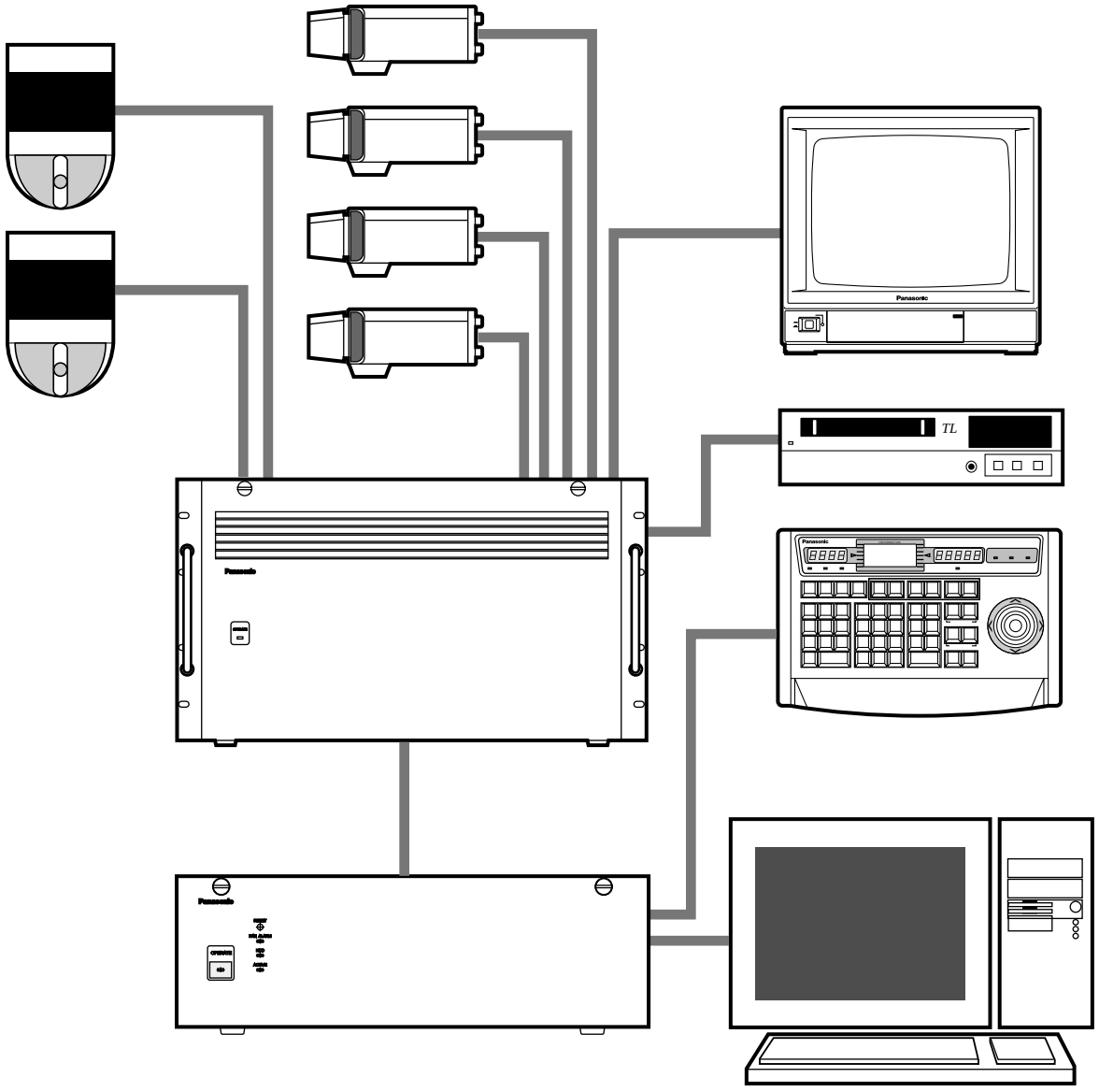
Panasonic

Administration Console
Users' Guide

Model No. WJ-ASC8501E



Before attempting to operate this product,
please read these instructions carefully and save this manual for future use.

Admin Console

Software Version 1.5

for use with an SX850 Surveillance Control System

Installation & Configuration

Document Version 1.5 for System Administrators installing and configuring the Admin Console

CONTENTS

WELCOME

INTRODUCTION

Welcome to the SX850 Admin Console. This guide is organized in a logical step-by-step sequence that will allow for both an easy and accurate configuration**.** First, an explanation of what the Admin Console is and how it works in a Security Surveillance System (SCS) is presented in general terms. Next, you will be guided through installing the software, creating a configuration database, and loading the database into the Security Control System CPU.

While creating the configuration database, you will find that many components interact with each other, and are dependent on specific values. It will be important to utilize the worksheets provided at the end of this manual to gather the data necessary to create the configuration database, and to develop an understanding of your Security Control System. These worksheets, once completed, should also be utilized when making updates or changes to the system's configuration, to ensure accurate results.

This part of the process will be explained in the Configuration section of this manual, which is divided into three phases: physical planning, worksheet tasks, and keying in the data.

DOCUMENT CONVENTION

This guide uses the following conventions when describing the use and operation of this product.

Component or Sequence Definition

Field Data

This box will describe each field in a definition screen.

✸ **Warning: Text with this appearance suggests potential problems or situations that you may encounter when attempting to do something in the Admin Console.**

♦ **Note: Text with this appearance is a special instruction, rule, or side comment related to the topic.**

• **Tip: Text with this appearance offers suggestions or hints to make using the Admin Console easier.**

WHAT AND HOW?

Admin Console enables an administrator and other users to closely control the operation of a Surveillance Control System (SCS). Such a system can include as many as 8,192 cameras and 1,024 monitors. You will be guided through the process of installing the Admin Console to manage an SCS, creating the databases that dictate the operation of the SCS, and allowing an administrator to easily change the system's configuration when necessary.

WHAT IT DOES

Admin Console enables an administrator to utilize an SCS's performance capabilities to meet the surveillance needs of a facility during initial installation, as well as when conditions change.

By Clock, Calendar, and Event

The SCS can be configured to help security personnel respond in different ways using the Admin Console utility. For example, based on:

- Time of day - such as open to the public, closed, and after-hours cleaning and maintenance.
- Night quiet time.
- Quiet day of the week - which would be a 24-hour period of quiet time without any activity except security personnel doing rounds.
- Special business activity - such as taking physical inventory, restocking, and doing routine maintenance of special equipment.
- Visits by celebrities, dignitaries, or officials, with or without entourage - protective or otherwise.

In Response to Emergencies

The SCS can be configured using the Admin Console utility to allow for quick responses to unexpected disruptions of normal activity that could be caused by power, fire, police, health, or other emergencies.

HOW IT WORKS

The Admin Console maintains tracking, reporting, and functional relationships between the various components in a surveillance control system.

Configuration Management

It is possible for the Admin Console to maintain several separate configurations for a given system. They could be very similar or differ greatly.

One configuration, for example, could be very different than the typical configuration used, because its purpose may be to watch over a particular activity, such as the taking of an equipment and supplies inventory when the facility is closed to the public.

User Control

In addition to controlling individual cameras, the Admin Console provides the user with selections from lists of presets and sequences.

- If the user chooses a preset, a group of monitors will display a set of video outputs from a group of cameras at preset positions.
- A sequence, on the other hand, is a self-generated series of views - one of several cameras on one monitor (a Tour Sequence) or of group presets (a Group Sequence).

Installation

Installing the Admin Console software only takes a few minutes and is very simple to complete. Whether installing from a CD-ROM or floppy diskettes, a series of Windows' dialogue boxes guide the installation onto the PC.

The subsequent task of configuring the software, once installed, can range from modest, for a small system, to complex, for a very large, complicated system, such as in an airport.

When it comes to security surveillance, all potential contingencies should be considered when planning a system's functionality. The Admin Console is the tool that simplifies this process.

INSTALLATION

Part of installing the Admin Console means copying program files from either a CD-ROM or a set of floppy diskettes onto the hard drive of a dedicated PC. The Admin Console is a tool that allows an administrator to configure the SCS (Surveillance Control System) with information compiled about components and users, and to use well-planned presets and sequences.

PLATFORM

As with any PC application that must be reliable, Admin Console should be the primary program running on the computer it is installed on. There should be little other than Admin Console running on the same computer.

The PC used for Admin Console should have the following characteristics:

Hardware Requirements

IBM PC or 100% compatible, Pentium-133MHz or higher, 16MB RAM, 20MB of available hard drive space for the installation of the Admin Console, with additional space available for configuration database (.adm) and log files.

In addition, the Admin Console PC must be equipped with an Ethernet network interface card using the TCP/IP protocol.

Operating System Requirements

- Microsoft Windows 95 OSR 2, 98 SE, NT 4.0, 2000

Video Display Setting Requirements

- 256 colors or higher
- 800 x 600 resolution

FROM DISKETTES

1. **Insert diskette 1 into the floppy drive.**
2. **From the Windows' Start menu, select Run.**
3. **Type a:\setup, then click OK or press the Enter key.**
4. **Respond to the dialogue boxes that appear by following the directions given.**
5. **Remove each diskette when prompted, and replace it with the next one.**

The last diskette asks you to click Finish in order to complete setup.

FROM CD-ROM

Insert the CD-ROM program disk into the CD-ROM drive on your computer. The Admin Console program will begin installing automatically. Respond to the dialog boxes by following the directions given.

WHAT TO DO NEXT

The next section will guide you through the phases involved with the setup and configuration of the Admin Console.

CONFIGURATION

The tasks covered in the Installation section, beginning on page 10, must be completed before attempting to configure the Admin Console.

The Admin Console configuration is a three-step process:

- Mark copies of drawings of the facility under surveillance.
- Fill in the appropriate worksheets provided at the end of this manual. (This will result in a survey of all the components in your system, and how they interact with one another.)
- Enter the values collected on the worksheets into the Admin Console. (The values entered determine the operation of the Surveillance Control System (SCS) in complete detail by creating relationships among all of the components, including the users.)

Once existing copies of the facility's drawings are marked, there is a basis for assigning logical or area/local numbers, titles, and practical names for the various components of the surveillance system. With this information, you can then continue with the Admin Console worksheet tasks indicated below.

WORKSHEET TASKS

The Admin Console worksheets aid in the collection and organization of information needed to configure the SCS. One person can complete all of the worksheets in a smaller system, but to speed up any installation, consider assigning a team of several individuals to complete different worksheets concurrently.

Perhaps the surveillance system you are working with is small enough for you to collect the required information, and input those values directly on to the Admin Console screens.

However, if the system is more complex, it is best to gather and write down the information needed for the initial configuration of Admin Console.

If settings need to be modified or updated in the future because of a change in surveillance needs, or changes made in the components of the system, the worksheets can be used to track past, current, and to-be configurations. The worksheets make it very easy to do this, regardless of the size of your system.

As with any system configuration, it is wise to keep initial and updated worksheets on file, just in case there is ever a need to re-enter the data, or troubleshoot the system.

INSTRUCTIONS

The title of each worksheet is the same as the title of the Admin Console window it supports. For example, the “Operators” worksheet supports the “Operators” window. The fields that need to be filled in on the various Admin Console windows correspond to the sequence presented on the worksheets.

1. **Reproduce the worksheets supplied with the system.**

You may only need a single copy of a certain worksheet, but dozens of copies of others, depending on the size and components that make up your surveillance system.

Copy pages from the actual worksheets located in the back of this manual.

CHECKLIST

Worksheets are arranged alphabetically to make them easy to find. However, the checklist below indicates a workable sequence for completing them.

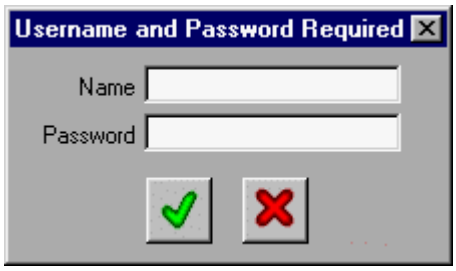
For a team approach to information collection, use best judgment to decide how to distribute the worksheet among several individuals.

- ❑ SCS-CPU Setup

- Matrix Frame
- Cameras
- System Controllers
- Monitors
- Alarm Input/Output
- Operators
- Tour Sequences
- Camera Presets
- Group Presets
- Group Sequences
- Alarm Definition(s)
- Alarm Target Definition(s)
- Alarm Target Assignment(s)
- Camera -to- Monitor Permission(s)
- Controller -to-Camera View Permission(s)
- Controller -to-Camera Control Permission(s)
- Controller -to-Monitor Permission(s)
- Controller -to-Group Sequence Permission(s)
- Controller -to- Alarm IO Permission(s)
- Controller -to- Alarm Permission(s)
- Operator -to- Controller Permissions
- Event Scheduler

LOGIN

When running Admin Console after having installed it, and each subsequent time that it is run, this login screen will appear.



Enter the user login name (default = admin) and user password (default = sx850) to open the application.

> ♦ **Note: Both the user login name and password fields are case sensitive.**

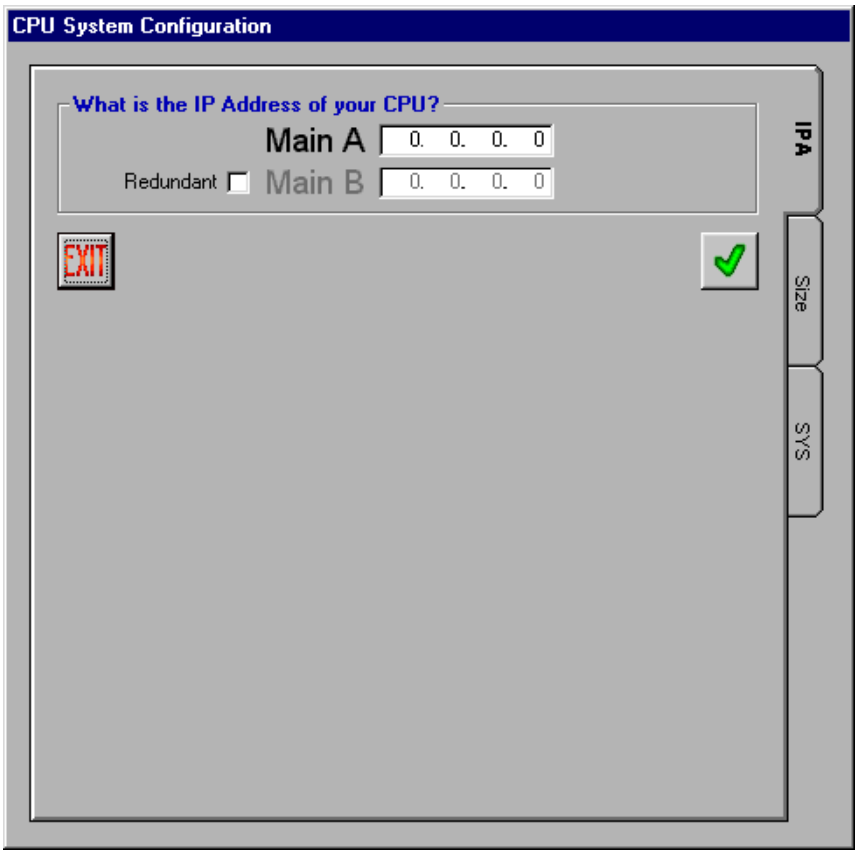
It is recommended that after entering the Admin Console the first time, that the user login name and password are changed from the defaults, in order to control administrative access.

During the configuration, add user names and passwords at various access levels as needed. *See* the Account Manager section.

FIRST-TIME OPERATION

CPU Setup

When Admin Console is run the first time, the following window will appear after you enter the default login name and password.

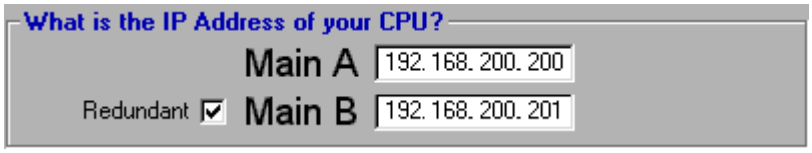


On this window you must match the CPU configuration in the software with the actual CPU running the SCS.

1. Enter the IP address for the Main A CPU.

Ask your installer or network administrator for the IP address for the Main A CPU. This will let the Admin Console software know where to load the configuration database, when initiated later.

2. **If your system is equipped with a redundant CPU, then check the "Redundant" box and enter the IP address for the Main B CPU.**

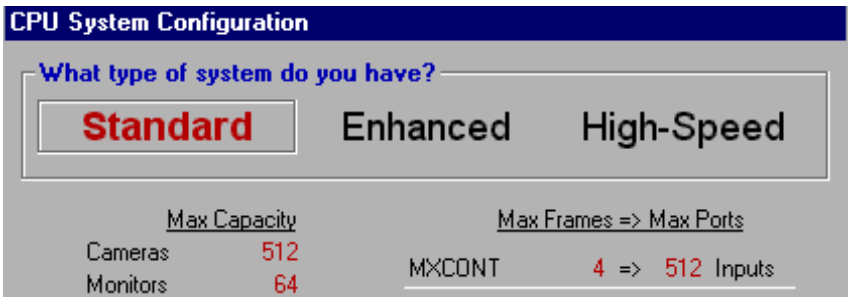


Ask your installer or network administrator for the IP address for the Main B CPU. If the system has just a single CPU, leave the redundant check box blank. The Main B CPU IP address will not be required.

3. **Click the green check mark to save this setting.**
4. **Decide on the operational mode for the SCS CPU.**

Click the "Size" tab on the right side of the CPU System Configuration window. This is where you will specify the size of your CPU. As you click on Standard, Enhanced, or High-Speed, each will display its maximum capacities. The maximum capacity is the largest supported number of each of the components listed. You must match the MCPU capacity with the capacity in this window.

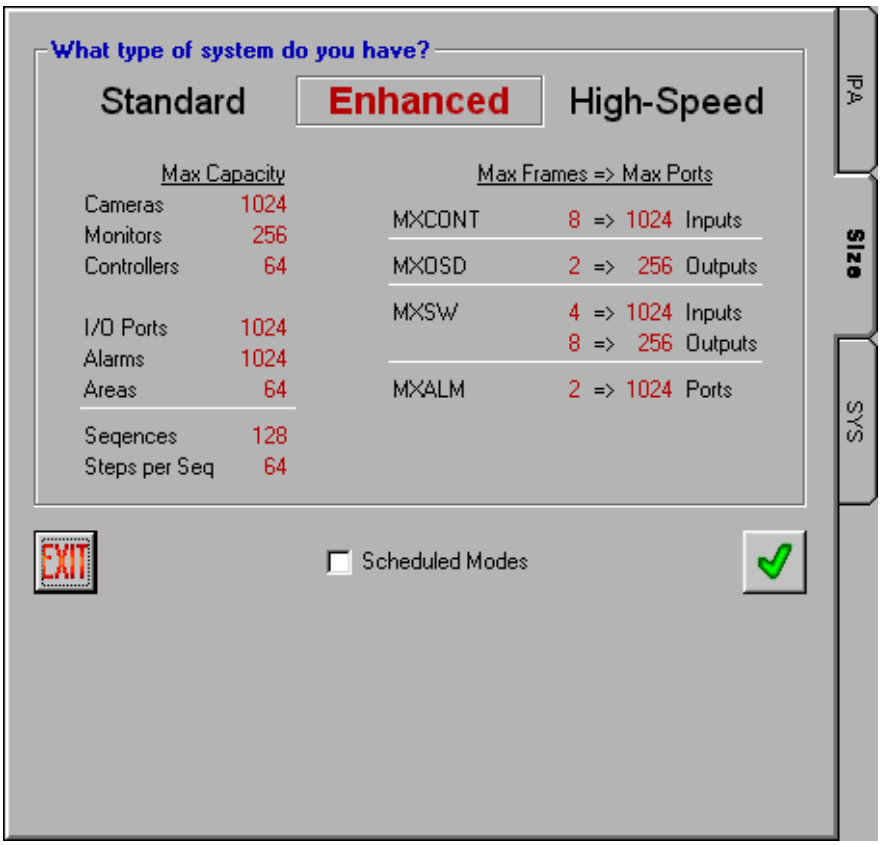
Standard



If any of the components in your system exceed the maximum capacity listed, you must choose the next highest system type. For example, if the number of each of your system's components are less than the maximums listed for "Standard", but you have 65 monitors, you would need to select "Enhanced" as your system type.

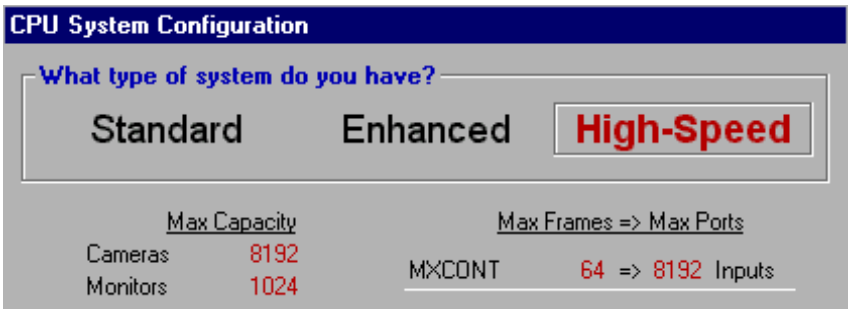
Enhanced

This is the next SCS CPU type available. Using the Enhanced CPU type will increase the capacity of the system. This can be chosen as long as your system MCPU is the correct version for this type.



High-Speed

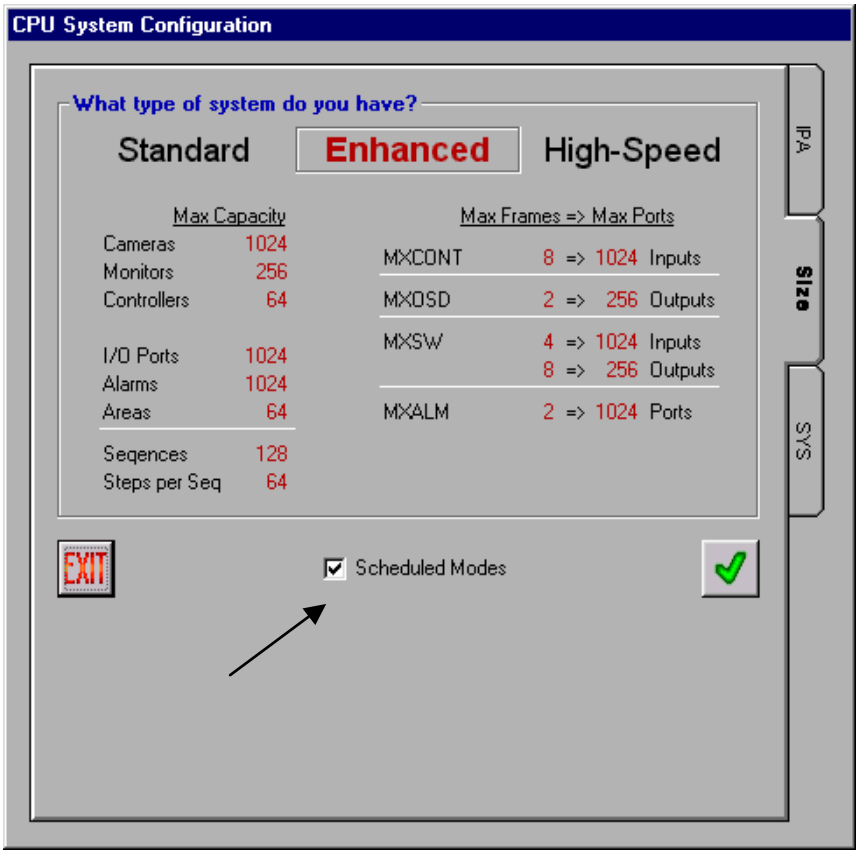
This is the largest CPU type available, providing the capacity for handling the largest number of components.



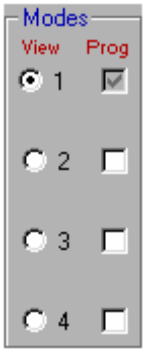
5. **Click on Standard, Enhanced, or High-Speed, and then click the green check mark to save.**
6. **You can then click on the EXIT button to leave this window.**

Scheduled Modes

If the Scheduled Modes check box is selected on the CPU System Configuration window's "Size" tab, an administrator can configure up to four different modes of operation that can then be scheduled to become active as desired. The configuration of these modes are programmed, or set by an administrator during the configuration of the system's components through Admin Console.



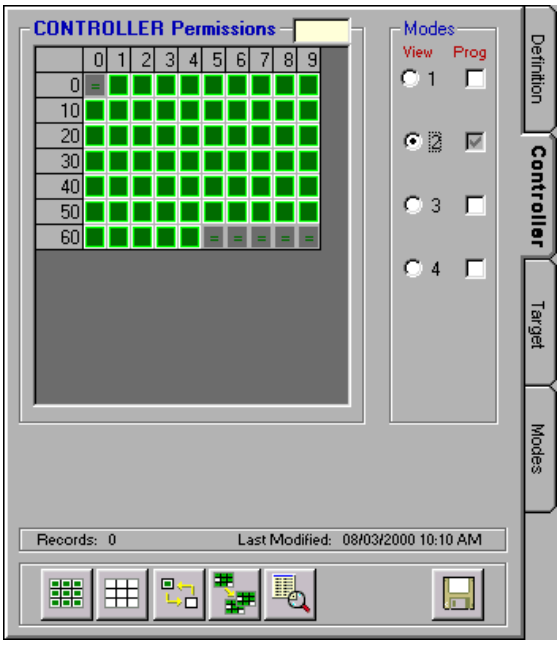
VIEWING AND PROGRAMMING



In each of the components' permissions tabs that contain a section like the one shown to the left, modes can be viewed and programmed.

Clicking the View option button allows you to view permissions for the mode chosen, and defaults to programming for the same mode. In the case of the graphic to the left, mode 1 is set for viewing, and thereby programming.

The permissions grid reflects the contents of the mode whose view is selected with the View option button. In the image below, the permission grid is displaying the contents of mode 2.



More than one mode can be programmed at the same time by clicking on the Prog check boxes of the other mode numbers that you wish to program simultaneously. This will append, or add any permissions that are then changed on the permissions grid, but will not duplicate entire modes or overwrite existing permissions in the other modes.

The image to the left indicates that the permissions grid would now be displaying the contents of mode 3 (which is also by default being

programmed), and would simultaneously be programming any subsequent changes into modes 1 and 4 as well.

It is not necessary to perform a Save for each mode viewed or programmed. Saving permissions, when completed, automatically saves all four modes, regardless of the current View or Prog selection. Permissions are described on page 47.

MAIN MENU

After entering the CPU IP address, selecting your system's size, and exiting, the following window will appear, which is the Admin Console main menu. This window will be the first one you see from now on whenever you enter the Admin Console.

The main menu is the heart of the Admin Console configuration software. Each component, sequence, setup, and management task will be accessed from this main window.

Each section will be utilized in order to configure and maintain the SCS.

To view information about this application, such as the version of the software, click on the Panasonic logo. An "About" window will appear.

DATABASE MANAGEMENT

The active database for this system is the one residing within the Surveillance Control System (SCS). Admin Console is used to create that database initially, and from that point forward works with copies of it in order to establish and maintain useful variations.

AT INSTALLATION

When Admin Console is first installed, an administrator must create and name a new database. The database is stored on the Admin Console computer's hard drive.

The administrator then enters all the information available about frames, components, users, and sequences, and saves these details into the database using the Database Manager.

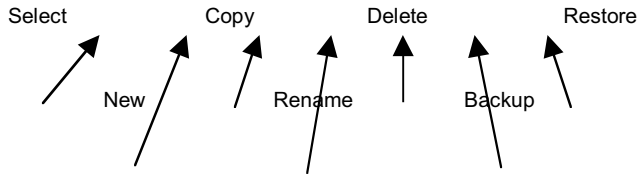
See Create a Database on page 23 for initial and subsequent database creations.

Database Archive

The Database Archive section of the Database Manager window is where each configuration file (database) is manipulated. Several functions that can be performed with the configuration files are selecting, creating, copying, renaming, or deleting.

This section also includes options to backup or restore a configuration file to or from removable media or an alternate location, such as a floppy

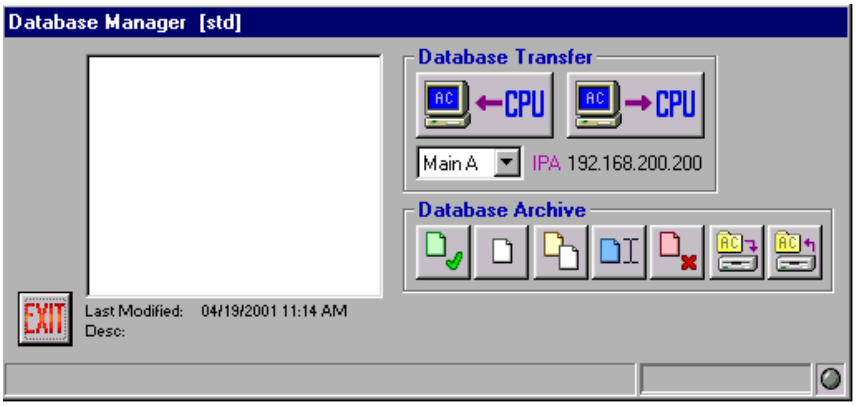
diskette or network drive.



Create a Database

Database Manager is entered into by clicking the first icon on the "Management" row of the main menu – the picture of the open folder. When entering Database Manager for the first time, there will not be any .adm files listed, as none have yet been created. An administrator must create and name a new database for configuration.

1. **Click on the Database Manager button on the main menu.**



2. **Click on the "New" button – the 2nd button under the Database Archive section.**

3. **Type in a new name for the new database in this field**
4. **Click the green check mark.**

Enter any name that fits in the space provided. It is best if the name is practical, and easy to understand by anyone using the system. You will be returned to the main menu after naming the database.

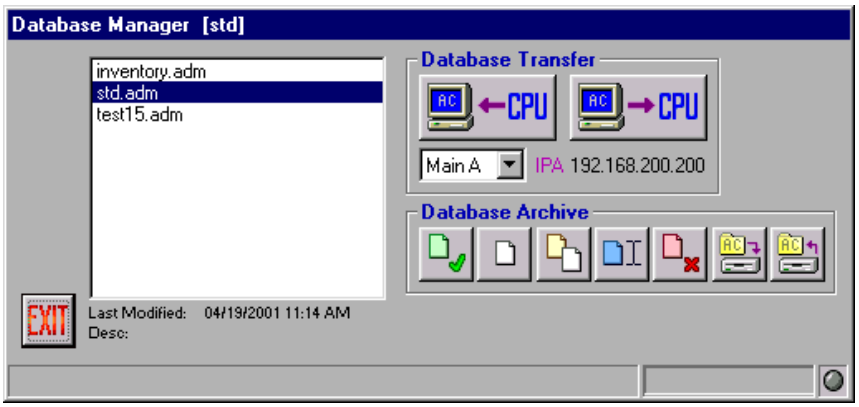
This database will reside in the Admin Console. Adding and saving information about the components and desired operation of the system will configure it.

