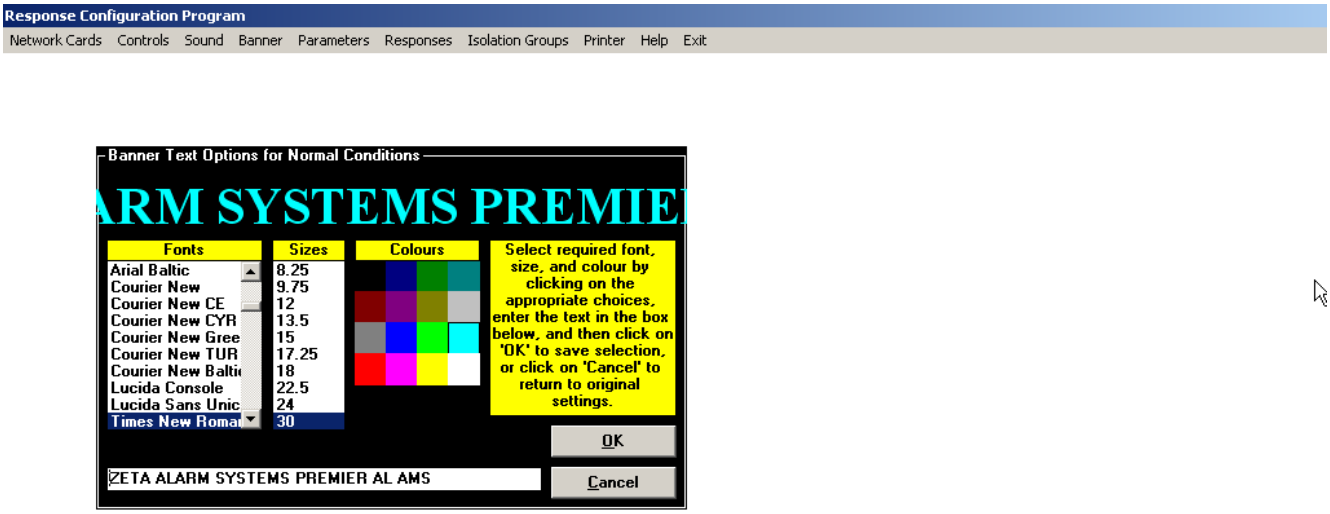


Figure 56 Normal Banner Options

Figure 56 shows the prompt displayed when the Banner - Normal option is selected from the menu. This display shows the actual appearance of the banner at the top, with lists and selection boxes below for selecting a font name and size, the colour for the text, and the actual text itself. Editing any of these attributes will immediately update the text shown in the top of the window, but the details stored on disk for the main banner will not be updated until the OK button is operated. The Cancel button allows this window to be removed from the display without saving any changes.

Response Configuration Isolated Banner Specification.

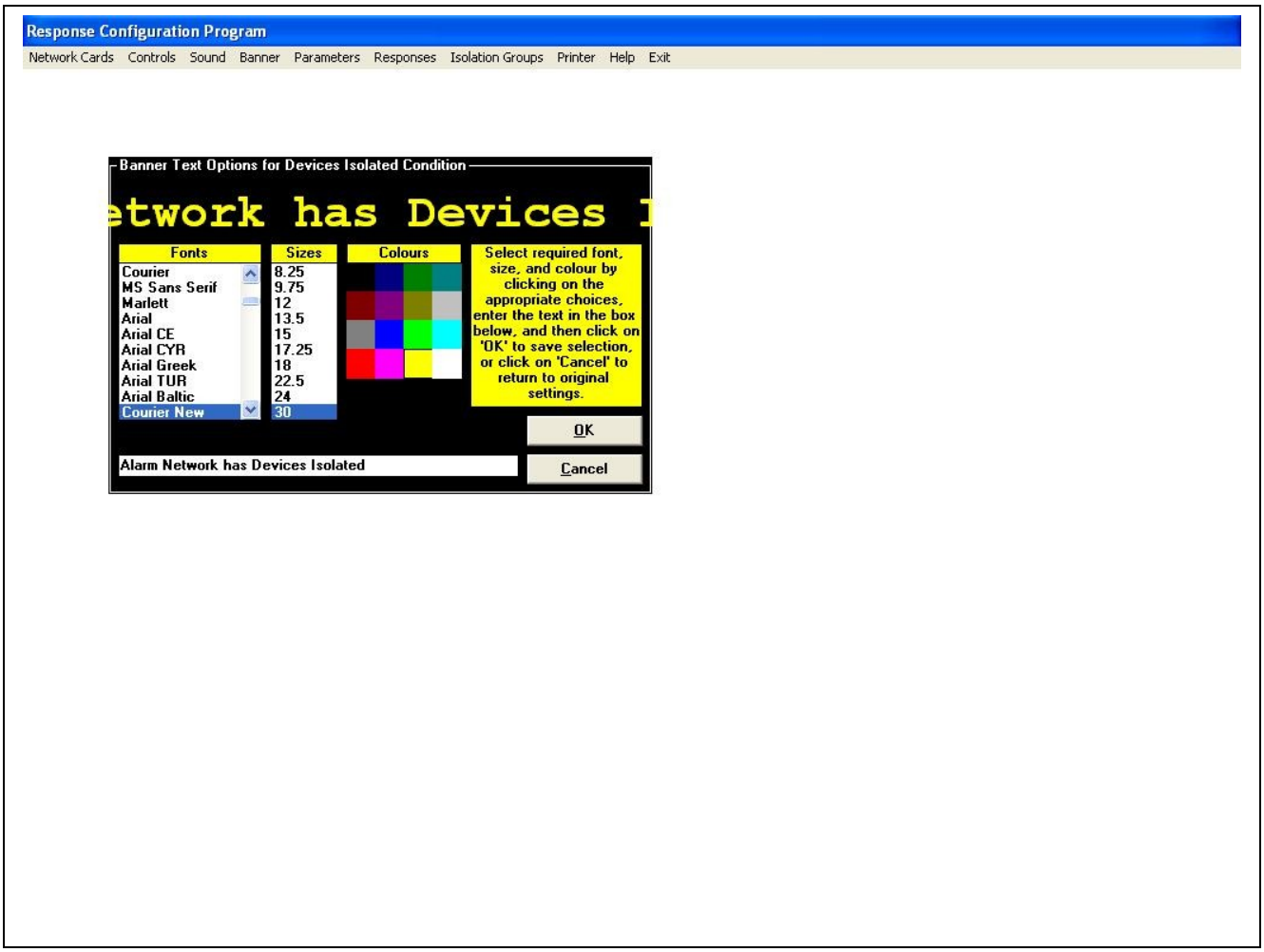


Figure 57 Isolation Banner Options

Figure 57 shows the prompt displayed when the Banner - Isolated option is selected from the menu. This display is similar to that shown in Figure 56 above, but operates on the banner that is displayed under quiescent conditions when there are any isolated sensors or inputs at any panel connected to the computer.

Response Configuration Printer Offline Banner Specification.

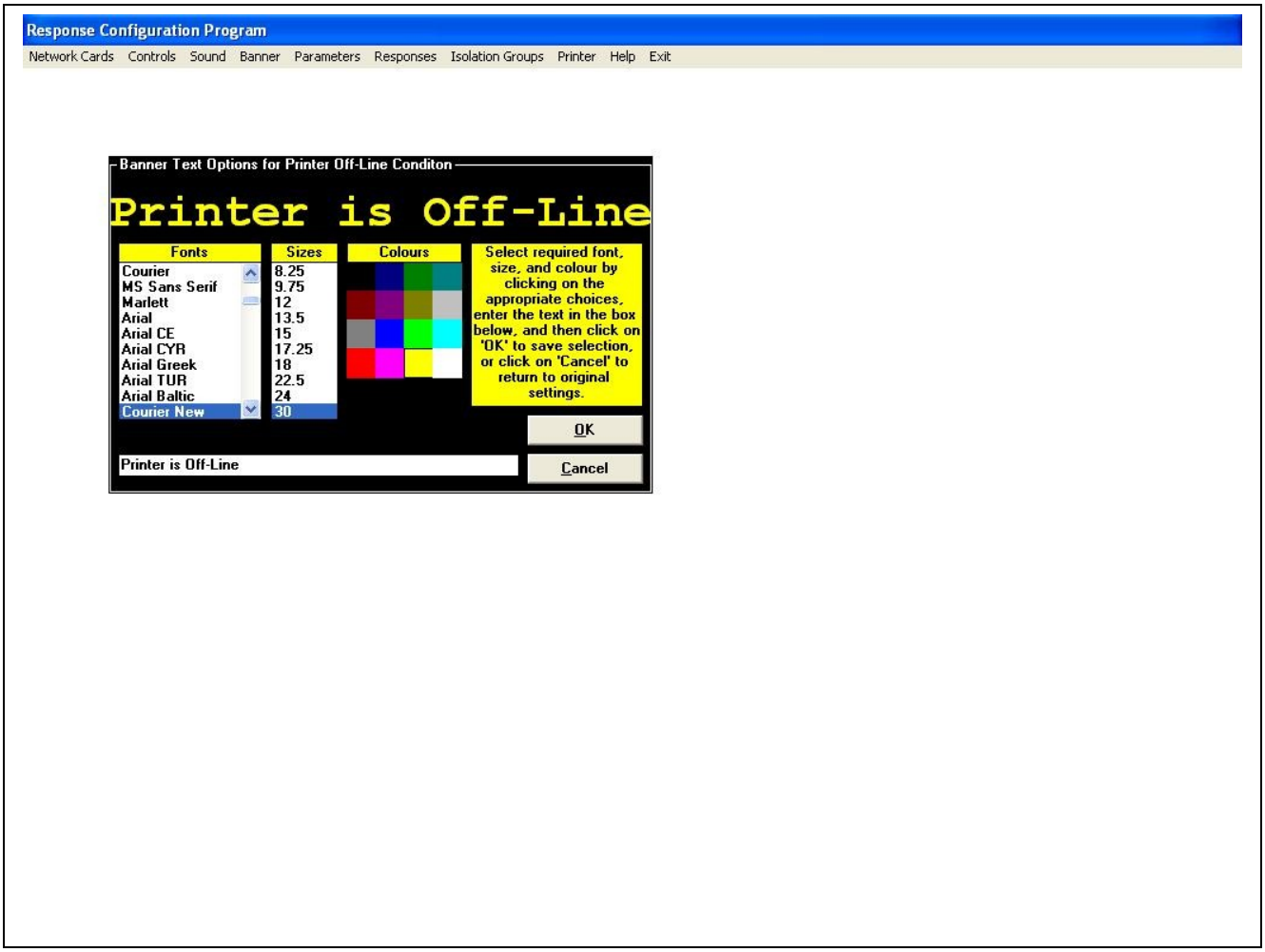


Figure 58 Printer Offline Banner Options

Figure 58 shows the prompt displayed when the Banner - Printer Offline option is selected from the menu. This display is similar to that shown in Figure 56 above, but operates on the banner that is displayed under quiescent conditions when the printer is off-line.

Response Configuration Isolated And Printer Offline Banner Specification.

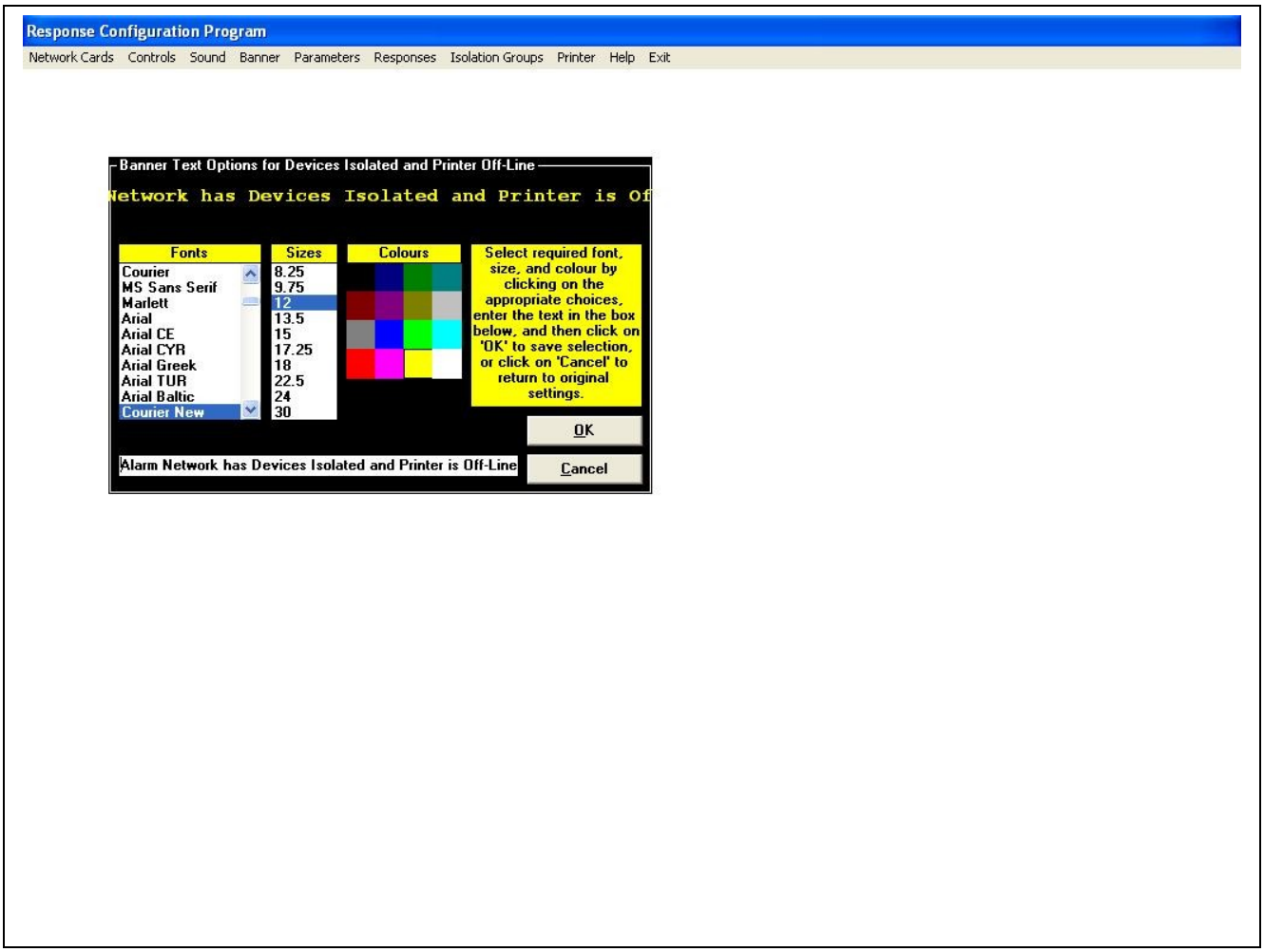


Figure 59 Isolation & Printer Offline Banner Options

Figure 59 shows the prompt displayed when the Banner - Isolated option is selected from the menu. This display is similar to that shown in Figure 56 above, but operates on the banner that is displayed under quiescent conditions when there are any isolated sensors or inputs at any panel connected to the computer, and the printer is off-line.

Response Configuration Parameter Options.

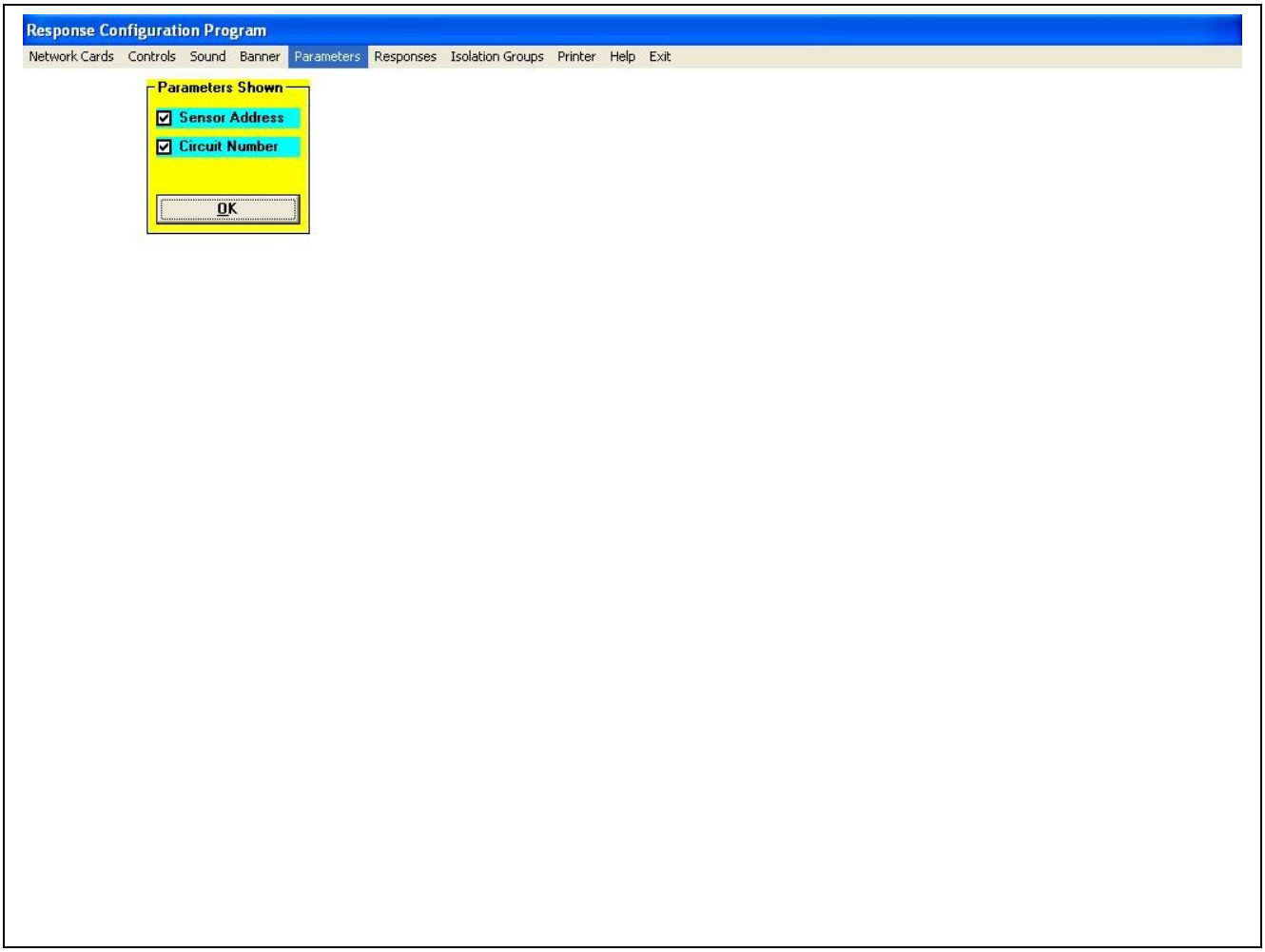


Figure 60 Parameters Select Menu

Figure 60 shows the window displayed when the Parameters option is selected from the menu, and allows the display of either the sensor address or the circuit number as appropriate to be displayed with the text for an alarm event.

Operating the OK button stores the indicated configuration and clears this window from the display.

Response Configuration Event Response Options.

