

READYKEY® K6100 Readykey for Windows™

Alarm Graphics Datasheet

Introduction

This document describes the Readykey for Windows Alarm Graphics facility, which allows a graphic file to be attached to doors and alarm inputs in such a way that they can be easily displayed when the alarm event is received by the Readykey for Windows system.

The graphic, typically a map or plan pinpointing the location of the alarm event, can then be displayed by clicking on a button in the window displayed when an alarm is received at the PC.

Each door or alarm input on the system can have a different graphic file attached in this way.

Graphic Files - Format and Location

Any graphic files must be in a Windows bitmap format (BMP). This format is supported by most graphics packages, including Microsoft Paintbrush which is supplied with every copy of Microsoft Windows™.

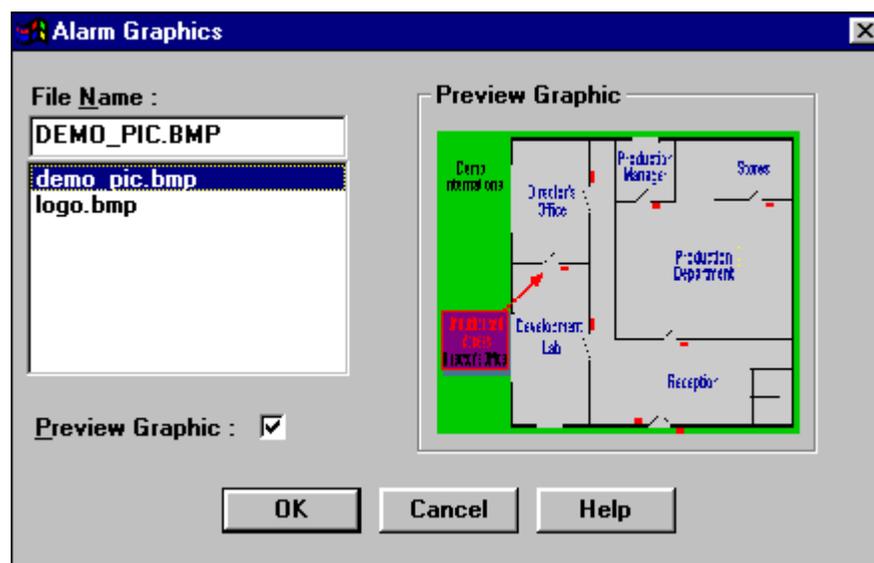
Graphic files must be stored in the Readykey for Windows GRAPHICS sub-directory (usually C:\RKEYWIN\GRAPHICS).

Assigning Graphics to Doors and Alarm Inputs

Graphics are assigned to doors and alarm inputs within the **Installer** application. The procedure below describes assigning a graphic to a door. A similar procedure is used to assign a graphic to an input on an K2015 Alarm Module or K2015A Alarm Event Manager.

Choose **Doors** from the **Installer** icons. Select the **Site**, **Door Controller** and **Door** to which you wish to assign a graphic.

In the **Alarm Graphic** box, choose **Browse...**



A list of all .bmp files found in the Readykey for Windows Graphics sub-directory will be shown. One file, *demo_pic.bmp* is supplied as part of the Readykey for Windows default data.

Make sure **Preview Graphic** is selected to display the graphic on the right-hand side of the window.

Choose **OK** when you have selected the graphic you wish to assign to the door. You will be returned to the **Doors** window. Choose **Change** before selecting other doors.

Choose **Close** when you have assigned graphics to all the doors on your system.

Alarm Icons

When the Readykey for Windows Alarm application starts, 3 icons will appear:

- **Current Alarms** - used to examine the three alarm queues (Current, History and Uncleared)
- **Online Transaction Display** - displays transactions as they occur on the system
- **Alarm Graphics** - used to view graphics attached to alarm events.