Select a Database

VIEWING AND RECONFIGURING

Whenever you wish to view or edit settings from the components, sequences, or setup choices on the main menu, you must have the database whose contents you wish to work with open. If you have just entered Admin Console, and click on one of those options, you will automatically be prompted to select a database. The database you choose will open, and will immediately be followed by the option window you have chosen. The database you select becomes the default database for all settings until you go back to Database Manager to choose or create a different one.

1. **Highlight the name of a database.**



2. **Click the Select button - the 1st button under the Database Archive section, or double click on the desired database.**

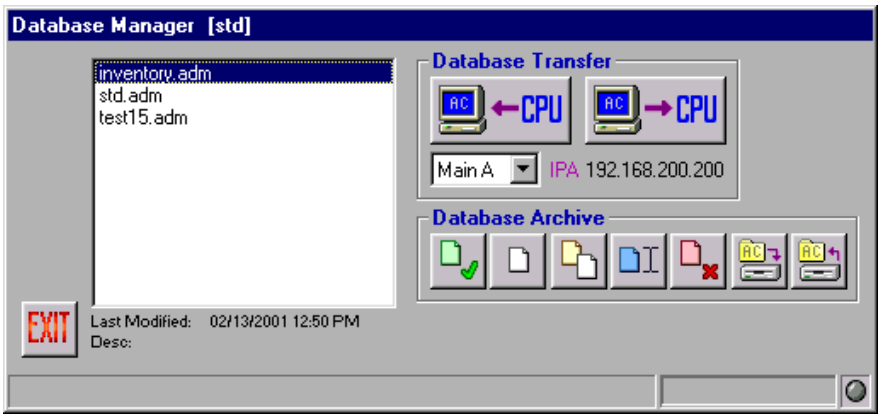
When changing the database you are working with, Admin Console will open the selected database, making *it* the default, and will close the Database Manager window. You will be returned to the main menu, ready for the configuration or review of the database you just selected.

Copy a Database

MAKING SIMILAR OR ALTERNATIVE DATABASES

An administrator can make copies of a database, as desired, and name them to reflect their purpose. This would normally be done to enable the system to respond to changing conditions and surveillance needs without having to completely recreate a database to accommodate these changes.

1. **Highlight the name of the database you wish to copy in the Database Manager window.**



2. **Click the Copy button - the 3rd button under the Database Archive section.**

3. **Name the copy in the space provided**

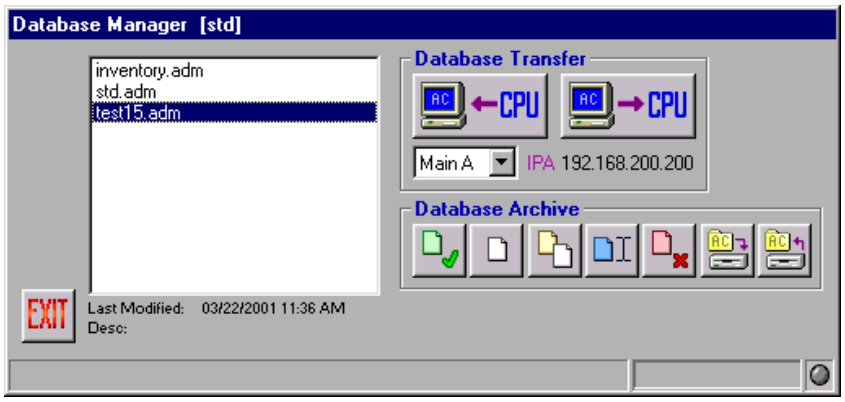
4. **Click the green check mark.**

Enter any name that fits the space provided. It is best if the name is practical and easy to understand by anyone using the system.

Rename a Database

Renaming a database is useful when creating several configurations to fit the needs of specific occasions, and changing the name to ensure each file has been updated. For example, if date codes or initials are used in the name or description of a database, an administrator may want to revise the date code or user initials as necessary.

1. **To rename a database, highlight a database name.**



2. **Click the Rename button - the 4th button under the Database Archive section.**

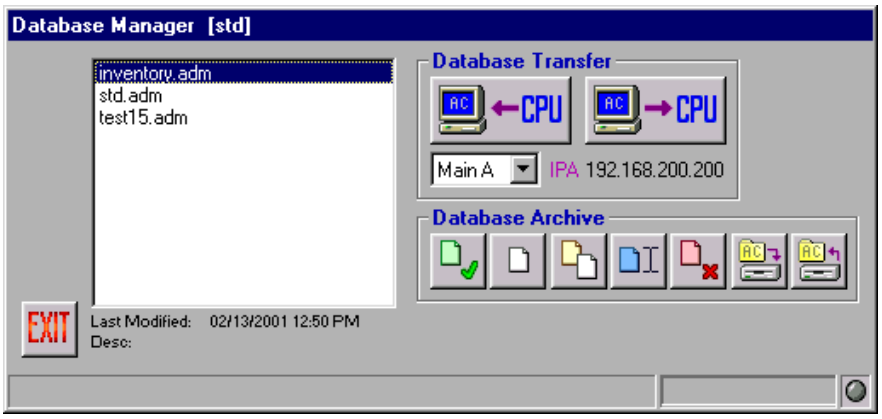
3. **In the "Rename to:" box, type the new name desired.**

4. **Click the green check mark**

Delete a Database

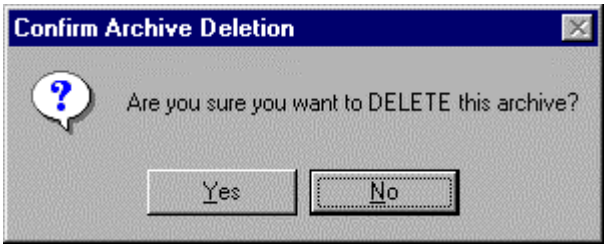
In order to reduce the number of configuration files listed in Database Manager, and thereby decrease the potential for confusion as to which file is loaded on the SCS CPU, outdated or unused configuration files can be deleted. If the files may be needed again in the future, it is recommended that you backup the files to an alternate location (*see* page 26), so they can be deleted from the Admin Console, and restored later if necessary.

1. **To delete a database, highlight the database name.**



2. **Click the Delete button - the 5th button under the Database Archive section.**

The following confirmation message will appear:



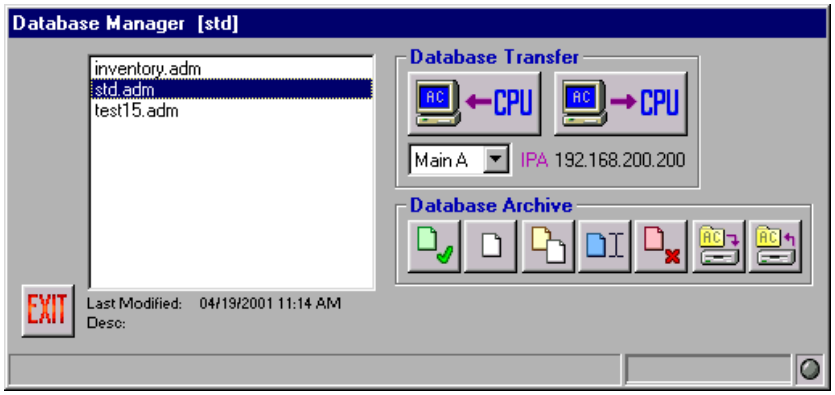
3. **Click Yes to delete, or No to cancel.**

Backup or Restore a Database

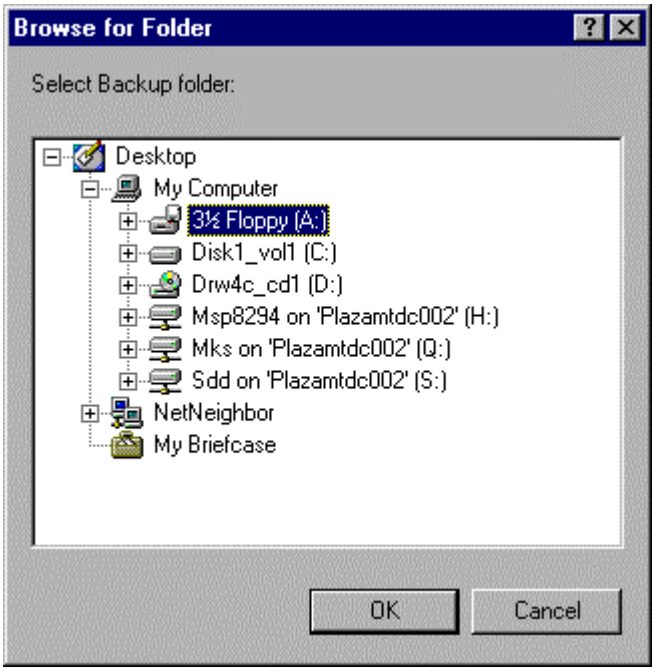
It may be necessary at times to save a copy of a particular database for backup, e-mail, troubleshooting, or other purposes. The Admin Console allows an administrator to perform both backup and restore functions in order to maintain copies of the configuration files outside of the Admin Console system.

BACKUP A DATABASE

1. **Within Database Manager, highlight a database name and click the Backup button - the 6th button under the Database Archive section.**



2. **The following window will appear.**



3. **Choose the drive and folder you wish to backup to, just as you would in Windows Explorer.**

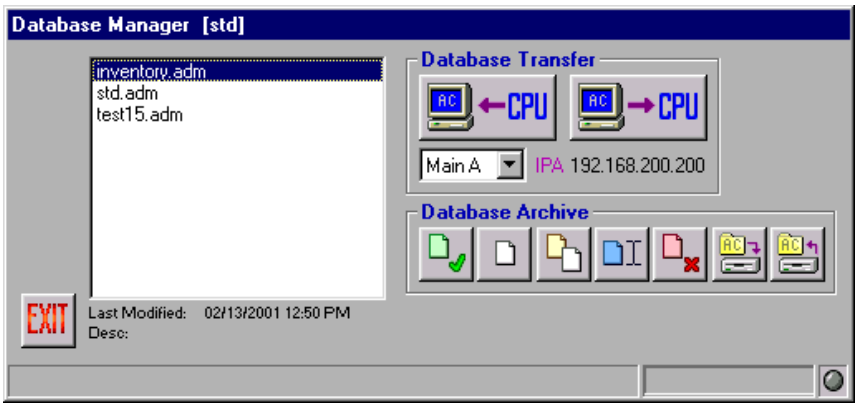
4. **Click OK.**

This procedure will only copy the highlighted configuration file to the specified location. It will not remove it from the Admin Console.

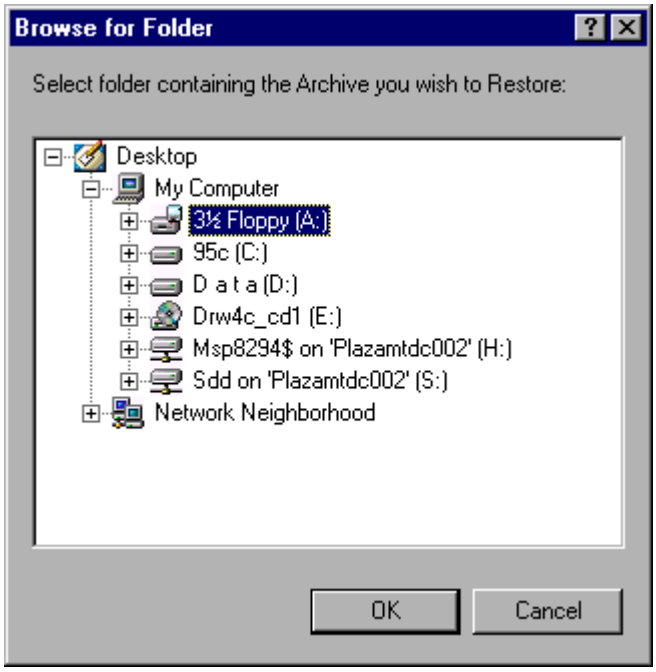
RESTORE A DATABASE

In addition to backing up a configuration file, it may also be necessary at times to restore a copy of a particular database from a backup, an e-mail, or from troubleshooting personnel. The Admin Console allows an administrator to perform a database restore from a source outside of the Admin Console.

1. **Within Database Manager, click the Restore button - the last button under the Database Archive section.**



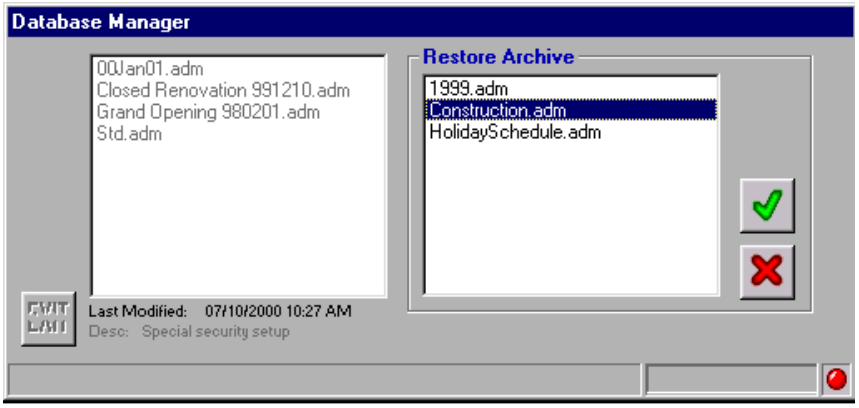
2. **The following window will appear.**



3. **Choose the drive and folder that contains the desired .adm file, just as you would in Windows Explorer.**
4. **Click OK.**

Because you may have multiple files saved in the same location, the restore feature allows an administrator to choose which file to restore.

5. **Select the desired file to restore, and click the green check mark.**

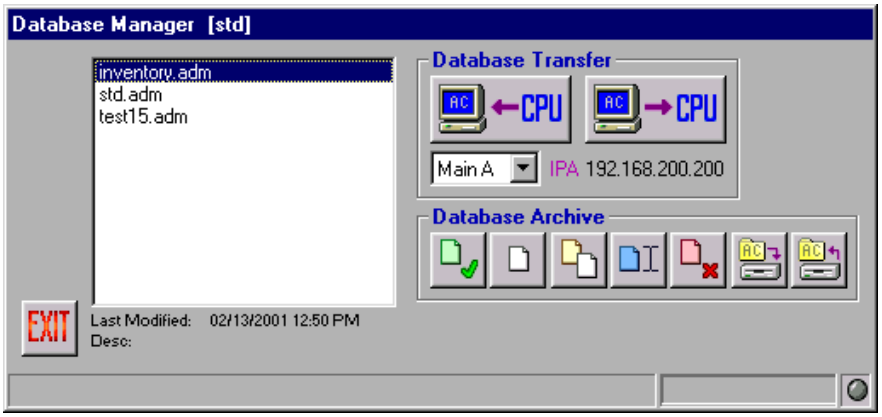


The left side of the Database Manager window represents the configuration files already stored within the Admin Console. The right side of the window represents the files stored in the folder that you have just specified.

This procedure will copy the selected configuration file into the Admin Console from removable media or an alternate location, but will not remove it from its current location.

Get Current Database

In order to retrieve a copy of the configuration currently running on the SX850 system, and to bring it into the Admin Console, an administrator must retrieve it using the Database Transfer section's "GET from CPU" option. This option allows the administrator to view, modify, copy, or create new versions of the current configuration once it is imported into the Admin Console.



1. **From the pull-down menu in the Database Transfer section select either Main A or Main B CPU.**
2. **Click the "GET from CPU" button - the left button under Database Transfer.**

3. **Enter the new name for this particular database in the "Save to:" box**
4. **Click the green check mark.**

A copy of the database that is currently running on the selected SCS CPU is now saved on the Admin Console computer's hard drive. It will not be removed from the Main CPU. At this time, you may view or modify the configuration.

Load a Database

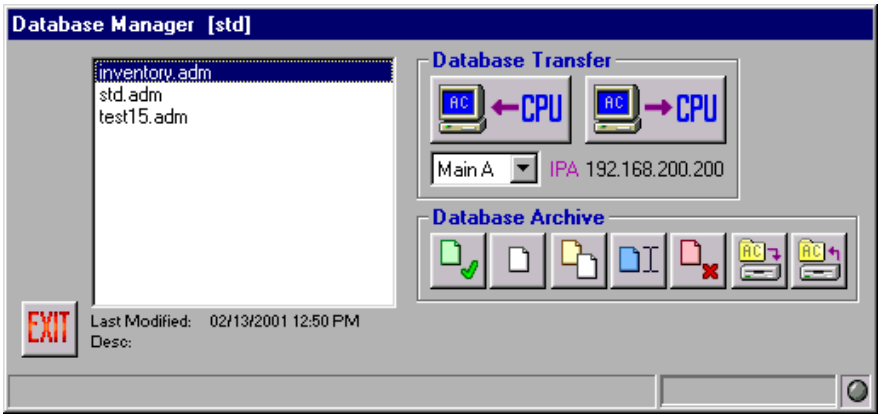
In order to copy a configured database from the Admin Console onto the SCS Main CPU, an administrator would need to use the Database Transfer section's "PUT to CPU" option.

Although not mandatory, first saving the current database residing on the CPU would allow for a comparison of any differences prior to loading the new database. (Unless this is a first time operation.)

✸ **Warning: Putting a configuration database onto the SCS CPU will overwrite its entire existing database. It is recommended that you save the database currently running on the Main CPU under a distinctive name before loading a new database.**

The following instruction will guide you through loading a database from the Admin Console to the CPU. *See* the Get Current Database section to save the database that is currently loaded in the CPUs.

1. **Select the name of the database to load.**



2. **From the pull-down menu, select the proper CPU.**

For a redundant CPU system, you must load the database onto both CPUs to insure they are each using the same configuration.

For single CPU systems, choose Main A.

3. **Click "PUT to CPU" - the right button under the Database Transfer section.**

A "Confirm PUT Transfer" window will appear. If you choose to continue, the new database will be loaded, overwriting the exiting database, and it will remain on the CPU to run the SCS according to the configuration.

4. **Click Yes to continue the transfer, or No to cancel.**

System Configuration

The system (sys.ini) file resides on the main system CPU, and contains information that is critical for proper operation. On systems with a redundant CPU, it may be necessary to modify the system file on both of the SCS CPUs individually, in order to maintain proper operation. **DO NOT** modify this file unless instructed to do so by qualified personnel.

The Admin Console uses the System Configuration utility to allow an administrator to work with this file. When instructed, follow the steps below for viewing, modifying, backing up, and restoring the sys.ini file.

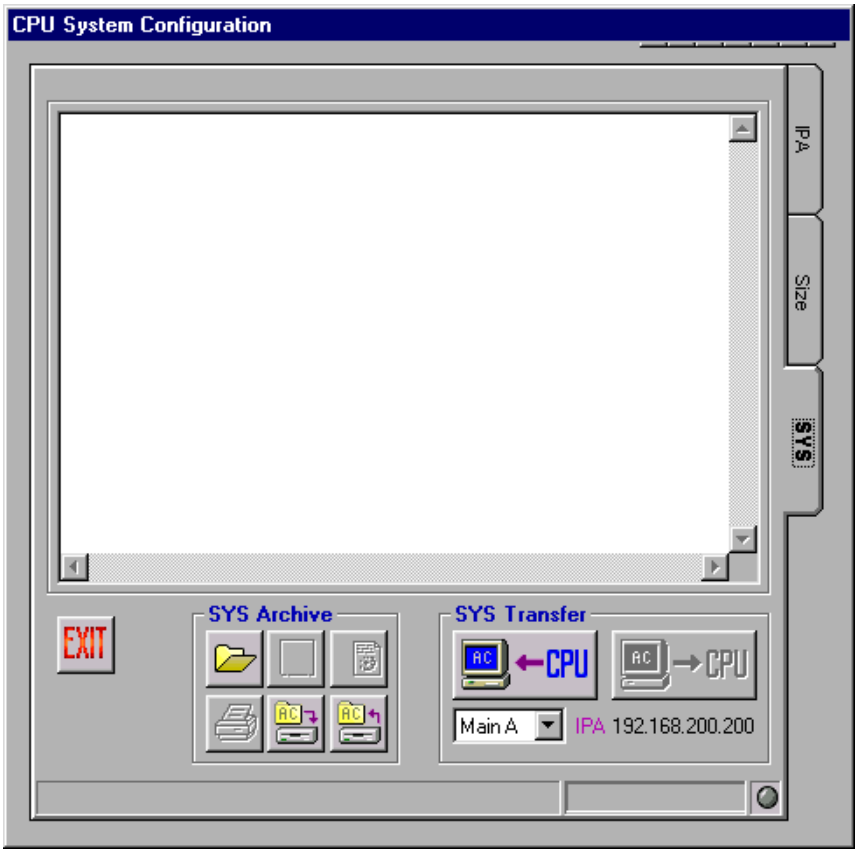
SYSTEM TRANSFER

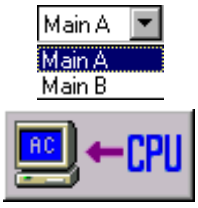
When performing a file transfer in the System Configuration utility, the system file is written to the Admin Console computer's hard drive as Main A.ini and Main B.ini - depending on which CPU this function was performed. In most cases, the system file residing on the Admin Console computer's hard drive will be an exact duplicate of the file being used on the system's CPU(s).

It is possible for the file on the local drive to differ from the one being used by the system, when using the restore function. An administrator must be very careful when using the backup and restore functions, as well as when retrieving and replacing the system file on the CPU(s). It is very important that the administrator be aware of which CPU is being updated at all times.

RETRIEVE SYSTEM FILE FROM MAIN CPU

1. **From the CPU System Configuration window (accessed from the CPU icon from the main menu's Setup row), click on the SYS tab on the right side of the window.**
2. **The following window will appear.**





3. **Choose from the SYS Transfer pull-down menu "Main A".**
4. **Click the "GET from CPU" button – the left button under SYS Transfer.**

The Admin Console will retrieve the system file from the selected CPU, and display it in the window provided.

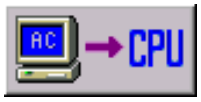
At the same time, the system file is saved in the Program Files\Panasonic\SX850ac folder as "Main A.ini" (or Main B.ini if from the redundant CPU).

5. **Modify the system file as needed.**

Modifications will not be saved on the Admin Console computer's hard drive until a "PUT to CPU" is performed, which replaces the system file in the CPU selected. *See* "Replace System File in Main CPU" below, in order to send the updated file information to the system CPU.

REPLACE SYSTEM FILE IN MAIN CPU

1. **From the CPU System Configuration window (accessed from the CPU icon from the main menu's Setup row), click on the SYS tab on the right side of the window.**
2. **Choose from the SYS Transfer pull-down menu "Main A".**
3. **Click the "PUT to CPU" button – the right button under SYS Transfer**



This will replace the exiting system file in the specified CPU with the modified one.

4. **A "Confirm PUT Transfer" windows will appear. Click Yes to continue with the transfer, or No to cancel the transfer.**
5. **Repeat steps 3-8 for Main B CPU, as needed, selecting "Main B" from the pull-down menu in steps 3 and 8.**

♦ **Note: It will be necessary to reboot each CPU when finished so that the updated information is read and executed correctly.**

✷ **Warning: Main A and Main B system files differ slightly. It is not recommended that identical system files be loaded into both Main A and Main B CPUs.**

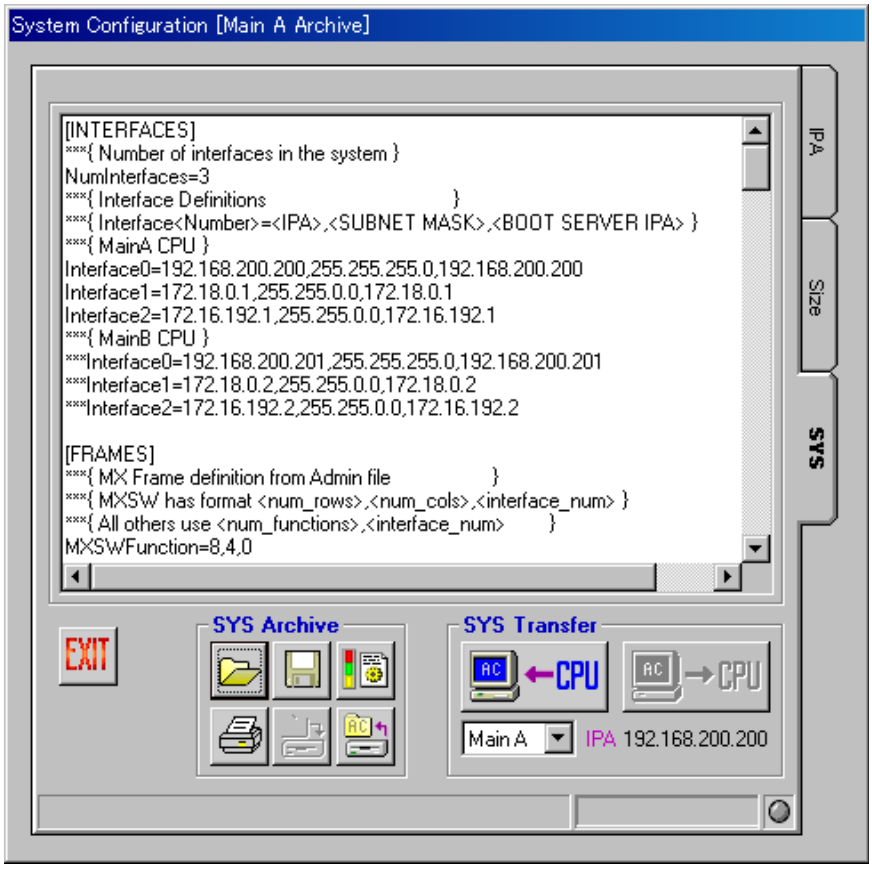
SYSTEM ARCHIVE

After the Main A and Main B CPU system files have been retrieved for the first time, it will be possible to view these files at a later date without actually performing a transfer. These files (Main A.ini and Main B.ini) will be stored in the Program Files\Panasonic\SX850ac folder on the Admin Console computer's hard drive.

Select

In order to view the system file stored on the Admin Console computer's hard drive

1. **From the CPU System Configuration window (accessed from the CPU icon from the main menu's Setup row), click on the SYS tab on the right side of the window.**
2. **Choose from the SYS Archive pull-down menu "Main A".**
3. **Click the Select button.**



Backup

After the Main A and Main B CPU system files have been retrieved for the first time, it will be possible to save these files to a different location, such as to floppy diskette. These files (Main A.ini and Main B.ini) are stored in the Program Files\Panasonic\SX850ac folder on the Admin Console computer's hard drive. Performing a backup from the SYS Archive section will save a copy of the specified system file to an alternate location of your choice.

1. **Choose from the SYS Archive pull-down menu "Main A".**
2. **Click the Backup button under the SYS Archive section.**
3. **When the "Browse for Folder" window appears, browse to the desired location.**
4. **Click the OK button.**
5. **Repeat for "Main B" system file.**

Restore

At some time, it may be necessary to restore or replace the current system files with a saved (backed up) version, for example, during system troubleshooting. The restore function will copy the Main A.ini and Main B.ini files from the location you specify, and put them into the Program Files\Panasonic\SX850ac directory on the Admin Console computer's hard drive.

1. **Choose from the SYS Archive pull-down menu "Main A".**

2. **Click the Restore button under the SYS Archive section.**
3. **When the "Browse for Folder" window appears, browse to the location that the saved system file resides.**

This would the location you backed the file up to.

4. **Click the OK button.**

The system file (Main A.ini) that is stored in the Program Files\Panasonic\SX850ac folder will be replaced with the file from the location that you specified.

5. **Load the restored file into the Main A CPU if desired.**

See "Replace System File in Main CPU" section on page 34.

6. **Repeat for "Main B" system file, choosing "Main B" in step1.**

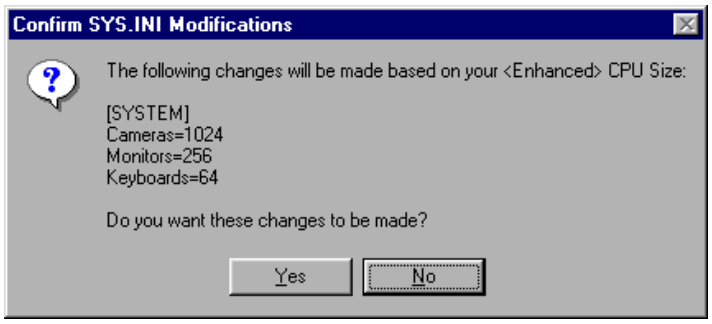
Wizard

When you want to make changes to the system file's [System] section - which defines the values for Cameras, Monitors, and Keyboards - you can use the wizard function in the SYS Archive section of the CPU Configuration Window to do this automatically.

If the values for these components already exist in your system file, they will be edited, if necessary, to reflect the recommended settings. If the values for these components do not already exist in your system file, the wizard will add them to the system file.

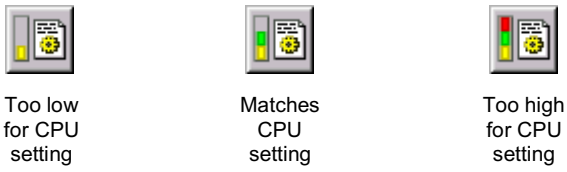
1. **Choose from the SYS Archive pull-down menu "Main A".**

2. **Click the Wizard button under the SYS Archive section.**



3. **When the Confirm window opens for you to confirm the changes to be made, click Yes to continue and edit the file, or click No to cancel the wizard function.**

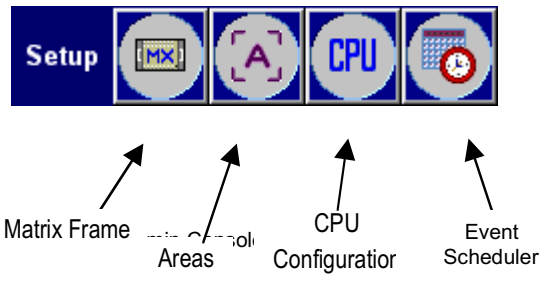
The Wizard button's appearance will change to indicate if any changes to the system file are recommended. The gauge area on the left side of this icon indicates if the [System] components' settings are: A) too low for the CPU size selected (yellow), B) matching the CPU size selected (yellow and green), or C) too high for the CPU size selected (yellow, green, and red).



When the icon displays yellow and green, indicating that the settings match the CPU size selected, there is no action required. If the icon indicates settings are too low or too high, click the Wizard button to have the settings changed to match your system. You will then be prompted to confirm that you want the suggested modifications of the system file to take place.

INPUT TO SCREEN

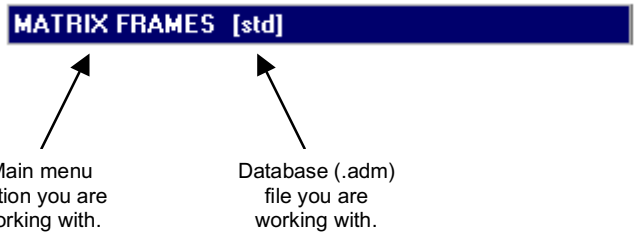
You will begin configuring the database with these Setup row buttons off the main menu:



SCS CPU Configuration

This configuration has already been made at the end of CPU Setup on page 17. If this needs to be changed, return to CPU Setup starting on page 15.