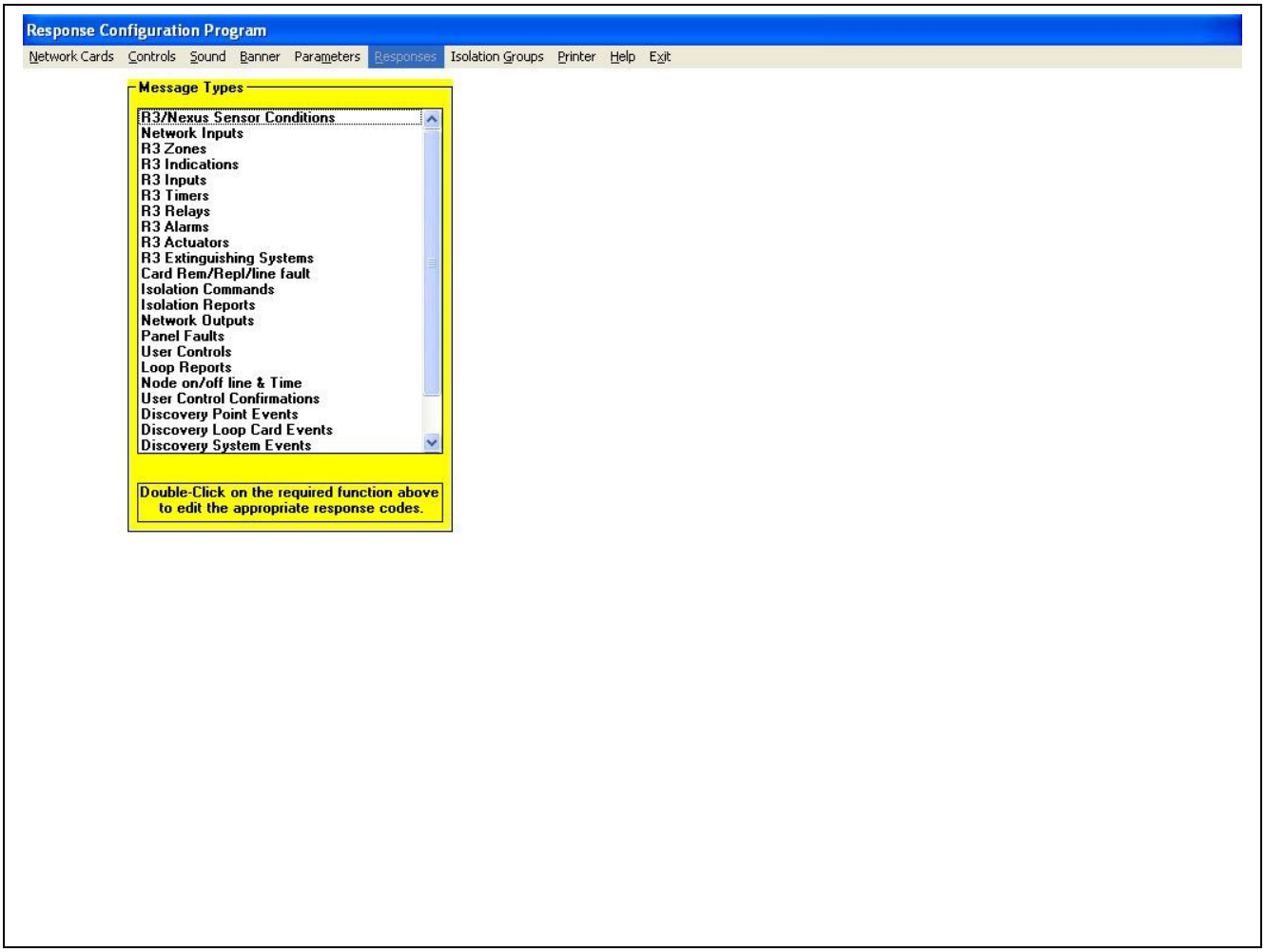


Figure 61 Alarm Types for Response Configuration

Figure 61 shows the display after the Responses item has been selected from the menu.

Double-clicking on the selected alarm type allows editing of the responses for that type of alarm to be carried out.

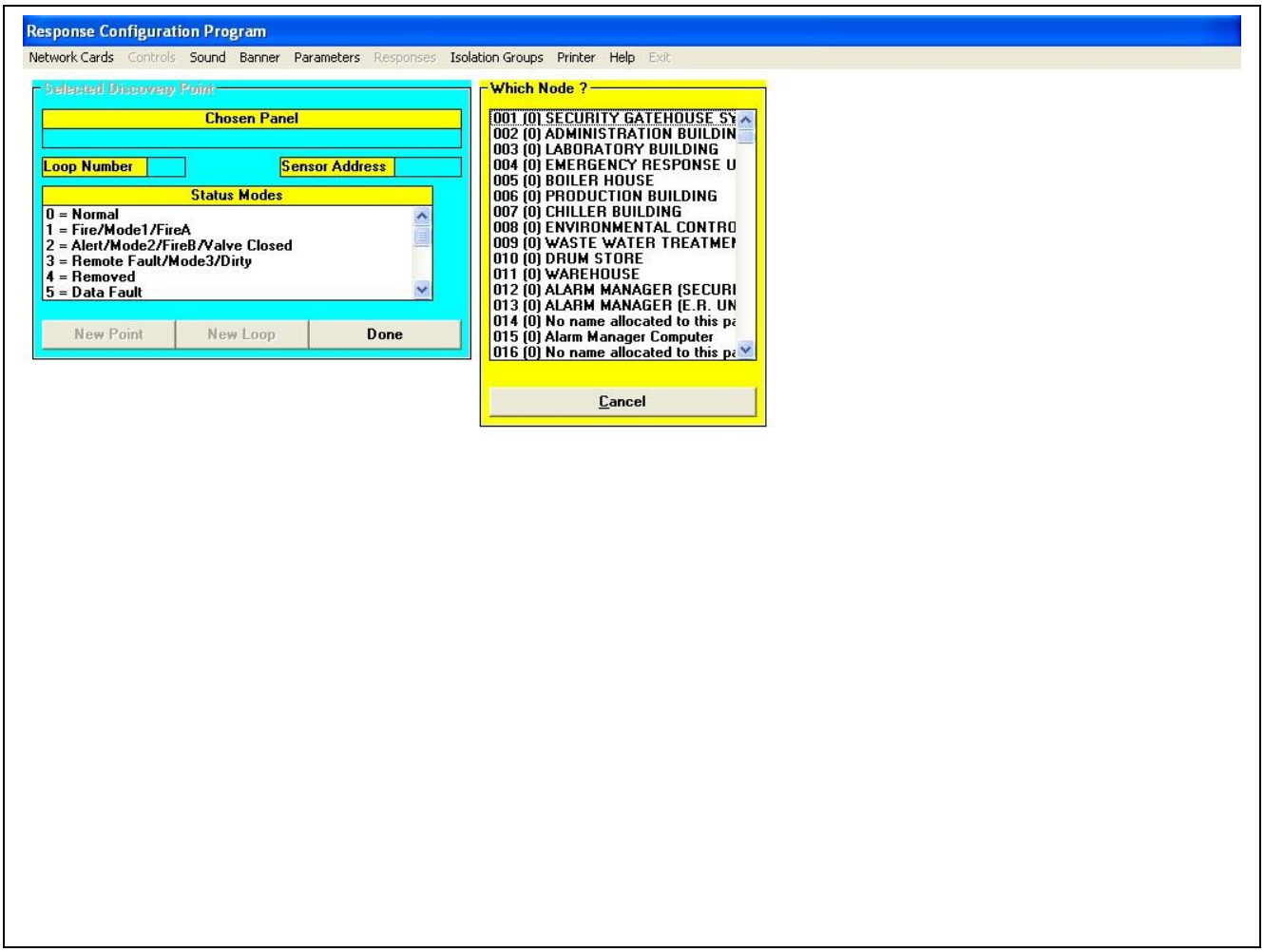


Figure 62 Panel Prompt for Premier AL Sensor Response Configuration

When Premier AL Points responses are chosen, the display shown in Figure 62 appears, prompting for the selection of a panel.

Clicking on the Cancel button returns to the menu display.

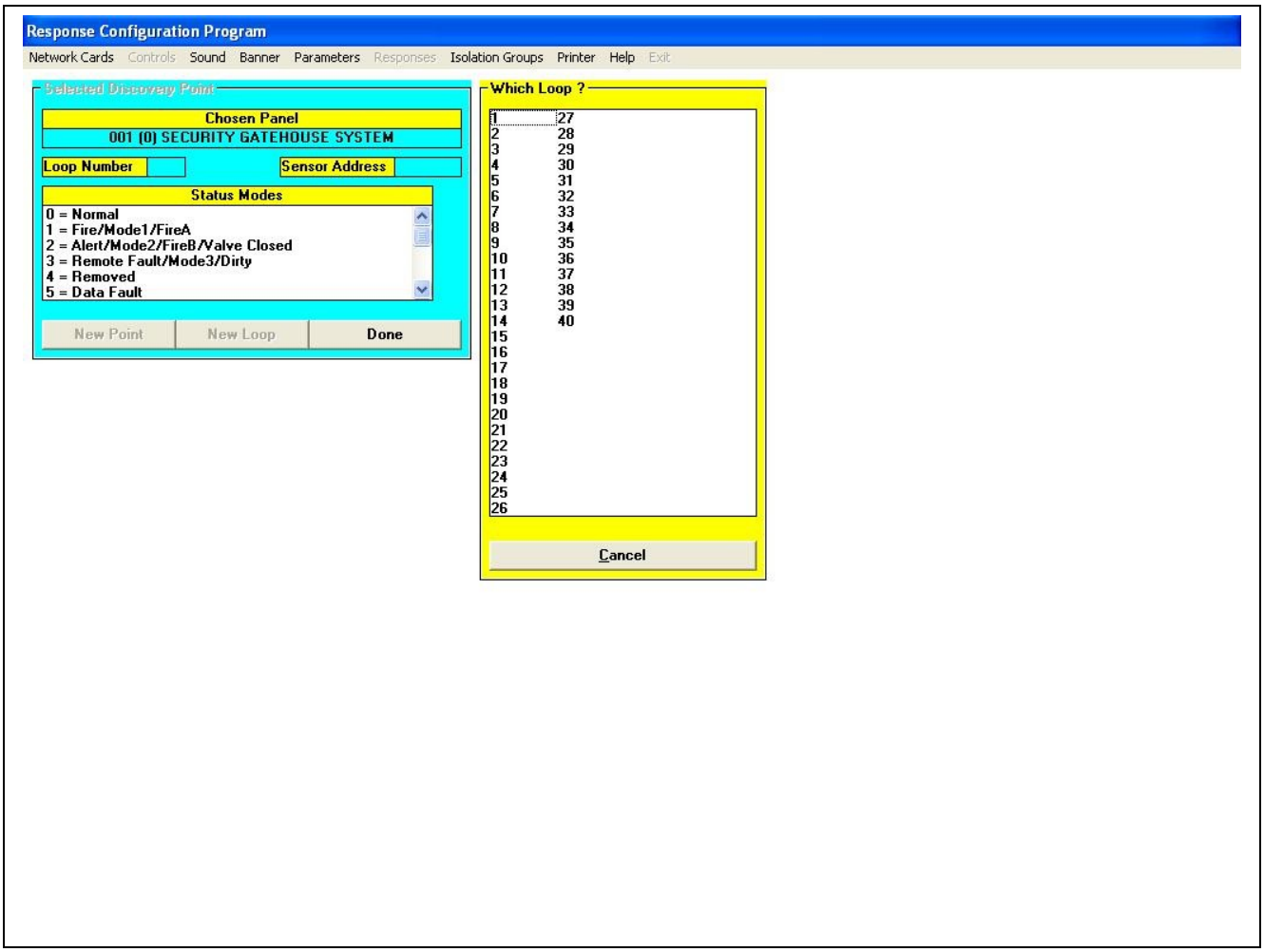


Figure 63 Loop Number Prompt for Response Configuration

Double-clicking on the Panel 1 entry from Figure 62 results in the display shown in Figure 63. This is now prompting for the selection of a loop number.

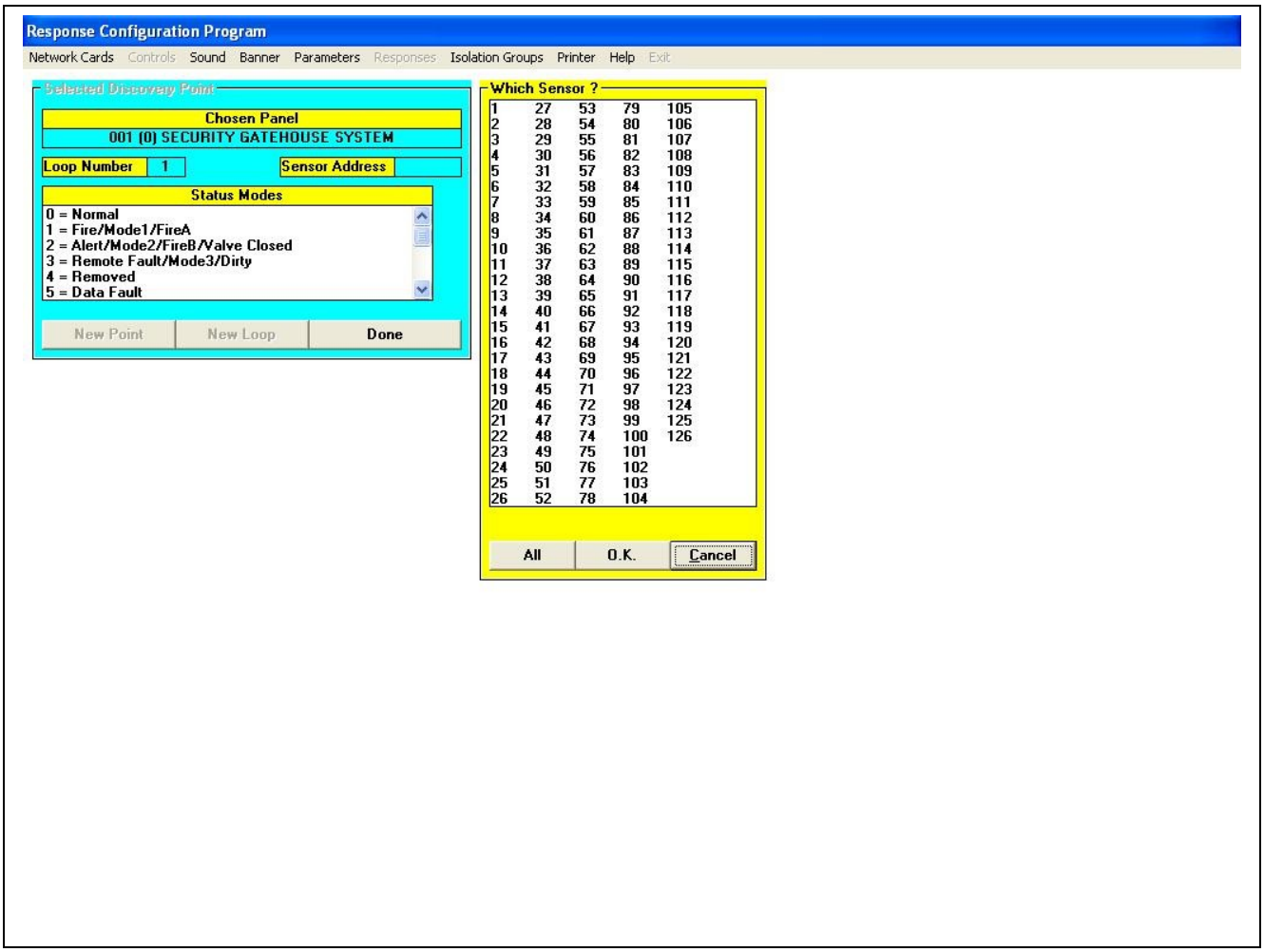


Figure 64 Sensor Number Prompt for Response Configuration

Figure 64 shows the display once loop 1 of panel 1 has been selected. The required sensor(s) on that loop now need(s) to be identified. A range of sensors can be selected by clicking on the first sensor in the range, and then holding down the shift key on the keyboard whilst clicking on the last sensor in the range. Clicking on the OK button will then allow the allocation of a response pattern for all of the sensors in that range. Clicking on the All button selects all 126 sensors, but the OK button still needs to be operated before allocating the responses.

Clicking on the Cancel button returns to the main menu, while double-clicking on a sensor in the list allows response allocation for that sensor alone.

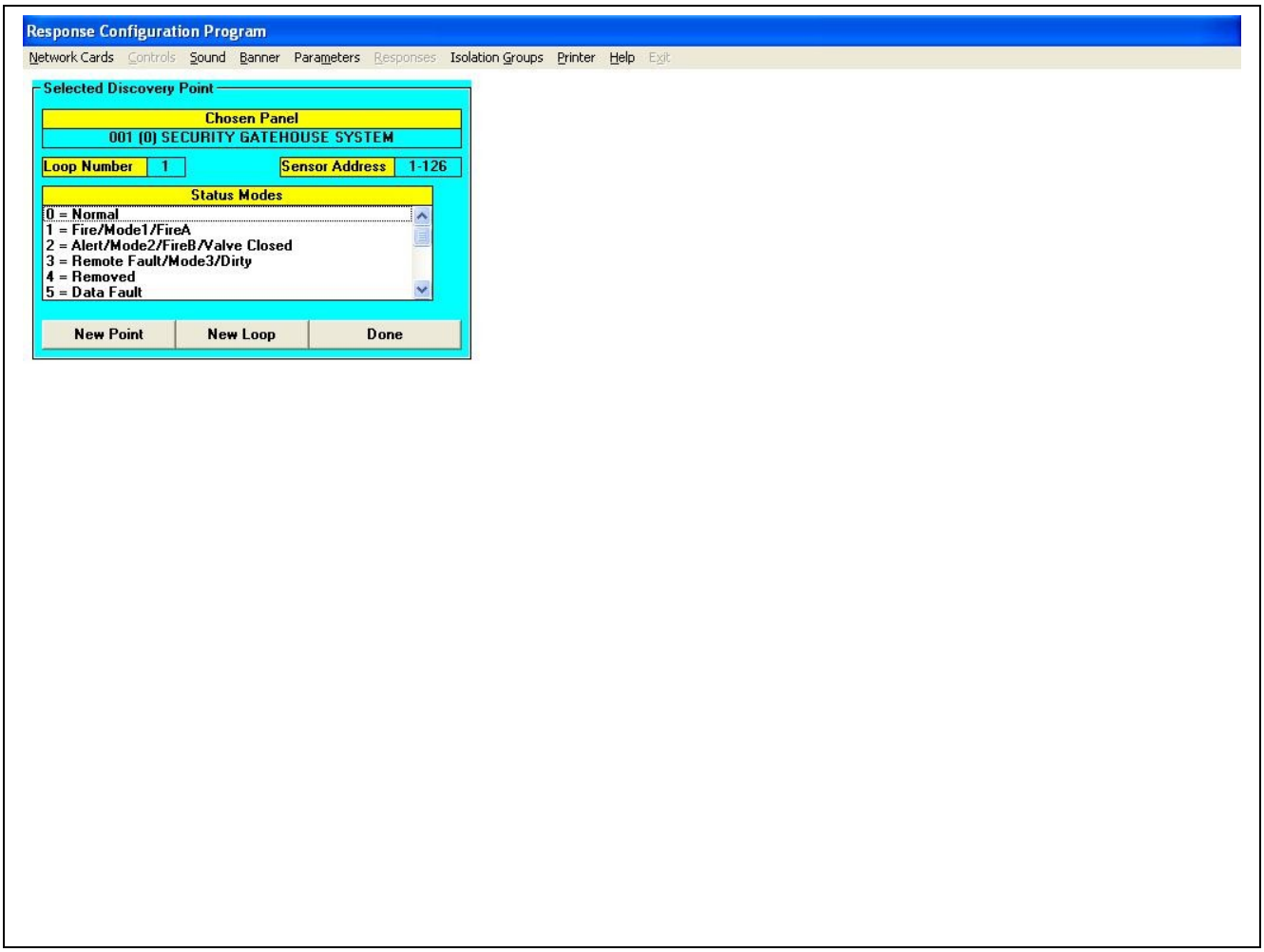


Figure 65 Sensor Message Types for Response Configuration

When either a single sensor address, or a range of sensor addresses, is selected, the display is as shown in Figure 65. In this example all sensors 1-126 have been selected on loop 1 of panel 1.