Displaying Graphics

When an alarm event occurs, the **Alarm Event** window will be displayed as shown below - the operator can choose to **Accept** the alarm or **Queue It**:

ALARM EVENT

Date : 28/11/96 Division : RADIONICS

Time : 13:43 Location : FRONT DOOR IN

Event : Unauthorised Access

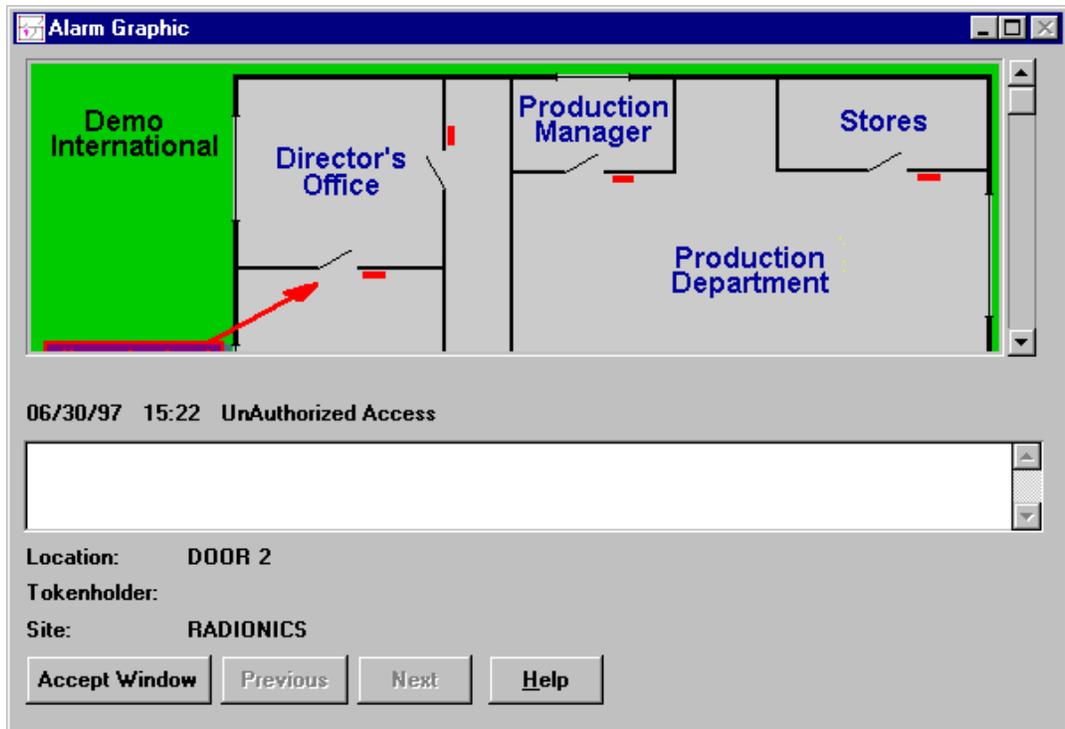
Select alarm reason code :

No reason code entered.

Unknown

Present operator key, or select Accept to acknowledge this alarm :

Alternatively, the operator may choose **Info...** to view additional information about the alarm event, including the Alarm Graphic. This will display the **Alarm Graphic** window:



The **Alarm Graphic** window operates independently of the **Current Alarms** and **Alarm Event** windows, and will automatically display the graphic (if one has been assigned) and a description for each new alarm event that occurs.

The Alarm Graphic window stores a list of graphics (default 5, maximum 30) regardless of the state of each associated alarm (accepted, queued, uncleared, etc.). The operator can navigate through these graphics by using the **Previous** and **Next** buttons on the **Alarm Graphic** window.

The number of graphics in the list can be configured by a system operator - described later.

Notes on the Alarm Graphic Window/Icon:

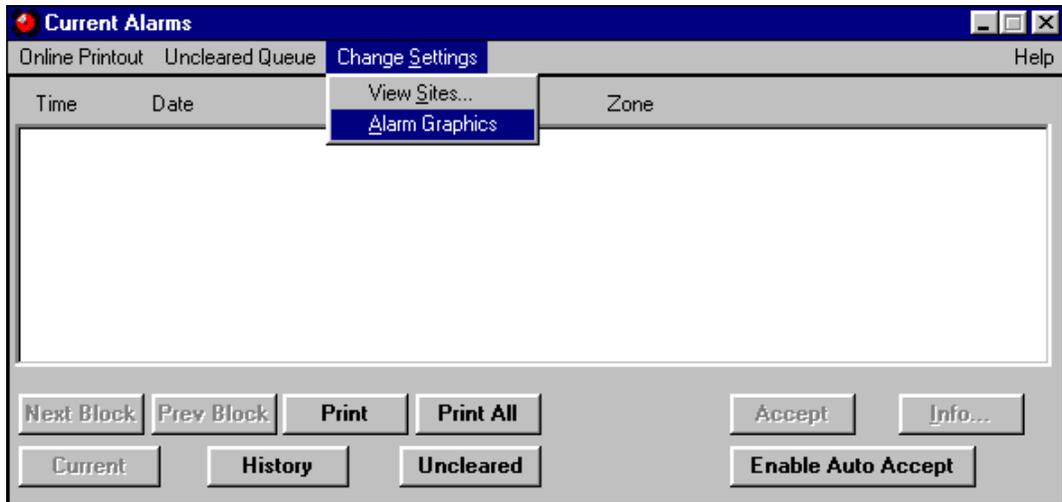
- If the **Alarm Graphic** window is minimized the graphic will not be shown until the window is restored.
- This window can be resized by dragging the sides of the window with the mouse. If the window is smaller than the graphic being displayed, scroll bars will be available to allow the operator to view the rest of the graphic.
- The window/icon can be made to be 'Always On Top' by clicking on the control menu (top left hand corner of display). If this option is selected, then the **Alarm Graphic** window/icon will always be visible on top of all other windows.

If the associated alarm is waiting to be accepted, clicking the **Accept Window** button will cause the **Alarm Event** window to be displayed as the front window.

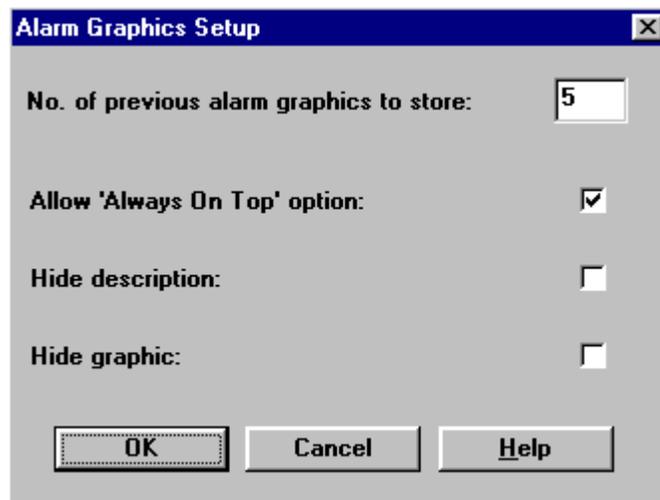
Alarm Graphics Settings

Certain aspects of the Alarm Graphics facility can be customized. Access to this feature can be restricted to certain operators through the **Privileges** facility in **Admin: Operators**.

When an operator selects **Alarm Graphics** from the **Change Settings** menu in **Current Alarms**, they will first be asked to authenticate themselves to the system by using their **User name**, **Password** and/or **ID device** as required.



The following screen will then be shown:



This screen allows four aspects of the Alarm Graphics facility to be customized:

- **No. of Previous Alarm Graphics to store** - this option controls the number of alarm graphics that are stored. Once this limit is exceeded, then the oldest stored alarm graphic will be deleted from the stored event memory. The default value is 5; the maximum value is 30. The stored alarm graphics are navigated using the **Previous** and **Next** buttons in the **Alarm Graphic** window.
- **Allow 'Always On Top' option**- this option determines whether operators are able to enable/disable the 'Always On Top' feature.

Note that by enabling 'Always On Top', then by turning off the ability to change it in **Alarm Graphics Setup**, that the facility can be forced 'on'.

- **Hide Description** - controls whether the text description is displayed for each alarm event in the **Alarm Graphic** screen.
- **Hide Graphic** - controls whether the graphic itself is displayed for each alarm event in the **Alarm Graphic** screen.

Note: It is possible to hide both the description and the graphic - in this case, only the alarm event type, location and date/time of the alarms will be shown in the **Alarm Graphic** window.