- **Tip: The title bar of each option window you enter will show the name of the main menu option being displayed, followed by the name of the current default database (.adm) file being viewed or edited. In the case below, the option being displayed is matrix frames, and the database file being used is std.adm.**

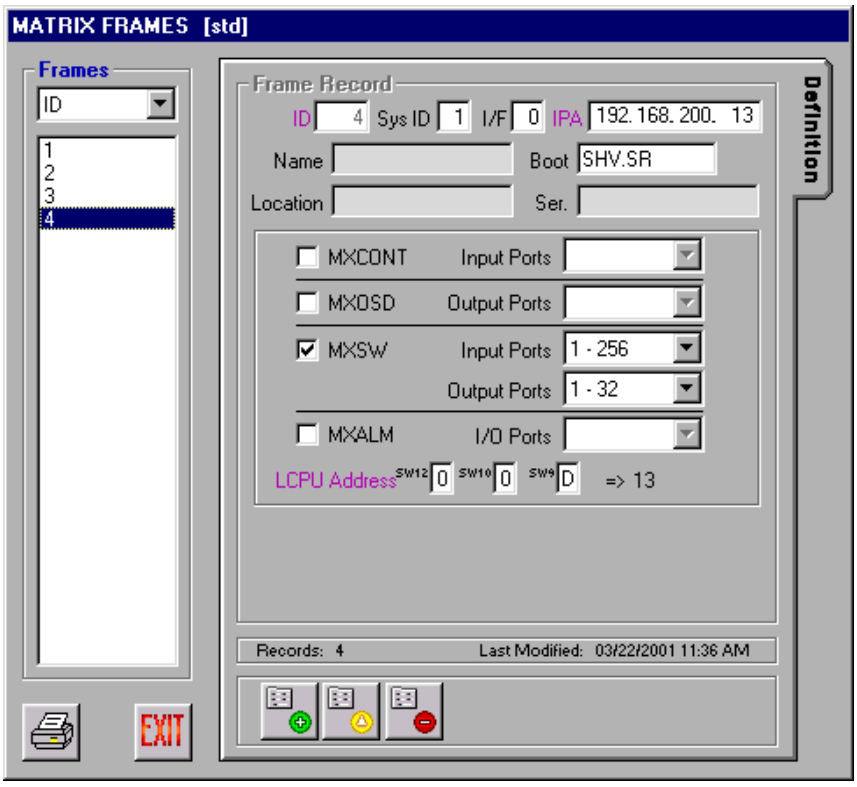


Matrix Frames

These processor nodes provide access to the system's matrix-switching devices.

DEFINITION

1. **Click on the Matrix Frame button on the main menu.**



- **Note: Each field preceded by purple text must be given a unique number - different from other configured frame records.**

2. **Click the Add Record button.**
3. **Enter all information required about each Matrix Frame.**

MATRIX FRAMES - Definition	
Field	**Data**
ID	Unique record ID assigned by the Admin Console as a frame is added, in order to identify one frame to the system. 1 to 1,098. The Admin Console automatically generates this number in consecutive order. Upon adding frames, the system will automatically assign the next available number. Component ID and sequence ID numbers are used primarily in the permission tabs to identify one component or sequence from another in row and column style. Since logical and local numbers are not necessarily unique or consecutive, and the permission grids must be displayed as consecutive, unique numbers, the Admin Console generates these ID numbers.
Sys ID	Usually the number 1. In the case of a very large physical installation, such as an airport with several buildings, the surveillance system may be divided into several smaller systems — with numbers 2, 3, *etc.* assigned by an SCS administrator.
I/F	Numeric Ethernet interface number identifying a port on a CPU where the matrix frame will connect. 0 to 15, though generally 0, 1, or 2.
IPA	Unique Internet Protocol address assigned by the system administrator. Dotted decimal, 15 characters. *Example:* 128.010.050.125

MATRIX FRAMES - Definition	
Field	**Data**
Name	A name for the matrix frame, easy to remember, and practical. Alphanumeric, 16 characters.
Boot	The name of the file used by the frame's booting process. Use the default filename unless instructed to do so by qualified personnel. Be sure to check a frame type first, such as controller, OSD, switch, or alarm I/O so that the default frame boot name will be filled in automatically. If the boot name field is filled in before the type is selected, the default boot name will not be inserted.
Location	A name for the matrix frame, easy to remember, and practical. Alphanumeric, 16 characters.
Ser.	Manufacturer's serial number. Alphanumeric, 16 characters.
MXCONT	Check ✓ if one (or more) WJ-PB85X08 input cards is installed. If **MXCONT** (camera control function) is ✓'d, then select range of numbers in **Input Ports**. This range will be unique to the entire frame for the controller function, regardless of the number of input cards installed within the frame.
MXOSD	Check ✓ if one (or more) WJ-PB85T0B OSD cards is installed. If **MXOSD** (on screen display function) were ✓'d, you would need to select a range of numbers in **Output Ports**. This range will be unique to the entire frame for the OSD function regardless of the number of OSD cards installed within the frame.
MXSW	Check ✓ if one (or more) WJ-PB85C16 video crosspoint *input* cards and WJ-PB85M16 video crosspoint *output* cards are installed. If **MXSW** (switching function) were ✓'d, you would need to select a range of numbers in **Input Ports** and **Output Ports**. These ranges will be unique to the entire frame for the switching function regardless of the number of input or output cards installed within the frame.
MXALM	Check ✓ if one (or more) Alarm Input WJ-PB85A32 or Alarm Output WJ-PB85L32 card(s) is installed in this frame. If **MXALM** (alarm I/O function) is ✓'d, then select a range of numbers in **I/O Ports**. This range will be unique to the entire frame for the alarm I/O function, regardless of the number of alarm I/O cards installed within the frame.
LCPU Address	Set the matrix frame LCPU identifier on the rotary switches SW12, SW10, and SW9. 0-0-1 to F-F-F.

4. **Click the green check mark to save.**

You will remain in the "Add" mode, allowing you to enter information about another frame.

5. **To exit the "Add" mode, click the red X.**

You will exit the "Add" mode.

6. **To edit a configured frame, highlight a frame ID and click the Edit button.**

- **Tip: You may also double click on a frame ID in the list to enter the edit mode.**

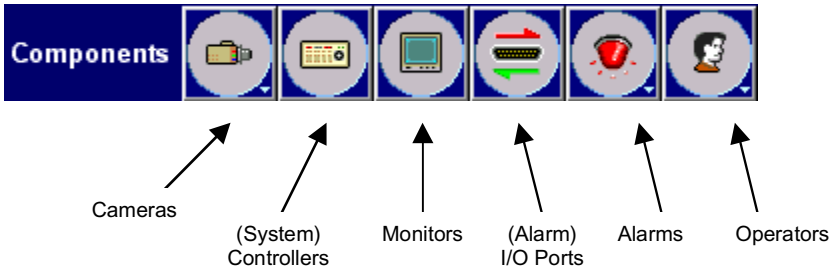
7. **Edit the desired fields.**
8. **Click the green check mark to save and exit the edit mode, or click the red X to cancel.**
9. **To delete a frame, highlight a frame ID and click the Delete Record button.**

A confirmation message will appear. Click No to cancel, or click Yes to delete the selected frame.

COMPONENTS

Each one of these buttons opens a window that requires information from one or more of the Setup Worksheets that you have completed.

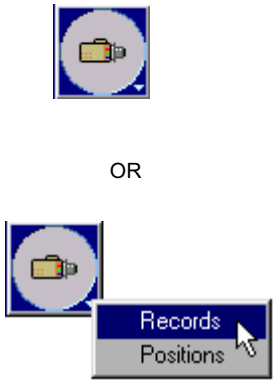
Input the required information for each of these components separately: cameras, system controllers, monitors, alarm I/O ports, alarms, and operators.



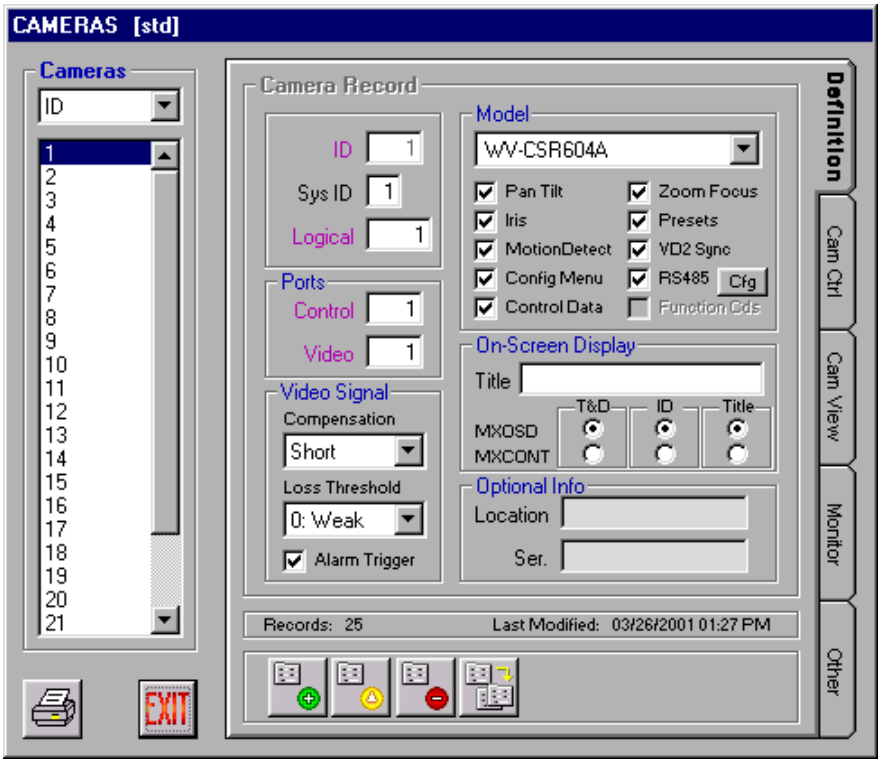
Cameras

Every camera in the system can be identified in several ways. Not only is there a physical identification to a particular installation (such as the cabling run and port connection), but there is also information that changes when a camera is removed and/or is replaced at any given location. Each camera has a record that contains its details.

An operator calls a camera by its logical camera number. However, configurations can be viewed in the Admin Console not only by logical number, but also by ID number, control port, or video port.



DEFINITION



Add, delete, edit, or replicate camera records as necessary using the four icons at the bottom of this window.

- **Note: When deleting or modifying a camera, be sure to check the "Other" tab to find references to other sections that the camera will influence.**

✸ **Warning: Deleting a camera will automatically delete the referenced permissions, but will not change any other references, such as sequences or alarms.**

CAMERAS – Definition

Field	Data
ID	Unique record ID assigned by the Admin Console as a camera is added, in order to identify one camera to the system. 1 to 8,192. The Admin Console automatically generates this number in consecutive order. Upon adding cameras, the system will automatically assign the next available number. Component ID and sequence ID numbers are used primarily in the permission tabs to identify one component or sequence from another in row and column style. Since logical and local numbers are not necessarily unique or consecutive, and the permission grids must be displayed as consecutive, unique numbers, the Admin Console generates these ID numbers.
Sys ID	Usually the number 1. In the case of a very large physical installation, such as an airport with several buildings, the surveillance system may be divided into several smaller systems — with numbers 2, 3, *etc.* assigned by an SCS administrator.
Logical	Unique number assigned by an SCS administrator, usually designated by combining two references, such as having the first 2 digits represent a logical group (such as a group of cameras surveying a loading dock), and up to three serial digits assigned for other logical reasons. 1 to 99,999. *Examples:* 84001, 84002, 84003, 84004; 36001, 36002, 36003, 36004. An operator will select cameras to view by this logical number.
Model	Choose from the drop-down list the correct camera model connected to the specified ports. The Admin Console will automatically enable the features available with the specific camera model, such as pan/tilt, iris control, motion detection, configuration menu, control data, zoom/focus, presets, VD2 synchronization, RS485, or function codes. If the desired camera model is not listed, choose <Other>. Enable the appropriate features manually, according to the manufacturer's camera description, by checking the associated check boxes. Check the "control data" box when a control data signal should be sent to the camera. When RS485 is chosen, the Cfg (configure) button will become enabled. Click the Cfg button to configure the RS485 port for the following settings: baud rate, parity, data length, stop bits, daisy on/off, and choosing a 2 or 4 wire connection.
Ports:	
Control	Name/number of the input port on the Video Input Board WJ-PB85X08 Matrix Control (MXCONT) function to which the camera cable is connected. 1 to 8,192.
Video	Name/number of the input port on the Video Crosspoint Input Board WJ-PB85C16 Matrix Switch (MXSW) function to which the output of the WJ-PB85X08 card is connected. 1 to 8,192.

CAMERAS – Definition	
Field	**Data**
Video Signal Compensation:	Cable length from camera to the video import board: short, medium, or long. The system compensates for these three values by modifying the signal strength.
Loss Threshold	Enter a signal level at which the system will detect video loss. 0 to 15.
On-Screen Display	Enter an alphanumeric **Title** to be displayed. Chose the device that generates the time and date (**T&D**), the camera ID (**ID**), and the **Title** specified. Choose either MXOSD or MXCONT for each of the three components of the display. If a WJ-PB85D01 character generator daughter board is installed on the Control Video Input Board WJ-PB85X08 you can choose MXCONT for some or all of the generation, otherwise, choose MXOSD.
Location	Practical name to help an administrator identify a camera by location. Alphanumeric, 16 characters. *Examples:* main concourse, loading dock, boiler room.
Ser.	Manufacturer's serial number. Alphanumeric, 16 characters.

REPLICATE A CAMERA DEFINITION

1. **Highlight a configured camera ID and click the Replicate Record button.**

A confirmation message will appear asking "Are you sure you want to REPLICATE this camera?" and explaining the replication rules.

[1] Records will be generated according to ID.

[2] ID will be incremented to the next available value.

[3] Logical #, Control & Video Ports will be incremented from a specified base value you assign.

[4] If a record already exists with a matching value for any of these unique fields, that Target assignment will be skipped

[5] All other record values will be identical to the Source record.

2. **Click Yes to continue or No to cancel.**

3. **Enter the desired amount of camera records to create in the Target Size box.**
4. **Enter the beginning Base Values of the logical camera number, control port, and video port from where you wish to begin incrementing.**
5. **Click the green check mark to add the series of cameras, or click the red X to cancel.**

◆ Note: After clicking the green check mark, a Replication Summary window will appear, which will let you know how many records were actually generated, and indicate if any records could not be created due to a conflict with an exiting record. If any of the required unique values involved are already in use, the entire record will be skipped; existing records will not be overwritten.

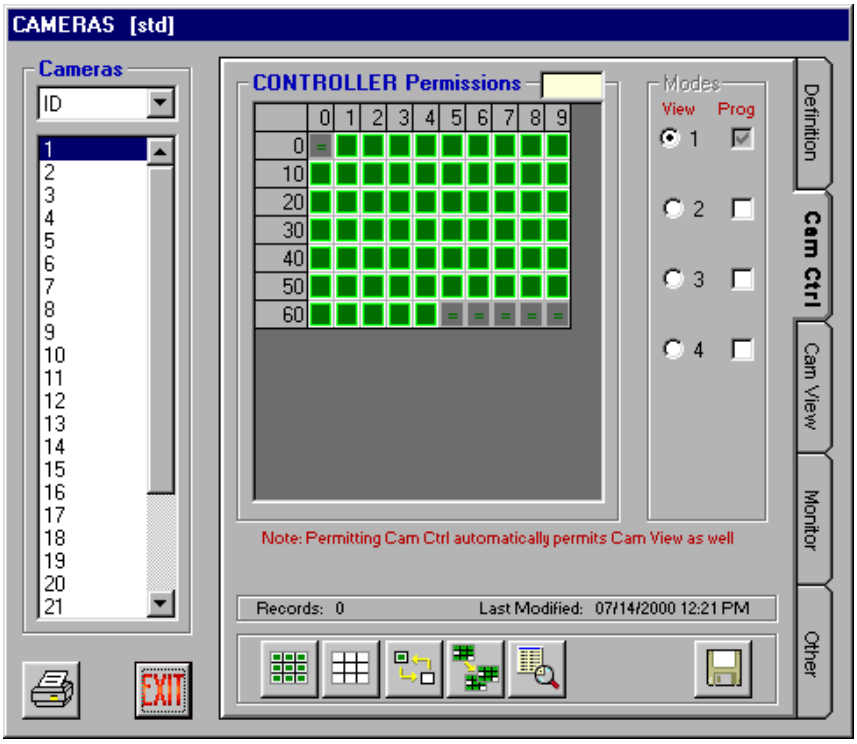
If a conflict exists, you will be asked if you wish to see a list of the records that were skipped. Click Yes to see the Replication Activity Log list, or click No if you do not wish to see the list. It is recommended that

you view the list, so that you can modify the conflicting value(s) as necessary, and add the record(s) you desire.

PERMISSIONS

The permission tabs allow an administrator to easily permit or deny components' access to other components.

By default, all components are allowed to access all other components. An administrator must deny permissions.



1. **Highlight a camera and click on the Cam Ctrl permission tab.**

The **Cam Ctrl** permission tab allows an administrator to permit or deny a system controller to control specific cameras. The Modes section of this tab is described on page 18.

- **Note: Allowing a system controller to control a certain camera will automatically allow the same controller to view the specified camera.**

Cameras are displayed in the list on the left by ID number, but can also be viewed by logical number, control port, or video port. The grid on the right represents the following:

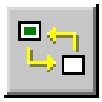
First row = controller IDs 0-9, second row = controller IDs 10-19, etc.

Green blocks indicate an allowed permission, and white blocks indicate that permission is denied.

2. **Double click on a specific controller to invert or alternate between permit or deny.**

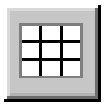
> ♦ **Note: Be sure to click the save button (the picture of the floppy disk) before exiting each particular permission tab to ensure the changes will be saved correctly.**

3. **Highlight a row, a column, or click and drag to highlight a group of controllers.**



4. **Click the Invert Grid Selection button to change the state of the permission for the highlighted group, or**

5. **Click on the Permit All button to turn the entire grid green – allowing all controllers permission to control the specified camera, or**



6. **Click on the Deny All button to turn the entire grid white – denying all controllers permission to control the specified camera, or**

7. **Click on the Copy Grid button to copy the permission grid from a specific camera to other cameras.**

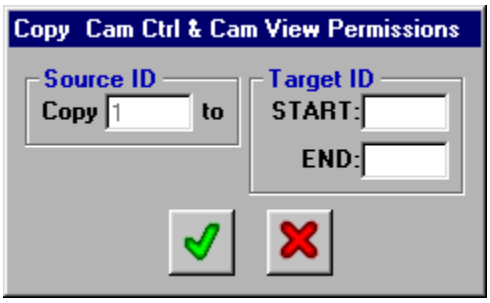
> ✸ **Warning: Copying Cam Ctrl permissions to other cameras will also copy Cam View permissions to the specified cameras.**

A confirmation message will appear asking “Are you sure you want to COPY the Cam Ctrl & Cam View permission for this Camera?” and explaining the copying rules.

[1] Permissions will be copied by Camera ID.

[2] If permission already exists for a Camera that falls within the Target range, that original permission will be overwritten.

8. **Click Yes to continue or No to cancel.**



The copy source is the highlighted camera ID from where the Cam Ctrl permissions will be copied.

9. **Enter the Target ID range of camera ID numbers, with the beginning number in the START box, and the ending number in the END box.**

> ✸ **Warning: Permissions existing for cameras within the specified range will be overwritten.**

10. **Repeat steps 1-9 for all other permission tabs.**

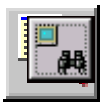
The **Cam View** permission tab allows an administrator to permit or deny a system controller to view specific cameras. The Modes section of this

> ✸ **Warning: Denying a system controller to view a certain camera will automatically deny the same controller to control the specified camera.**

tab is described on page 18.

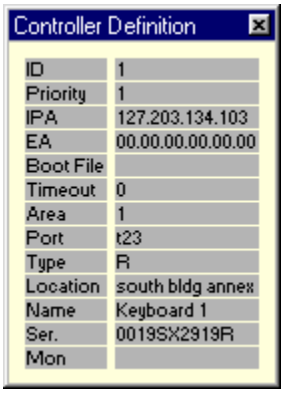
The **Monitor** permission tab allows an administrator to permit or deny a camera the ability to be displayed on a monitor. A monitor ID can be determined by its area\local number by entering each value into the appropriate box, and then clicking the "Search for Monitor by Area & Local" button.

11. **Component Definition button.**



Highlight a component within the permission grid, and click the definition button. A window will appear; giving a quick view of that component's configured definition.

This button is available in each of the permission tabs for each component, on the “Other” tab in the Cameras window, and the Areas window.



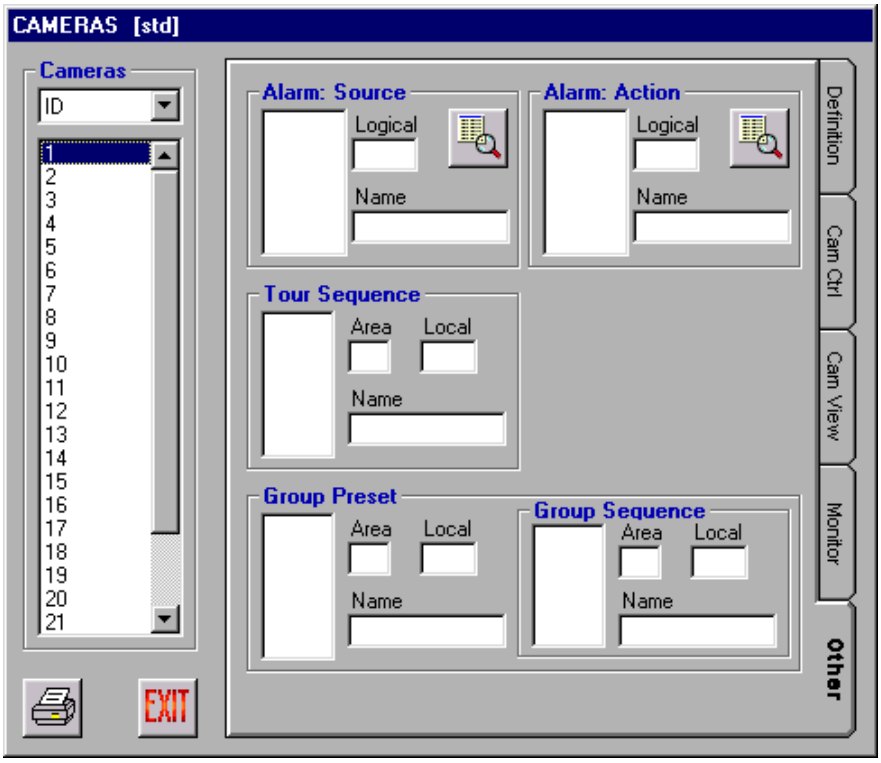
12. Click on the “x” in the upper right corner to close.

OTHER

The “Other” tab shows which other SCS components or sequences are configured to include the highlighted camera.

This section is informational only. Changes cannot be made to other components or sequences from this window. Changes must be made from each specific component or sequence’s menu option.

On the image below, for example, tour sequence number 1 is configured to include camera ID 1. The tour sequence section of this tab for camera ID 1 was automatically updated when tour sequence 1 was created to include this camera. To remove camera 1 from tour sequence 1, you would need to exit the Cameras window, and enter the Tour Sequences window from the main menu, and edit sequence number 1.

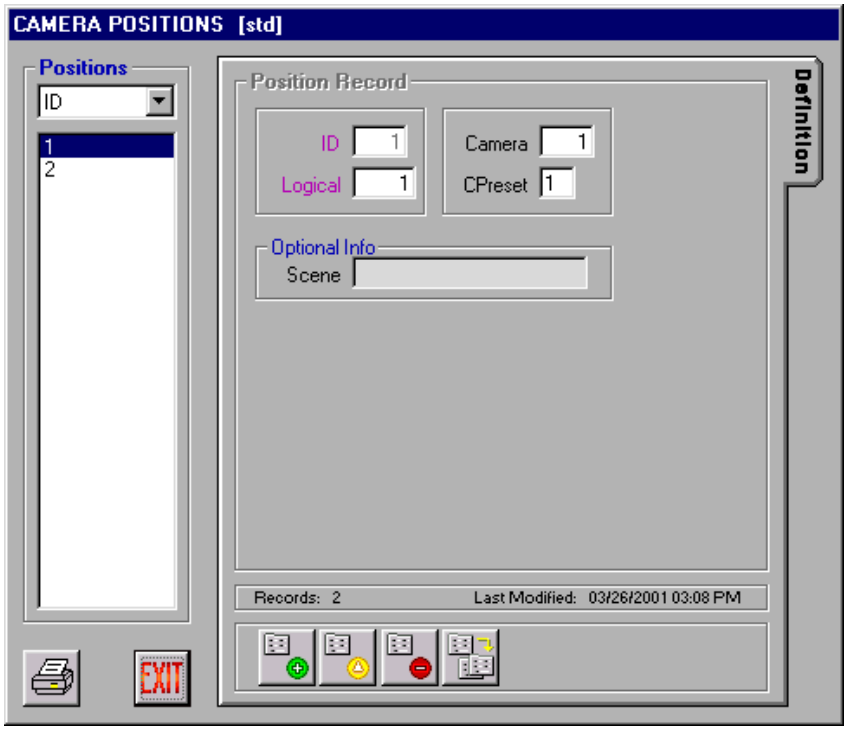


CAMERA POSITIONS

An operator, from a system controller, can control each camera in the system that supports Presets by pressing the Camera Position button on the controller. The operator cannot define positions, but rather, can only recall positions (which are a combination of Camera ID and CPreset numbers) that have already been defined.

The Camera Positions setting in Admin Console allows administrators to define and consolidate the Camera ID and CPreset numbers into a Position ID number that the operator can then conveniently call from the system controller.

1. **Click on the down arrow in the lower right corner of the Cameras icon on the main menu, and choose Positions.**



The Position ID is automatically inserted and incremented by the application.

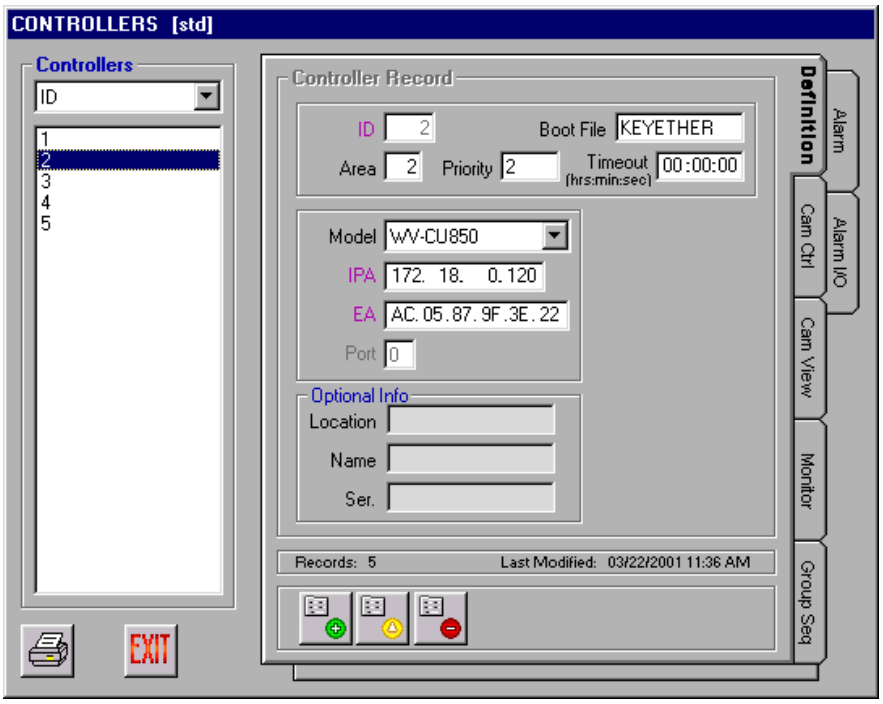
2. **Enter a Logical number for the position record you are creating.**
3. **Click in the Camera field. A list of available cameras that support Presets will appear on the right of this window.**
4. **Choose the desired camera by double-clicking on its ID number.**
5. **Click in the CPreset field and type in the desired preset number.**
6. **Click in the Scene field and enter a description of the camera view in that position, if desired.**

You can add, edit, delete, or replicate Position IDs as needed using the four icons at the bottom of this window.

System Controllers

A system controller is a device used by an operator to control specific components within the SCS, such as: cameras, monitors, alarms, alarm outputs, etc. Controllers are generally identified to an operator using their ID number, but can be viewed in the Admin Console by ID, IPA, EA, or Area.

DEFINITION



Add, edit, or delete controller records as necessary using the three icons at the bottom of this window.

SYSTEM CONTROLLERS – Definition

Field	Data
ID	Unique record ID assigned by the Admin Console as a system controller is added, in order to identify one controller to the system. The Admin Console automatically generates this number in consecutive order. Upon adding controllers, the system will automatically assign the next available number. Component ID and sequence ID numbers are used primarily in the permission tabs to identify one component or sequence from another in row and column style. Since logical and local numbers are not necessarily unique or consecutive, and the permission grids must be displayed as consecutive, unique numbers, the Admin Console generates these ID numbers. 1 to 128.
Area	Unique number identifying a Monitor Surveillance Area (MSA) comprised of an array of monitors and one or more keyboard controllers. 1 to 128 Inserting a "0" indicates area 0. This will disable the Area field in the OSD on the monitor. It is recommended that the use of areas be restricted to values of 1 to 128. Only use area "0" when no areas are needed within the entire system. Click the Area button on the main window to view all components defined in a specific area.
Priority	This number assigns this controller an order of precedence. Applies only when operator priorities are the same. The controller with the lower number priority takes over the part of the system it is addressing. If more than one controller with the same priority is operating at the same time, access is given and held for the latest call to a function, in other words, on a last-come first-served basis. Alarm priorities have precedence over operator priorities. 0 to 65,534.
Boot File	The name of the file used by the Ethernet keyboard's boot process. Use the default filename unless instructed otherwise by qualified personnel. Alphanumeric, 12 characters. Be sure to select WV-CU850 Controller type FIRST so that the default boot name will be filled in automatically. This is the only system controller type that will require a boot name. If the boot name field is filled in before WV-CU850 type is selected, the default boot name will not be inserted.
Timeout	Amount of time that must elapse after the user stops entering keystrokes, before the system logs off the operator from this controller. (hr:min:sec) 00:00:00 to 11:59:59 The controller timeout works in conjunction with the operator timeout. The system will choose the lowest timeout value of the two. Entering a "0" into this field will cause the timer to never expire regardless of the operator timeout value.
Model	Pull-down and select the correct type of system controller. This will enable or disable fields that are specific to each particular controller. CU350 (RS485), CU850 (Ethernet), PFW100 [CU350] (RS485), PFW100 [CU850] (Ethernet), PFW850 (Ethernet), RS232 (serial), or ActiveX.