The list shown identifies the types of message that can be received from a sensor, and selecting one of these by clicking on it then produces a display as shown in figure 56. Clicking on one of the command buttons allows for moving on, either to select another sensor, or another loop, or to return to the main menu screen.

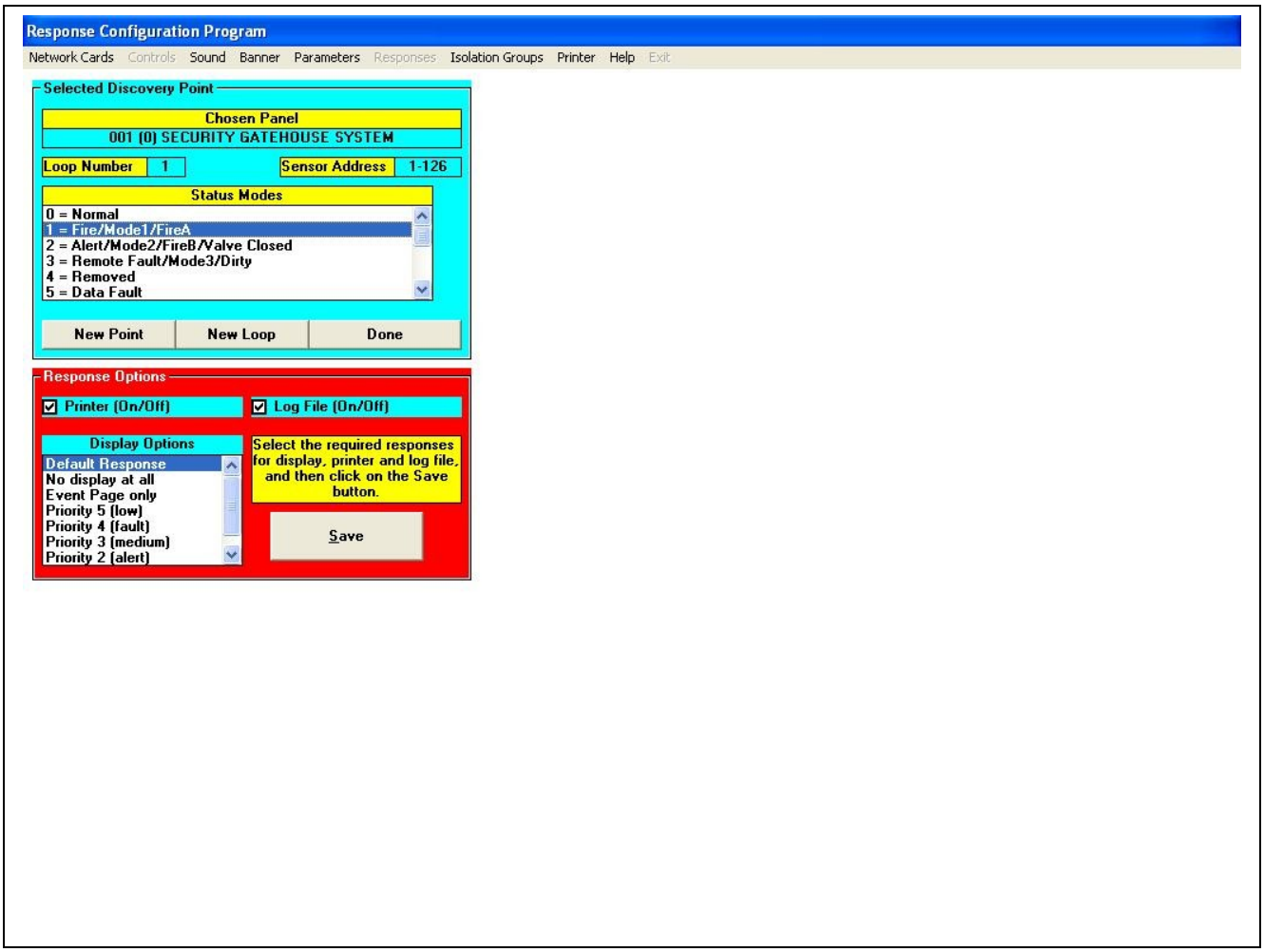


Figure 66 Response Code Editing

The red box shown at the bottom of the screen in Figure 66 shows the available response options that can be specified for the selected alarm message(s).

The printer and log file, both shown here enabled, may be enabled/disabled as appropriate by clicking on the respective boxes. The required display option may be selected by clicking on the appropriate item in the list. Clicking on the Save button will clear this box from the screen, and save the appropriate response codes for the sensors selected.

N.B. The sequence is basically the same for other types of alarm source, with appropriate message types being listed. Some alarm types only prompt for a panel number, while others will require both a panel number and a circuit number/range.

Response Configuration Isolation Group Definition.

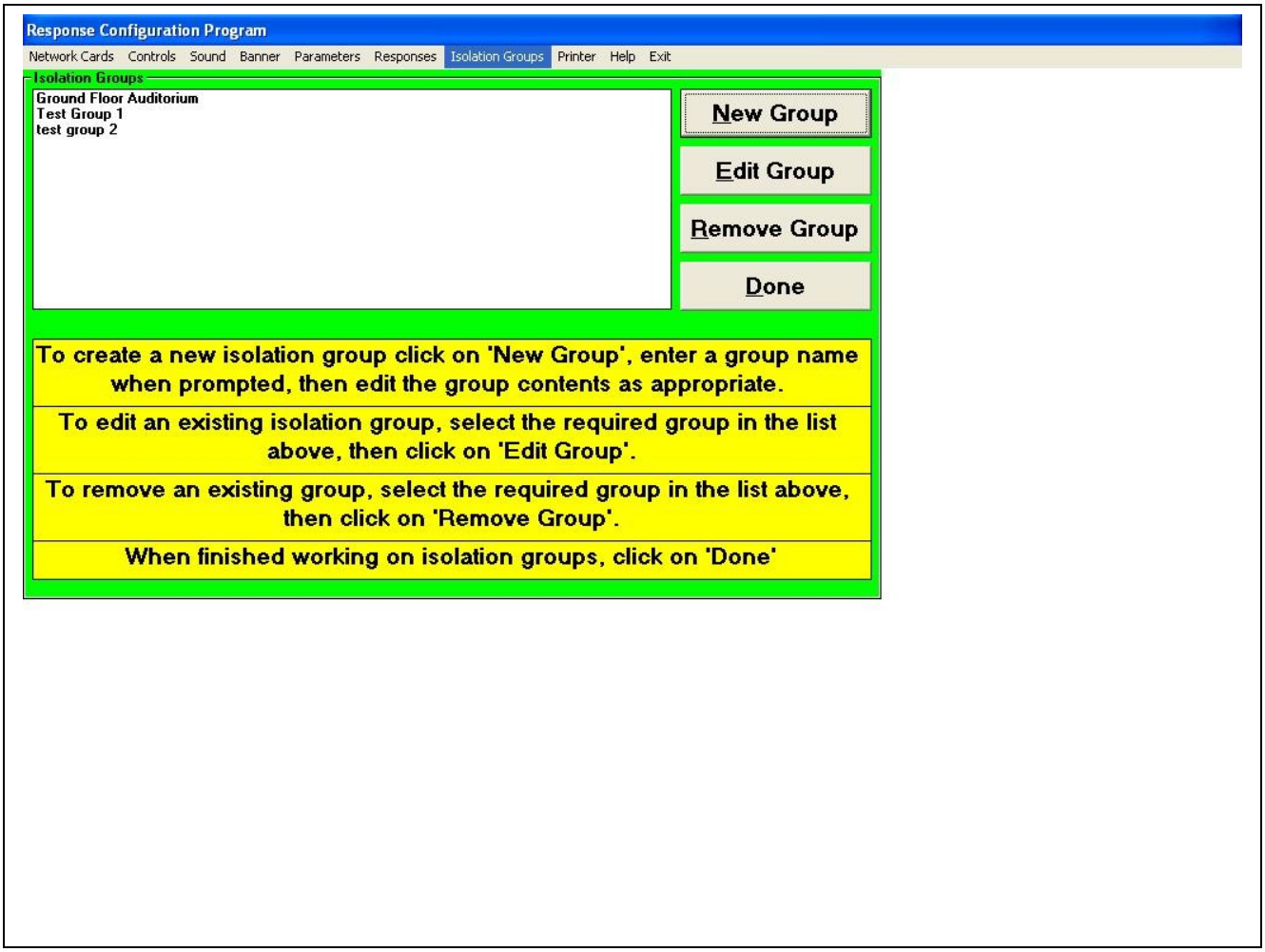


Figure 67 Isolation Group List

Figure 67 shows the display presented when the Isolation Groups option is selected from the menu.
This display basically comprises a list of the currently defined isolation groups, with command buttons for creating a new group, editing an existing group, removing a group, or finishing with this function.

A group in the list must be selected by clicking on it before it can be edited or removed.

Response Configuration Create New Isolation Group.

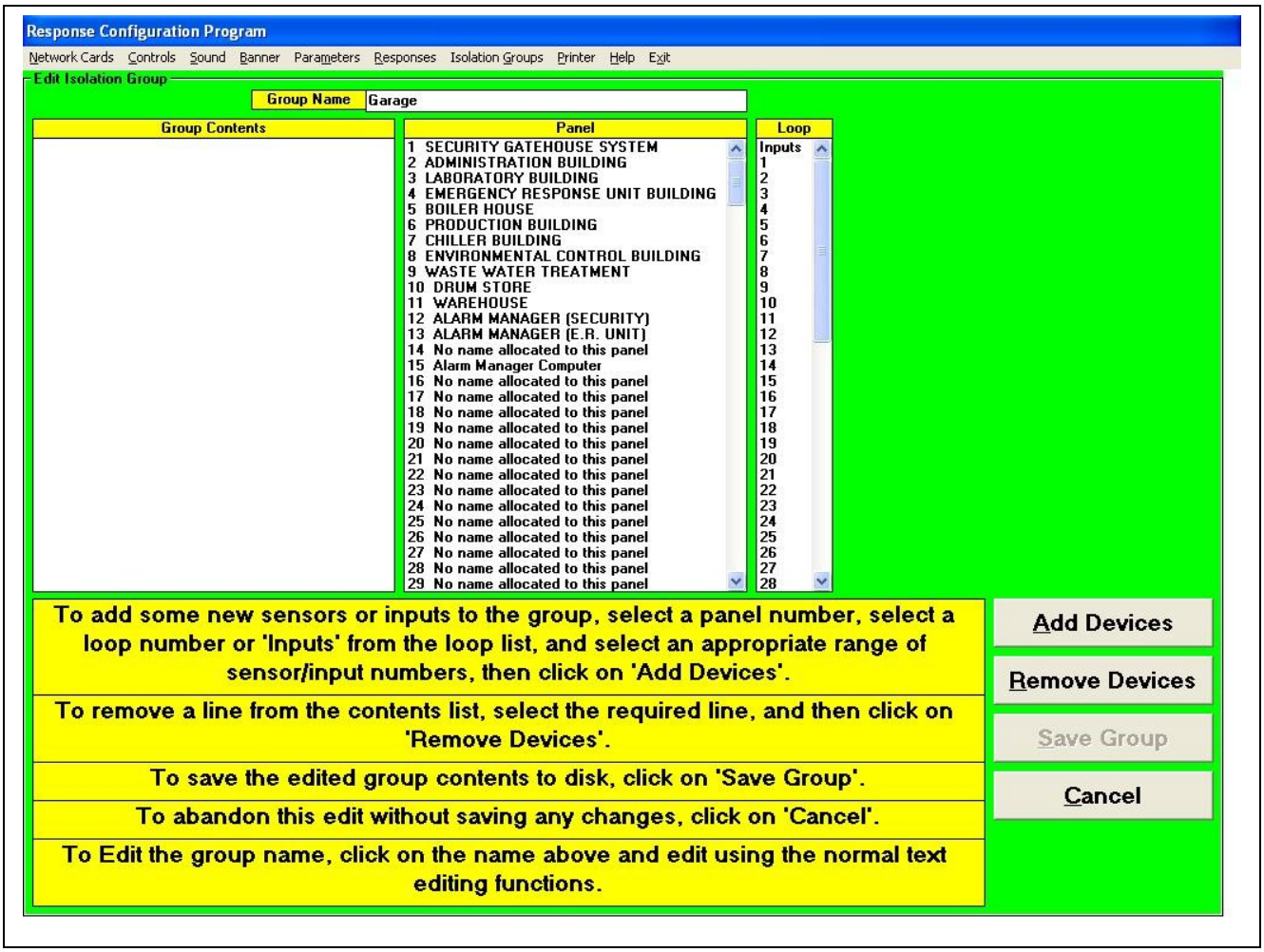


Figure 68 Create New Isolation Group.

Figure 68 is displayed after the Create New Isolation Group option has been selected, and a name for the new group has been entered. The instruction prompts shown identify how to add or remove devices from the list.

Response Configuration Edit Isolation Group.

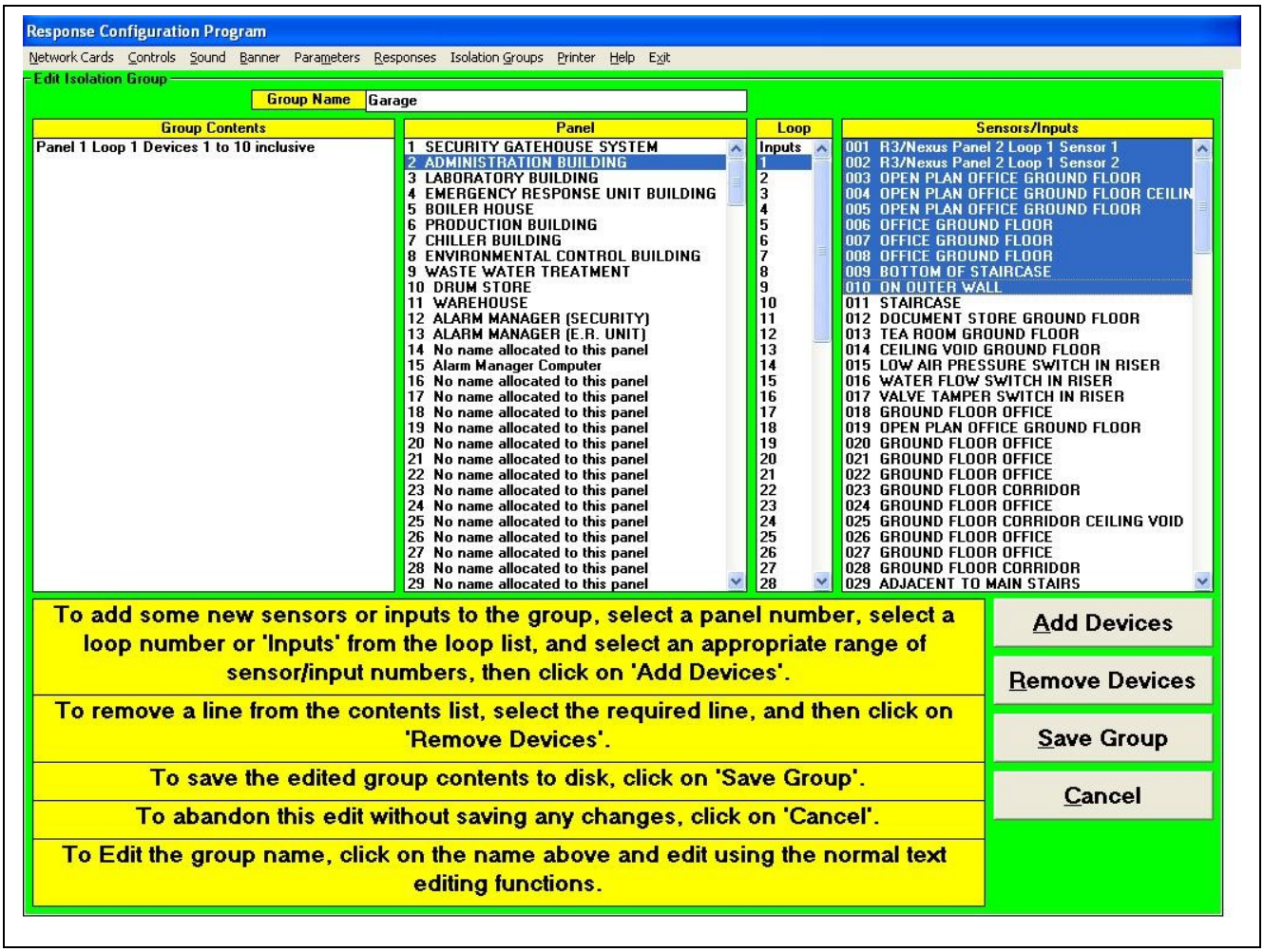


Figure 69 Edit Isolation Group.

Figure 69 is displayed after the Edit Isolation Group option has been selected with the first group highlighted in the list shown in Figure 67. The instruction prompts shown identify how to add or remove devices from the list.

Printer Options.

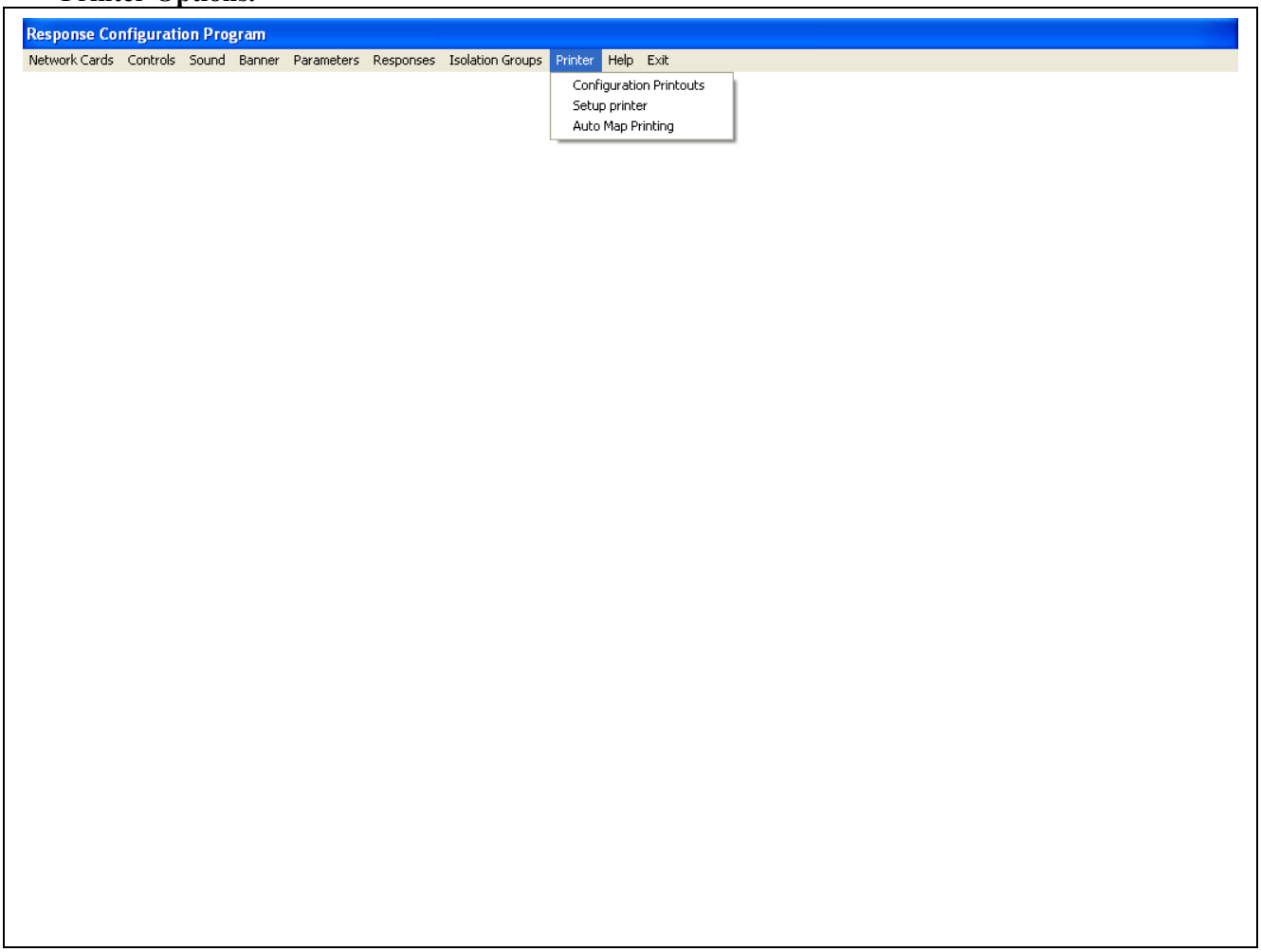


Figure 70 Printout Configuration Settings.