SYSTEM CONTROLLERS – Definition

Field	Data
IPA	Unique Internet Protocol Address assigned by the system administrator. Dotted decimal, 15 characters. *Example*: 128.010.050.125. Each of the four groups of numbers with values between 0 and 255. Depending on the model number chosen, the following will apply: **WV-CU350**: If this controller is not connected to an RS485 Expander Unit, use the default IPA. If this controller is connected to an RS485 Expander Unit, enter the IPA for the expander unit. **WV-CU850**: A unique IPA is necessary within the scheme of the MCPU interface IPA. **PFW100 [CU350]**: Same as the WV-CU350. **PFW100 [CU850]**: Same as the WV-CU850. **PFW850**: Enter the IPA of the desktop computer the PFW850 is installed, making sure it is within the scheme of the MCPU interface IPA. **RS-232:** If this controller is not connected to an RS485 Expander Unit, use the default IPA. If this controller is connected to an RS485 Expander Unit, enter the IPA for the expander unit. **ActiveX:** Enter the IPA of the desktop computer that ActiveX is running from, making sure it is within the scheme of the MCPU interface IPA.
EA	Numeric address for an Ethernet controller. This field is only required if Model WV-CU850 is chosen. Dotted hexadecimal *Example:* 23.56.82.13.60.82 (Also known as MAC address.)
Port	Numeric identifier of the port used by an RS-485 controller (CU350 and PFW100A) (port 1-12) or RS232 controller (Port 1,2, or 3). Match the data port that this keyboard is connected and use the proper IPA for the MCPU default or RS485 Expander Unit. This port address will be unique within the IPA specified for the MCPU or RS485 Expander.
Location	A practical name that will identify where this controller can be found. Alphanumeric, 16 characters.
Name	A name for the controller, easy to remember, and practical. Alphanumeric, 16 characters.
Ser.	Manufacturer's serial number. Alphanumeric, 16 characters.

PERMISSIONS

Modify or copy system controller permissions in the same manner described in the Camera Permissions section, beginning on page 52.

The **Cam Ctrl** permission tab allows an administrator to permit or deny a system controller the ability to control specific cameras. The Modes section of each of the permissions tabs is described on page 18.

♦ **Note: Allowing a system controller to control a certain camera will automatically allow the same controller to view the specified camera.**

✸ **Warning: Copying Cam Ctrl permissions to other system controllers will also copy Cam View permissions to the specified controller.**

The **Cam View** permission tab allows an administrator to permit or deny a controller to view specific cameras.

♦ **Note: Denying a system controller to view a certain camera will automatically deny the same controller to control the specified camera.**

The **Monitor** permission tab allows an administrator to permit or deny a controller's ability to seize a specific monitor. A monitor ID, if unknown, can be determined by its area and local number, by entering each value into the appropriate boxes, and then clicking the "Search for Monitor by Area & Local" button.

✸ **Warning: Copying Cam View permissions to other system controllers will also copy Cam Ctrl permissions to the specified controllers.**

The **Group Seq** permission tab allows an administrator to permit or deny a controller's ability to control a group sequence. If the group sequence ID is unknown, you can enter the area and local numbers of the sequence

in the appropriate boxes, and click the “Search for Group Seq by Area & Local” button.

The **Alarm** permission tab allows an administrator to permit or deny a controller’s ability to seize a specific alarm.

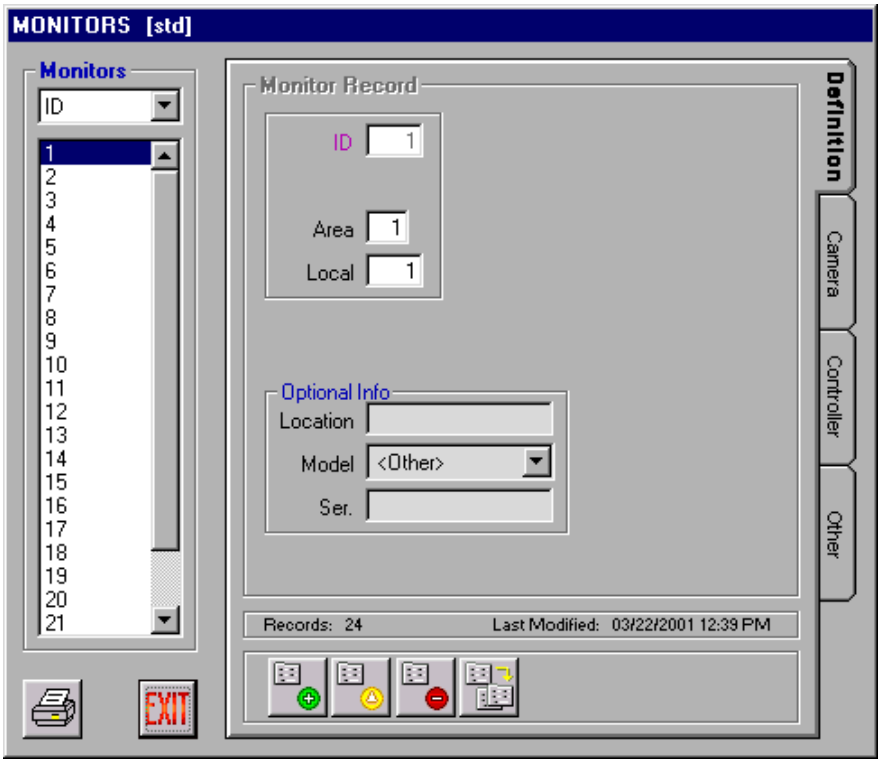
The **Alarm I/O** permission tabs allows an administrator to permit or deny a controller’s ability to seize a specific IO port.

Monitors

Monitors are generally viewed within the Admin Console by ID number, but can be viewed by area\local number, since the user will operate the SCS by selecting a monitor by local number within a specific area.

Area\local numbers are displayed in the Admin Console as one whole number. The four right-most digits represent the local number and the left-most one, two, or three digits will represent the area. For example, 10034 represents area 1 and local number 34, or 251100 represents area 25 and local number 1100.

DEFINITION



Add, edit, delete, or replicate monitor records as needed using the four icons at the bottom of this window.

♦ **Note: When deleting or modifying a monitor, be sure to check the "Other" tab to find references to other sections that the monitor will influence.**

♦ **Note: When changing the Monitor Surveillance Area (MSA) of a monitor, make sure that any affected presets or alarm action target assignments are within the same area.**

✸ **Warning: Deleting a monitor will automatically delete the referenced permissions, but will not change any other references, such as sequences, presets, etc.**

MONITORS – Definition

Field	Data
ID	Unique record ID assigned by the Admin Console as a monitor is added, in order to identify one programmed monitor of to the system. The Admin Console automatically generates this number in consecutive order. Upon adding monitors, the system will automatically assign the next available number. Component ID and sequence ID numbers are used primarily in the permission tabs to identify one component or sequence from another in row and column style. Since logical and local numbers are not necessarily unique or consecutive, and the permission grids must be displayed as consecutive, unique numbers, the Admin Console generates these ID numbers. 1 to 1,024.
Area	Unique number identifying a Monitor Surveillance Area (MSA) comprised of an array of monitors and one or more keyboard controllers. 1 to 128. Inserting a "0" indicates area 0. This will disable the Area field in the OSD on the monitor. It is recommended that the use of areas be restricted to values of 1 to 128. Only use area "0" when no areas are needed within the entire system. Click the Area button on the main window to view all components defined in a specific area.
Local	Unique number assigned by an SCS administrator, enabling operators to address this particular monitor within an area. 1 to 9,999. Operators will address specific monitors by selecting the local number with an area.
Location	Practical name indicating where this monitor is located. Alphanumeric.
Model	Monitor model number assigned by its manufacturer. Alphanumeric.
Ser.	Monitor serial number assigned by its manufacturer. Alphanumeric.

REPLICATE A MONITOR DEFINITION

1. **Highlight a configured monitor and click the Replicate button.**

A confirmation message will appear asking "Are you sure you want to REPLICATE this monitor within this Area?" and explaining the replication rules.

[1] Records will be generated according to ID.

[2] ID will be incremented to the next available value.

[3] Local # will be incremented from a specified base value you assign.

[4] If a record already exists with a matching value for any of these unique fields, that Target assignment will be skipped

[5] All other record values will be identical to the Source record.

2. **Click Yes to continue or No to cancel.**

♦ **Note: Monitors can only be replicated within an area. If you wish to replicate monitors in several areas, at least one monitor must be configured in each area.**

3. **Enter the desired amount of monitors to create in the Target Size box.**
4. **Enter the beginning base value if the local monitor number that you wish to begin incrementing from.**
5. **Click the green check mark to add the series of monitors, or click the red X to cancel.**

After clicking the green check mark, a message will appear letting you know how many records were actually generated, indicating if any records were skipped. *See* note section of page 45.

✷ **Warning: Monitors existing within the specified range will not be overwritten.**

PERMISSIONS

Modify or Copy Monitor permissions in the same manner described in the **Camera Permissions** section, beginning on page 52.

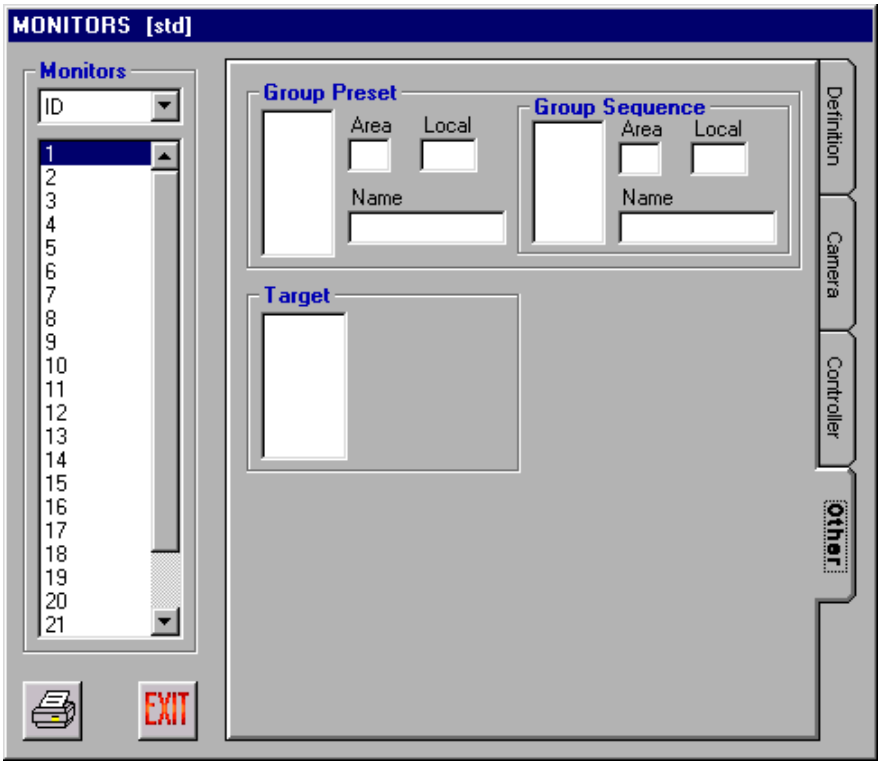
The **Camera** permission tab allows an administrator to permit or deny a monitor the ability to display a specific camera.

The **Controller** permission tab allows an administrator to permit or deny a system controller the ability to seize a specific monitor. The Modes section of this tab is described on page 18.

OTHER

The "Other" tab will represent additional sections that a highlighted monitor will affect.

This section is informational only, and changes cannot be made to the Group Sequences, Group Presets, or Targets the specified monitor will affect. Changes must be made within the specific Group Sequence/Preset windows, accessed from their respective main menu options.



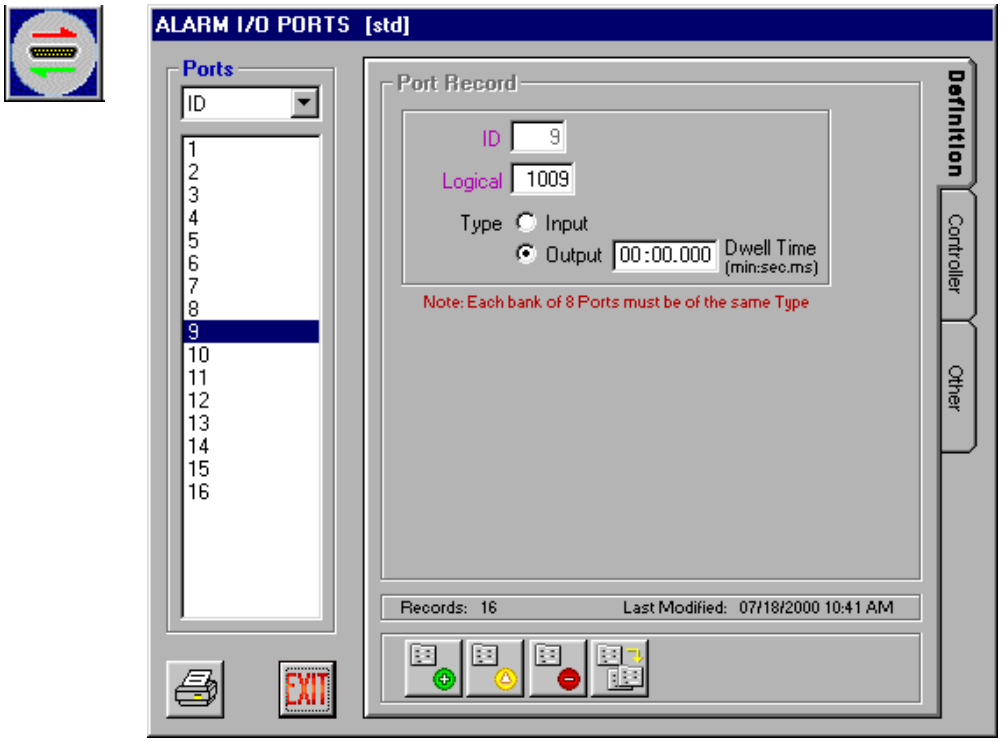
Alarm Input/Output

Alarm input and alarm output ports are used for alarm action purposes, and although each has a specific function, both are configured within this section. Each I/O card supplies 32 relay circuits in banks of 8. Because of this, 8 consecutive IDs must be configured with the same directional type - either input or output. For example, if ID 1 is configured as an input port, then IDs 2-8 must be input ports as well.

Then, port 9 through port 16 can be configured as output ports if desired. The port type option buttons will be grayed out until a group of 8 ports is configured.

Although the system controller operator must control the I/O ports by logical number, these ports are viewable within the Admin Console by both ID and logical port numbers.

DEFINITION



Add, Edit, Delete, or Replicate alarm I/O port records as needed using the four icons at the bottom of this window.

Alarm I/O PORTS – Definition

Field	Data
ID	Unique record ID assigned by the Admin Console as an I/O port is added, in order to identify one port to the system. The Admin Console automatically generates this number in consecutive order. Upon adding I/O ports, the system will automatically assign the next available number. Component ID and sequence ID numbers are used primarily in the permission tabs to identify one component or sequence from another in row and column style. Since logical and local numbers are not necessarily unique or consecutive, and the permission grids must be displayed as consecutive, unique numbers, the Admin Console generates these ID numbers. 1 to 1,024.
Logical	Assigned by an SCS administrator, enabling operators to address this port. An operator will select alarm I/O ports by logical number. 1 to 65,534.
Type	Click on either Input or Output. *Input Example:* Fire exit door opening. *Output Examples:* Unlock/lock a door. Alarm to firefighters. Call for police. Call for medical rescue. Each type must be configured in groups of 8.
Dwell Time	Time available for a momentary output. Up to 59:59.999 (min:sec.millisec) Dwell time will only be enabled for output type I/O circuits.

REPLICATE AN I/O PORT DEFINITION

1. **Highlight a configured port and click the Replicate Record button.**

A confirmation message will appear asking “Are you sure you want to REPLICATE this port?” and explaining the replication rules.

[1] Records will be generated according to ID.

[2] ID will be incremented to the next available value.

[3] Logical # will be incremented from a specified base value you assign.

[4] If a record already exists with a matching value for any of these unique fields, that Target assignment will be skipped

[5] All other record values will be identical to the Source record.

2. **Click Yes to continue or No to cancel.**

3. **Enter the amount of ports to create in the Target Size box.**
4. **Enter the beginning Base Value of the logical port number that you wish to begin incrementing from.**
5. **Click the green check mark to add the series of ports, or click the red X to cancel.**

After clicking the green check mark, a message will appear letting you know how many records were actually generated, indicating if any records were skipped. *See* note section page 45.

✸ **Warning: I/O ports existing within the specified range will not be overwritten.**

PERMISSIONS

Modify or copy I/O port permissions in the same manner described in the **Camera Permissions** section, beginning on page 52.

The **Controller** permission tab allows an administrator to permit or deny a system controller the ability to seize a specific I/O port. The Modes section of this tab is described on page 18.

The **Other** tab shows which Alarm ID numbers are using a particular Alarm I/O port.

Alarms

Alarms play an important role within an SCS. Alarms can automatically trigger up to ten actions, such as camera spots, tour sequences, or group sequence, in any combination. These actions allow the system to open or close a contact connected to an I/O port that will start a siren or possibly turn on a spotlight. They also can alert the operator on a monitor during a triggered alarm.

In order to configure alarms successfully, an administrator must first create the alarm targets, and then create records that will initiate the actions. Targets are defined as a group of monitors. The alarm actions are then linked to available alarm targets.

The following are rules to follow when configuring alarms:

- An alarm can invoke up to ten actions.
- A monitor can be a member of only one target.
- A target can contain several monitors exclusively.
- Many targets can be linked to each alarm.
- The same target can be assigned to more than one alarm.

Defining an alarm can be a cumbersome task. ID numbers identify each alarm, source, action type, and target. The following procedure will explain each step so that an alarm target can be defined, an alarm can be identified by the source, actions can be taken when the alarm is triggered, and a target can be defined and assigned to display the specified action.

ALARM TARGET

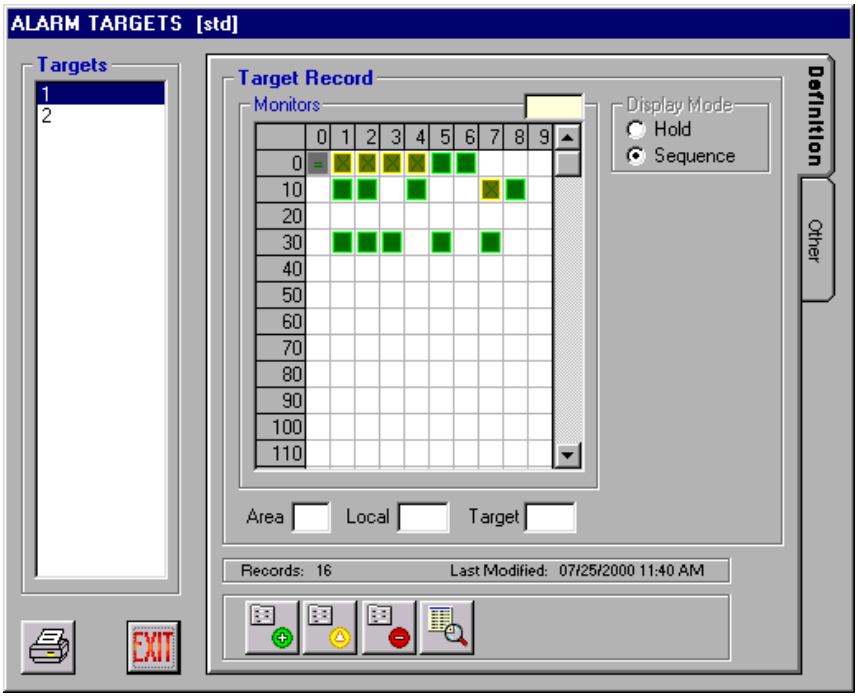
An alarm target is an ID number that defines a group of one or more monitors.

Alarm targets are assigned to alarms in order to link alarm actions to specific monitors. At least one alarm target must be created before you can create an alarm.

When an alarm is triggered, an action will occur. For example, causing a camera spot (configured in the alarm definition) to display on an array of monitors assigned to a specific target.

> ✸ **Warning: Be careful when assigning monitors across areas to the same target. This will be important when assigning a target that contains monitors in a different area than the Alarm Action Tour Sequence.**

1. **Click on the down arrow in the lower right corner of the Alarms icon on the main menu, and choose Target Setup.**
2. **Click the Add Record button to add a target record.**



3. Double click on each monitor ID that you wish to add to this target record.

As you double click on a monitor ID number's corresponding box, the representative box will turn green, indicating that it is now part of this record.

First row = monitor IDs 0-9, second row = monitor IDs 10-19, etc.

Besides choosing which monitors will be part of a specific target ID, you must also choose either Hold or Sequence from the Display Mode section of this window to define the display mode for the entire target record. "Hold" is chosen if you wish to have alarms display on only one monitor, with additional alarms in queue for that monitor. "Sequence" is chosen if you wish to have alarms display on a sequence of monitors.

4. Click the green check mark to add the series of monitors, or click the red X to cancel.

- **Tip: The permission grid is shown by monitor ID only.**

♦ **Note: A monitor can only be a member of one target. Therefore, when adding additional targets, monitors that are already assigned to a different target appear as yellow blocks. Green blocks indicate monitors assigned**

to the highlighted target ID. White blocks are either unassigned or undefined monitor IDs.

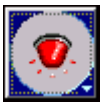
- **Note: In order to re-assign a monitor to a different target, you must first remove the specific monitor from its current target, thus making it available for re-assignment. You can determine what target ID is it currently assigned to by clicking on it and seeing the ID number that appears in the Target box under the grid.**

The "Other" tab shows the alarm(s) that the selected target is assigned to. Targets are assigned to alarms from the Target tab of the Alarms (Records) window as described below.

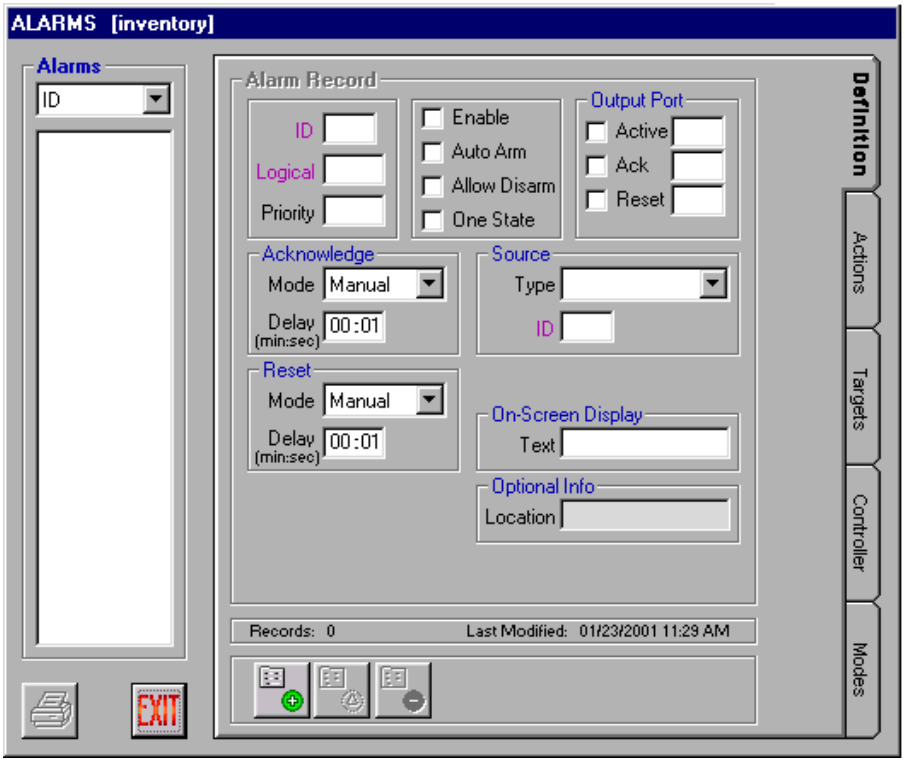
Use the Edit Record or Delete Record icons at the bottom of this window to edit or delete alarm target records as needed.

- **Note: Targets cannot be deleted if they are assigned. The assignment must be removed from the Alarms window prior to deleting it.**

ALARM DEFINITION



An alarm record is defined by either clicking on the Alarms icon from the main menu, or clicking on the down arrow in the lower right corner of the Alarms icon and choosing Records. An Alarm Target must be created before an alarm can be defined.



Add, edit, or delete alarm records as needed using the three icons at the bottom of this window.

Alarms – Definition	
Field	**Data**
ID	Unique record ID assigned by the Admin Console as an alarm is added, in order to identify one alarm to the system. The Admin Console automatically generates this number in consecutive order. Upon adding alarms, the system will automatically assign the next available number. Component ID and sequence ID numbers are used primarily in the permission tabs to identify one component or sequence from another in row and column style. Since logical and local numbers are not necessarily unique or consecutive, and the permission grids must be displayed as consecutive, unique numbers, the Admin Console generates these ID numbers. 1 to 1,024.
Logical	Unique number assigned by an SCS administrator. An operator will view alarms by this logical number.

Alarms – Definition

Field	Data
Priority	Level that determines an order of precedence between alarms. Alarm priorities work in conjunction with the operator priority and determine the order of precedence between alarms and operators. (Smaller number has higher priority)
Enable	Defines whether or not an alarm is enabled. Check the box to enable the specific alarm.
Auto Arm	If checked, the specified alarm will automatically re-arm itself after being acknowledged
Allow Disarm	If checked, operator will be allowed to disarm the specified alarm.
One State	If checked, the specified alarm, once triggered, will not be monitored for its return from the triggered state. This is useful when you are only concerned that the alarm was triggered, but do not need to know the duration of the triggered state. An alarm set for One State can be reset even if the alarm condition still exists. Without this option checked, if an alarm is triggered and you attempt to reset it, it will continuously trigger again until the triggered state has ended.
Output Port:	
Active	If checked, the indicated output port will be turned ON when this alarm is active. If not checked, the indicated output port will be turned OFF when the alarm is active. Enter an output port number to specify which port will be turned ON or OFF when the alarm is active. If no output port action is required when the alarm is active, uncheck and leave the output port number blank.
Ack	If checked, the indicated output port will be turned ON when this alarm is acknowledged. If not checked, the indicated output port will be turned OFF when the alarm is acknowledged. Enter an output port number to specify which port will be enabled when the alarm is acknowledged. If no output port action is required when the alarm is acknowledged, uncheck and leave the output port number blank.
Reset	If checked, the indicated output port will be turned ON when this alarm is reset. If not checked, the indicated output port will be turned OFF when the alarm is reset. Enter an output port number to specify which port will be enabled when the alarm is reset. If no output port action is required when the alarm is reset, uncheck and leave the output port number blank.
Source:	
Type	Identifies the source of the specified alarm, camera (motion detection), or I/O (external source connected to an alarm input card), RS232 (external source connected to an RS232 port), Vid Loss (any) (detects video loss from any port in the system), or Vid Loss (port) (detects video loss only from the single specified port).

Alarms – Definition	
Field	**Data**
ID	Uniquely identifies the chosen source that will trigger the specified alarm by its ID number. Camera = port number of camera connected to the controller card. I/O Port = port number of the Input port that the external source is connected. RS232 = port number of the external source that will be connected through the RS232 port. Vid Loss (port) = port number of the input port that will be detecting video loss. Note: When the source type is Vid Loss (any), this selection is unavailable since multiple ports on the system can serve as the source.
Acknowledge:	
Mode	Determines whether a user must manually respond to an alarm when triggered or if an automatic response is generated requiring no user intervention. Choose Manual, Auto, or Both.
Delay	Defines the delay in seconds when an alarm is in Auto Acknowledge mode before the alarm is automatically acknowledged. (min:sec) Up to 59:59
On-Screen Display	In the Text box enter the text that you want to appear on the screen when an alarm is triggered. This text will be displayed on all of the monitors that are part of the actions you select on the Actions tab.
Location	Practical name to help an administrator select an alarm by location. Alphanumeric. *Examples:* Main concourse, loading dock, boiler room.
Reset – Mode	Chooses the method by which the alarm will be reset. Manual, Auto, and Both are options.
Delay	Specify the amount of delay time prior to resetting the alarm using the mode selected.

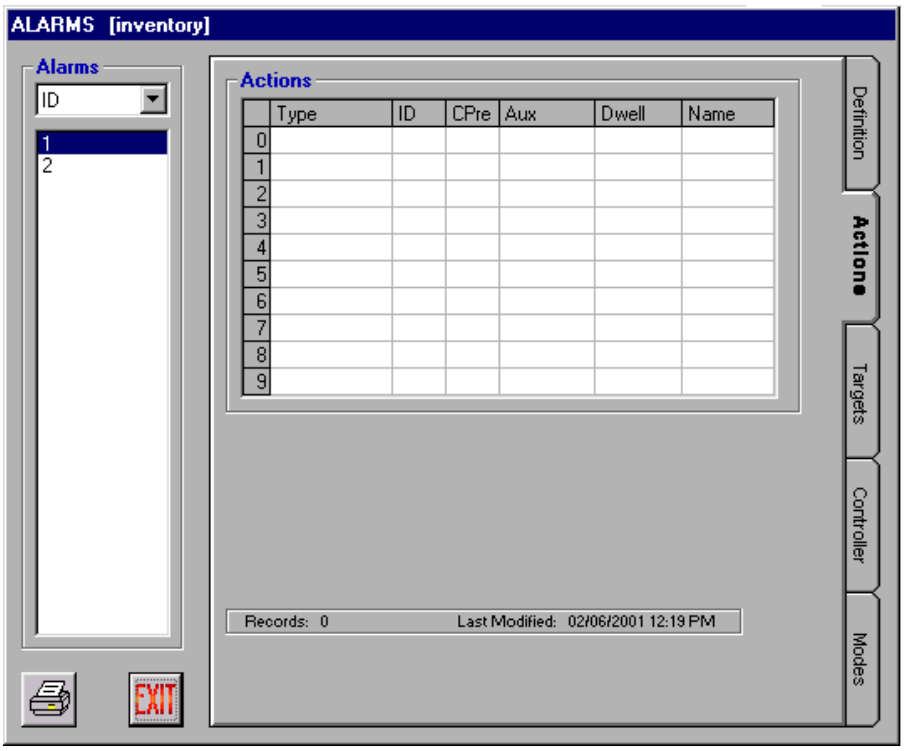
ALARM ACTIONS

The **Actions** tab allows an administrator to specify up to ten alarm actions for each alarm.

To add an action to the list, click anywhere on the next available empty row (or row 0 if this is the first entry), make your action selections, and then click:

 The green check mark to confirm the action, or

 the red “x” to cancel its entry.



To remove an existing action from an alarm, click on the line that contains the action you wish to remove, click in the delete check box and then the green check mark to confirm the removal of the selected action.

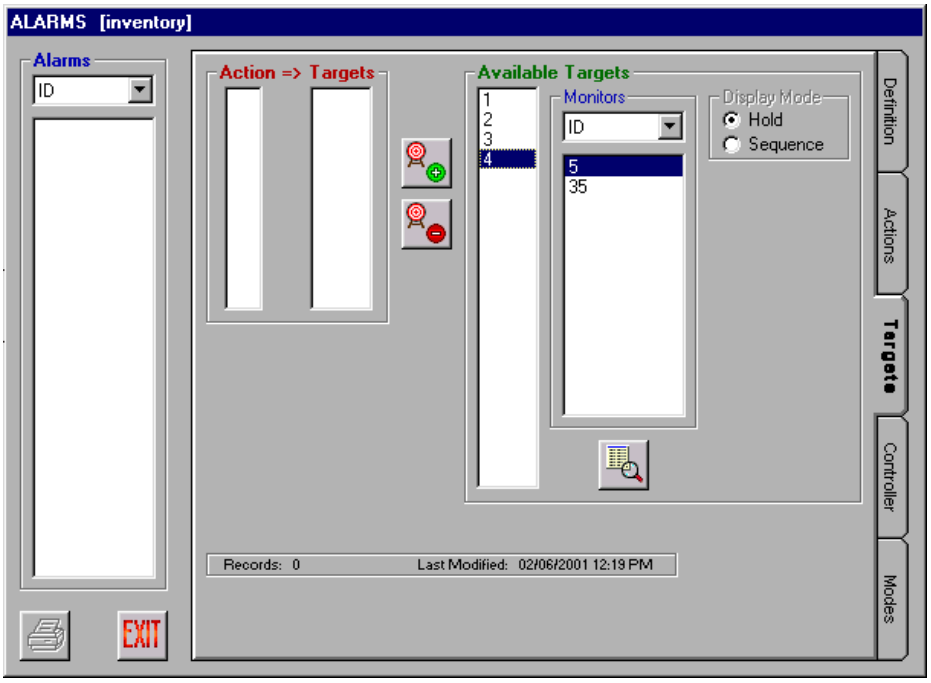
Alarms – Actions

Field	Data
Type	Choose the type of action to perform when the alarm is triggered. Click on the first blank box under this column, and select Cam Spot (camera spot), Tour Seq (tour sequence), Grp Seq (group sequence), or Text Only.
ID	Identifies the ID number of the camera, tour sequence, or group sequence depending on what was selected as the action type. Choose the ID number off of the list that appears at the right of the Alarms window when on this tab.
CPre	CPreset. Number identifying a preset position of the camera specified. 0 to 64. This setting is only available and necessary when Cam Spot is the selected action type.
Aux	Choose if an auxiliary function will take place. An auxiliary function would require additional hardware at the chosen camera – such as a switch. If unavailable or not desired, choose None. If available and desired, choose Aux1, Aux2, or Both as the function to perform during that action. This setting is only available and necessary when Cam Spot is the selected action type.
Dwell	Amount of time that a monitor maintains a view. Up to 59:59 (hr:min)
Name	Practical name given to an action, or in the case of the action type of Text Only, specifies the text that will be displayed.

ASSIGN AN AVAILABLE TARGET

The **Target** tab from the Alarms window allows an administrator to assign an existing target ID to a specific alarm. The existing target IDs appear under the Available section of this window.

The Monitors section of this window shows the administrator which monitors are part of the highlighted target ID; and the display mode section shows the mode for the target. Monitors can also be viewed by area\local number.



1. **Highlight the available target ID you wish to assign to the selected action for the selected alarm.**

2. **Click the Assign Target icon to assign the selected target to the selected action for the selected alarm.**

3. **Click EXIT when finished assigning targets to actions associated with alarms.**

- **Note: More than one alarm target can be assigned to each action. A target can be assigned to more than one**

action. More than one alarm ID can contain the same alarm targets in its actions.

REMOVE AN ASSIGNED TARGET

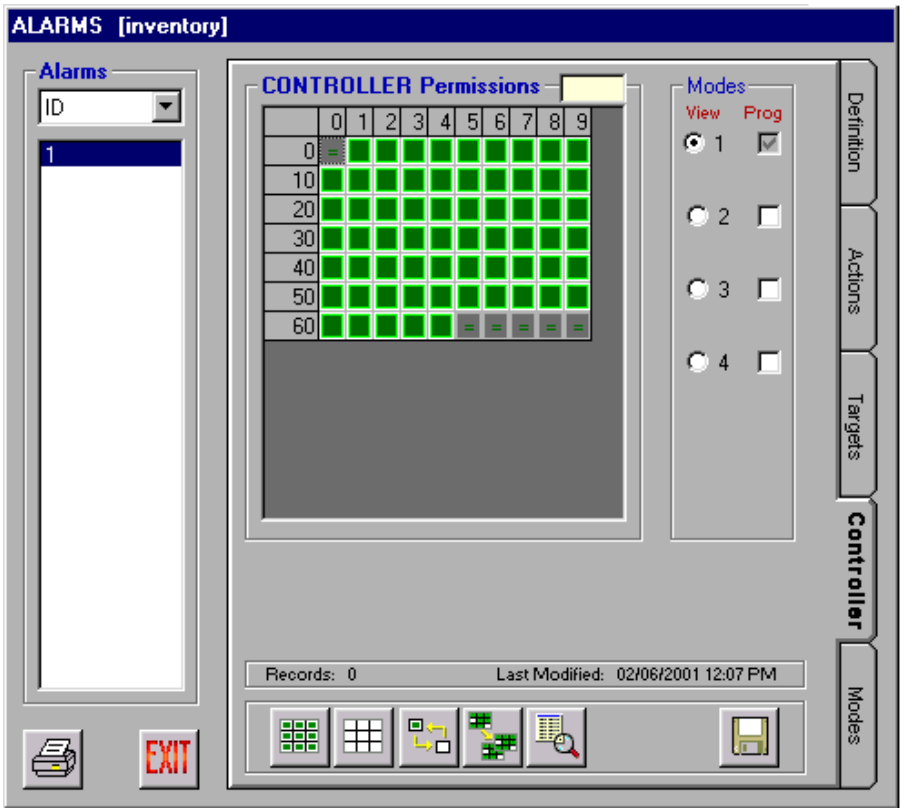
From the Target tab of the Alarms window:

1. **Highlight the alarm you wish to remove a target from.**
2. **Highlight the assigned target you wish to remove.**
3. **Click the Remove Assigned Target button.**
4. **Click EXIT to exit.**

ALARM PERMISSIONS

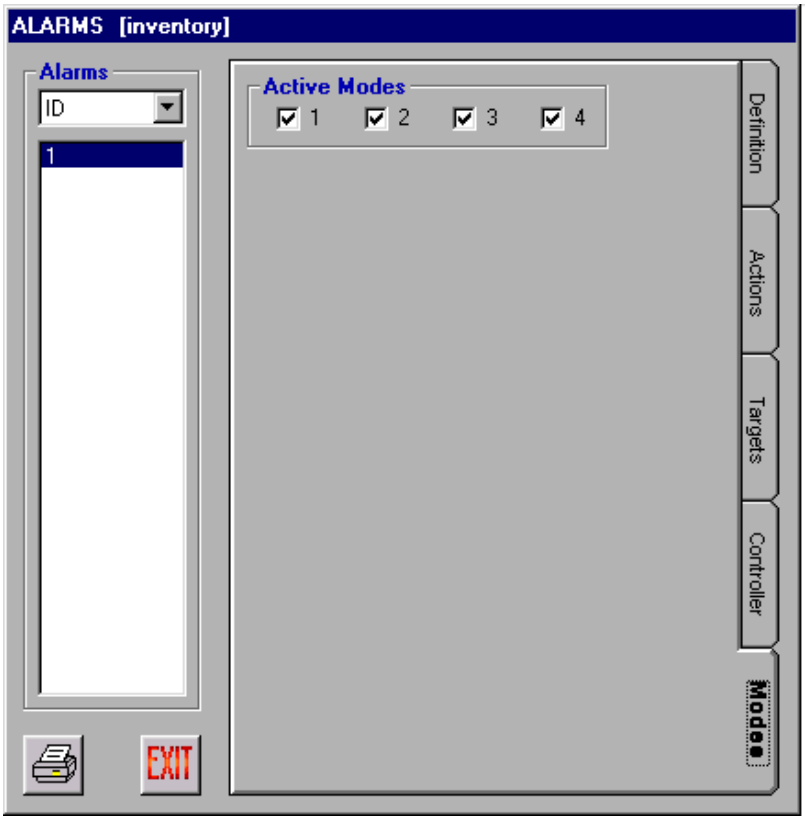
Modify or copy alarm permissions in the same manner described in the Cameras **Permissions** section, beginning on page 52.

The **Controller** permission tab allows an administrator to permit or deny a controller the ability to seize a specific alarm. The Modes section of this tab is described on page 18.



The **Modes** tab on the Alarms window allows an administrator to determine what modes are active for an alarm. By default, all four modes

are active, even if all four have not yet been defined. This tab will be grayed out and inaccessible unless Scheduled Modes have been selected. *See* page 18 for full details on modes.



Operators

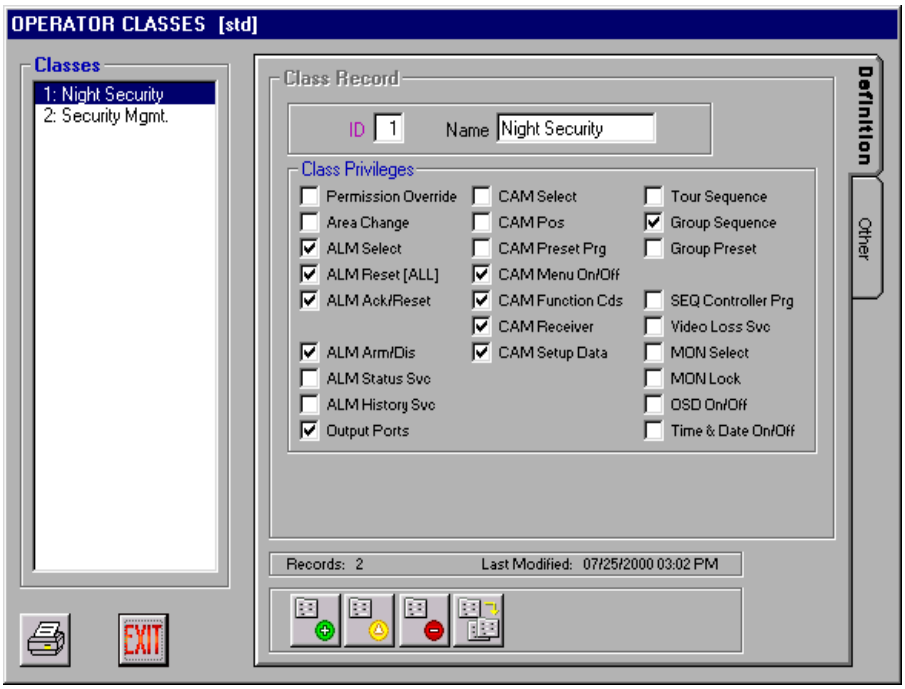
CLASS SETUP

An operator is one who accesses the system via a system controller, selects resources, and controls selected system resources, such as cameras, monitors, sequences, etc.

Before an operator can be defined, an operator class needs to be created.

An operator class defines which functions an operator or groups of operators have privileges to perform.

1. **Click on the down arrow in the lower right corner of the Operators icon on the main menu, and choose Class Setup.**



2. **Enter an ID number and descriptive name for the class record you are creating.**
3. **Choose the privileges to grant the class by checking the boxes to the left of the desire privileges.**
4. **Click the green check mark to add the class of operators, or click the red X to cancel.**

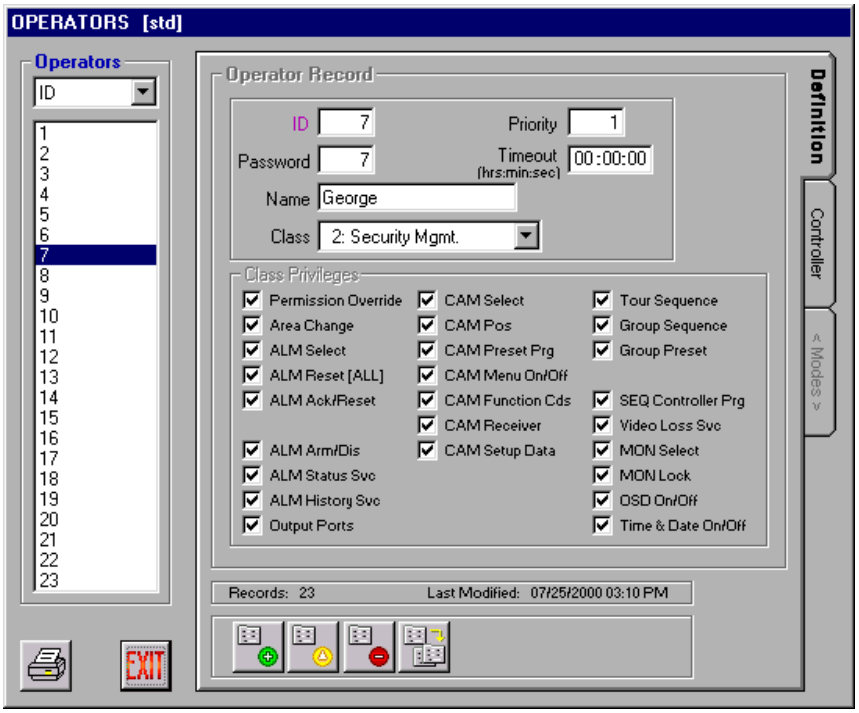
You can add, edit, delete, or replicate class IDs as needed using the four icons at the bottom of this window.

The “Other” tab of the Operator Classes window can be used to view a list of the operators that are assigned to the class selected.

DEFINITION

Once a class has been created, you can then access the Operators menu to specify your system’s operators, their priorities, and their permission to access system controllers.

Enter the Operators menu by either clicking on the Operators icon from the main menu, or clicking on the down arrow in the lower right corner of the Operators icon and choosing Records.



Add, edit, delete, or replicate operators, as needed, using the four icons at the bottom of this window.

♦ **Note: The maximum number of operators that can be defined for the system is 512**

OPERATORS

Field	Data
Operator ID	Operator logon identification. This ID is different from all other component IDs. An administrator assigns it. It is **not** assigned automatically as is the case with other components. This number does not need to be sequential. This will be used as the log-on ID assigned to each operator. 1 to 65,534.
Password	Operator password. After the operator has entered the logon ID to a system controller, this numeric password must be entered to complete the logon process. 1 to 99,999.
Name	Operator's name, in any format. Alphanumeric, 20 characters.
Class	Choose the class this operator is to be added to from the classes available on the drop-down menu.
Priority	Sets precedence among operators. Alarm priority has precedence over the operator priority. Operator priority has precedence over the system controller priority. The operator with the lower number priority takes over the part of the system being addressed. If more than one user with the same priority is operating at the same time, access is given according to the lowest controller priority number. If both priorities are the same, access is given and held for the latest call to a function, in other words, on a last-come first-served basis. 0 to 65,534.
Timeout	Number of seconds that must elapse after the user stops entering keystrokes before the system logs the operator off of this controller. Up to 11:59:59 (hr:min:sec). The operator timeout works in conjunction with the controller timeout. The system will use the lowest timeout value of the two. Entering a "0" into this field will cause the timer to never expire regardless of the controller timeout value.

Class privileges granted for the selected class also appear on Definition tab of this window, but cannot be changed. This section is for the administrator's reference. Changes to class privileges must be done through the Operator Classes window. *See* page 72 for details.

REPLICATE AN OPERATOR DEFINITION

1. **Highlight a configured operator ID and click the Replicate Record button.**

A confirmation message will appear asking “Are you sure you want to REPLICATE this Operator?” and explaining the replication rules.

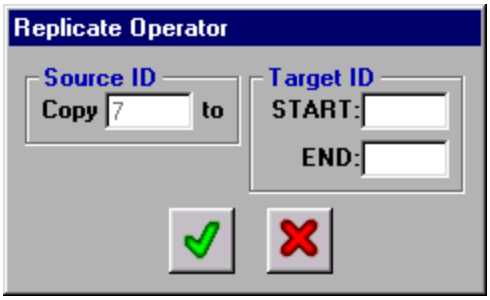
[1] Records will be generated according to ID.

[2] ID numbers will incremented to the next available value.

[3] If a record already exists with a matching value for any of these unique fields, that Target assignment will be skipped.

[4] All other record values will be identical to the Source record.

2. **Click Yes to continue or No to cancel.**



The copy source is the highlighted operator ID from which the subsequent operators will be copied.

3. **Enter the Target range of operator ID numbers, with the beginning number in the START box, and the ending number in the END box.**

4. **Click the green check mark to add the series of operators, or click the red X to cancel.**

After clicking the green check mark, a message will appear letting you know how many records were actually generated, indicating if any records were skipped. *See* note section of page 45.

For example, “6 records out of 6 were generated successfully”, or “8

✸ **Warning: Operator IDs existing within the specified range will not be overwritten.**

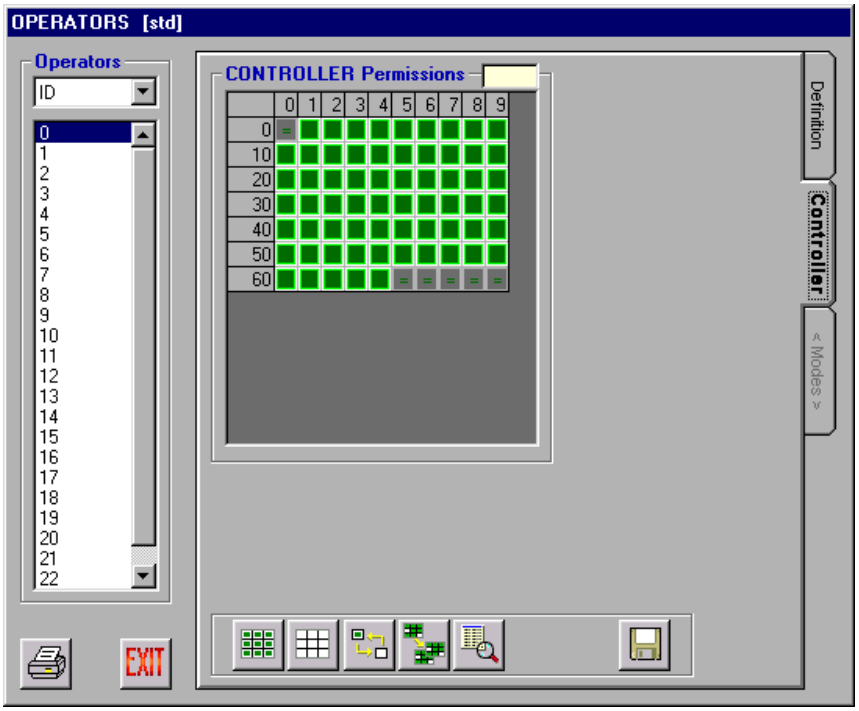
records out of 10 were generated successfully."

- **Note: The maximum number of operators that can be defined for the system is 512.**

PERMISSIONS

Modify or copy operator permissions in the same manner described in the **Cameras** **Permissions** section, beginning on page 52.

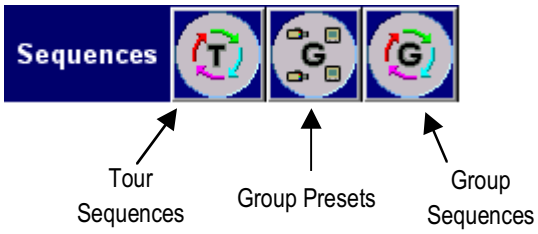
The **Controller** permission tab allows an administrator to permit or deny an operator the ability to login to a specific controller.



As with the Alarms window tabs, the Modes tab of the Operators window will be accessible only if Scheduled Modes have been selected. The Modes tab on the Operators window allows an administrator to determine what modes are active for an operator. By default, all four modes are active, even if all four have not yet been defined. This tab will be grayed out and inaccessible (as seen above) unless Scheduled Modes have been selected. *See* page 18 for full details on modes.

SEQUENCES

A sequence is a pre-determined series of views on one or several monitors, with pre-configured dwell times between views.



Three different kinds of automated sequences are available so that frequently used combinations of monitors and cameras can be displayed automatically; tour sequences, group presets, and group sequences.

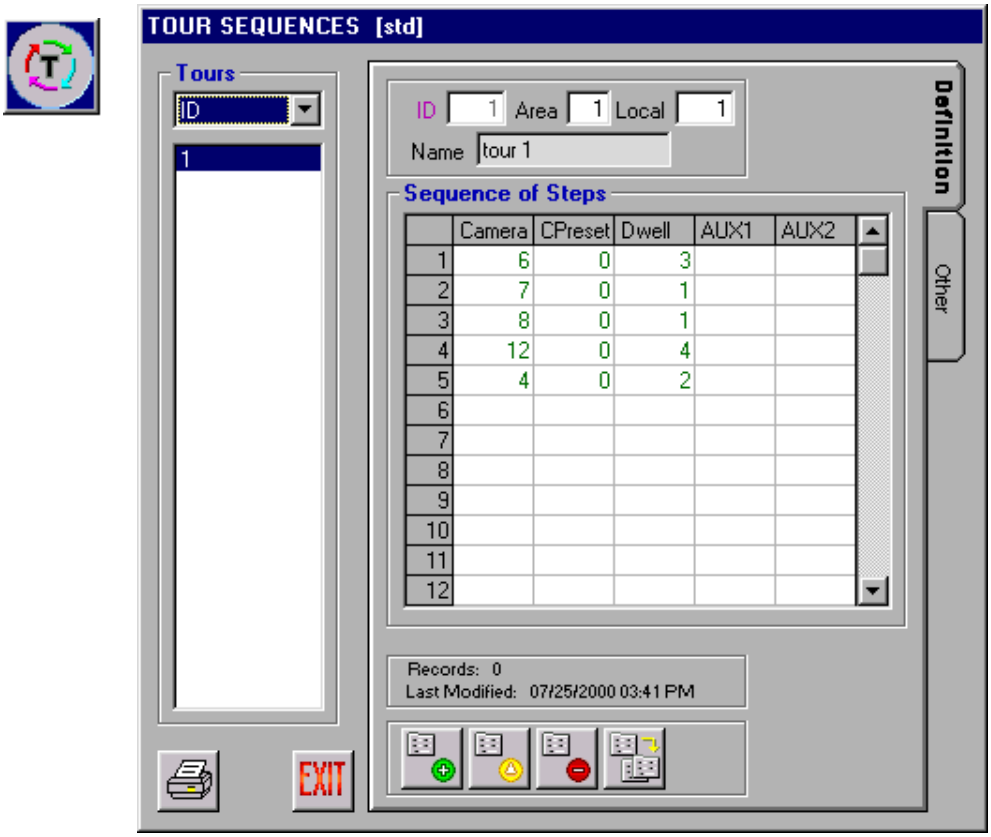
Tour Sequences

A tour sequence is an automated sequence of steps that can be run on any monitor by first activating the monitor, and then initiating the sequence. Each step in a tour consists of a specific camera aimed at a preset position, and a dwell time of a certain length of time.

The values entered in this window determine the sequence in which cameras are viewed by a single monitor when a tour is invoked.

Although an operator will call sequences or presets by local number within a specific area, an administrator can view these tours by ID or area\local numbers within the Admin Console.

DEFINITION

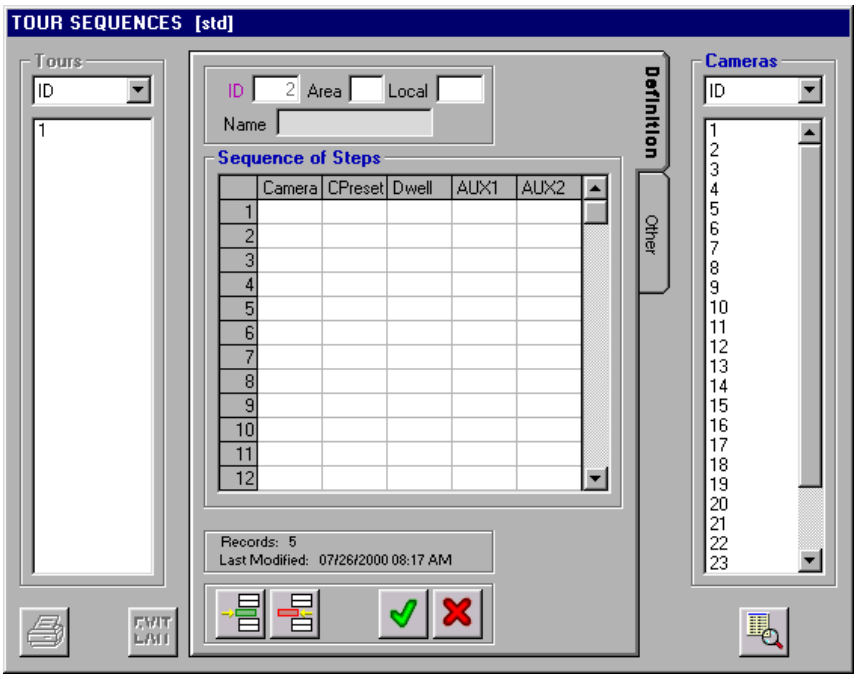


An administrator would enter the tour sequence window by clicking on the Tour Sequences button from the main menu.

TOUR SEQUENCES- Definition	
Field	**Data**
ID	Unique record ID assigned by the Admin Console as a tour sequence is added, in order to identify one programmed tour sequence to the system. The Admin Console automatically generates this number in consecutive order. Upon adding tours, the system will automatically assign the next available number. Component ID and sequence ID numbers are used primarily in the permission tabs to identify one component or sequence from another in row and column style. Since logical and local numbers are not necessarily unique or consecutive, and the permission grids must be displayed as consecutive, unique numbers, the Admin Console generates these ID numbers. 1 to 256.
Area	Unique number identifying a Monitor Surveillance Area (MSA) comprised of an array of monitors and one or more keyboard controllers.1 to 128. Click the Area button on the main window to view all components defined in a specific area. Inserting a "0" indicates area 0. This will disable the Area field in the OSD on the monitor. It is recommended that the use of areas be restricted to values of 1 to 128. Only use area "0" when no areas are needed within the entire system.
Local	Unique number within a monitor surveillance area, assigned by the system administrator. 1 to 9,999.
Name	Practical name that is easy for an administrator to remember, in order to reference a certain tour sequence. Alphanumeric, 16 characters.
Camera	ID number for a camera, previously configured, to be displayed in a step when a tour sequence is invoked. 1 to 8,192.
CPreset	Number identifying a preset position of the camera specified. 0 to 64.
Dwell	Amount of time that a monitor maintains a view. Up to 86,399 seconds (23 hours, 59 minutes, 59 seconds).
AUX1 & AUX2	Used to determine if an auxiliary function will take place during a sequence. An auxiliary function would require additional hardware at the chosen camera – such as a switch. If unavailable, leave both fields blank (for none or no function desired). If available and desired, choose On, Off, or On/Off as the function to perform during that step.

1. **To add a tour sequence, click the green Add Tour button**

The following panel will appear.



2. Fill in an area and local number.

The Admin Console will automatically assign the next available ID. Give the tour a descriptive name.

> ✷ **Warning:** **Be aware that changing the area may affect other configured components such as alarm target assignments.**

3. Add a camera in the Sequence of Steps.

Double click on a camera ID in the list on the right. It will automatically insert that camera number in step one. Double clicking on another camera ID will automatically insert that camera number into step 2, and so on.

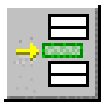
4. Type a preset number associated with a specific camera in the CPreset column.

Enter a "0" to indicate no preset associated with that camera.

> • **Tip: To enter the same value in several steps, highlight desired cells using the click and drag method. Type in a value and**

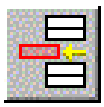
press the enter key. All highlighted cells will be filled with the typed value.

5. Type a dwell time in seconds for each step.
6. Double click on AUX1 or AUX2 to change its setting from none (blank), to On, Off, or On/Off as desired, and if available.



7. To add a step in the middle of a sequence, highlight a step and click the Insert Step button.

A blank row will appear before the highlighted step.



8. To delete a step, highlight a step and click the Delete Step button.

The entire row will be deleted.

9. After adding all desired steps, click the green check mark to continue, or the red X to cancel.
10. Add, edit, delete, or replicate monitor tour sequences as needed.

REPLICATE TOUR SEQUENCE DEFINITION

Highlight a configured Tour Sequence ID and click the Replicate Tour button.

A confirmation message will appear asking “Are you sure you want to REPLICATE this Tour within this Area?” and explaining the replication rules.

[1] Records will be generated according to ID.

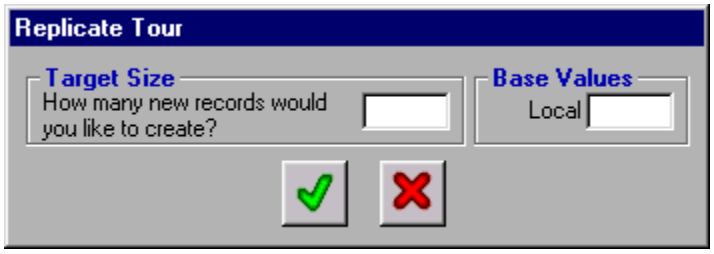
[2] ID will be incremented to the next available value.

[3] Local # will be incremented from a specified base value you assign.

[4] If a record already exists with a matching value for any of these unique fields, that Target assignment will be skipped.

[5] All other record values will be identical to the Source record.

Click Yes to continue or No to cancel.



The copy source is the highlighted tour sequence ID from where the subsequent tours will be copied.

Enter the amount of tours to create in the Target Size box.

Enter the starting local ID number to begin incrementing from in the Base Values box.

Click the green check mark to add the series of tours, or click the red X to cancel.