This menu allow for either printing out the configuration details, identifying and configuring the printers, or configuring the auto-map-printing facility.

Printout Configuration Settings.

Figure 71 Printout Configuration Settings.

Selecting Printer:Configuration Printouts brings up the display shown in Figure 71, from which the required printout may be selected by clicking on the appropriate button. Click on ‘Quit’ when finished.

Printer Settings.

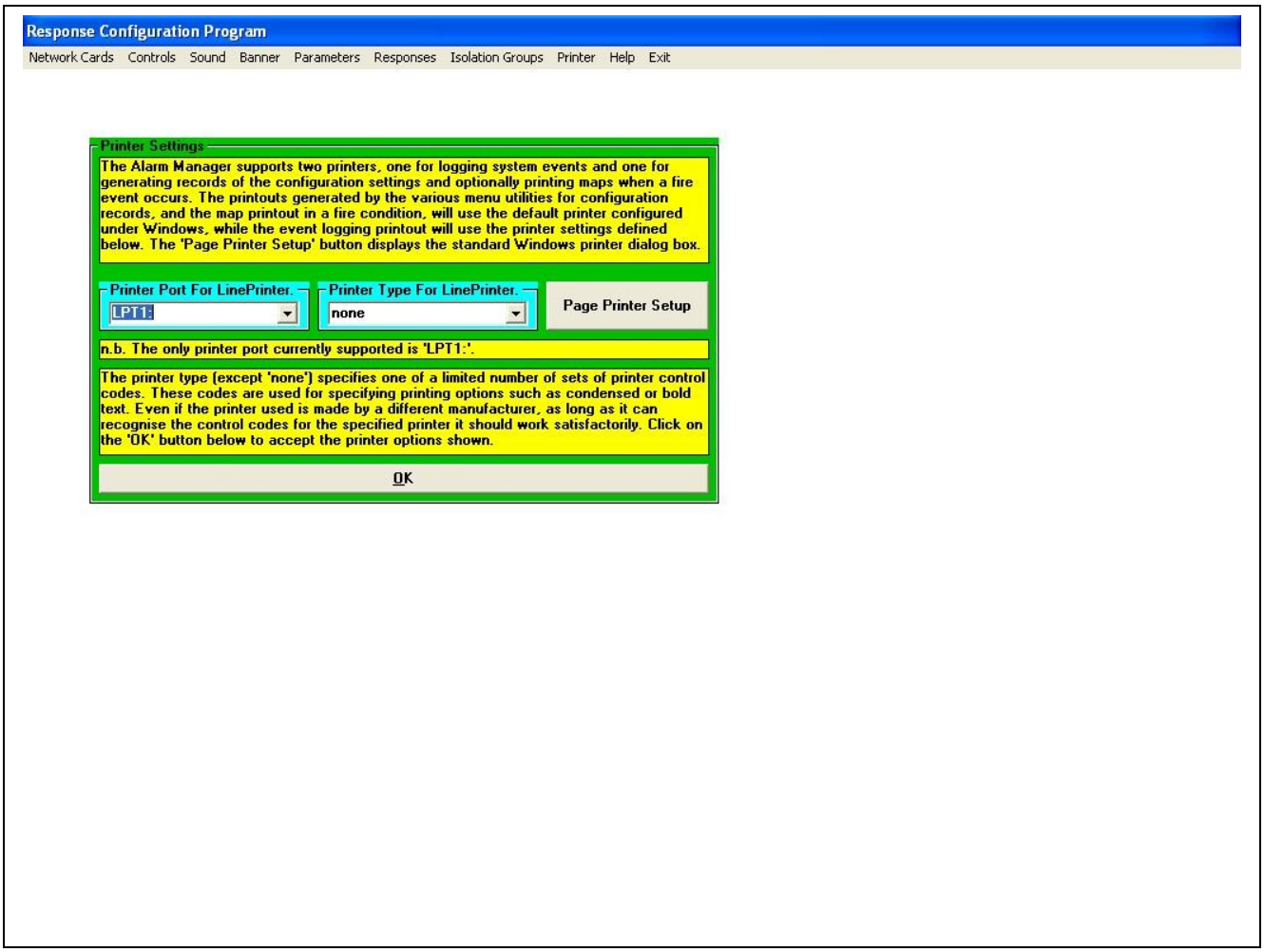


Figure 72 Printer Setup.

Selecting Printer:Setup Printer brings up the display shown in Figure 72, from which the required line-printout type and port may be selected from the drop-down lists. Click on ‘OK’ to save the chosen settings and exit. The ‘Page Printer Setup’ button may be used to access the Windows Printer Setup facility.

Note:
The Alarm Manager supports two printers, one just for event logging, and one for printing out configuration data and maps. The display shown in Figure 72 allows the type of printer and the port to be selected for the line-printer. The other printing functions use the default printer as configured under Windows.

Auto Map Printing.

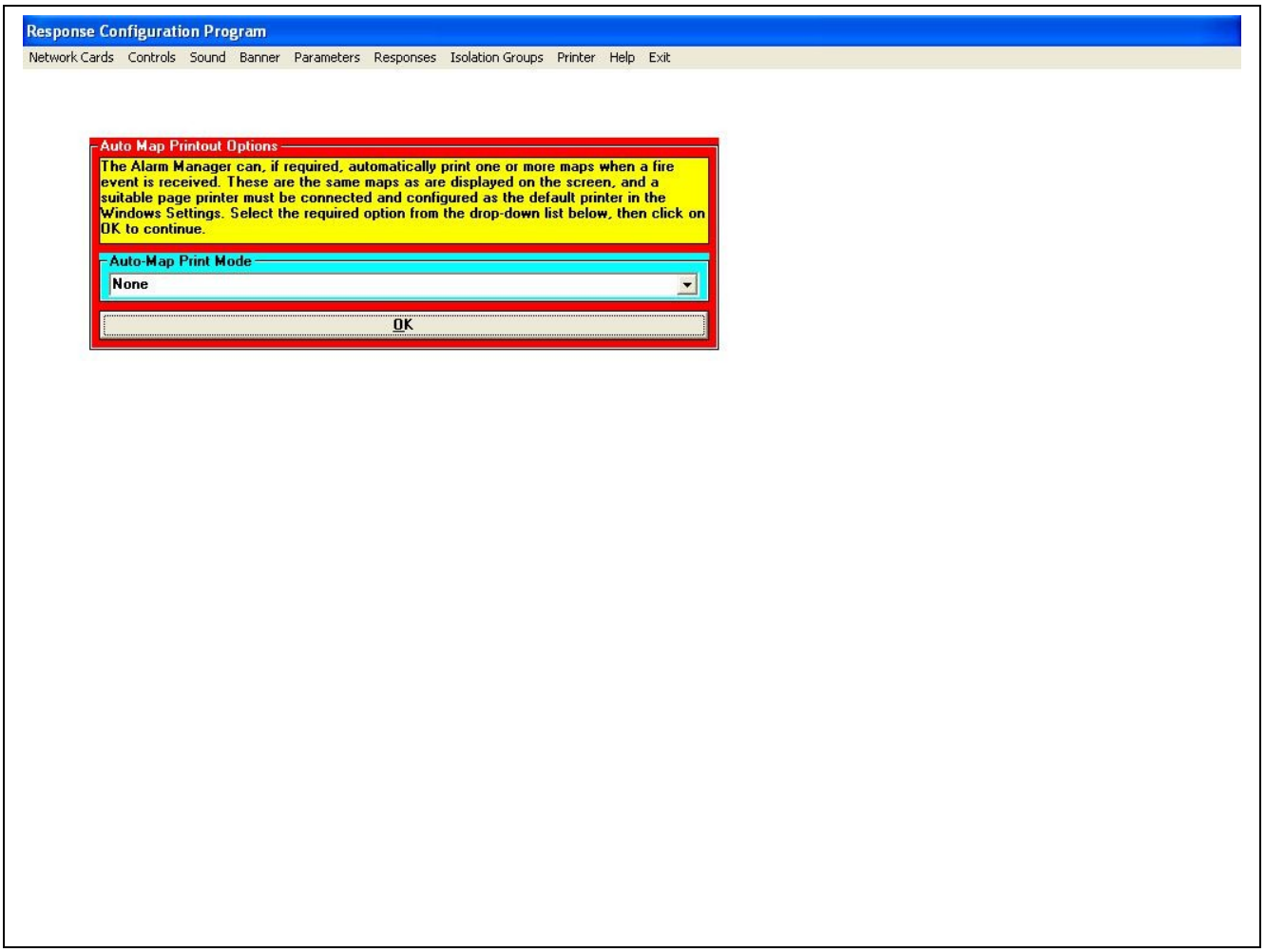


Figure 73 Auto Map Printout Options.

Selecting Printer:Auto Map Printing brings up the display shown in Figure 73, from which the required automatic map printing mode from the drop-down list. Click on 'OK' to save the chosen setting and exit.

The possible modes are

1. None – no maps are printed automatically when a fire event is reported.
2. First Page Only – the first map page only is printed on the page printer automatically when a fire event is reported.
3. All Pages in Normal Sequence – all associated pages are printed, starting with page 1, in turn when a fire event is reported.
4. Last Page Only – the last map page only is printed on the page printer automatically when a fire event is reported.
5. All Pages in Reverse Sequence – all associated pages are printed, starting with the last page, in turn when a fire event is reported.

Edit Operator/Password List

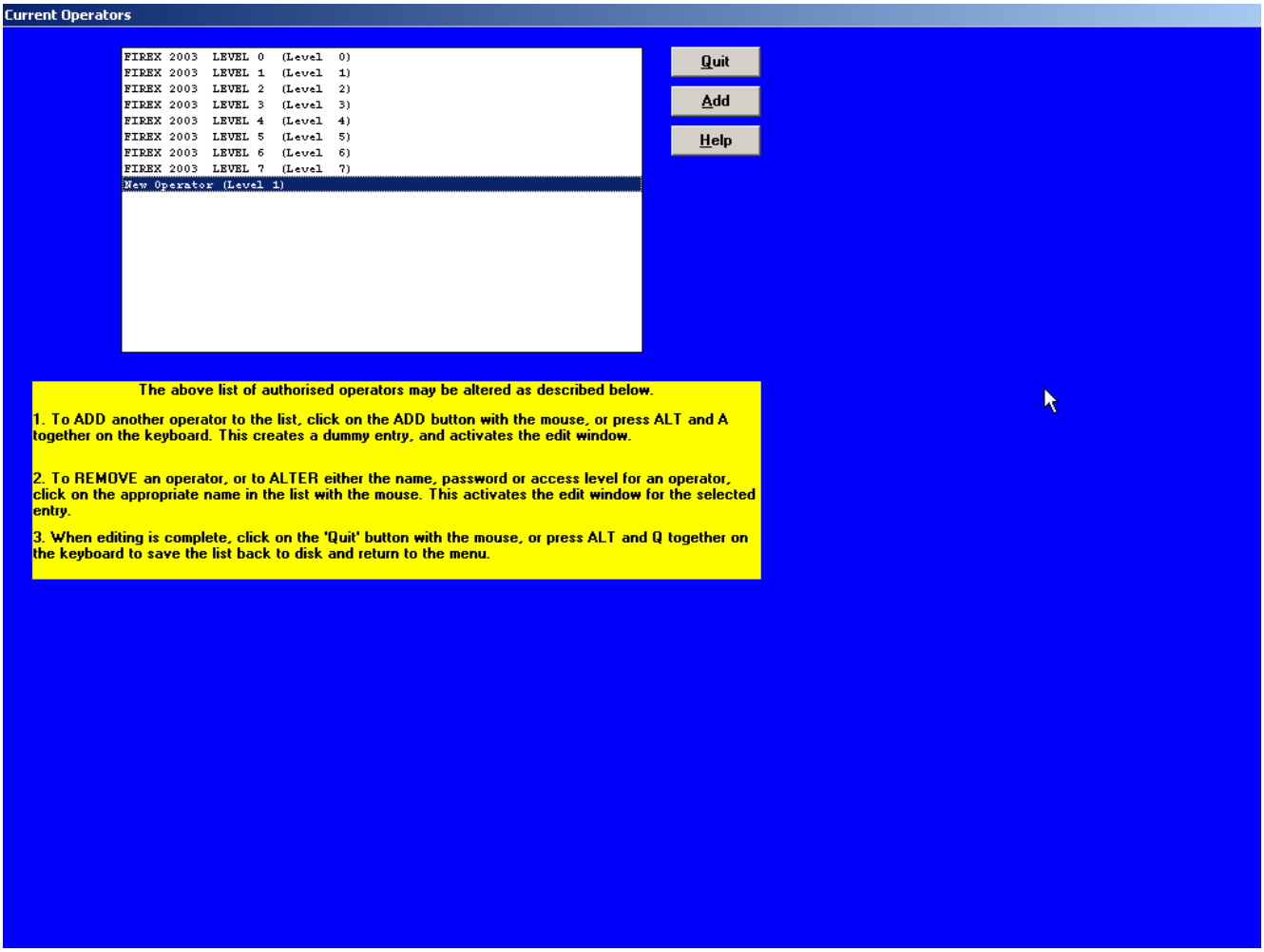


Figure 74 Opening Screen of Password Editor

The display shown in Figure 74 contains a list of current operators with their respective access levels, together with an instruction prompt, and command buttons to Quit, Edit or Add a new operator. Note that the only Level 7 operator in the list is the Manager. In this case the Manager is the only operator with that access level, but if there were others they would not be shown. This allows the person accessing this program to alter their own password , and those of operators with lower access levels, but not those of any other operators with the same access level.

Operating the Quit button on the main screen returns to the Alarm Management Program.

Password Editing Help Page.

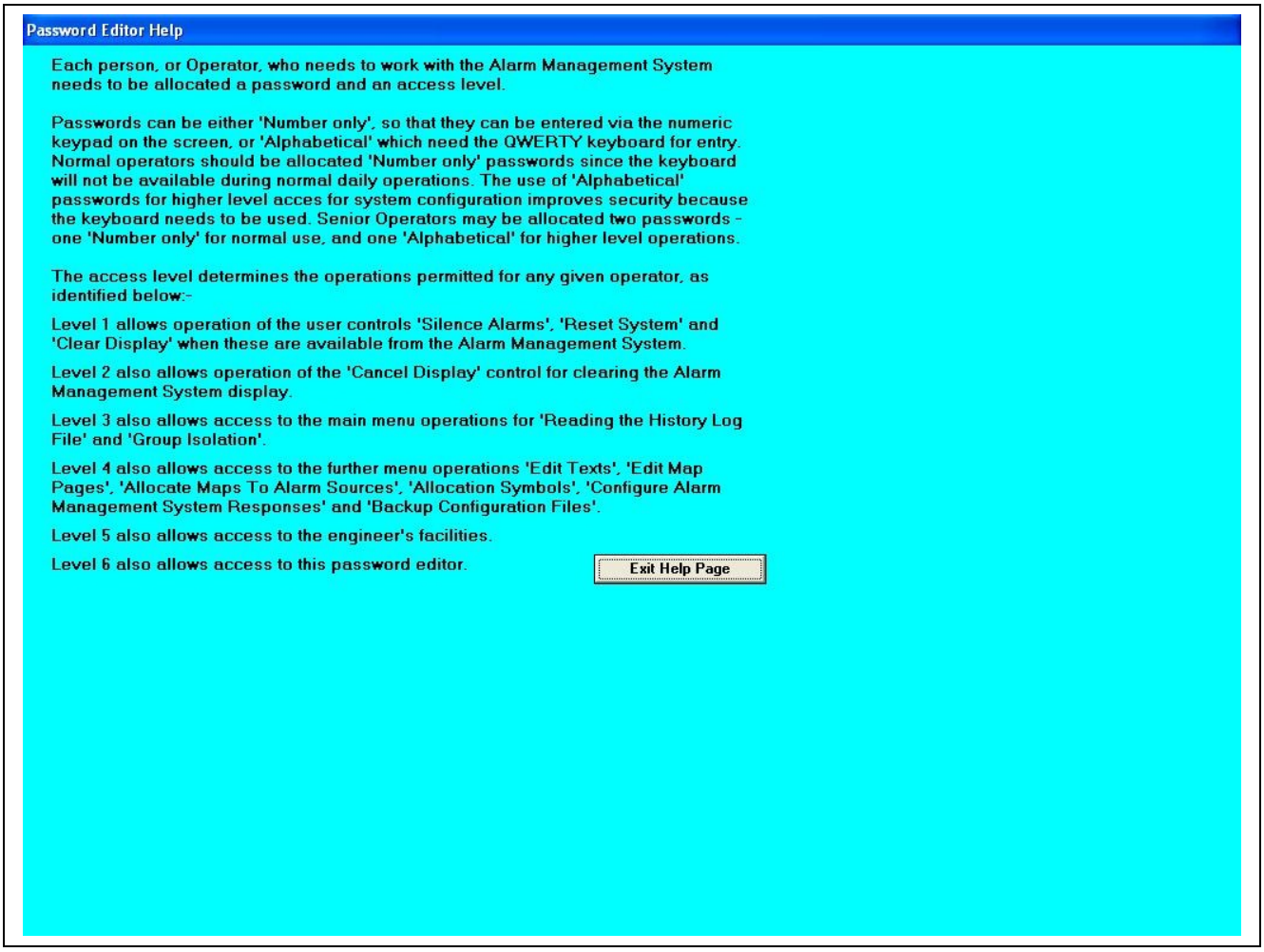


Figure 75 Password Editor Help Screen

Figure 75 shows the Help screen displayed when the Help button is operated. This page of information defines the 6 different access levels available, and the limitations of each level. Each successive level can access all of the facilities of the lower levels, as well as the additional facility mentioned.

Clicking on the Exit Help Page button clears this page from the screen and returns to the main Password Editor Screen.

If the main menu was entered with an access level 6 or 7 password, then the menu option for editing the list of operators and passwords is shown, and selecting this option gives a display similar to the example shown in Figure 74.

Password Editing Edit Operator Details Page.