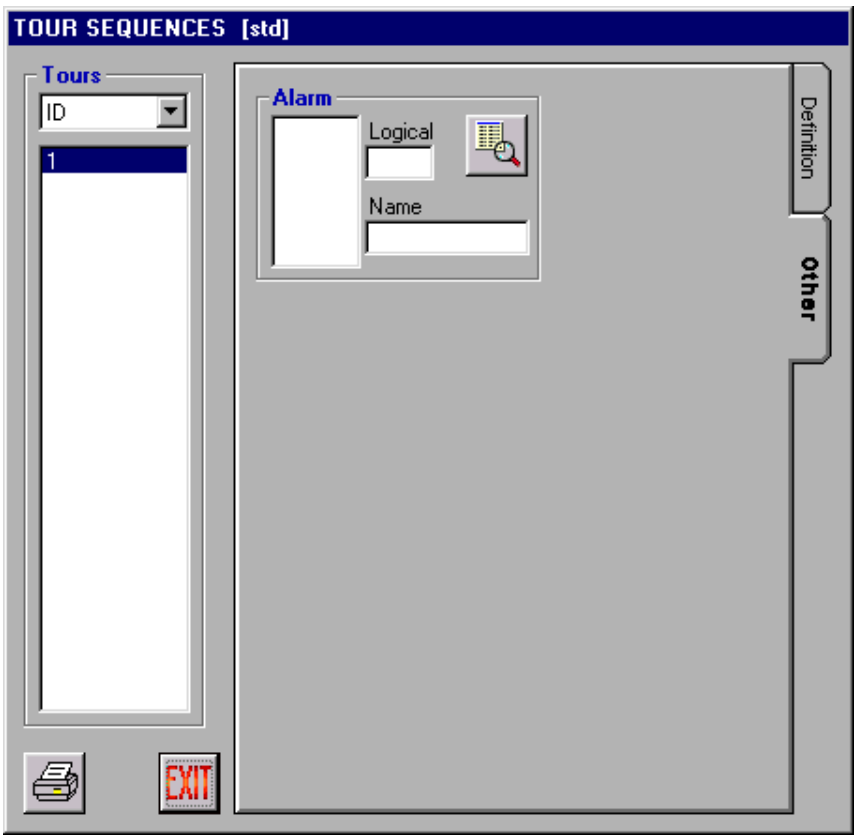
After clicking the green check mark, a message will appear letting you know how many records were actually generated, indicating if any records were skipped. *See* note section of page 45.

For example; “6 records our of 6 were generated successfully” or “8 records out of 10 were generated successfully.”

✱ **Warning: Tour Sequences existing within the specified range will not be overwritten.**

To modify the replicated Tour Sequences, use the Edit Tour button.

The “Other” tab on the Tour Sequences window shows the Alarms that the selected Tour Sequence ID is associated with.

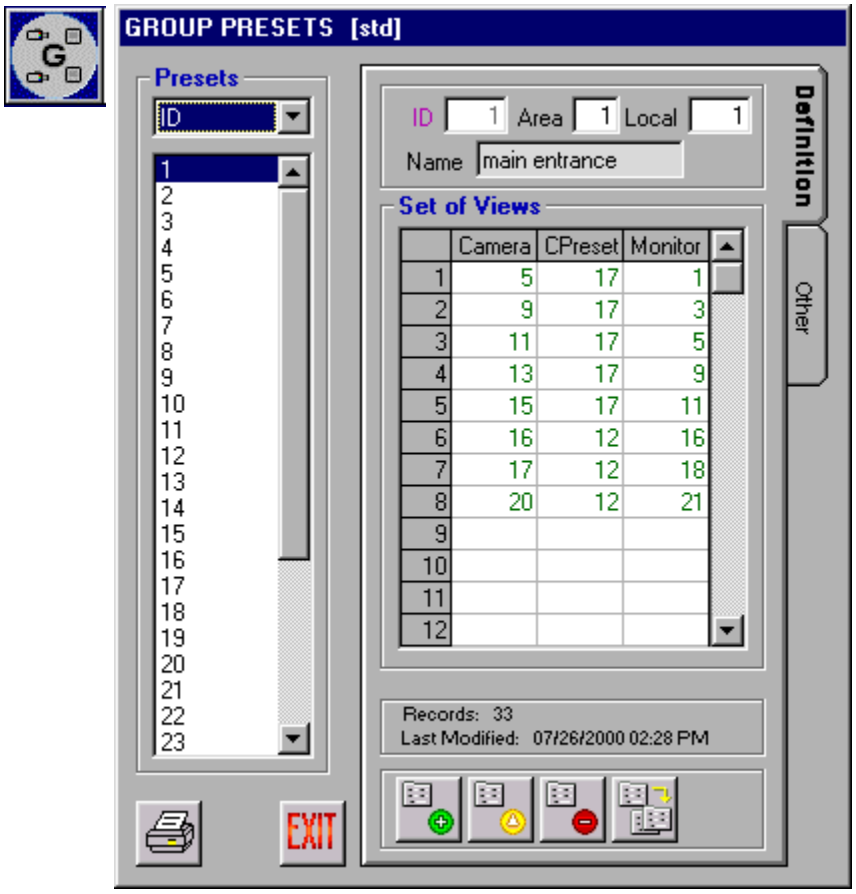


Group Presets

A Group Preset carries its own ID, and is created from the Admin Console to include a list of camera-monitor connections. An operator selecting a Group Preset is able to display a preset series of camera views over several monitors at one time. Each camera-monitor connection must also include a camera-preset position.

Group Presets must be carefully planned, keeping in mind that they may be used as elements of Group Sequences. With a focus on camera-monitor permissions, configure several Group Presets using the same sets of monitors to enable the Group Sequences to run smoothly.

DEFINITION

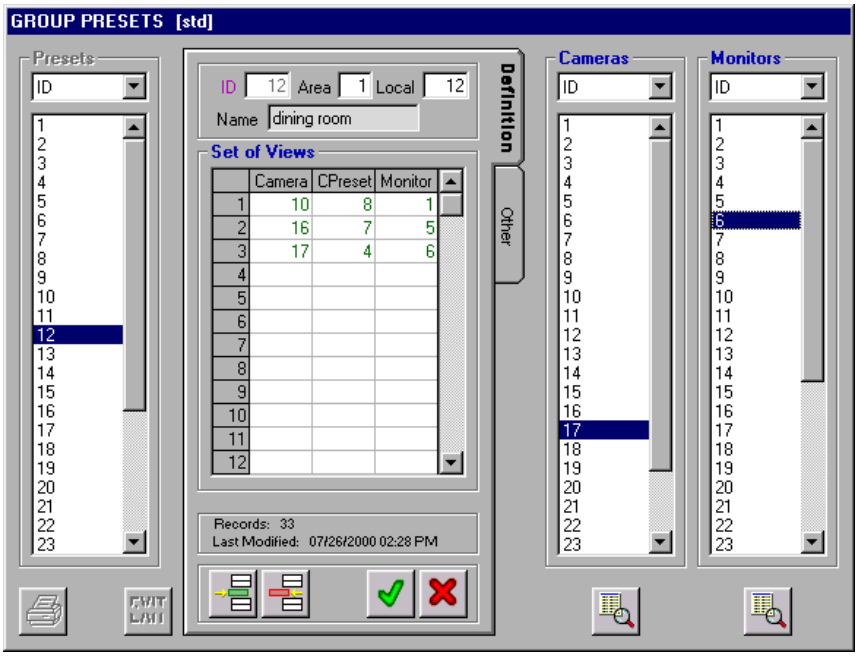


Add, edit, delete, and replicate Group Presets, as necessary, using the four buttons at the bottom of this window.

GROUP PRESETS – Definition	
Field	**Data**
ID	Unique record number identifying a single Group Preset assembling several camera-monitor pairs that an operator can view at one time. The Admin Console assigns this ID as a Group Preset is added. The Admin Console automatically generates this number in consecutive order. Upon adding Group Presets, the system will automatically assign the next available number. Component ID and sequence ID numbers are used primarily in the permission tabs to identify one component or sequence from another in row and column style. Since logical and local numbers are not necessarily unique or consecutive, and the permission grids must be displayed as consecutive, unique numbers, the Admin Console generates these ID numbers. 1 to 256.
Area	Unique number identifying a Monitor Surveillance Area (MSA) comprised of an array of monitors and one or more keyboard controllers. 1 to 128. Click the Area button on the main window to view all components defined in a specific area. Inserting a "0" indicates area 0. This will disable the Area field in the OSD on the monitor. It is recommended that the use of areas be restricted to values of 1 to 128. Only use area "0" when no areas are needed within the entire system.
Local	Unique number assigned by an SCS administrator, enabling operators to address this particular monitor within an area. 1 to 9,999.
Name	Practical name to help an operator identify a Group Preset. *Examples:* FireX by flr. CashReg by flr. Alphanumeric, 16 characters.
Set of Views	Specify a set of camera (with preset position) and monitor pairs that will take place in a single shot.
Camera	ID number for a camera, previously configured, to be displayed in a step when a monitor tour is invoked. 1 to 8,192.
CPreset	Number identifying a preset position of the camera specified. 0 to 64.
Monitor	ID number for the monitor that will display the specified camera preset position. 1 to 1,024.

1. **To add a group preset, click the green Add Preset button.**

The following panel will appear.



2. **Fill in the area and local number.**

The Admin Console will automatically assign the next available ID.

Give the group preset a descriptive name.

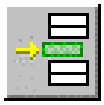
3. **Add camera to monitor pairs to the Set of View section by clicking on the ID numbers for each as needed.**

Double click on a camera and a monitor from the lists on the right. It will automatically insert that camera and monitor ID in step one. Double clicking on another camera and monitor will automatically insert that camera and monitor ID into step 2, and so on.

4. **Type a preset number associated with a specific camera in the CPreset column.**

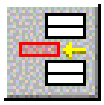
Enter a "0" to indicate no preset associated with that camera.

- **Tip: To enter the same value in several steps, highlight desired cells using the click and drag method. Type in a value and press the enter key. All highlighted cells will be filled with the typed value.**



5. **To add a step in the middle of a sequence, highlight a step and click the Insert View button.**

A blank row will appear before the highlighted step.



6. **To delete a step, highlight a step and click the Delete View button.**

The entire row will be deleted.

7. **After adding all desired steps, click the green check mark to continue, or the red X to cancel.**
8. **Add, edit, delete, or replicate group presets as needed.**

- **When changing the area of an existing Group Preset, notice that all of the pre-configured monitors are deleted. This prevents an administrator from inadvertently having monitors of different areas in a single group preset.**

REPLICATE A GROUP PRESET DEFINITION

1. **Highlight a configured Group Preset ID and click the Replicate Preset button.**

A confirmation message will appear asking “Are you sure you want to REPLICATE this Preset within this Area?” and explaining the replication rules.

[1] Records will be generated according to ID.

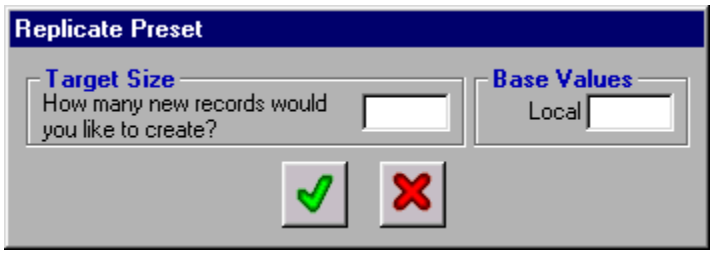
[2] ID will be incremented to the next available value.

[3] Local # will be incremented from a specified base value you assign.

[4] If a record already exists with a matching value for any of these unique fields, that Target assignment will be skipped.

[5] All other record values will be identical to the Source record.

2. **Click Yes to continue or No to cancel.**



The copy source is the highlighted Group Preset ID from where the subsequent Group Presets will be copied.

3. **Enter the amount of Group Presets to create in the Target Size box.**
4. **Enter the starting base value for the logical ID number to begin incrementing from in the Base Values box.**
5. **Click the green check mark to add the series of group presets, or click the red X to cancel.**

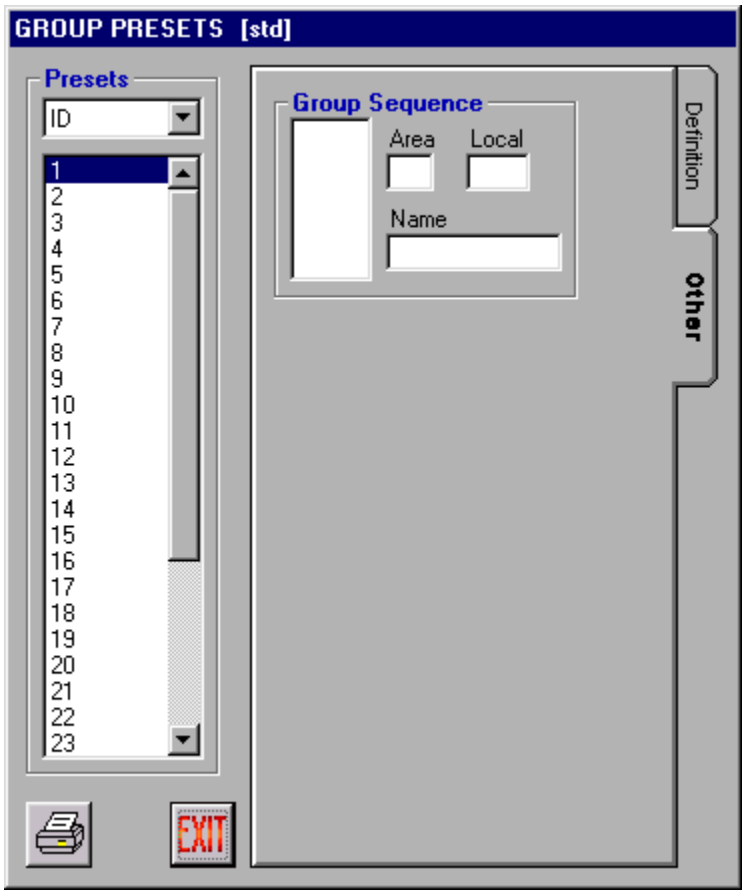
After clicking the green check mark, a message will appear letting you know how many records were actually generated, indicating if any records were skipped. *See* note section of page 45.

For example; “6 records our of 6 were generated successfully” or “8 records out of 10 were generated successfully.”

✸ **Warning: Group Presets existing within the specified range will not be overwritten.**

6. **To modify the replicated Group Presets, use the Edit Preset button.**

The “Other” tab on the Group Presets window displays the Group Sequences associated with the selected Group Preset ID.

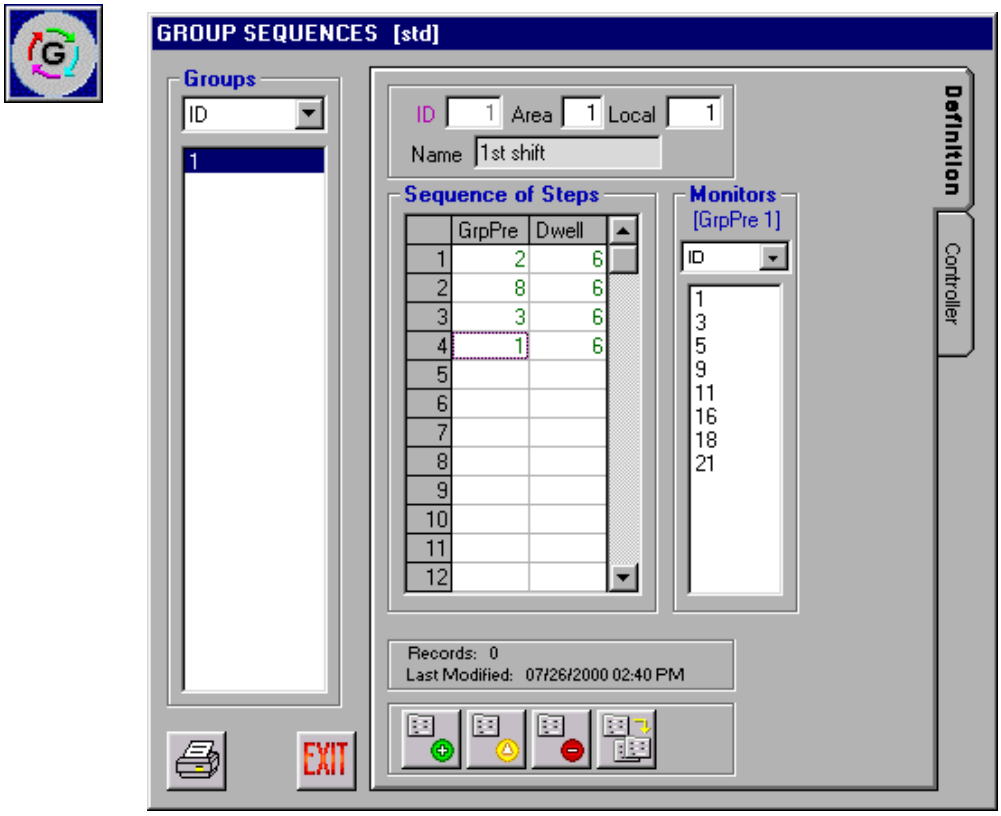


Group Sequences

Programmed in the Admin Console, a Group Sequence combines several group presets, separated by specific periods called dwells.

Although an operator will call tour sequences or presets by local number within a specific area, an administrator can view these sequences by ID and area\local numbers within the Admin Console.

DEFINITION

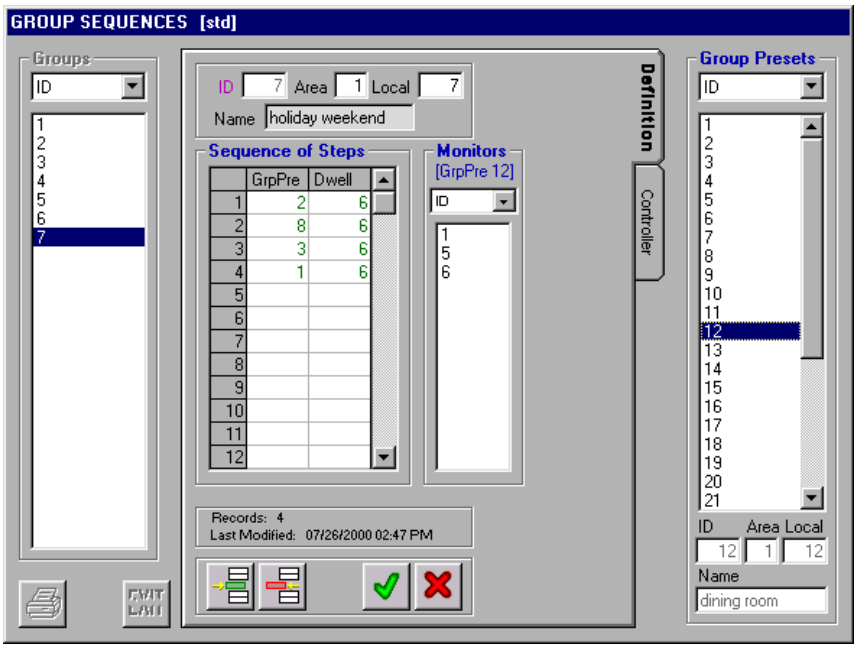


Add, edit, delete, or replicate group sequences, as necessary, using the four buttons at the bottom of this window.

GROUP SEQUENCES – Definition	
Field	**Data**
ID	Unique record ID assigned by the Admin Console as a group sequence is added, in order to identify one programmed group of several group presets to the system. The Admin Console automatically generates this number in consecutive order. Upon adding group sequences, the system will automatically assign the next available number. Component ID and sequence ID numbers are used primarily in the permission tabs to identify one component or sequence from another in row and column style. Since logical and local numbers are not necessarily unique or consecutive, and the permission grids must be displayed as consecutive, unique numbers, the Admin Console generates these ID numbers. 1 to 256.
Area	Unique number identifying a Monitor Surveillance Area (MSA) comprised of an array of monitors and one or more system controllers. 1 to 128 Click the Area button on the main window to view all components defined in a specific area. Inserting a "0" indicates area 0. This will disable the Area field in the OSD on the monitor. It is recommended that use of areas be restricted to values of 1 to 128. Only use area "0" when no areas are needed within the entire system.
Local	Unique numeric identifier for a single group sequence within one area. 1 to 9,999.
Name	Practical name to help an operator identify a group sequence. *Examples:* FireX all flrs, CashRs, all flrs. Alphanumeric, 16 characters.
Sequence of Steps	Specify a single group sequence by entering a list of Group Presets (GrpPre) with Dwell values. 1 to 128 steps
GrpPre	Table of group preset numbers (which are made up of a series of camera-monitor ID connections and camera preset positions). 1 to 1,024.
Dwell	Table of dwell time intervals in seconds, to be applied each of the group presets. Up to 86,399 seconds (23 hours, 59 minutes, 59 seconds).
Monitors	Displays a list of the monitor IDs associated with the selected group preset.

1. **To add a Group Sequence, click the green Add Tour button.**

The following panel will appear.



2. **Fill in the area and local number.**

Give the sequence a descriptive name.

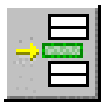
3. **Add group preset numbers and dwell times in the Sequence of Steps section.**

Double click on a group preset from the list on the right. It will automatically insert that group preset ID in step one. Double clicking on another group preset will automatically insert that group preset ID into step 2, and so on.

> ♦ **Note: Make sure that the same sets of monitors are used for each Group Preset in order to ensure that the Group Sequence will run smoothly.**

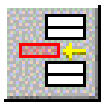
4. **Type a dwell time in seconds for a specific group preset.**

- **Tip: To enter the same value in several steps, highlight desired cells using the click and drag method. Type in a value and press the enter key. All highlighted cells will be filled with the typed value.**



5. **To add a step in the middle of a sequence, highlight a step and click the Insert Step button.**

A blank row will appear before the highlighted step.



6. **To delete a step, highlight a step and click the Delete Step button.**

The entire row will be deleted.

7. **After adding all desired steps, click the green check mark to continue, or the red X to cancel.**
8. **Add, edit, or delete group sequences as needed.**

REPLICATE A GROUP SEQUENCE DEFINITION

1. **Highlight a configured Group Sequence ID and click the Replicate Tour button.**

A confirmation message will appear asking “Are you sure you want to REPLICATE this Group within this Area?” and explaining the replication rules.

[1] Records will be generated according to ID.

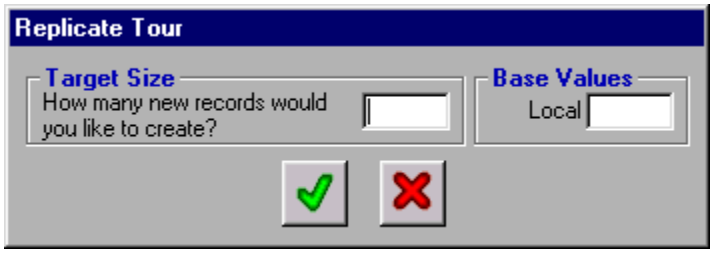
[2] ID numbers will incremented through a specified target range value you provide.

[3] Local # will be incremented from a specified base value you assign.

[4] If a record already exists with a matching value for any of these unique fields, that Target assignment will be skipped.

[5] All other record values will be identical to the Source record.

2. **Click Yes to continue or No to cancel.**



The copy source is the highlighted Group Sequence ID from where the subsequent group sequences will be copied.

3. **Enter the amount of groups to create in the Target Size box.**
4. **Enter the beginning base value for the local ID number that you wish to start incrementing from in the Base Values box.**
5. **Click the green check mark to add the series of Group Sequences, or click the red X to cancel.**

After clicking the green check mark, a message will appear letting you know how many records were actually generated, indicating if any

> ✸ **Warning: Group Sequences existing within the specified range will not be overwritten.**

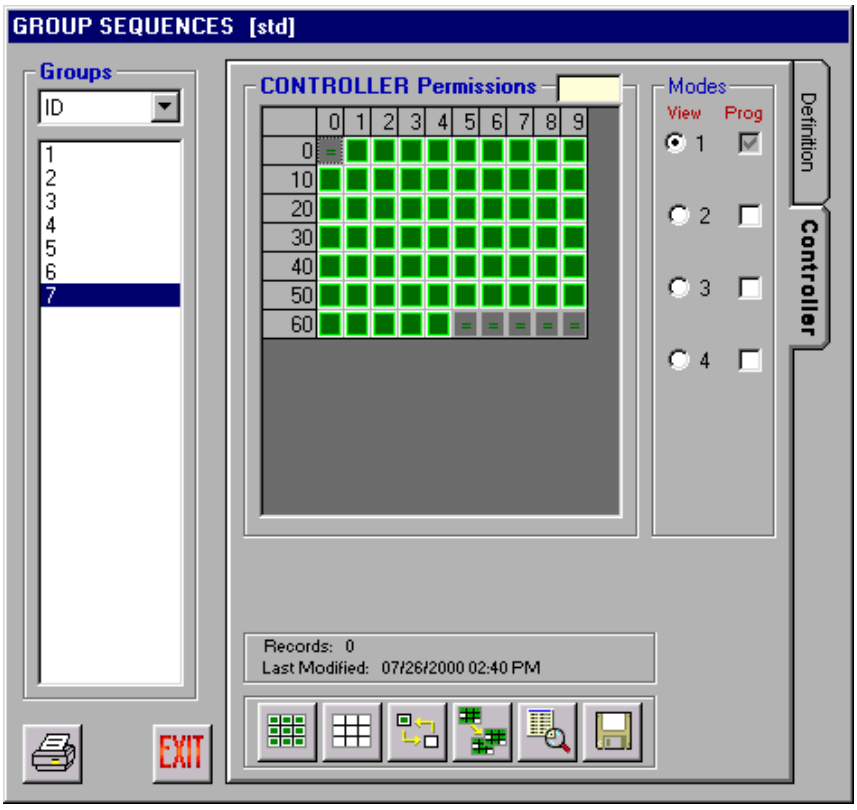
records were skipped. *See* note section of page 45.

6. **Use the Edit Tour button to modify replicated records.**

PERMISSIONS

Modify or copy controller permissions in the same manner described in the **Cameras Permissions** section, beginning on page 52.

The **Controller** permission tab allows an administrator to permit or deny a group sequence the ability to access a specific controller. The Modes section of this tab is described on page 18.

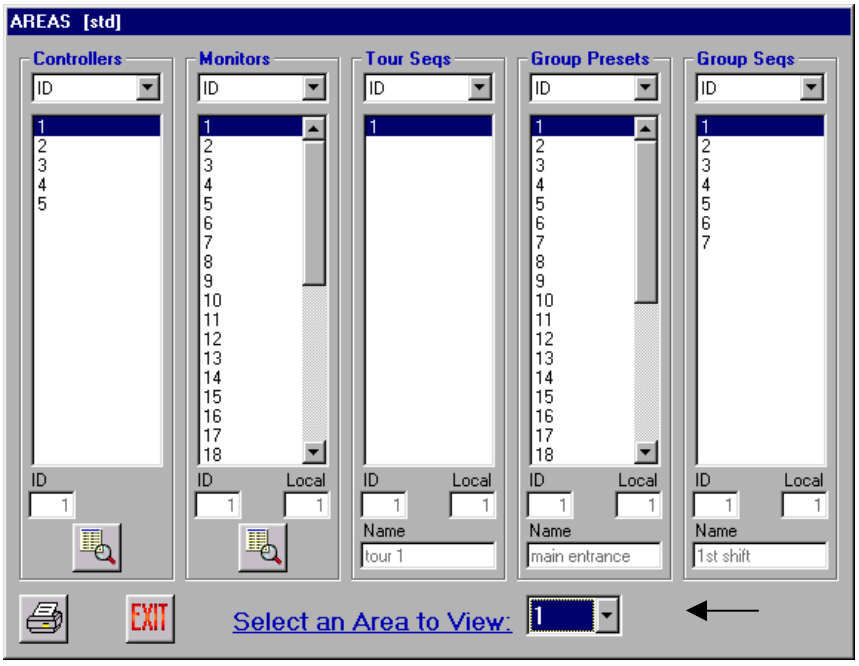

GROUP SEQUENCES [std]
Groups
ID
1
2
3
4
5
6
7
CONTROLLER Permissions
0 1 2 3 4 5 6 7 8 9
0
10
20
30
40
50
60
Modes
View Prog
1
2
3
4
Definition
Controller
Records: 0
Last Modified: 07/26/2000 02:40 PM
EXIT

AREAS

Monitor Surveillance Area

This button is clicked to view the composition of the Monitor Surveillance Areas (MSAs). This viewer is available to all users.

No modifications to components, tour sequences, group presets, or group sequences can be made from the Areas window.



1. **Click on the down arrow to the right of the "Select an Area to View" pull-down menu.**
2. **Highlight the desired area.**

This is an informational window only. An administrator may view all components associated within a single area.

- **Note: At least one monitor must be assigned in each defined area. If any areas exist without a monitor assigned, an error message will appear indicating such.**

EVENT SCHEDULER

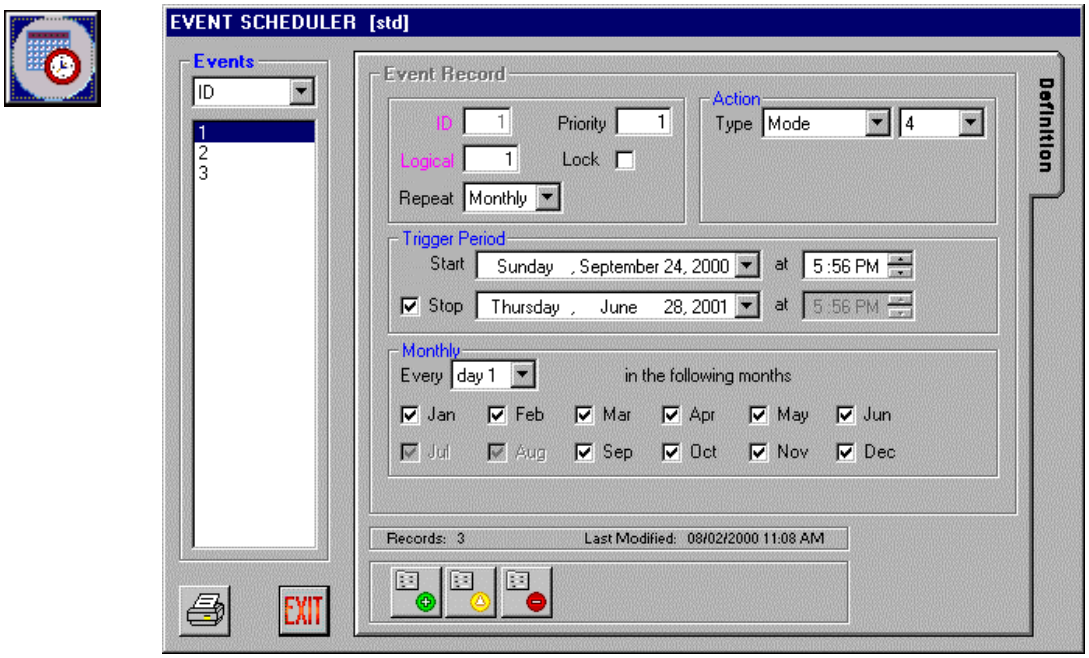
The Event Scheduler is a very helpful tool that allows an administrator to schedule, in advance, when an action will automatically be initiated.

Actions can be scheduled as one-time occurrences, or can be scheduled to occur on an hourly, daily, weekly, or monthly basis.

The actions that the Event Scheduler allows an administrator to schedule include: cam spots, tour sequences, group presets, group sequences, alarms, and modes.

DEFINITION

1. Click the Event Scheduler button from the main menu.



- **Note: Each field labeled with by purple text must be given a unique number – different from other scheduled event records.**

2. Click the Add Record button.

3. Enter all information required for each event you wish to schedule.

EVENT SCHEDULER – Definition

Field	Data
ID	Unique record ID assigned by the Admin Console a scheduled event is added, in order to identify one scheduled event to the system. The Admin Console automatically generates this number in consecutive order. Component ID and sequence ID numbers are used primarily in the permission tabs to identify one component or sequence from another in row and column style. Since logical and local numbers are not necessarily unique or consecutive, and the permission grids must be displayed as consecutive, unique numbers, the Admin Console generates these ID numbers. 1 to 1,024.
Logical	Assigned by an SCS administrator. 1 to 99,999
Repeat	Choose Once, Hourly, Daily, Weekly, or Monthly from the drop-down menu. Select a start and stop date and time for the event to occur. The dates' drop-down menus will display a calendar where a date can be selected by clicking on it, and months can be changed using the left and right arrow buttons in the corresponding upper corners of the calendar. Click on the section of the time field you wish to change (either hours, minutes, or am/pm) and type in the desired value, or use the up and down arrows after each of the time fields to increment or decrement the value in that section. When **Once** is chosen, the Stop settings will be grayed out. When **Hourly** is chosen, "Every __ hours" can be set for 1 - 24 hours. When **Daily** is chosen, "Every __ days" can be set for 1 – 31 days. The stop time is grayed out. When **Weekly** is chosen, "Every __ weeks" can be set for 1 – 52 weeks, and the day(s) of the week that this action will occur can be chosen. By default, all seven days are selected. Click to uncheck any of the days this action is not desired on. The stop time is grayed out. When **Monthly** is chosen, "Every __ " the 1st – 31st day of the month can be selected, or "Every __" 1st, 2nd, 3rd, 4th, or Last (day of the week chosen from a drop-down menu) can be selected. Up to 12 months can be selected based on the defined start and stop dates. The stop time is grayed out.
Priority	This number assigns this event an order of precedence, provided the event is locked. If unlocked, the event has minimum priority regardless of the value in this field. The locked event with the lower number priority takes over the part of the system it is addressing. If an operator and locked event have the same priority, the event takes precedence. If more than one event with the same priority is scheduled to operate at the same time, access is given and held for the latest call to a function, on a last-come first-served basis. 0 to 65,535

EVENT SCHEDULER – Definition	
Field	**Data**
Lock	Monitor lock. Used to prevent other operations from changing the action defined. For example, if an event's action is a camera spot, and it is important that no user change the camera, then the Lock box should be checked, and the event should have a high priority. The Lock can only be removed by the originating administrator or an administrator with less restrictive Admin Console access level privileges.
Action	Choose the action that is desired to occur when scheduled. When **Cam Spot** is chosen, a list of cameras will appear. Click on the camera number desired, and it will appear in the ID field of the Action section. Click on the Mon field and a list of monitors will appear. Click on the monitor desired and it will appear in the Mon field. Monitors can be selected by ID, logical number, control port, or video port. Enter a value for CPreset. When **Tour Seq** is chosen, a list of tour sequences will appear. Click on the desired sequence, and it will appear in the ID field. Tour sequences can be selected by tour number or area\local number. Chose Start or Stop from the drop-down menu to start or stop the sequence with this action. When **Group Pre** is chosen, a list of group presets will appear. Click on the desired preset, and it will appear in the ID field. Presets can be selected by preset number or area\local number. When **Group Seq** is chosen, a list of group sequences will appear. Click on the desired sequence, and it will appear in the ID field. Sequences can be selected by group number or area\local number. Chose Start or Stop from the drop-down menu to start or stop the sequence with this action. When **Alarm** is chosen, a list of alarms will appear. Click on the desired alarm, and it will appear in the Alarm field. Alarms can be selected by ID or logical number. Chose Arm or Disarm from the drop-down menu to indicate which of the two this action will perform. When **Mode** is chosen, a drop-down menu will be available to choose mode 1, 2, 3, or 4. (*See* page 18 for information on modes.)

4. **Click the green check mark to save.**

You will remain in the Add mode, allowing you to enter information to schedule another event.

5. **To exit the Add mode, click the red X.**

You will exit the Add mode.

6. **To edit a scheduled event record, highlight the record ID and click the Edit Record button, or double click on the event ID number.**

7. **Edit the desired fields.**

8. **Click the green check mark to save and exit the Edit mode, or click the red X to cancel.**
9. **To delete a scheduled event, highlight the event ID, and click the Delete Record button.**

A confirmation message will appear. Click No to cancel or click Yes to delete, and enter a range of records to delete. If the end box is left blank, only the highlighted record will be deleted.

MANAGEMENT

These five buttons provide management options:

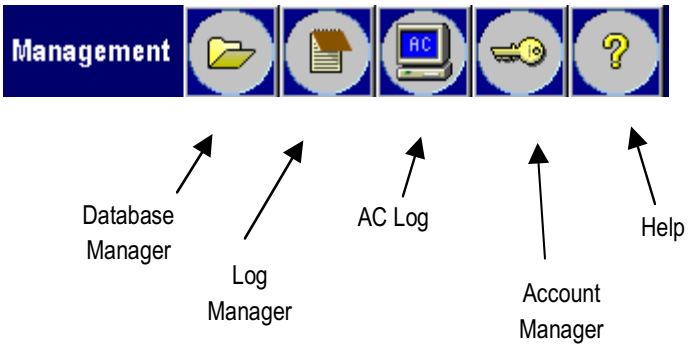
Database Manager: Used to manipulate all aspects of the configuration files (.adm files), including selecting files, naming files, backing up/restoring, and uploading /downloading to the main CPUs. Working with this section is described starting on page 20.

Log Manager: Used to view system logs that capture data concerning switching and user actions that reside on the Main CPUs.

AC Log: Used to view Admin Console log that captures each action performed within the Admin Console.

Account Manager: Used to add, edit, delete, and assign access levels of the administrators that will access the Admin Console.

Help: Provides on-line help, presenting an introduction to the Admin Console, and stepping through each aspect of setting up, maintaining, and configuring data files for loading into the system CPUs.



Log Manager

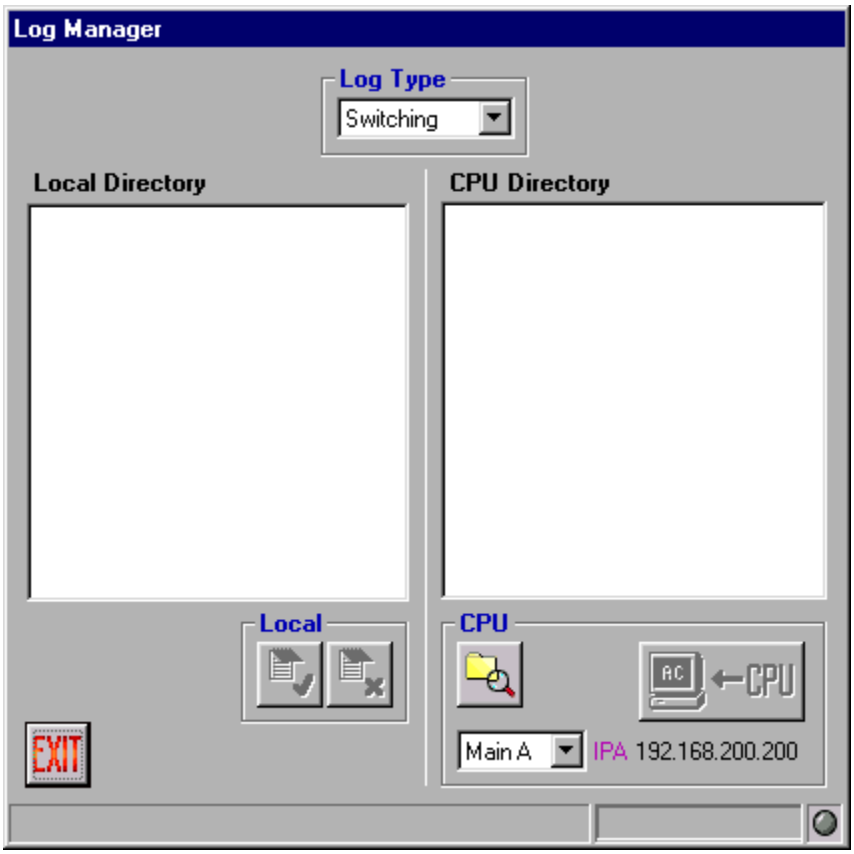
Three types of system logs are stored on the Main CPU, they are the Switching, Operator, and Alarm logs. In the case of a redundant CPU, it may be necessary to view logs from each CPU, since these logs are not synchronized. The logs must be downloaded from each CPU in order to view their content.

The logs, which are stored on each CPU separately, may be using the same filenames. It may be necessary to rename the files to reflect the appropriate CPU within Windows Explorer. Currently these files cannot be renamed within the Admin Console.

These logs are useful for troubleshooting and security purposes.

1. **Click on the Log Manager button from the main menu.**

The following window will appear.



2. **From the drop-down box, select the log type you wish to view: Switching, Operator, Alarm, or Video Loss.**

Information given in each log type is as follows:

SWITCHING LOG

DATE: YYYY MMM DD format

DAY: Day of the week

TIME: HH:MM:SS AM or PM (12 hour format)

DEVID: Specifies the device or operator type and ID. The ID number is prefixed with four letters, each representing a device or operator type. K = user / operator; S = super user; SEQ = sequence; and ALM = alarm.

MON: Indicates logical monitor number comprised of area (max 3 digits) and local (right-most 4 digits)

SOURCE: Indicates logical camera number.

ACTION: Task performed by the specified operator using the displayed components and devices (seize, release, or suspend).

OPERATOR LOG

DATE: YYYY MMM DD format

DAY: Day of the week

TIME: AM or PM (12 hour format)

S-CTL: System controller ID that the specified operator established an event on

OPER: ID of the operator that performed an event onto the specified system controller

EVENT: Operator's action performed toward a system controller: logon or logoff performed by an operator; timeout; logoffnop - automatic logoff due to lack of operation; logoffsys - automatic logoff due to an error, system reboot, etc.

ALARM LOG

DATE: YYYY MMM DD format

DAY: Day of the week

TIME: AM or PM (12 hour format)

ALMID: The ID of the alarm that established the event.

TRIGGER: The alarm source that generated the alarm. The source ID is presented proceeded by a letter indicating the source. "C" for camera motion, "D" for (digital) I/O port, or "S" for serial (RS232) port.

OPER: The operator ID of the individual who acknowledged the alarm (if the alarm was manually acknowledged)

VIDEO LOSS LOG

DATE: YYYY MMM DD format

DAY: Day of the week

TIME: AM or PM (12 hour format)

LCAM: Logical camera number that is connected to the video input port

STATE: Video loss state:

OK: above threshold and in sync

LS: video signal below its threshold and in sync

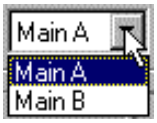
VL: video signal below its threshold and no sync

HL: above threshold and no sync

TYPE: Indicates where a camera connects:

S: MXSW input

C: MXCONT input



3. **Select from the drop-down box Main A or Main B in the CPU section.**
4. **Click the Explore CPU button.**

The right side of the window will display all logs that pertain to the selected type that exist on the selected CPU.

- **Note: Remember, for a redundant CPU system, since these logs are not synchronized, it may be necessary to view and retrieve logs from each of the two CPUs.**

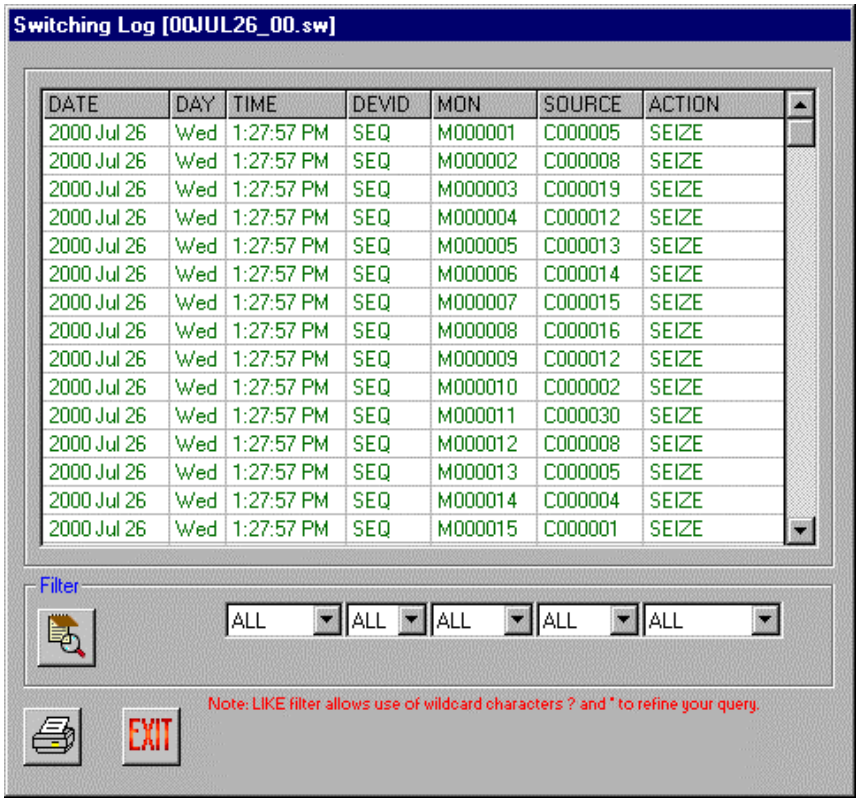
5. **Highlight the desired log file from the list and click the "GET from CPU" button.**

This acts in the same manner as the database manager, as it will copy the log from the specified CPU onto the Admin Console computer's hard drive, displaying the selected file on the left side of the window.

- **Tip: Double click on a highlighted log in the CPU directory section of the window to retrieve the selected log from the specified CPU.**

6. **Click the Select button to open a text window to view the selected log.**

- **Tip: Double click on a highlighted log file to open and view the log file contents.**



7. **Use the drop-down boxes in the filter section to customize the view.**

If more than one filter is applied, an "AND" and "OR" option button appear to allow you to focus your search.

- **Note: Filters are case sensitive and “LIKE” filters allow use of wildcard characters such as "?" and *.**

8. **Click the Query button.**

The system log report will filter the records according to the filter selections.

9. **Click the print button to print the report as filtered.**

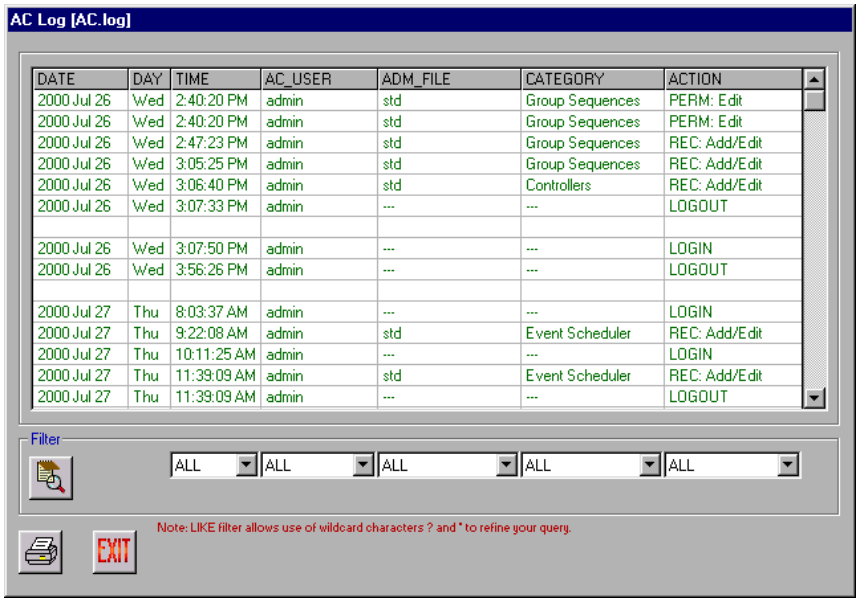
10. **To delete logs from the Admin Console computer’s hard drive, exit back to the Log Manager window, highlight the desired log, and click the Delete button.**
11. **Click EXIT to return to the main menu.**

AC Log

The AC Log captures information for actions performed within the Admin Console. Only administrators with access levels 1 and 2 may view this log.

An administrator may view the information presented, or use the filters provided to customize a report.

1. **Click on the AC Log button from the main menu.**



An administrator may view the report as shown and print it, or use the filter drop-down boxes to customize the report.

The AC Log report consists of the following:

Date: YYYY MMM DD format

Day: Day of the week

Time: HH:MM:SS AM or PM (12 hour format)

AC_User: Admin Console user logon name of user who performed displayed action

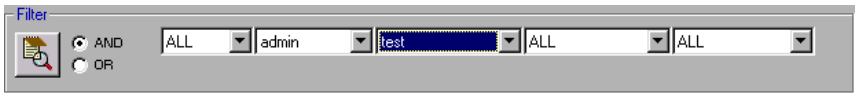
Adm_File: Configuration (.adm) file in which the specified action was performed.

Category: Section in which the action was performed.
(alarms, alarm targets, cameras, camera positions, controllers, controller sequences, group presets, group sequences, I/O ports, matrix frames, monitors, operators, operator classes, and tour sequences)

Action: Specific task that was performed. (ADM configuration file: get, put, new, copy, rename, delete, backup, restore. Record: add/edit, delete. PERMission: edit. ACCT (account): add/edit, delete. SYStem file: get, pull, backup, restore. Login. Logout.)

2. Use the drop-down boxes in the filter section to customize the view.

If more than one filter is applied, an "AND" and "OR" option button appear to allow you to focus your search.



♦ **Note: Filters are case sensitive, and "LIKE" filters allow use of wildcard characters such as "?" and "*".**

3. Click the Query button.

The AC Log report will filter the records according to the filter selections.

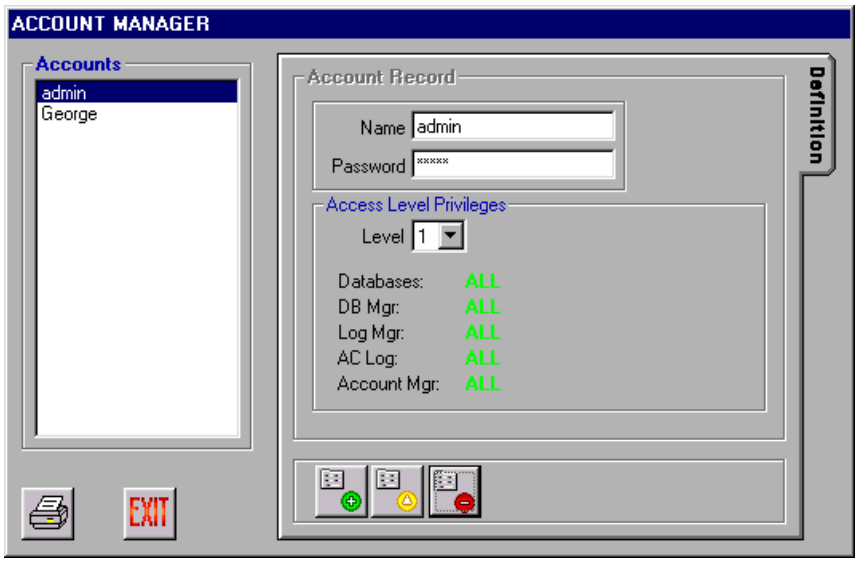
4. Click the print button to print the log.

Account Manager

The Account Manager categorizes Admin Console users into four specific user levels. This section configures users (administrators) for Admin Console, not to be confused with system operators (system controller operators).

Initially only the default user account (admin) and password (sx850) will be configured with the no restrictions. This account cannot be deleted (for safety purposes) nor can the level be changed, but it is recommended that the user name and password be changed upon initial setup.

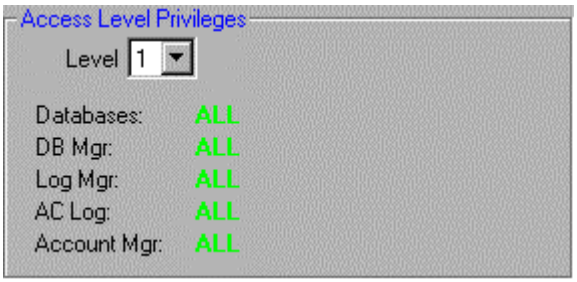
1. **Click on the Account Manager button from the main menu.**



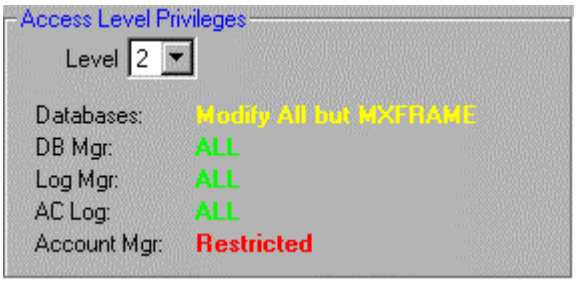
2. **Click the Add Record button.**
3. **Fill in the Admin Console new user's name and password, and assign an access level.**

There are four user levels having varying restrictions as follows:

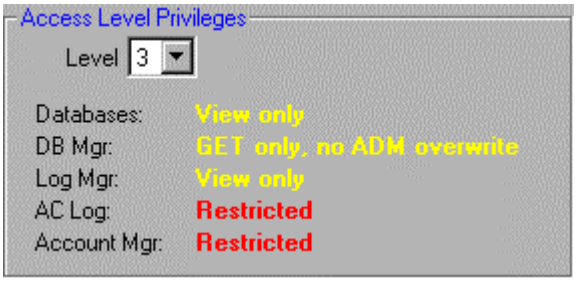
Level 1: Access to all areas of the Admin Console configuration, setup, and management.



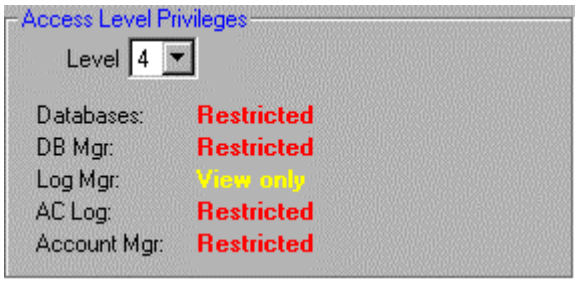
Level 2: Access for modification of all configuration, setup, and management areas *except* MXFrame and Account Manager.



Level 3: Can view databases, log manager, and get the current configuration from the MCPU. No access to the AC Log or Account Manager, and unable to change configurations.



Level 4: Can only view the Log Manager. No access to any other area of the Admin Console.



4. **Click the green check mark to save.**

You will remain in the "Add" mode, allowing you to enter information about another Admin Console user.

5. **To exit the "Add" mode, click the red X.**

You will exit the add mode.

6. **To edit a configured AC user, highlight a user name and click the "Edit Record" button.**

- **Tip: You may also double click on an AC user name on the list to enter the edit mode.**

7. **Edit desired fields.**
8. **Click the green check mark to save and exit the edit mode, or click the red X to cancel.**
9. **To delete a user, highlight a user name and click the "Delete Record" button.**

A confirmation message will appear. Click No to cancel or click Yes to delete the selected account.

Help

Opens the on-line help file, which introduces the Admin Console software and allows for a keyword search of topics. Help is also available from any of the Admin Console windows by pressing the F1 key on the computer's keyboard. This will display information about the window from which F1 was pressed.

On-line help is available to guide an administrator through software installation, creating and configuring the configuration files, as well as uploading and downloading to and from the Main CPU. It also offers suggestions and/or examples, as well as notes, tips, and warnings about situations that an administrator may encounter during the configuration.

Worksheets are referenced in the on-line help, but must be obtained and reproduced from the printed document.

GLOSSARY

ACRONYMS

CPort – camera control port

CPreset – camera preset (preset position)

CPU – central processing unit, part of an SCS

CPUMS – CPU management switch

CSG – camera surveillance group

DVD-R – digital videodisc, recordable

GUI – graphical user interface

IP – Internet protocol

IPA – Internet protocol address

LCPU – local CPU

MCPU – main central processing unit, part of the SCS specified as A or B

MDU – main distribution unit for use with the RMS system

MSA – monitor surveillance area

MXALM – matrix alarm input/output

MXCONT – matrix controller

MXOSD – matrix on-screen display

OSD – on-screen display

PC – personal computer

PTZF – a group acronym representing the four camera-control functions: Pan, Tilt, Zoom, and Focus

RMS – recorder management system

SCS – surveillance control system

SDU – secondary distribution unit

VPort – video port

TERMS

active CPU – The central processing unit of a surveillance control system operating in the "active" mode, providing centralized control of the entire system. It may be backed up by a redundant CPU operating in standby mode, which is capable of taking over as the active CPU at any instant - upon instruction from the management switch.

admin console – A PC-based graphical user interface (GUI) that facilitates the interaction between an SCS (surveillance control system) and a system administrator.

alarm – A programmed association between an event and an action (normally an automated sequence). For example: motion is detected on a video camera, and this event triggers a pre-programmed action, such as a camera preset that is executed automatically by the system. A user can also control an alarm.

alarm identification number – A decimal number that uniquely identifies an alarm within the system.

alarm monitor – An external device that receives alarm status information from the Main CPU, which acts as an interface with an external alarm system - able to respond to WJ-SK850 8000 event sources, such as: video loss detection, motion detection, or digital input state change detection.

area – *See* monitor surveillance area (MSA).

backup CPU – Same as redundant CPU.

camera identification number – Unique record ID assigned by the Admin Console as a camera is added, in order to identify one camera to the system.

camera preset (CPreset)– A predetermined camera position.

camera spot – A camera and its associated preset position. Also referred to as: spot.

camera surveillance group (CSG) – Several cameras committed to an identifiable physical space likely to be viewed from one or more monitors as a preset or tour. This grouping can be a basis for logical numbering. For example, a CSG could be committed to a concourse, gift shop, cash register, or loading dock.

camera-to-monitor permissions – Permit a camera to be viewed on certain monitors, while denying access to others.

camera number – A unique number permanently assigned to the specific location and port of an individual, installed camera. It is always linked to a "logical" camera number (*See* logical camera number).

central processing unit (CPU) – The part of a surveillance control system (SCS) that controls the functioning of the entire system, which it also enables. Operates on either active or standby status. If active, it is the Main CPU; if in standby, it is the redundant (or backup) CPU.

compensation – Hardware capability to boosting signal strength in a response to the length of the cable length installed: short, medium, or long.

controller – A user tool for selecting and aiming a surveillance camera. Can be either a GUI screen image, or a physical device with a set of alphanumeric keys and a joystick.

control port (CPort) – Input port on the video input board.

controller-to-alarm permissions – Permit a controller to access certain alarms, while denying access to others.

controller-to-camera control permissions – Permit a controller to control a certain camera, while denying access to others.

controller-to-camera view permissions – Permit a controller to view the output of a certain camera, while denying access to others.

controller-to-group sequence permissions – Permit a controller to conduct a certain group tour, while denying access to others.

controller-to-monitor permissions – Permit a controller to access a certain monitor, while denying access to others.

CPU management switch – Also called "management switch," or "Mgmt Sw." *See* management switch.

Ethernet address (EA) – A unique 48-bit address hardwired into the electronics of the Ethernet board of the network device. The address is written in hexadecimal form. *Example:* 3C.80.7F.13.83.2A (Also known as MAC address.) This is *not* the same as an Internet Protocol (IP) address.

Ethernet controller – A system controller that communicates via an Ethernet physical-layer interface.

event generator – A device that indicates the occurrence of several external events to the Main CPU, via a single physical interface. The Main CPU responds to event indications as instructions to execute pre-programmed actions, such as triggering an alarm, closing outputs, or running tours. External alarm and card-access systems are examples of event generators.

flexible frame configuration – A feature that allows a matrix switching frame to be configured with different combinations of matrix-switching devices. In order to reduce overall system cost, this feature allows end-system designers to combine different devices on a frame-by-frame basis.

group preset – A collection of monitor-camera pairings, whereby in a single shot, a group of monitors will display video output from cameras at specific preset positions.

group sequence – An automated sequence of group preset steps.

GUI controller – A system that provides a user with a PC-based graphical user interface (GUI) controller emulating specific keyboard controllers.

ID number – Component ID and tour ID numbers are used primarily in the permission tabs to identify one component or sequence from another in row and column style. Since logical and local numbers are not necessarily unique or consecutive, and the permission grids must be displayed as consecutive, unique numbers, the Admin Console automatically generates this number in consecutive order. Upon adding components or tours, the system will automatically assign the next available number.

I/F – Numeric Ethernet interface number identifying a port on a CPU where the matrix frame will connect. Valid values are 0 to 15, though generally 0, 1, or 2.

Internet Protocol (IP) address – A unique 32-bit identifier for a specific computer or other device (such as a printer) on a TCP/IP network. IP addresses are in dotted decimal form, with each of the four address fields assigned a value from 1 to 255. *Example:* 128.127.050.224

keyboard – When not referring to the keyboard part of a PC, a keyboard in the context of an SCS could be another name for a controller. *See* system controller.

keyboard controller – Usually a controller. *See* controller.

local monitor number – One of a set of numbers assigned to the monitors within an area, which map onto the system's internal monitor numbering plan. An operator selects a monitor by local number.

location – A name assigned to an area by an SCS administrator to help users locate components in the system.

logical camera number – A decimal number, within the range 1 to 999,999, assigned by an SCS administrator to enable users to select one or more camera views. For example, while logical camera numbers 885001, 885002, 885003, 885004, 885005, *etc*. could be assigned the main public space at 885 Park Avenue, 34001, 34002, 34003, 34004, *etc*. could be for another area, such as airline boarding gate 34.

logical number – A number assigned to a component from the point of view of the system. *See also* ID number.

logical output number – A decimal number within the range 1 to 999,999, which uniquely identifies an alarm output to the system. A user will use this number when selecting an output. The system administrator assigns logical output numbers.

main CPU – The central processing unit of an SCS (Surveillance Control System) operating in the "active" mode, providing centralized control of the entire system. It may be backed up by a redundant CPU operating in standby mode, and capable of taking over at any instant upon instruction from the management switch.

main distribution unit - A device that controls one or more videocassette recorders that are part of a WJ-SX850 system. Typically, one VCR controller will control several VCRs. This also connects several SDUs for an increased number of VCRs within the system.

management switch – A device that monitors the system's main processing node (main CPU). Upon detecting a failure, the management switch directs the redundant CPU to take control of the system.

matrix-switching devices (or matrix devices) – Implement basic system functions such as video switching, camera control, on-screen display, and/or alarm input/output. Matrix-switching devices include the following: MXCONT, MXSW, MXOSD, and MXDIO.

MCPU – Main CPU.

monitor – A CRT (cathode ray tube) dedicated to viewing images generated by one or more of the components of a surveillance system.

monitor area – *See* monitor surveillance area.

monitor surveillance area (MSA) – An administrator's selective grouping of several locally numbered monitors and one or more controllers. A control/communications center for security will contain one or more MSAs.

operator – A person (operator) who accesses the system, selects resources, and controls selected system resources.

operator identification number – A decimal number that uniquely identifies an operator to the system; a user will use this number when logging onto the system.

operator password – A unique decimal number that must be presented along with an operator's ID number each time he or she logs onto the system.

redundant CPU – A central processing unit in the "standby" mode, always ready to take control of the entire system upon command from the CPU management switch. After taking control of the system, the redundant CPU becomes the active CPU.