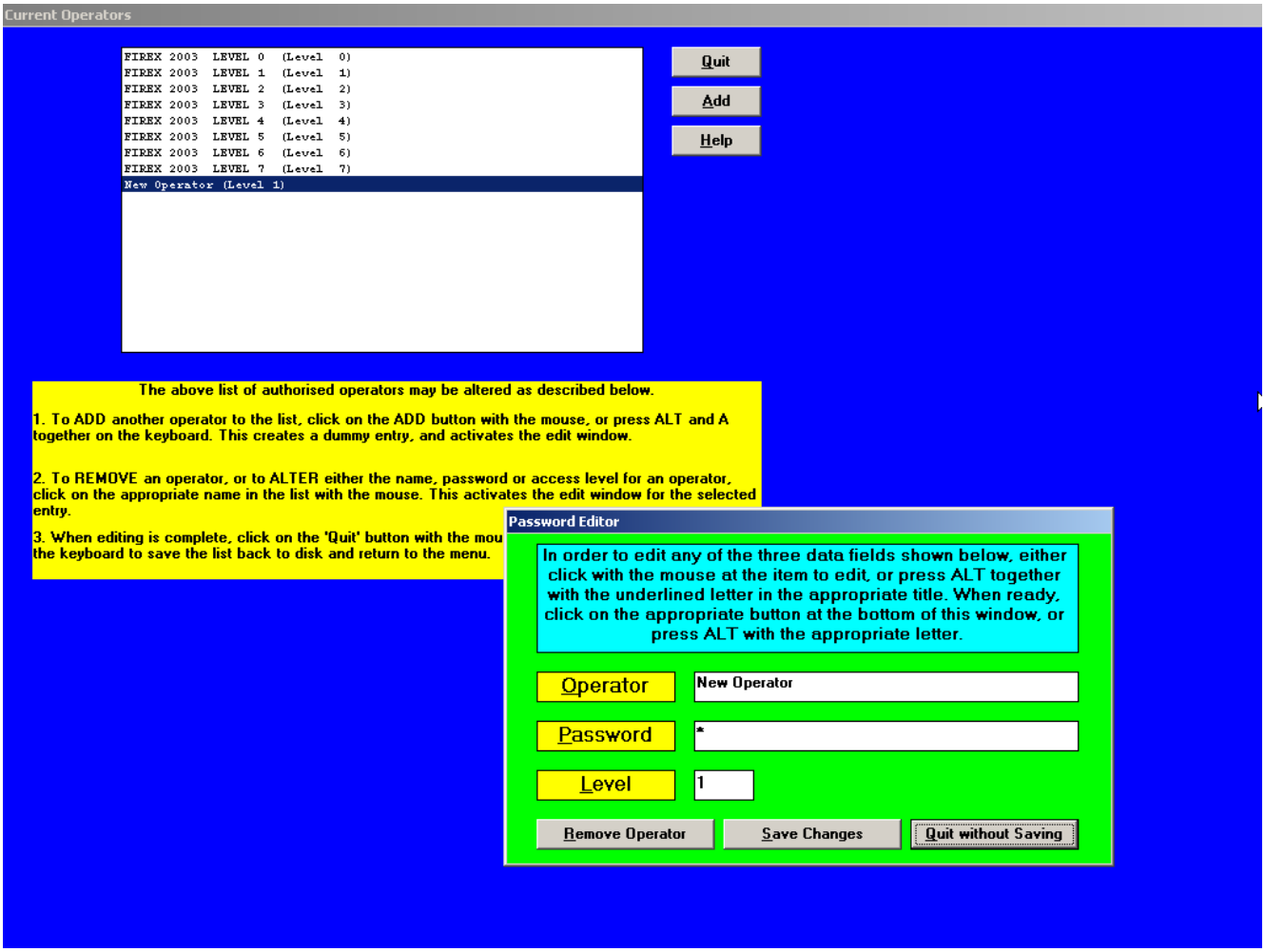


Figure 76 Password Edit Screen For Existing Operator

Figure 76 shows the display when operator 3 (Security Controller) is selected by clicking on the list of operators. Clicking on either the Operator's Name, Password or Access Level boxes allows that item to be edited. The three buttons at the bottom of the edit window are self-explanatory:- The Remove Operator button clears the Edit window and removes the selected operator from the main list; the Save Changes button clears the edit window and updates the main list with the details entered; the Quit without Saving button just clears the Edit window but leaves the main list as it was.

Password EditingCreate New Operator Page.

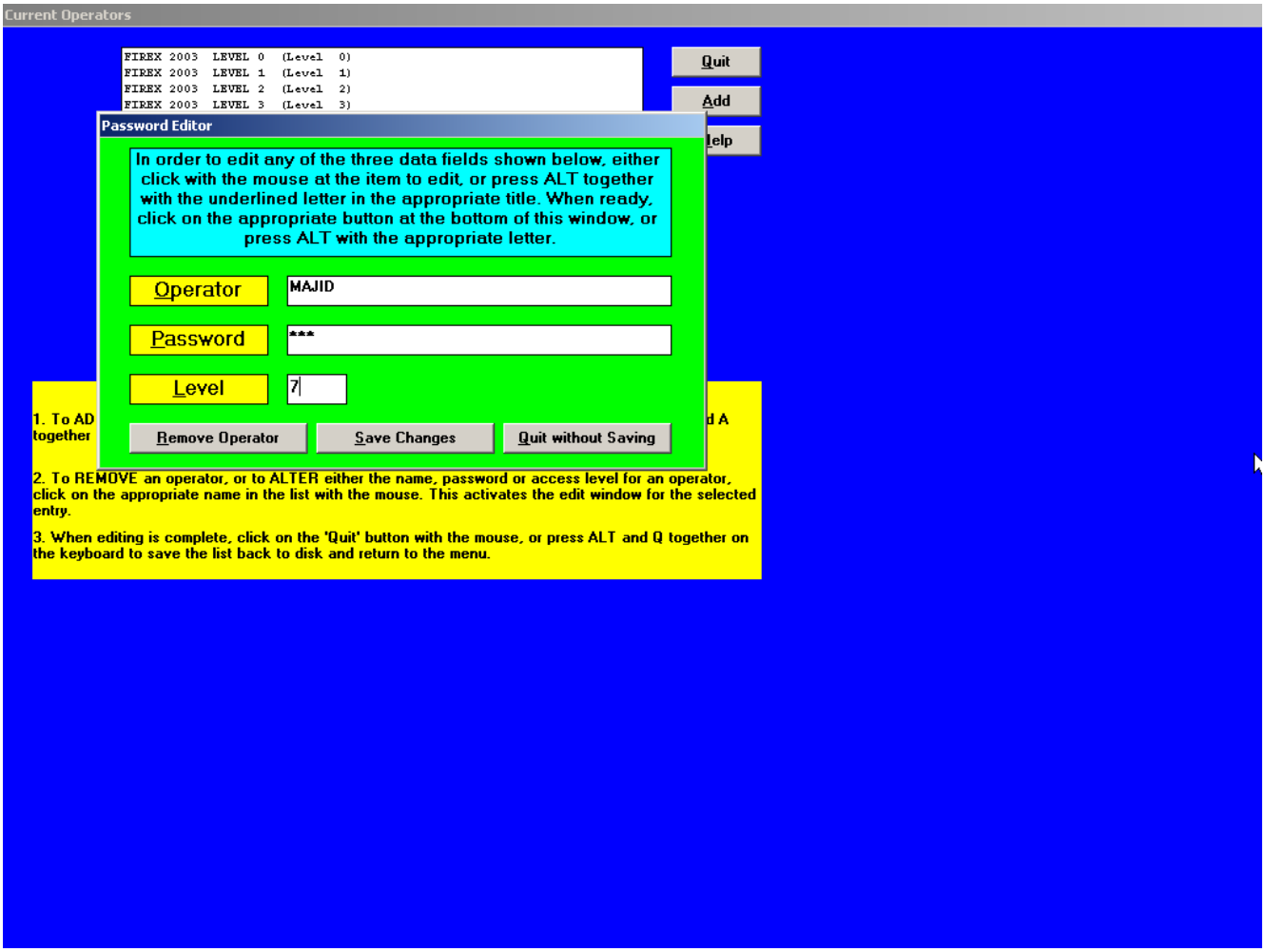


Figure 77 Password Edit Screen For Creating A New Operator

Figure 77 shows the display when the Create New Operator is selected. A temporary operator has been defined called 'New Operator', with an access level of 1, and a default password of '0'. Editing the data is the same as for editing an existing operator's details described above.

Simulated Fire Event Response.

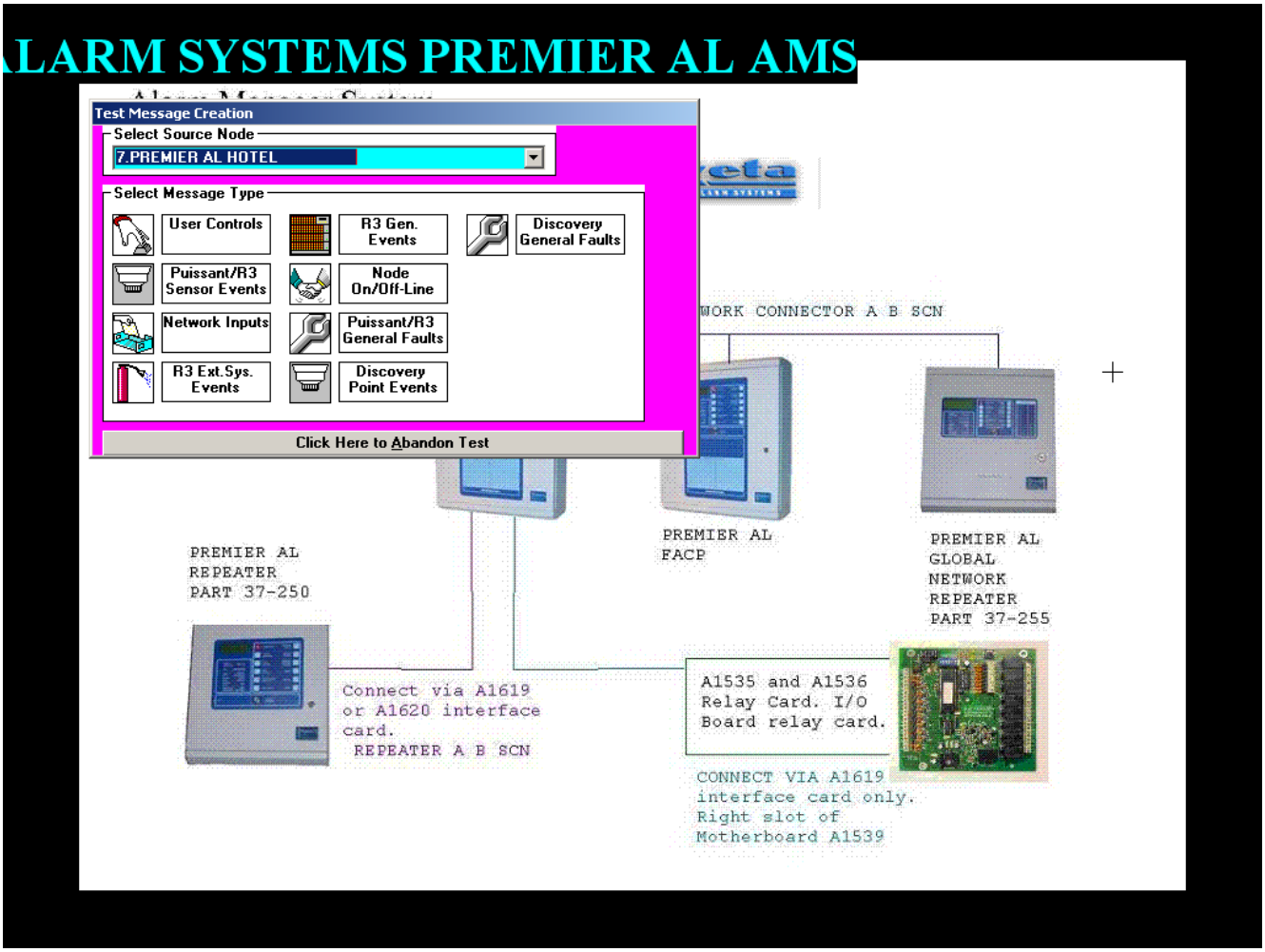


Figure 78 Event Simulation Menu.

Figure 78 shows the Simulation Menu that may be accessed by pressing the **'Shift' and 'Function 12'** keys simultaneously from the main Alarm Manager Screen. This allows the response of the Alarm Manager to specific events to be observed without the need to generate real events at a panel.

The test sequence described in the next few pages involves a sensor Fire event, but a similar process may be adopted for any other appropriate event.

The subsequent pages show the other simulation option screens.

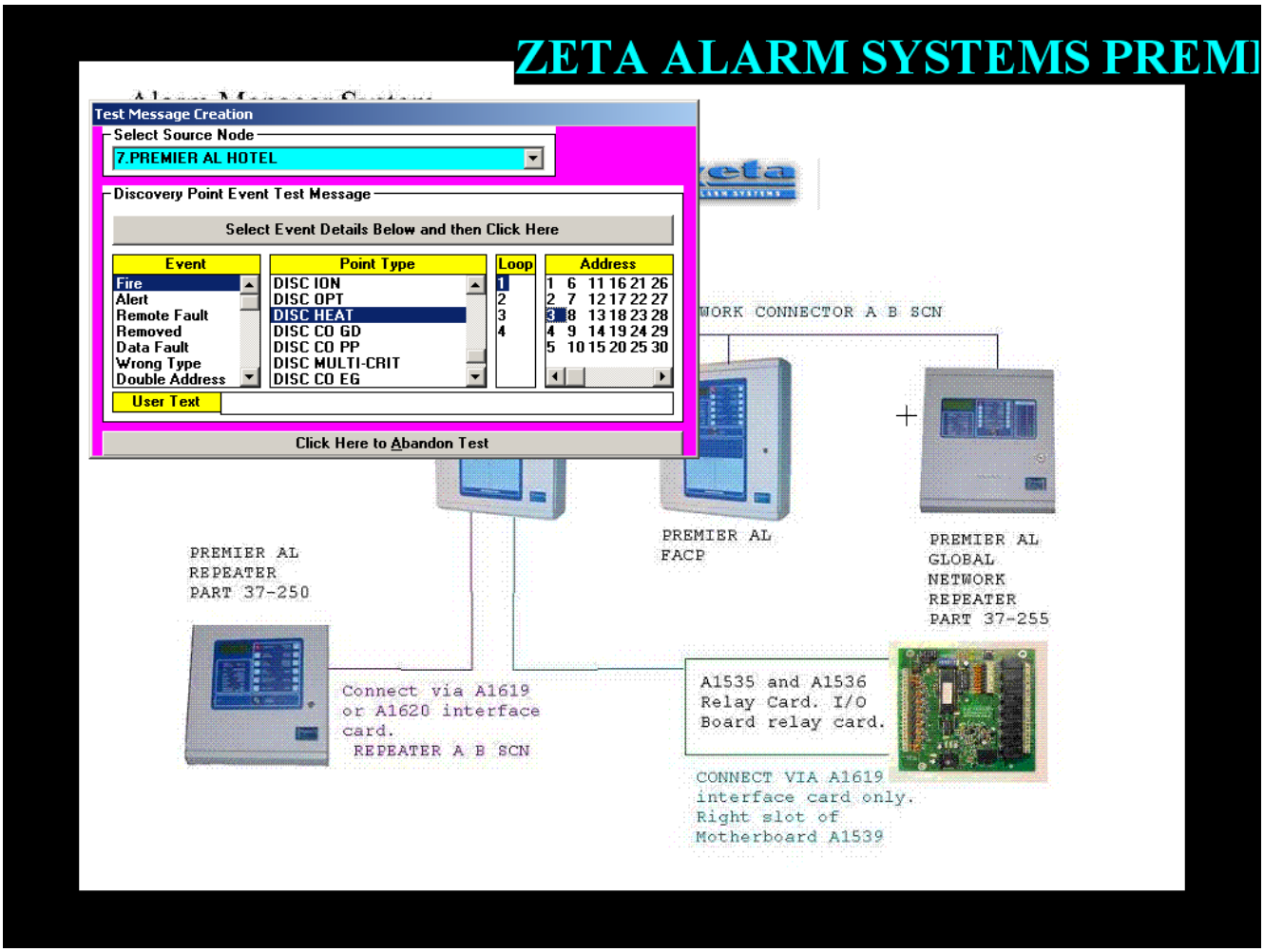


Figure 79 Premier AL Sensor Event Simulation Menu.

Figure 79 shows the Premier AL Sensor Event Simulation Menu that may be accessed by clicking on the Premier AL Sensor option on the main Simulation Menu Screen.

In order to simulate a sensor event it is necessary to select a panel number from the list at the top, an event type, a point type, a loop number, and a sensor address. A user text may also by typed into the lower box if required. Once the necessary items have been selected, clicking on the upper command button will remove this window from the screen and initiate an appropriate response from the Alarm Manager as if the specified event was received from the network.

The lower command button clears this window from the display without generating any events.

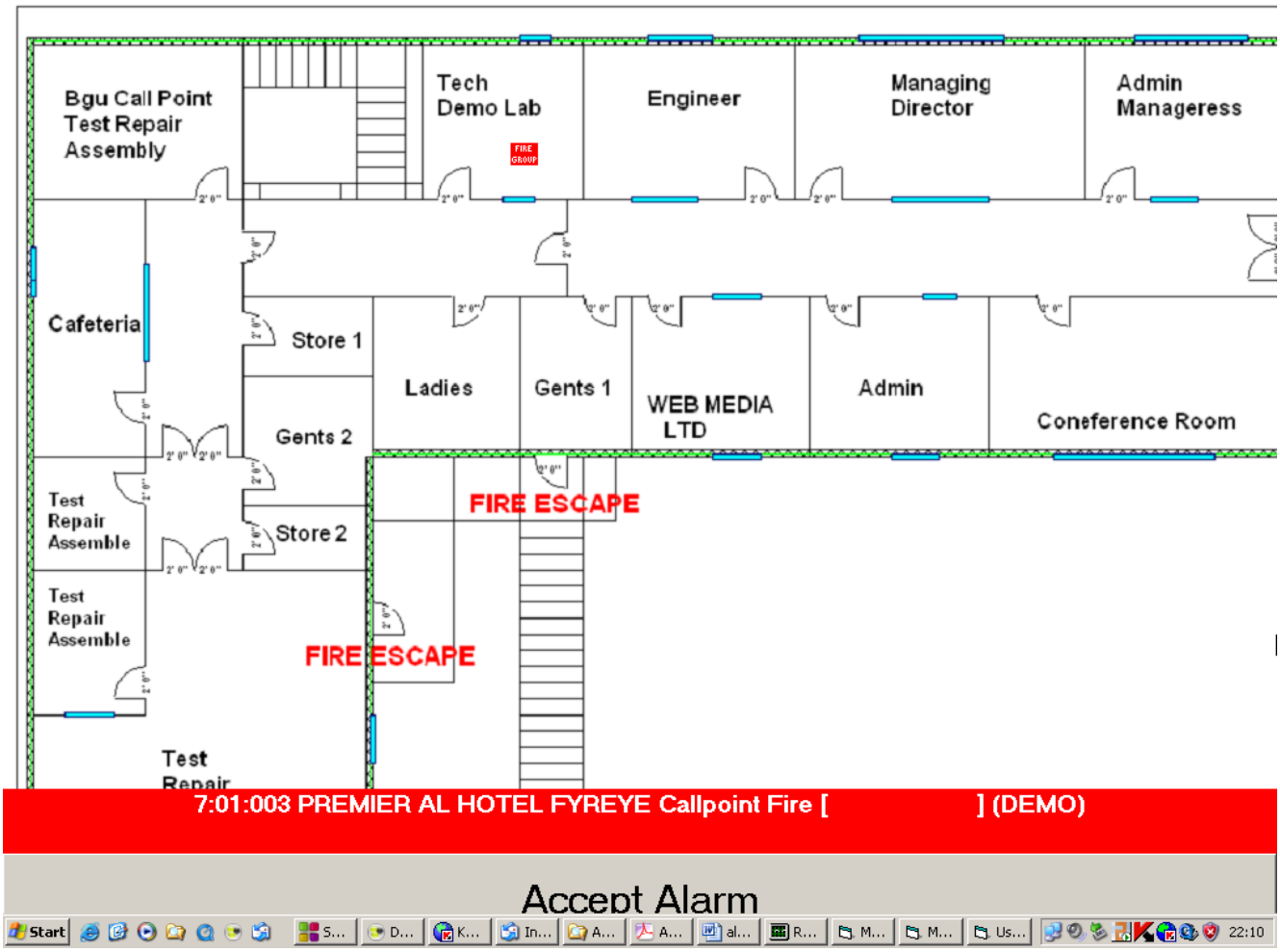


Figure 80 Sensor Event Simulation - Accept Prompt.

Figure 80 shows the initial event response screen for a Premier AL Dual Sensor fire event on panel 7 Premier AL HOTEL, loop 1 , device 3. If a Call point option is configured then this display will be accompanied by the corresponding sound. The displayed map is the first page allocated to the device in alarm.

The red box with two lines of text identifies the event details:-
Line 1 gives the panel, loop and sensor numbers (which may be turned off through the Parameter configuration option), the name of the source panel (in this case 'TECH DEMO LAB'), the event type, and the supplied user text enclosed in square brackets.
Line 2 just displays the user text associated with the device in alarm as stored on the computer.

The symbol, if there is one, will be flashing.

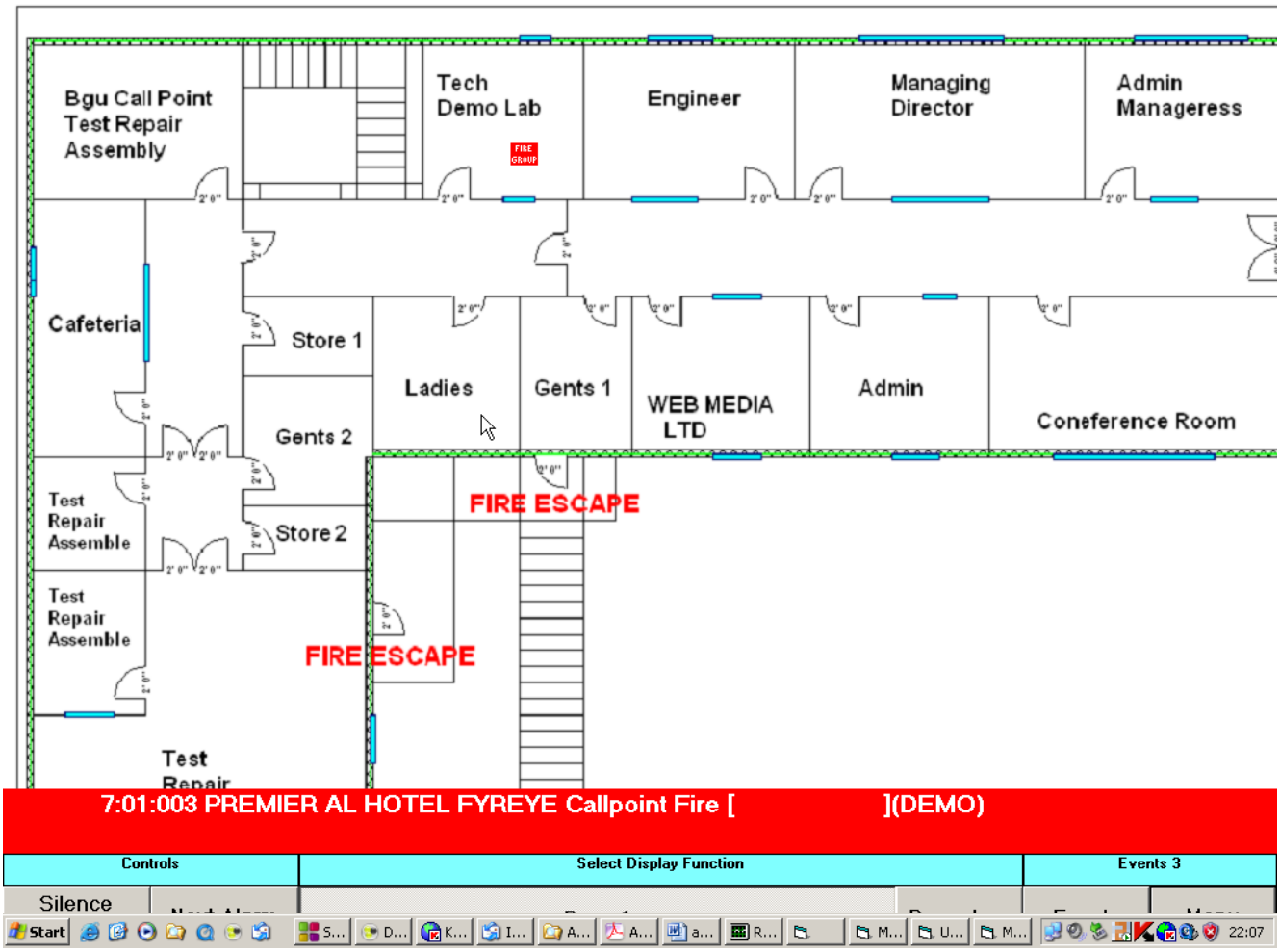


Figure 81 Sensor Event Simulation - Map Page 1.

Figure 81 shows the event response screen following the operation of the accept button on Figure 80. At this stage the sound will have stopped.
The displayed map is the first page allocated to the device in alarm, as indicated by the depressed page button.
The optional 'Silence Alarms', 'Reset' and 'Clear Display' buttons (as enabled/disabled though the Controls response menu) are displayed in place of the 'Cancel' button shown. The 'Cancel' button is always the last to be shown here, and is used to clear the alarm event display from the screen.
The table below summarises this heirarchy:-

EVENT	SILENCE ALARMS ENABLED	RESET ENABLED	CLEAR DISPLAY ENABLED	DISPLAYED BUTTON
Fire	Yes			SILENCE ALARMS
Fire	No	Yes		RESET
Fire	No	No		CANCEL
Fire and Silence Alarms		Yes		RESET
Fire and Silence Alarms		No		CANCEL
Fire, Silence Alarms and Reset				CANCEL
Non-Fire			Yes	CLEAR DISPLAY
Non-Fire			No	CANCEL
Non-Fire and Clear Display				CANCEL

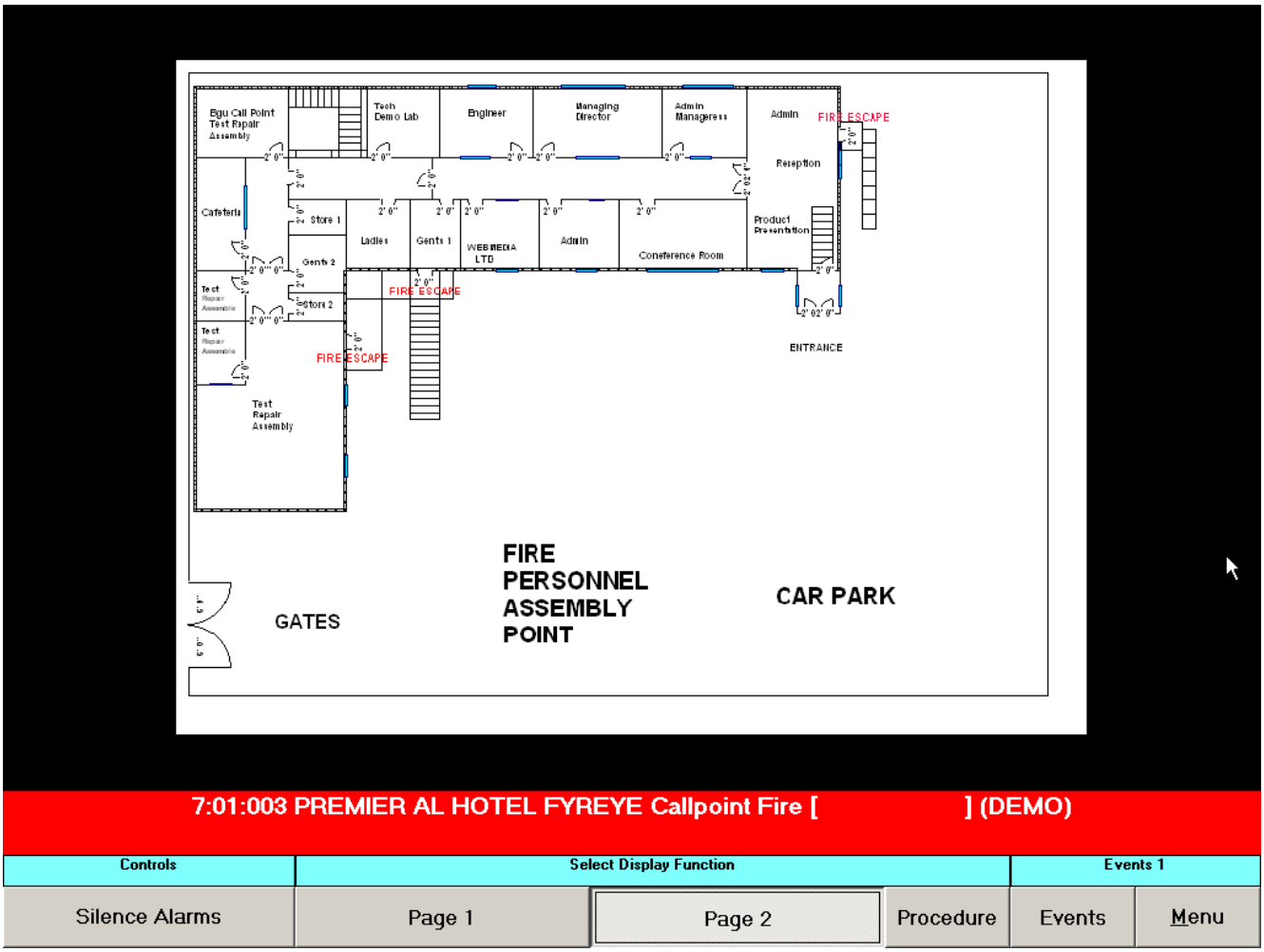


Figure 82 Sensor Event Simulation - Map Page 2.

Figure 82 shows the event response screen following the operation of the page 2 button on Figure 81.
The displayed map is the second page allocated to the device in alarm, as indicated by the depressed page button.

n.b. although this device has two map pages associated with it, any number from one to five pages may be allocated, and the number of buttons will be adjusted to suit.

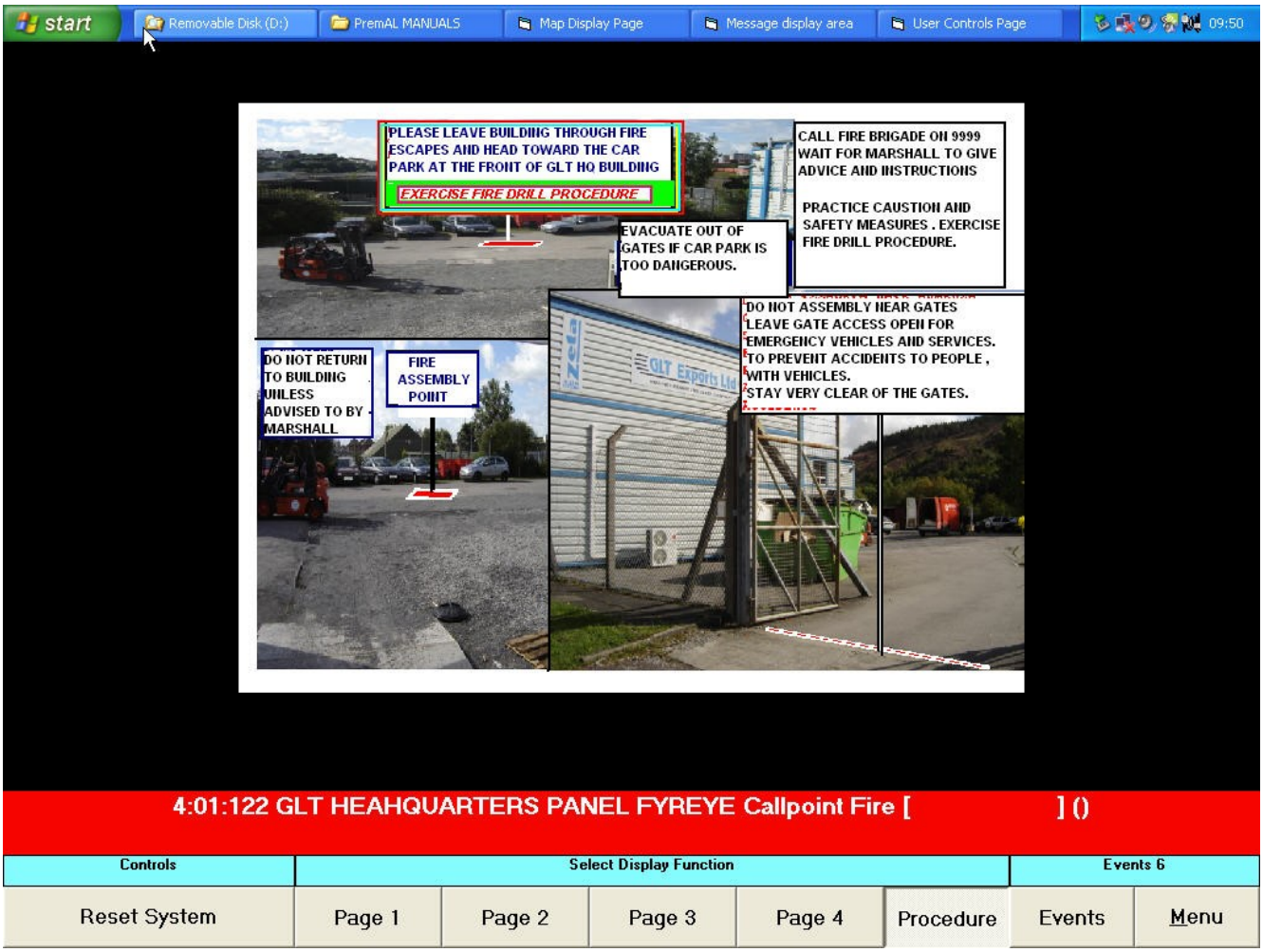


Figure 83 Sensor Event Simulation - Procedure Page.

Figure 83 shows the event response screen following the operation of the procedure button on Figure 81, Figure 82, or Figure 84.
The displayed page is that allocated to alarm priority 7 (Fire). Alternative pages are available for priority levels 6, 5, 4, 3.

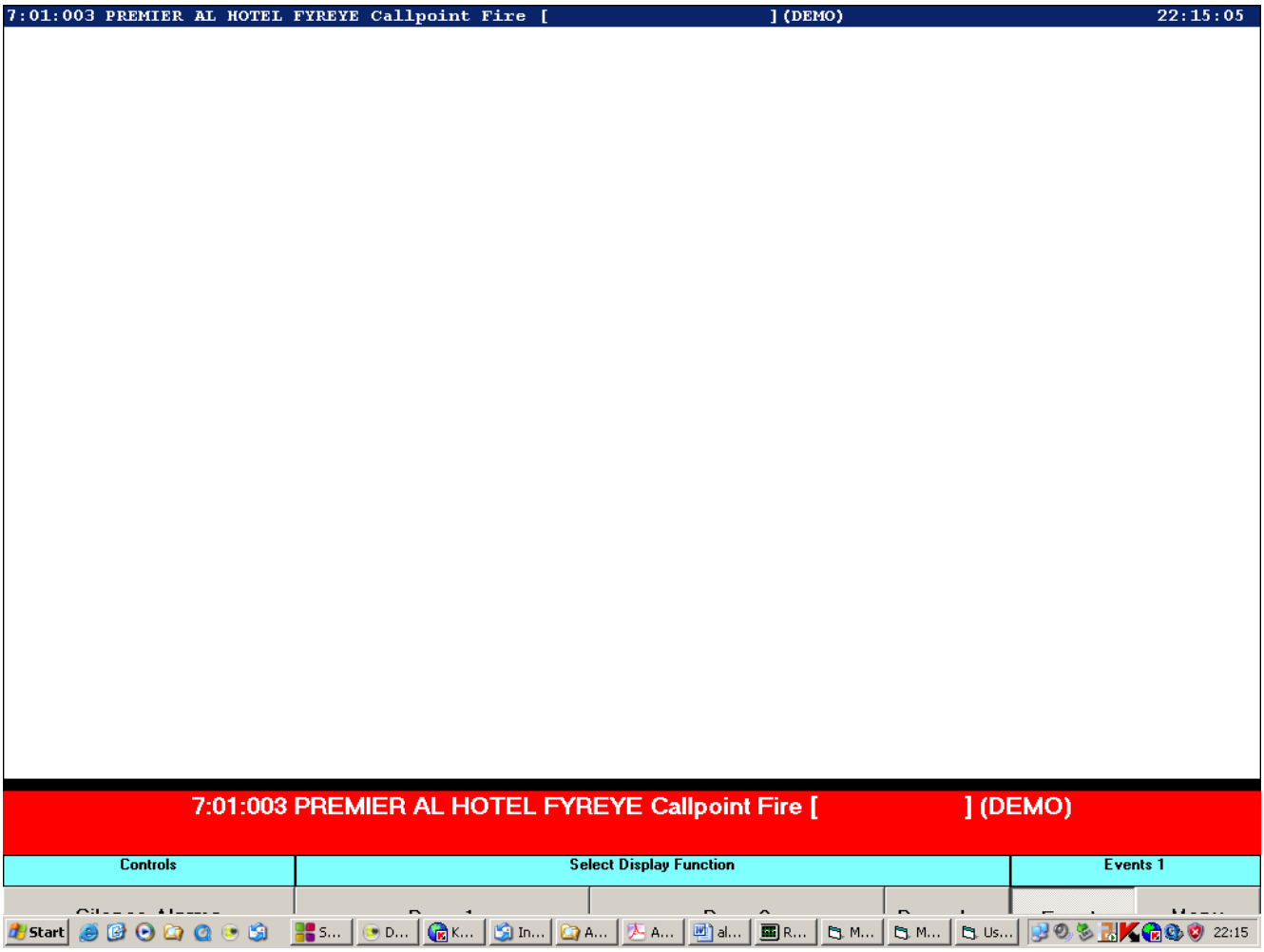


Figure 84 Sensor Event Simulation - Events Page.

Figure 84 shows the event response screen following the operation of the events button on Figure 81, Figure 82, or Figure 83.