RS-485 controller – A system controller that communicates via an RS-485 physical layer interface.

RS-485 interface – A specialized interface common in the world of data acquisition. Capable of supporting 32 drivers and 32 receivers engaging in bi-directional, half duplex, multi-drop communications over a single twisted pair. The differential voltage transmission system enables a maximum cable length of 4,000 feet.

secondary distribution unit - A device that controls one or more videocassette recorders that are part of a WJ-SX850 system. Typically, one VCR controller will control several VCRs. Several SDUs can connect to a single MDU for an increased number of VCRs within the system.

spot – Usually means the same as "camera spot."

surveillance control system (SCS) – Large-scale matrix system that performs functions such as camera control, switching, automatic alarm processing, and provision of an on-screen display.

system administrator – A person who manages a network system by configuring system hardware, programming system features, monitoring system status, controlling overall system operation, and reviewing system logs.

system controller (controller) - A device that controls a WJ-SX850 system. Typically, a system controller is an input/output device operating by itself, or by a user. Any device that conforms to the system controller interface specifications can be a system controller.

system resources – Objects such as monitors, cameras, alarms, alarm outputs, etc. Most system resources are available for direct control by a user. Also, configured memory available for performing various tasks within a PC operating system.

tour sequence – An automated sequence of steps, whereby, in a single shot, a single monitor displays video output from a series of cameras that have gone to specific preset positions.

user – A person (administrator) who accesses the Admin Console system, selects resources, and controls the operation of the system via the system configuration.

user name – An alphanumeric representation that uniquely identifies an administrator to the system. A user will use this name when logging onto the Admin Console system. It is case sensitive.

user password – A unique alphanumeric string of characters that must be presented along with a user's name each time he or she logs onto the system. It is case sensitive.

video port (VPort) – Port on the video crosspoint input board that is connected to the output from the video input board.

INDEX

WORKSHEETS

Perhaps the surveillance system you are working with is small enough for you to collect the necessary information, and input those values directly into the Admin Console.

It is best, though, to gather information for the initial configuration of Admin Console, and to record it on the following worksheets. Then, if settings need to be modified or updated in the future because of a change in surveillance needs or changes made in the system's components, those worksheets can be used to track revisions to your system.

As with any system configuration, it is wise to keep all preliminary and revised worksheets on file, being sure to date them, just in case there is ever a need to re-input those values or to troubleshoot the system. The worksheets make tracking past, current, and to-be configurations very easy, regardless of the size of your system.

INSTRUCTIONS

The title of each worksheet is the same as the title of the Admin Console window it supports. For example, the "Operators" worksheet supports the "Operators" window. The rows, columns, and fields of the worksheets are arranged to closely match the Admin Console's configuration requirements.

1. **Reproduce the worksheets.**

You may only need a few copies of certain worksheets, but dozens of copies of others. The number of copies of each would depend on the component mix and size of your surveillance system.

2. **Reproduce instructions for the configuration windows the same way.**

Sections of the configuration portion of this manual can be copied and attached to the worksheets they correspond to in order clarify their requirements.

3. **To assist in record keeping of the initial and any subsequent configurations of the system, use the "Date Completed" portion on the top left corner of each sheet.**

TEAMWORK

Worksheets are arranged alphabetically on the following pages, to make them easy to find.

For a team approach to information collection, use best judgment to decide how to distribute worksheets/tasks among several individuals.

CHECKLIST

It is recommended that the worksheets be completed in the following sequence:

- ❑ CPU Setup
- ❑ Matrix Frame
- ❑ Camera Definition
- ❑ Controller Definition
- ❑ Monitors
- ❑ Alarm I/O Definition
- ❑ Operators
- ❑ Tour Sequences
- ❑ Camera Presets
- ❑ Group Presets
- ❑ Group Sequences
- ❑ Alarm Definition(s)
- ❑ Alarm Target Definition(s)
- ❑ Alarm Target Assignment(s)
- ❑ Camera -to- Monitor Permission(s)
- ❑ Controller -to-Camera View Permission(s)
- ❑ Controller -to-Camera Control Permission(s)
- ❑ Controller -to-Monitor Permission(s)

- ❑ Controller -to-Group Sequence Permission(s)
- ❑ Controller -to- Alarm IO Permission(s)
- ❑ Controller -to- Alarm Permission(s)
- ❑ Operator -to- Controller Permissions
- ❑ Event Scheduler

Date completed: ___/___/___

Alarm Definition

ID	Prior	Loc	OSD Text	Source		Enable	Auto Arm	Allow Disarm	One State	Acknowledge		Action				
				Type	ID					Mode	Delay	Type	ID	Pre	Dwell	Name

Alarm I/O Definition

ID	Local Number	Type		Dwell
		Input	Output	
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				
16				
17				
18				
19				
20				
21				
22				
23				
24				
25				
26				
27				
28				
29				
30				
31				
32				

Date completed: ___/___/___

Alarm Target Assignment

Alarm #_____

Target Number	1	2	3	4	5	6	7	8	9
10									

Alarm Target Definition

Target #_____

Monitor	1	2	3	4	5	6	7	8	9
10									

Date completed: ___/___/___

Camera Definition

ID	Logical	Sys ID	CPort	VPort	Model	Comp	Thresh	OSD				Loc	Serial #
								By	T&D	ID	Title		

Camera Preset

Camera ID #_____ Location _____

Preset Number	Position Description
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	
16	
17	
18	
19	
20	
21	
22	
23	
24	
25	
26	
27	
28	
29	
30	
31	
32	

Preset Number	Position Description
33	
34	
35	
36	
37	
38	
39	
40	
41	
42	
43	
44	
45	
46	
47	
48	
49	
50	
51	
52	
53	
54	
55	
56	
57	
58	
59	
60	
61	
62	
63	
64	

Date completed: ___/___/___

Controller Definition

ID	Boot	Area	Priority	Time Out	Model	IPA	EA	485 Port	Loc	Name	Serial

CPU Setup

Enter information regarding Main and Backup CPUs.

System: r Standard r Enhanced r High Speed

IP Address: Main A_____ Main B _____

r Scheduled Modes

Date completed: ___/___/___

Event Scheduler

ID	Logical	Lock	Priority	Start Date	Start Time	End Date	End Time
				/ /	:	/ /	:

Repeat	Once											
	Hourly		Every		Hour(s)							
	Daily		Every		Day(s)							
	Weekly		Every		Week(s)	On	Sunday					
							Monday					
							Tuesday					
							Wednesday					
							Thursday					
							Friday					
							Saturday					
	Monthly		Every	Day #								
				First		Specify which day of the week	Sunday		In these months	January		
				Second			Monday			February		
				Third			Tuesday			March		
				Fourth			Wednesday			April		
				Last			Thursday			May		
							Friday			June		
							Saturday			July		
										August		
										September		
										October		
										November		
										December		

Group Preset

Group Preset ID #__ Area____ Local _____

Name _____ Description_____

Sequence of steps

Step #	Camera #	Preset	Monitor #	Description
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				
16				

Date completed: ___/___/___

Group Sequence

Group Sequence ID#_____ Area #_____ Local #___

Name_____Description_____

Step	Group Preset ID Number	Dwell Time
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		
21		
22		
23		
24		
25		
26		
27		
28		
29		
30		
31		
32		

Step	Group Preset ID Number	Dwell Time
33		
34		
35		
36		
37		
38		
39		
40		
41		
42		
43		
44		
45		
46		
47		
48		
49		
50		
51		
52		
53		
54		
55		
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57		
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61		
62		
63		
64		

Matrix Frame Definition

ID # _____ System ID: _____ I/F:_____ IPA:_____

Name: _____ Boot:_____ Location:_____Serial #_____

LCPU Address: Sw12 Sw10 Sw9

The table below represents slots positions within one frame. Fill in the type of card, switch position and port range of each card.
Example: Type=C (controller), Vi/p (Video Input card), 05 (rotary switch on the card), 1-8 (port range).

Slot		2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Type																		

Fill in the total port range of each function that this matrix frame will perform, depending on which cards reside in the frame.

Controller: Input Ports_____

OSD: Output Ports_____

Switching: Input Ports_____

Output Ports_____

ALARM I/O: Ports _____

Date completed: ___/___/___

Monitor Definition

ID	Area	Local Number	Sys ID	Location	Model	Serial

Operator Definition

Operator ID _____ Operator Name_____

Password_____(up to 6 numeric digits)

Priority _____(1-16, 1 is highest)

Privilege: ❒ Permission Override ❒ Area Change

Timeout _____(1 – xxx seconds)

Permission: Operator - to –Controller									
Controller	1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29
30	31	32	33	34	35	36	37	38	39
40	41	42	43	44	45	46	47	48	49
50	51	52	53	54	55	56	57	58	59
60	61	62	63	64	65	66	67	68	69
70	71	72	73	74	75	76	77	78	79
80	81	82	83	84	85	86	87	88	89
90	91	92	93	94	95	96	97	98	99
100	101	102	103	104	105	106	107	108	109
110	111	112	113	114	115	116	117	118	119
120	121	122	123	124	125	126	127	128	

Date completed: ___/___/___

Permissions
Camera - to - Monitor

Camera ID #_____ Description_____

Monitor	1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18	19

Permissions
Controller - to - Alarm

Controller ID #_____ Description_____

Alarm	1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18	19

Date completed: ___/___/___

Permissions
Controller - to - Alarm I/O

Controller ID #_____ Description_____

ALARM IO	1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18	19

Permissions
Controller - to - Camera Control

Controller ID #_____ Description_____

Camera	1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18	19

Date completed: ___/___/___

Permissions
Controller - to - Camera View

Controller ID #_____ Description_____

Camera	1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18	19

Permissions
Controller -to- Group Sequence

Controller ID #_____ Description_____

GSeq	1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18	19

Date completed: ___/___/___

Permissions
Controller -to-Monitor

Controller ID #_____ Description_____

Monitor	1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18	19

Tour Sequence

ID #_____Area#___Local #___Name_____Description_____

Step	Camera #	Preset	Dwell Time
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			
17			
18			
19			
20			
21			
22			
23			
24			
25			
26			
27			
28			
29			
30			
31			
32			

Step	Camera #	Preset	Dwell Time
33			
34			
35			
36			
37			
38			
39			
40			
41			
42			
43			
44			
45			
46			
47			
48			
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SX850 Time Management Utility

Software Version 1.5.x

for use with a WJ-SX850 Surveillance Control System

Installation / Configuration

Document version 1.5

for System Administrators

Installing and configuring the Time Management Software

CONTENTS

WELCOME

INTRODUCTION

Welcome to the SX850 Time Management Utility. This document will guide you in the process of installing the software as well as configuration and updating the SX850 Surveillance Control System (SCS) with the desired date, time, and daylight saving settings.

This guide provides step-by-step installation and configuration instructions as well as an explanation of how the system will react under certain conditions.

DOCUMENT CONVENTION

This guide uses the following conventions when describing the use and operation of this product.

- Keys with name consisting of more than one character appear within brackets, as in [Alt], or [Enter]. Do not type the brackets; simply press the indicated key.
- When you see [Alt]key, or [Shift]key or [Ctrl]key in this guide, press and hold down the [Alt], [Shift], or [Ctrl] key while you press the specified key. Then release both keys. For example, to enter [Ctrl]A, press the [Ctrl] key and enter the letter "A" key simultaneously.
- Some keyboards have a [Return] key rather than an [Enter] key. This guide uses [Enter] to indicate both.
- Function Keys are the "F" keys along the top of your keyboard. This document refers to Function Keys by putting brackets around the key such as [F1] for the "F1" key.
- Within the windows environment, there are often several ways to select an option. For example, to select OK, you can do any of the following:

- Click on OK or the check mark with the mouse.
- Press [Alt]O
- Press [Enter]

♦ This document uses the terms select, type or enter to indicate any of these actions and can be performed using several instruments such as:

- PC keyboard: Using the menu items at the top of the application as an alternate to the toolbar which can only be accessed by using the mouse. Press [Alt] and the desired menu item letter indicated by an underscore. Such as [Alt]F to access the file menu, or [Alt]E to access the edit menu. Then use the arrow keys to get to the desired menu item, followed by [Enter]. Any of the field settings can be accessed with the keyboard by pressing [Tab] until the desired field is highlighted. Make changes as necessary by typing numbers, or using the arrow keys.
- Mouse: Use the mouse to navigate to the desired button, menu item or to modify any field.

This Document also uses unique text formatting to describe various features, capabilities, or problems, described below:

This box will refer you to a different section with instructions for tasks that should be performed before going onto the current section.

✸ **Warning: Text with this appearance suggests potential problems or situations that you might encounter when attempting to do something in this utility.**

♦ **Note: Text with this appearance is a special instruction, rule or side comment related to the topic.**

• **Tip: Text with this appearance offers suggestions or hints to make using this utility easier.**

WHAT AND HOW?

WHAT IT DOES

The Time Management Utility (TMU) enables an administrator and other users to set the date and time of the SX850 Surveillance Control System (SCS) as well as setup the system for automatic standard / daylight saving time operation. This document guides the process of installing and configuring these properties using this utility.

HOW IT WORKS

Initially and on occasion it will be necessary for an administrator to set the date and time of the SCS. The date and time settings within the SCS will dictate what is displayed on a monitor OSD (on-screen display) which is viewed by security surveillance operators.

Depending upon the location of the system, it may be necessary to activate the automatic Daylight Saving Time (DST) adjustment. This utility provides a user-friendly environment, which will ease the process that otherwise, could be quite cumbersome.

Installation

The Time Management Utility software is very simple to install and only takes a few minutes. Whether working from floppy diskettes or a CD-ROM, there is a series of Windows dialogue boxes on the screen to guide installation onto the hard drive of a PC.

INSTALL

The TMU is a tool that will enable an administrator to configure the SCS with information that will set the date and time and turn on/off DST automatically.

Part of installing the Time Management Utility means copying program files onto the hard-drive of a dedicated PC, from either a CD-ROM or a set of floppy diskettes.

PLATFORM

As with any PC application that must be reliable, there should be little other than SX850 utilities running on the same computer. The Time Management Utility operates independently of other SX850 utilities.

The PC should have the following characteristics:

Minimum Hardware Requirements

IBM compatible PC, 486-66Mz or higher, 16 MB RAM, hard drive with 6 MB available for the installation of the SX850 Time Management Utility.

In addition, the PC must be equipped with an Ethernet network card using TCP/IP protocol.

Operating System Requirements

- MS Windows 95

Recommended Display Settings

- 256 color or higher
- 800 x 600 resolution

FROM DISKETTES

1. **Insert diskette 1 into the floppy drive.**
2. **From the Start menu, select Run.**
3. **Type a:\setup, then click [Enter].**
4. **Respond to the dialogue boxes by following the directions given.**
5. **Remove each diskette as it finishes, and replace it with the next one.**

The last one asks you to click Finish in order to complete setup.

FROM CD-ROM

Insert the CD-ROM program disk into the CD-ROM drive on your computer. The SX850 Time Management Utility will install automatically, or from the start menu, select [Run]. Then type *Drive*:\setup Respond to the dialog boxes by following the directions given.

WHAT TO DO NEXT

The next section will guide you through the phases involved with setup and configuration using the Time Management Utility.

CONFIGURE

The work in **Install**, beginning page **9**, must be complete before attempting to adjust the system time, date, and DST.

The configuration work is in three phases:

- Set the PC date, time, and DST parameters.
- Configure date, time and optional DST using this utility.
- Transfer the settings to the SCS.

This is a step-by-step process, if performed randomly, may result in inaccurate settings. It will be important for the administrator to understand the settings for a specific region and make adjustments accordingly. Because the time and date setting may be used more frequently than DST setting, tab sections are provided giving the administrator the flexibility of separating the actions.

Follow the instructions in the **Configuration** section for setting up the Time Management Utility, transferring the data into the SCS CPUs, followed by verification of proper operation.

CONFIGURATION

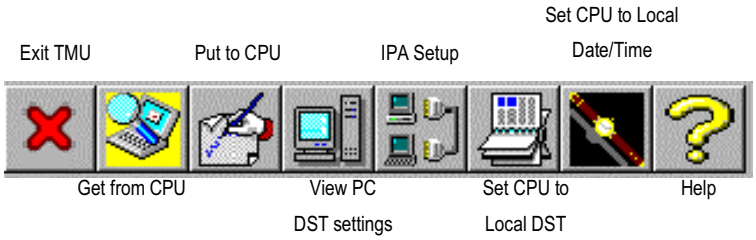
This utility uses the Windows calendar and clock of the resident or local PC for displaying the current date, time, and daylight saving time information. If the date, time and/or daylight saving time information is not correct, it must be adjusted through the standard windows calendar/clock and time zone utility. Verification of these settings is very important. *Refer to the Windows documentation provided with the PC for settings instructions.*

- **Note: This utility is limited to date settings between 1/1/1998 and 12/31/2068.**

After verification of correct settings, the Time Management Utility allows for manual SCS adjustments outside of the Windows settings.

Toolbar

The SX850 Time Management Utility provides toolbar that will enable you to simply click a few buttons and update the system CPUs within seconds.



Exit TMU: Closes the Time Management Utility application.

Get from CPU: Retrieves the current Date/Time and DST information from the selected system CPU (Main A or Main B).

Put to CPU: Transfers the displayed Date/Time or DST information from the TMU application to the selected system CPU (Main A or Main B) depending on the tabbed section selected.

View PC Time Zone Settings: Refreshes the TMU to display the DST information retrieved from the local PC.

IPA Setup: Opens the IPA setup window that will allow you to change the IP address of the Main A and/or Main B system CPUs.

Set CPU to Local DST: Changes the CPU displayed DST settings to match the local PC settings ready for transfer to the system CPU(s).

Set CPU to Local Date/Time: Changes the CPU displayed Date/Time settings to match the local PC settings ready for transfer to the system CPU(s).

Help: Opens the help which allows the administrator to quickly read or search for information regarding the SX850 Time Management Utility.

- **Tip: Alternate methods to access the help file: press [F1] or use the Help menu.**

PC Setup

First, date, time, and daylight saving time verification of the local PC is necessary.

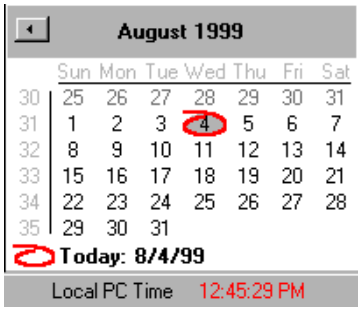
VERIFY LOCAL PC SETTINGS

Verification of the local settings will only be important for Quick Set update method of the Date, Time and DST settings in the system CPU. The local settings will be displayed in **red**. The administrator can easily, within seconds, configure the system CPU by using the Quick Set adjustment feature in this TMU.

However, in the case of service personnel who travel and do not wish to continually change his or her local PC settings, manual configuration is available.

Date and Time

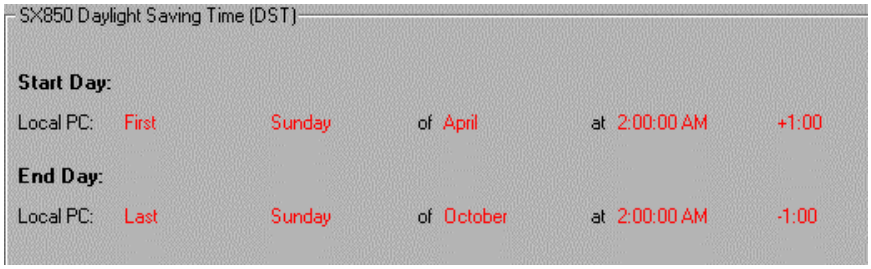
Each time the TMU is launched, the utility will display the date/time tab indicating current date and time settings of the resident or local PC in **red**, by default.



Daylight Saving Time

Date and time settings will become a necessity for all systems, however the daylight saving time adjustment, depending on the region, is not always needed. Because of this, the date/time and DST settings are kept separate and each will modify the system CPU independently.

Each time the TMU is launched and the DST tab is selected, the utility will display information indicating DST settings of the local PC in **red**, by default.



PC ADJUSTMENTS

If any of the settings displayed are incorrect, make adjustments using the time zone settings in the standard Windows Clock and Calendar. These settings can be viewed by the date/time within the Windows Control Panel. *See the Windows operation guide supplied with your PC for more detailed information.*

If PC adjustments have been made, click "VIEW" button. This will refresh the displayed PC settings, again colored in **red**.

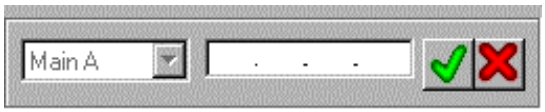
- **Note: If the changes to the PC settings are not reflected, close the application and re-open to refresh the Local PC settings.**

Utility Setup

The IP address of the main CPU(s) must be set before any transfer and adjustments can be made to the system. Follow the steps below in order to make such adjustments. Ask your installer or network administrator for the IPA of the Main A and Main B CPUs.

1. Open the SX850 Time Management Utility.

Configure the CPU IP addresses.



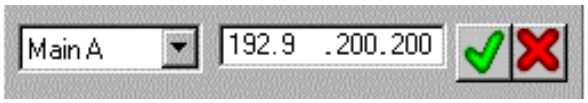
For first time operation, the Main CPU IP address will not be set. The administrator must enter the correct IPA for the system CPU(s).

2. Make sure Main A is displayed in the drop-down list.

3. Click the IPA setup button in the toolbar.

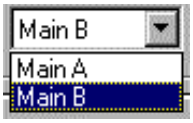
- **Tip: Double-click on the IP address displayed to open the IPA setup window as a shortcut.**

The Main A IP address setup window will appear.



4. Enter the correct IP address.

5. Click the green check mark to save, the red X to cancel.



FOR REDUNDANT CPU

6. Choose Main B from the drop-down list.

7. Click the IPA setup button in the toolbar.

8. Repeat steps 4 and 5 for Main B CPU.

System Setup

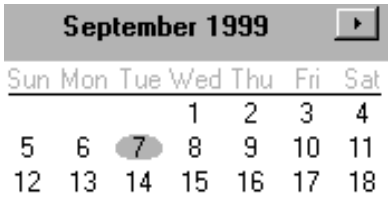
VERIFY CPU SETTINGS

In order to view the settings that exist within the system CPU(s), the administrator must perform a "GET from CPU" by simply clicking a button. This action will interrogate the system and return the current values for time, date and DST of the desired CPU. Each time this button is used, time, date and DST information is retrieved all at once, regardless of which tab section is selected. Follow the steps below for retrieving this information.

Date/Time Properties

1. **Make sure that Main A is displayed in the drop-down list.**
2. **If the Date/Time tab is not selected, click on the tab to bring the Date/Time adjustments window to the front and visible.**
3. **Click on the "GET from CPU" button.**

This will display the current date and time settings within the SX850 system CPU selected. The gray circle in the calendar represents the current date within the selected CPU after performing the "GET".



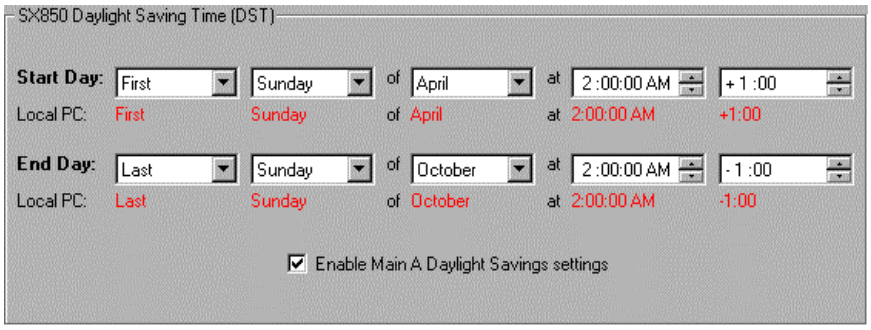
Also, a camera icon will display on the right side of the SX850 time window indicating a snapshot has been taken of the selected CPU when a "get" is performed.

Compare the Local settings with the CPU settings and determine if any adjustment should be made.

Daylight Saving Time Properties

1. **Click on the SET DST tab, bringing the daylight saving time settings tab to the front and visible.**
2. **Make sure that Main A is displayed in the drop-down list.**
3. **Click on the "GET from CPU" button.**

This will display the current Daylight Saving time settings within the selected system CPU.



Compare the Local settings with the CPU settings and determine if any adjustment should be made.

CPU ADJUSTMENTS

Set Date/Time

Quick Set

To change the CPU Date/Time settings to match the PC, perform the following steps:

1. **Verify the PC Date and Time settings.**

See **Verify Local PC** Settings section on page 14.

2. **Click the Set to Local Date/Time button.**
3. **Verify the Date and Time settings match the PC settings.**
4. **Proceed to transfer the settings to the system CPU(s), see transfer settings below.**

Manual

To manually change the CPU date and time settings, perform the following steps:

1. **Click the desired date on the calendar.**

The selected date will be highlighted in gray.

2. **Click on the SX850 Time clock hour.**

3. **Adjust by clicking the up or down arrows to advance the hour by increments of one.**

- **Tip: You may highlight a time section and type in the desired hour.**

4. **Adjust the minutes, seconds and AM/PM in the same manner.**

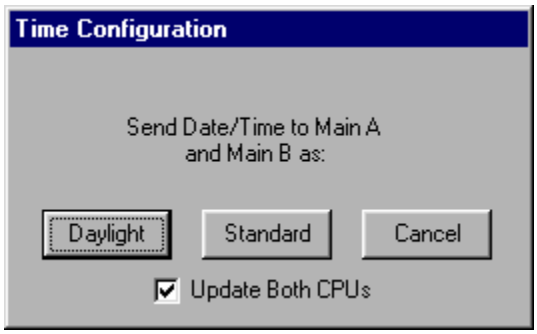
5. **Proceed to transfer the settings to the system CPU(s), see transfer settings below.**

Transfer Settings

After the desired time and date adjustments have been made to the PC and CPU settings, it is necessary to transfer the settings to the system CPU(s).

1. **Verify the Time and Date settings displayed on the screen.**
2. **Make sure that Main A (or Main B) is displayed in the drop-down list.**

3. **Click the "PUT Date/Time" button in the toolbar.**



4. **Check or uncheck the "Update Both CPUs" box.**

If your system includes two Main CPUs, it is recommended that this box be checked, to ensure that the CPUs are set to the same time. The CPUs may be set separately, if desired, by repeating this procedure for each CPU.

If your system includes only one Main CPU, it is not necessary to check this box.

In order to complete the new time transfer, you must indicate if daylight saving time is currently in effect in your area by pressing the "daylight" button, or standard time is in effect by pressing the "standard" button.

5. **Click the "Daylight" or "Standard".**

✷ **Warning: If the proper button is not selected, the system may not perform the DST automatically.**

If "Cancel" is selected, the date/time will not be transferred to the selected CPU.

The TMU will return the time and date that was set on the system CPU as a gray highlight in the calendar, and a snapshot in the time field. Verify these settings are correct.

Set DST

Quick Set

To change the displayed CPU DST settings to match the local PC, perform the

- Month of year
- Exact time the change will take place (adjust the hour only, the system will ignore the minutes and seconds)
- Adjustment to the current daylight time (in increments of one hour)

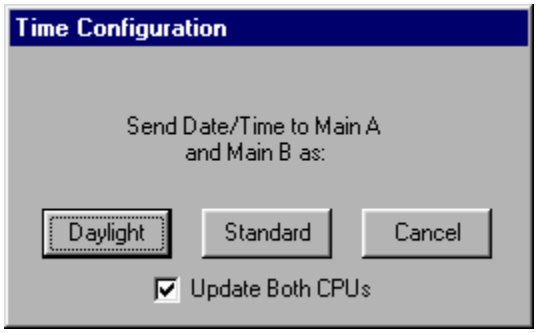
3. **Click the "Enable the Main A Daylight Saving Settings" check box to "on" for automatic system CPU DST adjustment.**
4. **Proceed to transfer the settings to the system CPU, see "Transfer Settings" below.**

Transfer Settings

After the desired adjustments have been made to the PC and CPU settings, it is necessary to transfer the settings to the system CPU(s).

1. **Verify the settings displayed on the screen are correct.**
2. **Make sure that Main A (or Main B) is displayed in the drop-down list.**

3. **Click the "PUT to CPU" button in the toolbar.**



4. **Check or uncheck the "Update Both CPUs" box.**

If your system includes two Main CPUs, it is recommended that this box be checked, to ensure that the CPUs are set to the same time. The CPUs may be set separately, if desired, by repeating this procedure for each CPU.

If your system includes only one Main CPU, it is not necessary to check this box.

5. **Click the "Daylight" or "Standard".**

✷ **Warning: If the proper button is not selected, the system may not perform the DST automatically.**

Verify the message in the bottom status bar reads “SX850 Update Successful!” If this message does not appear, or an error message occurs, the transfer did not take place. Contact your service personnel.

6. **Click the “Get from CPU” button to verify the settings.**

GLOSSARY

ACRONYMS

CD – compact disk

CPU – central processing unit, part of an SCS

DST – daylight saving time

IP – Internet protocol

IPA – Internet protocol address

MCPU – main central processing unit, part of the SCS specified as A or B

OSD – on-screen display

PC – personal computer

SCS – surveillance control system

TCP/IP – transmission control protocol / internet protocol

TMU – time management utility

TERMS

admin console – a PC-based Graphical User Interface (GUI) that facilitates the interaction between an SCS (Surveillance Control System) and a system administrator.

backup CPU – *same as* redundant CPU.

central processing unit (CPU) – that part of a Surveillance Control System (SCS) that controls the functioning of the entire system, which it also enables. Operating on either active or standby status, if active, it is the Main CPU; if in standby, it is the Redundant (or Backup) CPU.

daylight saving – the practice of advancing standard time by X hours in the spring or fall each year in order to gain an extra period of daylight during the early evening.

daylight saving time – the time observed when daylight saving is adopted in a community.

ethernet – a local-area network protocol featuring a bus topology and a 10-megabit per second data transfer rate.

internet protocol (IP) address – a unique 32-bit identifier for a specific TCP/IP computer or other device (such as a printer) on a network. IP addresses are in dotted decimal form, with each of the four address fields assigned a value from 1 to 255. *Example:* 128.127.50.224

monitor – a CRT (cathode ray tube) dedicated to viewing images generated by one or more of the components of surveillance system.

local PC – computer on which the time management utility is installed.

redundant CPU – a central processing unit in the "standby" mode, always ready to take control of the entire system upon command from the CPU management switch. After taking control of the system, the redundant CPU becomes the active CPU.

resident PC – computer on which the time management utility is installed.

surveillance control system (SCS) – Large-scale matrix system which performs functions such as camera control, switching, automatic alarm processing, and provides on-screen display.

system administrator – a person who manages a network system by: configuring system hardware, programming system features, monitoring system status, controlling overall system operation, and reviewing system logs.

tcp/ip – a communications protocol for computer networks, the main protocol for the internet.

time zone – one of the 24 regions or divisions of the globe approximately coinciding with meridians at successive hours of the observatory at Greenwich, England.

user – a human (operator) who accesses the system, selects resources, and controls successfully selected system resources.

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