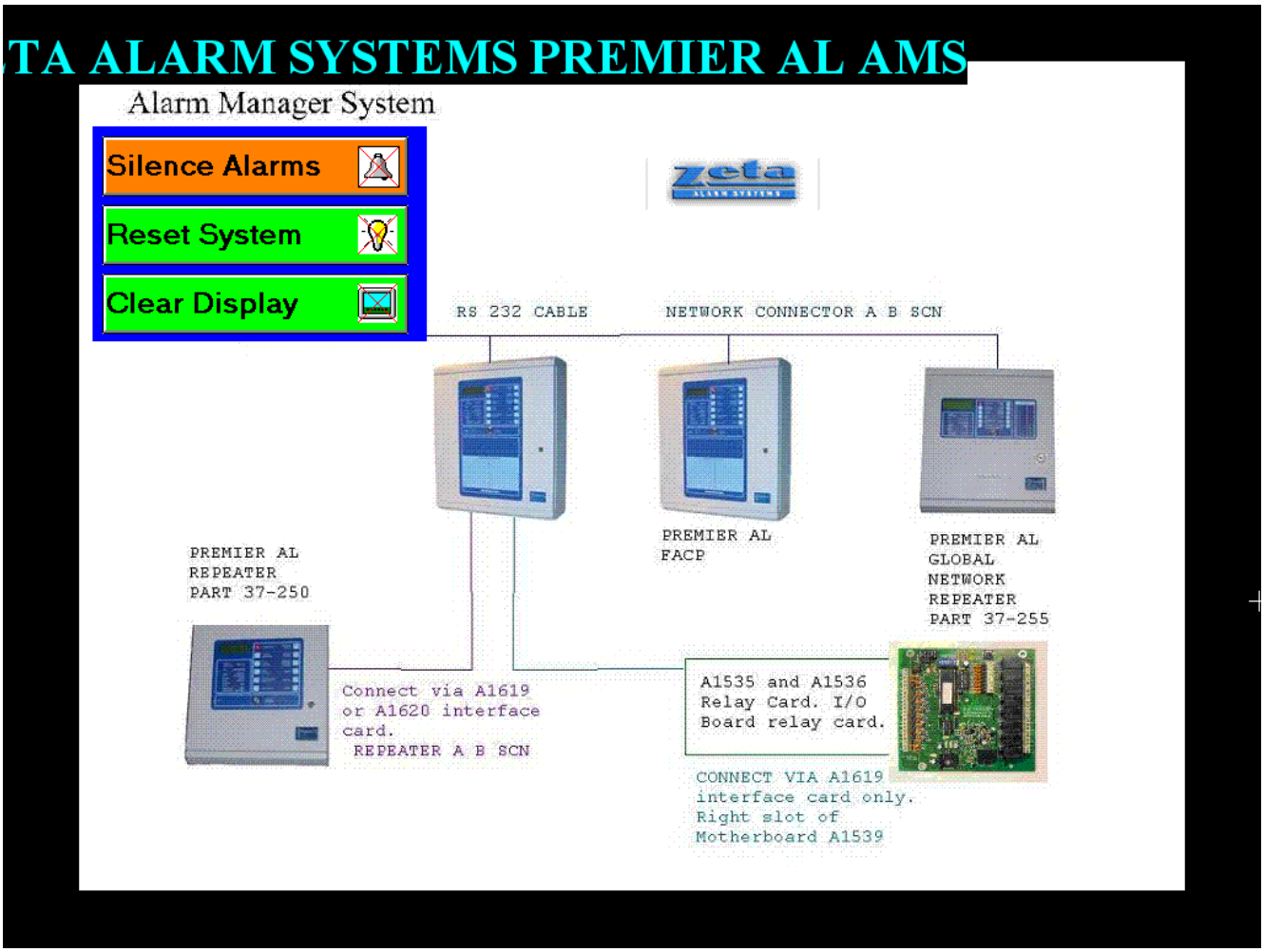


Figure 85 User Control Event Simulation Menu.

Figure 85 shows the User Control Event Simulation Menu that may be accessed by clicking on the User Control option on the main Simulation Menu Screen.

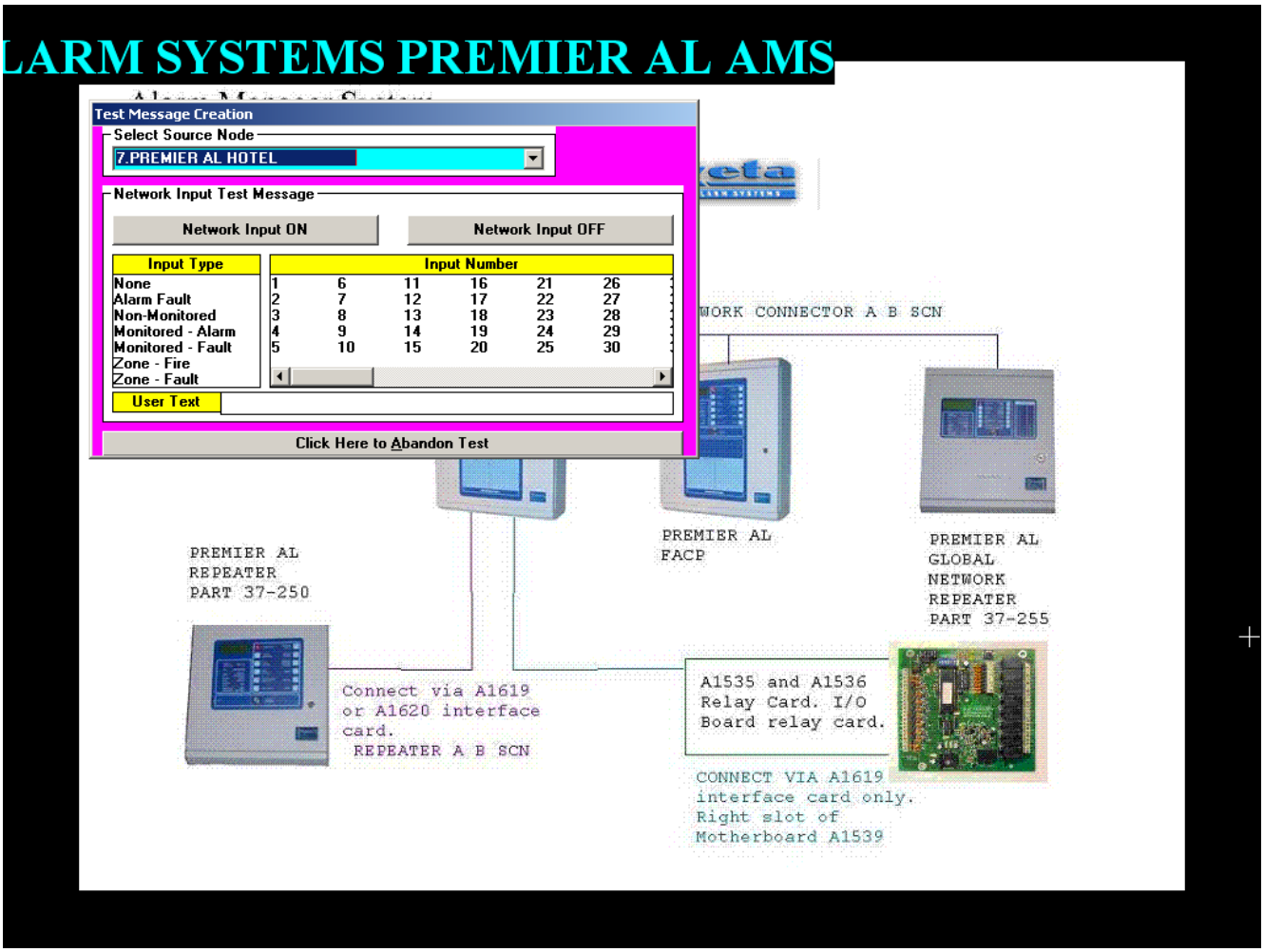


Figure 86 Network Input Event Simulation Menu.

Figure 86 shows the Network Input Event Simulation Menu that may be accessed by clicking on the Network Input option on the main Simulation Menu Screen.

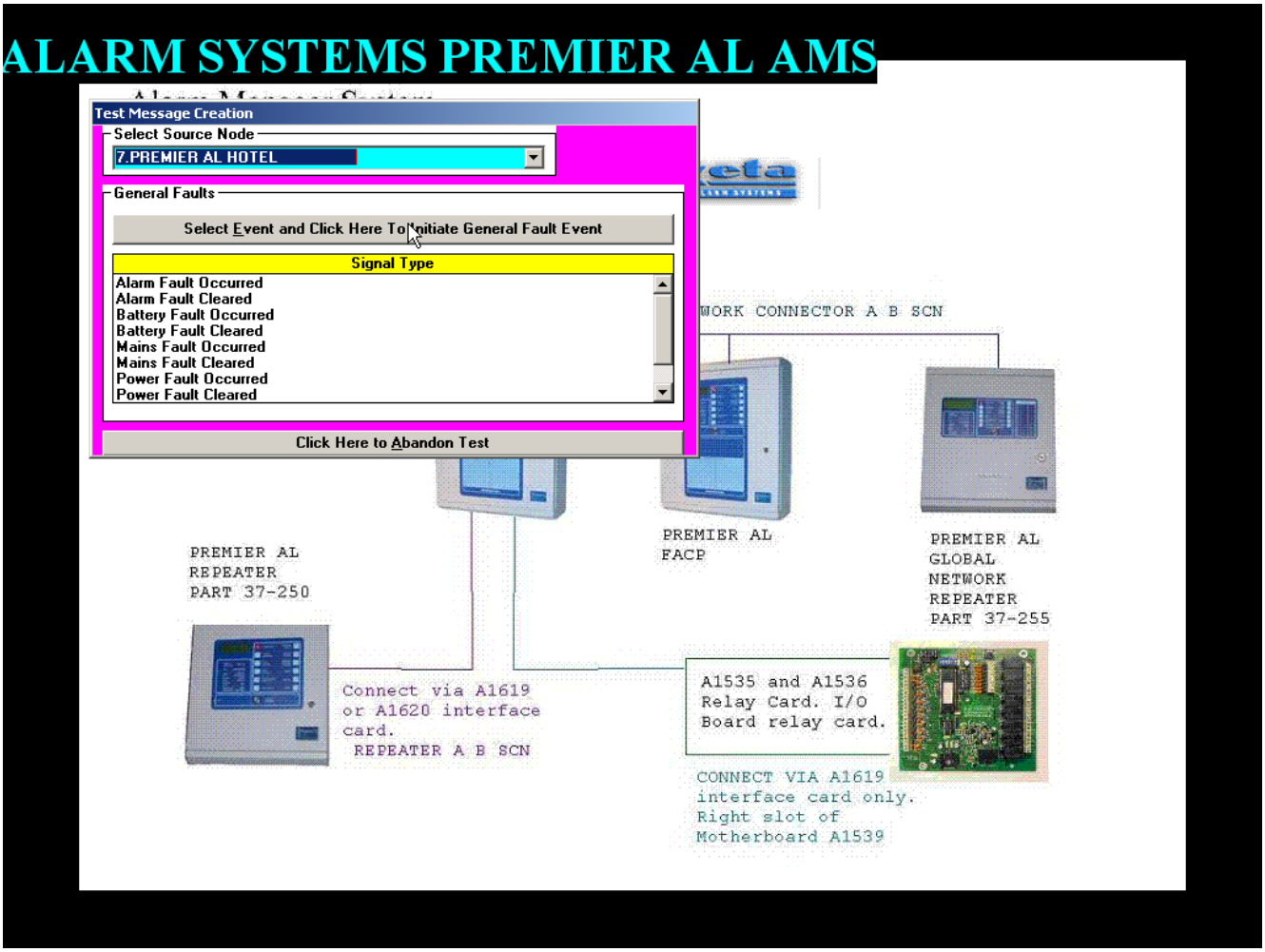


Figure 87 Common Fault Event Simulation Menu.

Figure 87 shows the Common Fault Event Simulation Menu that may be accessed by clicking on the Common Fault option on the main Simulation Menu Screen.

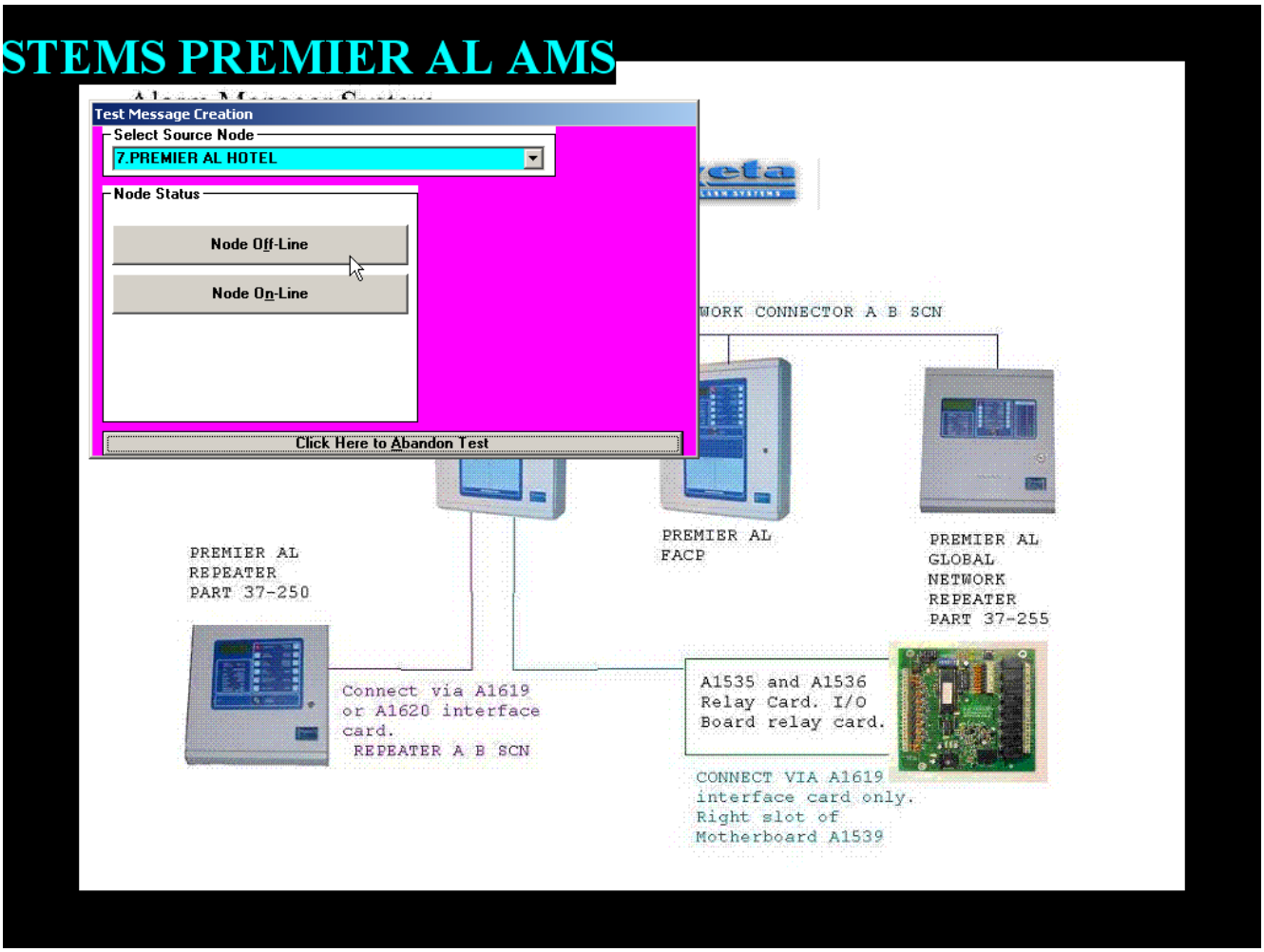


Figure 88 Node Online/Offline Event Simulation Menu.

Figure 88 shows the Node On-line/Off-line Event Simulation Menu that may be accessed by clicking on the Node option on the main Simulation Menu Screen.

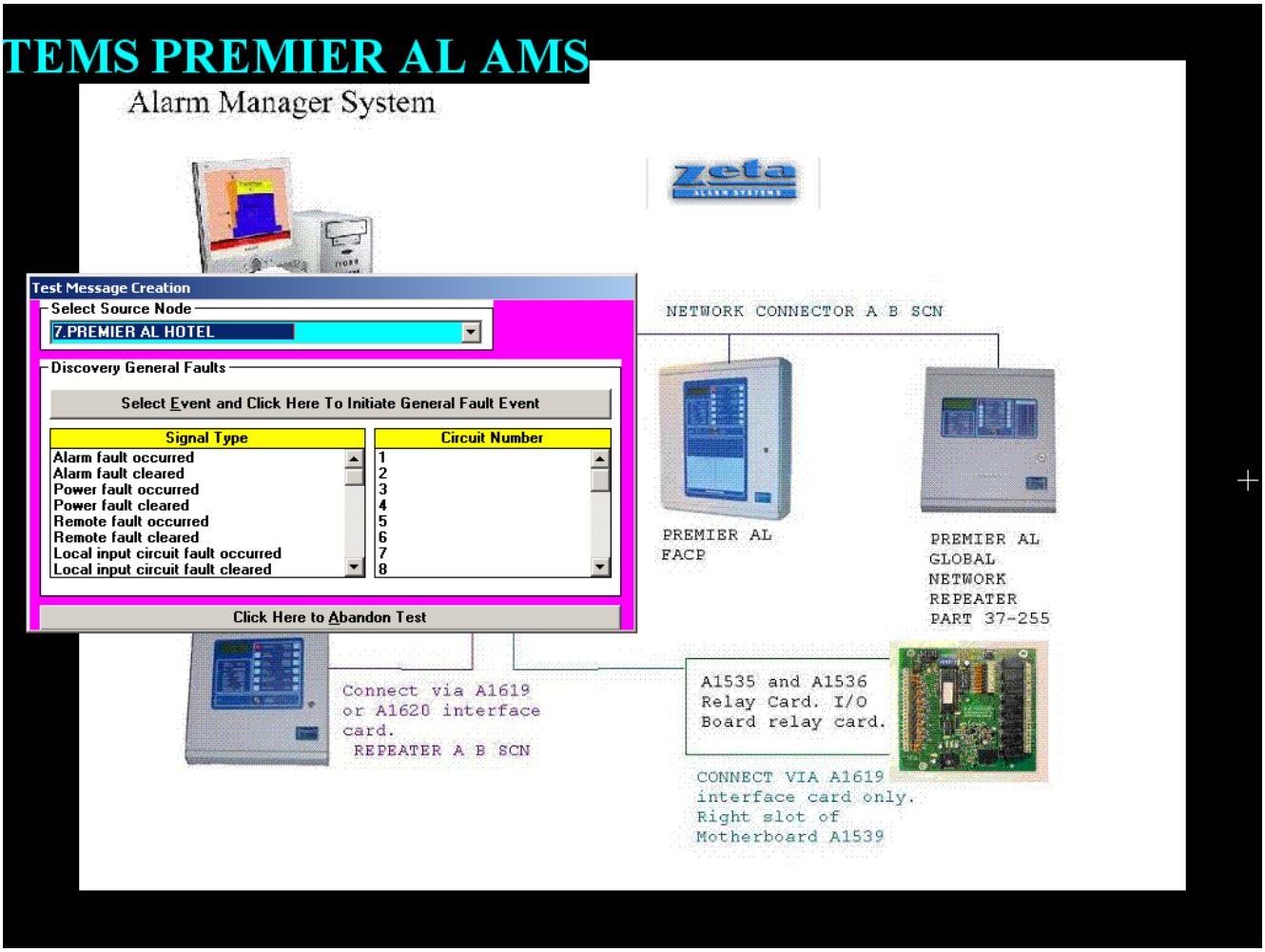
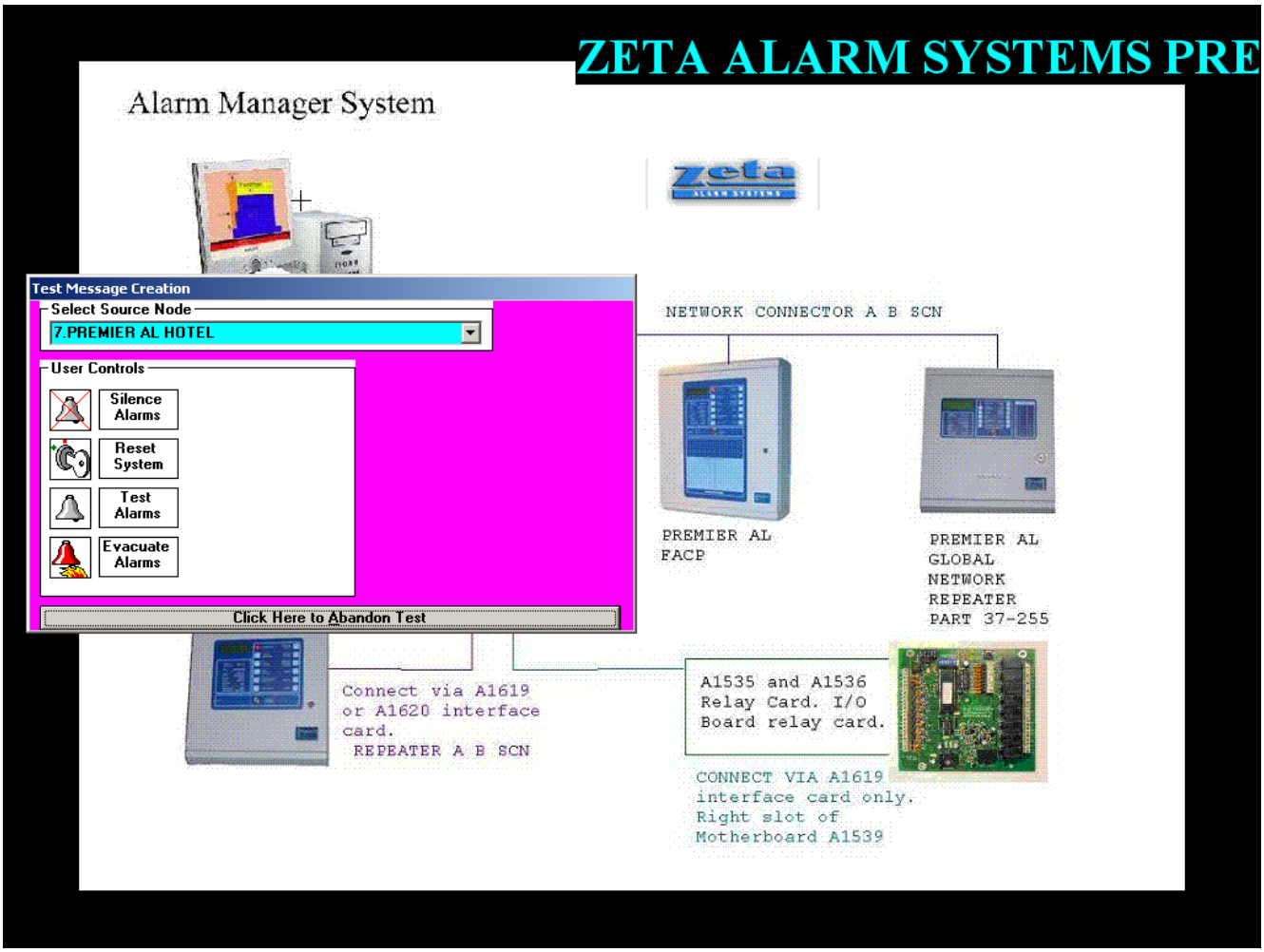


Figure 89 Premier AL Fault Event Simulation Menu.

Figure 89 shows the Premier AL Fault Event Simulation Menu that may be accessed by clicking on the Premier AL Fault Event option on the main Simulation Menu Screen.

Figure 90 Premier AL User Control Menu.

Figure 89 shows the Premier AL User Control Menu that may be accessed by clicking on the Premier AL Fault Event option on the main Simulation Menu Screen.



Appendix A - Configuration Files

A.1. Alarm Response Configuration.

The alarm response configuration files are stored in the sub-directory "\CONFIG" and contain the response codes for all of the possible alarm messages that may be generated within the network, and identify the priority level for those alarm messages that need to be displayed, and indeed whether any particular message should be displayed, printed and/or logged in the historic log file. (N.B. the historic log file is a file for recording a large number of network events over a long period of time for analysis purposes.)

The file names, and record structures, are defined below.

1. Premier AL Responses

The sensor responses files identify the response code for any addressable sensor loops throughout the network, and have a filename made up as follows:-

characters 1-3 = source node as three decimal digits
character 4 = "L"
characters 5-6 = loop number as two decimal digits
characters 7-8 = "SN"
extension = ".RES"

e.g. for node 1 loop 1 the full filename would be "001L01SN.RES"

The files will each contain 126 records, one per sensor, of length 32 bytes. The record will consist of eight decimal numbers separated by commas, each number corresponding to one of the eight possible status codes associated with the sensor. These eight numbers represent the response code for an alarm message for that device with the particular status code. The values for each number are in the range 0-31, as described in Appendix B.

2. Network Input Responses

The network input responses files identify the response code for the direct inputs of any Premier AL Global Repeaters throughout the network, and have a filename made up as follows:-

characters 1-3 = source node as three decimal digits
characters 4-7 = "NINP"
extension = ".RES"

e.g. for node 1 inputs the full filename would be "001NINP.RES"

The files will each contain 128 records, one per input, of length 8 bytes. The record will consist of two decimal numbers separated by a comma, the first number corresponding to the input occurring message, and the second to the input clearing message. These two numbers represent the response code for the appropriate alarm message for that input. The values for each number are in the range 0-31, as described in Appendix B.

10. Module Event Responses

The module event files identify the response code for the module status messages from any panels throughout the network, and have a filename made up as follows:-

characters 1-3 = source node as three decimal digits
characters 4-7 = "MODS"
extension = ".RES"

e.g. for node 1 modules the full filename would be "001MODS.RES"

The files will each contain up to 256 records, one per module, of length 8 bytes. The record will consist of three decimal numbers separated by commas, the first number corresponding to the module removed message, the second to the module replaced message, and the third to the line fault occurred message. These three numbers represent the response code for the appropriate alarm message for that module. The values for each number are in the range 0-31, as described in Appendix B.

11. Isolation Command Responses

The isolation file identifies the response code for any isolation commands that occur on the network. These messages are generated by either a repeater or computer node, and directed at a panel or repeater as an instruction for that node to isolate/de-isolate one or more of its sensors or network inputs. The filename is "ISOCMD.RES", and has 255 records of 16 bytes, one per node. Each record will consist of four decimal numbers separated by commas, the first number corresponding to a sensor isolate command, the second to a sensor de-isolate command, the third to an input isolate command, and the fourth to an input de-isolate command.

The four numbers represent the response code for the appropriate network message from that node. The values for each number are in the range 0-31, as described in Appendix B.

12. Isolation Report Responses

The isolation file identifies the response code for any isolation reports that occur on the network. These messages are broadcast by either a panel or a repeater node, and indicate that one or more sensors or network inputs have been isolated or de-isolated at that node. The filename is "ISORPT.RES", and has 255 records of 16 bytes, one per node. Each record will consist of four decimal numbers separated by commas, the first number corresponding to a sensor isolation report, the second to a sensor de-isolation report, the third to an input isolation report, and the fourth to an input de-isolation report. These four numbers represent the response code for the appropriate network message from that node. The values for each number are in the range 0-31, as described in Appendix B.

13. Network Output Control Responses

The network files identify the response code for any network output control commands that occur on the network. These messages are generated by proton panels only, and directed at any repeaters on the network as an instruction for that repeater to turn on/off one of its outputs. The filenames are created as follows:-

characters 1-3 = source node as three decimal digits
characters 4-8 = "NOUTS"
extension = ".RES"

e.g. for node 1 the complete filename is "001NOUTS.RES".

The files each have 255 records of 8 bytes, one per output. Each record will consist of two decimal numbers separated by a comma, the first number corresponding to a network output on command, and the second to a network output off command. These two numbers represent the response code for the appropriate network message from that node. The values for each number are in the range 0-31, as described in Appendix B.

14. Common Panel Fault Responses

The panel fault file identifies the response code for any common panel faults that occur on the network. The filename is "COMFLTS.RES", and has 125 records of 32 bytes, one for each node. Each record consists of ten decimal numbers separated by commas, each number corresponding to one of the ten possible common fault messages. (alarm fault on/off, battery fault on/off, mains fault on/off, power fault on/off and earth fault on/off) The values for each number are in the range 0-31, as described in Appendix B.

15. User Control Responses

The user control file identifies the response code for any user control operations that occur on the network. The filename is "USERCON.RES", and has 255 records of 32 bytes, one for each node. Each record consists of seven decimal numbers separated by commas, each number corresponding to one of the seven possible user control messages. (silence alarms, reset, test alarms on/off, evacuate, alert and clear display) The values for each number are in the range 0-31, as described in Appendix B.

16. User Control Confirmation Responses

The user control file identifies the response code for any user control confirmations that occur on the network. The filename is "USERCFM.RES", and has 255 records of 16 bytes, one for each node. Each record consists of four decimal numbers separated by commas, each number corresponding to one of the four possible user control confirmation messages. (silence alarms, reset system, test alarms on and reset faults) The values for each number are in the range 0-31, as described in Appendix B.

16. Loop Configuration Report Responses

The loop configuration file identifies the response code for any loop configuration reports that occur on the network. The filename is "LOOPREPS.RES", and has 255 records of 4 bytes, one for each node. Each record consists of a decimal numbers whose value is in the range 0-31, as described in Appendix B.

17. Network Group Responses

The network file identifies the response code for any network control group flag messages that occur on the network. The filename is "NGRPS.RES", and consists of 255 records of 8 bytes, one per node. Each record will consist of two decimal numbers separated by a comma, the first number corresponding to a group flag activated event, and the second to a group flag de-activated event. These two numbers represent the response code for the appropriate network message from that node. The values for each number are in the range 0-31, as described in Appendix B.

18. Miscellaneous Node Message Responses

The miscellaneous file identifies the response code for the remaining messages not covered in the above sections. The filename is "MISC.RES" and has 255 records of 16 bytes, one for each node. Currently each record is defined as having three decimal numbers separated by commas, the first of which represents the node off-line message, the second the node on-line message, and the third the set date/time message. The values for each number are in the range 0-31, as described in Appendix B.

19. Premier AL/Premier AL Global Repeater Point Responses

The point responses files identify the response code for any Premier AL addressable loops throughout the network, and have a filename made up as follows:-

characters 1-3 = source node as three decimal digits
character 4 = "L"
characters 5-6 = loop number as two decimal digits
characters 7-8 = "DS"
extension = ".RES"

e.g. for node 1 loop 1 the full filename would be "001L01DS.RES"

The files will each contain 126 records, one per point, of length 64 bytes. The record will consist of sixteen decimal numbers separated by commas, each number corresponding to one of the sixteen possible event types associated with the point. These sixteen numbers represent the response code for a corresponding alarm message for that device. The values for each number are in the range 0-31, as described in Appendix B. Possible event types for Premier AL points are as follows in the order in which they are respresented in the response file records.

1. Normal
2. Fire, Mode 1 or Fire A
3. Alert, Mode 2, Fire B, Valve Closed
4. Remote Fault, Mode 3, Dirty
5. Removed
6. Data Fault
7. Wrong Type
8. Double Address
9. Input 1 On
10. Input 1 Off
11. Input 2 On
12. Input 2 Off
13. Input 3 On
14. Input 3 Off
15. Test, Test A
16. Test B

A.2. Map Allocation Files.

These files are also stored in the "\CONFIG" sub-directory, have file names as described above but with the extension ".MAP". Each record in these files consists of 60 characters made up of five 12 character fields (one per map page) allocated as follows:-

Characters 1-5 = number of map as five decimal digits (00000 = no map allocated)
Character 6 = symbol type ("-" = none, 'S" = single, "G" = group")
Characters 7-9 = X coordinate for symbol location (in 1/1000ths of map width)
Characters 10-12 = Y coordinate for symbol location (in 1/1000ths of map height)

A.3. Message text Files.

These files are stored in the "\MESSTEXT" sub-directory, have file names as described above but with the extension ".MSG". Each record in these files consists of either 32 characters (node names), or 60 characters (all other files) that gives the user-text for the corresponding node or circuit.
n.b. a special file in this section "MAPNAMES.MSG" is used to store a text description of each map to assist with allocating maps and symbols, but these texts are not used for reporting alarm events.

A.4. Isolation Group Files.

These files are stored in the "\CONFIG" sub-directory, and have a file name made up as follows:-

Characters 1-4 = "IGRP"
Characters 5-8 = group number as four decimal digits
Extension = ".ISO"

Each file is a sequential text file, with the first record identifying the name of the group, an any subsequent records identifying the inputs or sensors allocated to that group.

e.g.

MALL WEST BEAMS
2>12:1-3
2>12:58-59

Indicates that the group's name is "MALL WEST BEAMS", and comprises panel 2 loop 12 sensors 1, 2, 3, 58, and 59.

For panel inputs, the loop number will be replaced by the letter "I" in these records.

A.5. Printer Control Code Files.

These files are stored in the "\CONFIG" sub-directory, and have a file name consisting of the printer type (abbreviated as necessary) followed by the extension ".PCS".
The content of these files is unimportant since these files are installed with the Alarm Manager software, and are not intended for editing by the end-user.

A.6. Demonstration Event List.

This file is stored in the "\CONFIG" sub-directory, and has the file name "DEMOMESS.LST". It contains a set of event descriptions that may be simulated using Function keys 1 to 12 on the keyboard when the Alarm Manager program is running. The file is a sequential text file, with each record consisting of 14 hexadecimal digits followed by a twenty character user text. This represents an additional method of simulation of events without needing a panel connected, but is only functional when the Alarm Manager is run in Demonstration mode.

Records 1-10 represent the Function keys 1 to 10 direct.
Records 11-20 represent the Function keys 1 to 10 together with the Shift key.
Records 21-30 represent the Function keys 1 to 10 together with the Control key.
Records 31-40 represent the Function keys 1 to 10 together with the Alt key.

n.b. The file does not require all 40 records.

An example record is as follows:-

8005020D010507CABLE RACE 2RG4

The 14 hexadecimal digits represent 7 parameters each of which is in the range 0-255. The first six parameters identify the event, while the seventh identifies the priority level.

In the above example the parameters are as follows:-

Hex 80 = 128 = sensor event
Hex 05 = 5 = source node 5
Hex 02 = 2 = loop number 2
Hex 0D = 13 = sensor number 13
Hex 01 = 1 = sensor status 1 (Fire, mode 1, Fire A)
Hex 05 = 5 = sensor type 5 (optical smoke sensor)
Hex 07 = 7 = priority level 7 = fire

A.7. Printer Configuration File.

This file is stored in the "\CONFIG" sub-directory, and has the file name "PRINTER.TXT". The file contains three sequential text records as follows:-

PORT=LPT1:
TYPE=EPSON
MAPS=0

The first record identifies the printer port, and the second the printer type, i.e. which of the ".PCS" files is applicable to the printer. If a printer is not used then its type can be specified as "none". The third record identifies the automatic map printout mode – 0 = none, 1 = first page only, 2 = all pages.

The printer specified here, which is selected as part of the Response Configuration utility, only applies to the printing of events as they occur, while the printing of configuration data from the various menu programs will use the default printer settings as set up in the Windows Control Panel.

A.10. List Of Operator's.

This file is stored in the "\CONFIG" sub-directory, and has the file name "USERS.LST". It is edited using the Password Editor utility, and must be present in order to allow access to the menu functions and the operation of the user control buttons. The data within this file is encrypted, and cannot be edited by any other means than the Password Editor program.

A.11. Banner Descriptions.

This file is stored in the "\CONFIG" sub-directory, and has the file name "BANNER.TXT". It is edited using the Response Configuration utility. This is a sequential text file, and identifies a text string, a font name, a font size, and a font colour for each of the four possible banners.

A.12. User Control Options.

This file is stored in the "\CONFIG" sub-directory, and has the file name "CONTROLS.CFG". It is edited using the Response Configuration utility. It contains records identifying which of the user control buttons is to be enabled, what Cancel mode is active, and what Sounder mode is active.

A.13. Historic Log File.

This file is stored in the main install directory, and consists of up to 16384 records each consisting of 160 bytes. Record 1 is a pointer to the next event record available, while each of the other records identifies an event as follows:-

Characters 1 to 79	= event description message
Characters 80	= priority code (1=fire, 2=alert, 3=fault, 4=indication)
Characters 81 to 140	= user text message
Characters 141 to 150	= date of event
Characters 151 to 160	= time of event

A.14. Bitmap Files.

These consist of the following categories:-

A.14.1. Map Pages.

These are stored in the "\MAPS" sub-directory, and have file names made up as follows:-

Character 1	= "M"
Characters 2-6	= map number as five decimal digits
Extension	= ".BMP"

These files are generally created as required, but map number 0 should always exist since this is displayed as the only map page for events that have no other maps allocated.

A.14.2. Procedure Pages.

These are stored in the "\MAPS" sub-directory, and have file names made up as follows:-

Characters 1-4	= "PROC"
Characters 5	= priority level as one decimal digit
Extension	= ".BMP"

These files are supplied in a default version with the Alarm Manager, and may be edited using the Edit Map utility. A page is available for each priority level from 3 to 7 inclusive.

A.14.3. Dummy Map Pages.

These are stored in the "\MAPS" sub-directory, and have the file names "DM1280.BMP", “DM1024.BMP”, “DM800.BMP” and “DM640.BMP”. These files are used as a starting point for creating a new map page.

A.14.4. Event Map Symbols.

These are stored in the "\MAPS\SYMBOLS" sub-directory, and have file names made up as follows:-

Characters 1-6	= "SYMBOL"
Character 7	= type ("S" = individual, "G" = group)

Characters 8 = priority level (3 - 7) as one decimal digit
Extension = ".BMP"

These files are supplied with the Alarm Manager, and are not intended to be edited by the user.

A.14.4. Graphical Isolation Symbols.

These are stored in the "\MAPS\SYMBOLS" sub-directory, and have file names made up as follows:-

ENABLED.BMP
DISABLED.BMP

These files are supplied with the Alarm Manager, and are not intended to be edited by the user.

Appendix B - Priority Response Codes

Code	Display	Printer	Historic Log
0	Default	Enabled	Enabled
1	Disabled	Enabled	Enabled
2	Event page only	Enabled	Enabled
3	Priority 5	Enabled	Enabled
4	Priority 4 (faults)	Enabled	Enabled
5	Priority 3 (indications)	Enabled	Enabled
6	Priority 2 (alerts)	Enabled	Enabled
7	Priority 1 (fires)	Enabled	Enabled
8	Default	Disabled	Enabled
9	Disabled	Disabled	Enabled
10	Event page only	Disabled	Enabled
11	Priority 5	Disabled	Enabled
12	Priority 4 (faults)	Disabled	Enabled
13	Priority 3 (indications)	Disabled	Enabled
14	Priority 2 (alerts)	Disabled	Enabled
15	Priority 1 (fires)	Disabled	Enabled
16	Default	Enabled	Disabled
17	Disabled	Enabled	Disabled
18	Event page only	Enabled	Disabled
19	Priority 5	Enabled	Disabled
20	Priority 4 (faults)	Enabled	Disabled
21	Priority 3 (indications)	Enabled	Disabled
22	Priority 2 (alerts)	Enabled	Disabled
23	Priority 1 (fires)	Enabled	Disabled
24	Default	Disabled	Disabled
25	Disabled	Disabled	Disabled
26	Event page only	Disabled	Disabled
27	Priority 5	Disabled	Disabled
28	Priority 4 (faults)	Disabled	Disabled
29	Priority 3 (indications)	Disabled	Disabled
30	Priority 2 (alerts)	Disabled	Disabled
31	Priority 1 (fires)	Disabled	Disabled