TRANSMITTER PROGRAMMING COMMANDS

What They Mean

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Transmitter Programming Commands

Enclosed is an alphabetical listing, with detailed descriptions, of the Transmitter Programming Commands available on the Customer and Transmitter Type programming. When in the Transmitter Programming Commands form all descriptions are detailed upon the selection of the item and the enabling of the item by moving it from the left-hand section onto the right.

Please note:

- Items, indicated with a (1), will not function on a back-dated event..
- Items indicated with a (2), are ignored when sending Manual signals.

Audio(Type) (1,2)

This command indicates that the event has audio capabilities and defines what audio commands will be made available. Audio Monitoring must be selected on the Transmitter type in order to enable this command. This works in conjunction with Audio features available through the Manitou Media Gateway.

- Type – The audio type which is either 'Yes' for two-way, or 'Listen' for listen only (talk mode not allowed)..
- Delay - The time in seconds up to which the alarm will be delayed waiting for the audio to become available (Listen-In message from the receiver).

CanCancel(Event,Zone,Timeout,Abort) (1)

This command allows the signal to be cancelled and/or aborted (removed from the alarm queue and logged) when the appropriate cancel signal arrives.

- Event - The event code of the allowed cancel signal or '*' for any event code. The Event the system is looking to receive is the signal on the output side of the programming. Therefore, if an activation (*A) is translated to a restore (*R) the Event should be the restore.
- Zone - The zone of the allowed cancel signal, or '*' for any zone, or '=' for the same zone as the signal (alarm) allowing the cancel.
- Timeout - The timeout period in seconds from receipt of the cancellable alarm by which a 'Cancel' signal is allowed to cancel the alarm. If this command's Abort option is enabled then the alarm will be suspended and hidden (not shown in the alarm queue) for this timeout period.
- Abort - The option to Abort (force close) the alarm if the cancel signal is received within the timeout period. If not aborted, the alarm will be marked as cancelled and any remaining suspend time will be terminated (alarm will be available for operator handling)

CanCancel keeps the event in a pre-alarm state and will not drop to the alarm handling operator until the time-out is completed. If this is set to the maximum number of seconds (3600), 1 hour, the event will be an hour old before an operator sees it if the cancel event does not arrive to cancel it. Applicable Signal Processing Attributes: c, d, e,

Cancel()

This command gives this signal Cancel properties so that it is capable of canceling another signal. The only way the CanCancel piece of the programming commands will work is if the canceling signal has cancel properties. If the event does have cancel properties, the Signal Processing attributes on the event will only cancel a 'CanCancel' event within 10 minutes of the alarm arrival. If the CanCancel is set for a timeout greater than 10 minutes (600 seconds), the Cancel() property must be attached to the canceling event regardless of whether or not the event has the property by default or not.

Related Signal Processing Attributes
g, h, i, n

Confirm(ID, Event,Timeout)

This command will change the second received signal to 'Event' (which should imply a confirmed type of event). The first signal will be suspended for Timeout seconds waiting for a possible second signal. If the second signal is received within the timeout period of the first signal, the first signal will be logged and the second signal will become 'Event' (from the Confirm function parameter of the second signal). The third and following signals received within the timeout period of the first signal will also be logged. If a second signal is not received within the timeout period, the first signal will be presented as a normal event. A Line Fault signal can be considered to be the first signal for any ID group and is indicated by setting ID to '*'.

- ID – Identifier to link together signals of the same confirm group or '*' if Line Fault. ((*) is not currently a functional portion of this feature.)
- Event – Event (code) that the signal becomes (only applies if this is the second signal to be received).
- Timeout – Delay time in seconds that the first signal will wait for a second signal in the same group.

Dual(ID,TX No.,Type)

This command is used when there are two signals from two different transmitters expected for the same event. Dual Signaling must be selected on the Services tab of the Customer record in order to utilize this command. There must be at least two transmitters entered into the Transmitters form. One of the dual signals would be designated as the primary signal and the other would be the secondary or dispatchable secondary. A signal would be chosen as a Primary because it has the most detail regarding the event. The secondary would the signal with the least amount of detail. A dispatchable secondary has the same amount of detail as the primary signal (either is equally preferred to dispatch from). The timeout for expecting the second signal is a system parameter setting (Monitoring Options).

- ID – Identifier to link together signals of the same dual group.
- TX NO. – Transmitter number that will also send a signal for this same event.
- Type – Dual signal type: 'Pri' = Primary; 'Sec' = Secondary; 'Dis' = Dispatchable Secondary.

Dual(ID,TX No.,Type)

This command is used when signals are sent prior to an Opening signal, and after a Closing signal when panel does not itself handle Entry/Exit delays. Entry/Exit Delay must be selected on the Services tab of the Customer record in order to utilize this command. The system must have the Monitoring service of Entry/Exit Delay. If a signal with this command is received while the area is closed and within an opening schedule window, the signal will be delayed for the specified number of seconds from the Service awaiting the Opening signal. If the Opening signal is received within the timeout period, the delayed signal(s) is(are) ignored. If a signal with this command is received within timeout seconds after a recent closing signal, the received signal(s) is(are) ignored. EntryType is set to '1' for the signal which is the first one to be tripped at the start of the entry process and is also the last one to be tripped on the exit process. EntryType is set to '2' for all other signals or to '3' if there are multiple entry/exit signals which may be the first/last signal.

The signals participating in this process to must also contain the Signal Processing attribute of "m" and/or "n". The "m" attribute is not set on any events by default to ensure that each company sets this based on their specific company practices and make a reasoned decision before using this feature. The "n" attribute, if 'c,' 'd,' or 'e' is true then this option tells the signal handler to delete the alarm if it has been canceled when the alarm state is new or new/suspended. If the desired outcome is to remove this alarm from the alarm queue if the opening or closing occurs within the prescribed time period then the "n" command is required

- Entry Type – The Entry/Exit type where '1' starts an Entry cycle, '2' is any intermediate signal, '3' starts an Entry cycle if not already started or is an intermediate signal, '4' ends an Exit cycle or is an intermediate signal, and '5' starts an Entry cycle or ends an Exit cycle

Related Signal Processing Attributes
m, n

IfClosed(Event,Alarm) (1)

This command is used to adjust events if the area associated with this signal is closed (armed) when it arrives.

- Event – The event code that this if-closed signal will become.
- Alarm – The alarm attribute that this if-closed signal will have.
    - Alarm indicator:
        - 'Yes' = Signal is forced to be an alarm;
        - 'No' – Signal is forced to be logged;
        - 'Default' = Alarm or Signal depending upon Event Programming or Event default.

IfOpen(Event,Alarm) (1)

This command is used to adjust events if the area associated with this signal is Open (disarmed) when it arrives.

- Event – The event code that this if-closed signal will become.
- Alarm – The alarm attribute that this if-closed signal will have.
    - Alarm indicator:
        - 'Yes' = Signal is forced to be an alarm;
        - 'No' – Signal is forced to be logged;
        - 'Default' = Alarm or Signal depending upon Event Programming or Event default.

InSched(Sched No.,Event,Alarm) (1)

This command is used to change a signal if it is received according to the acceptable times and days of the specified general programming schedule indicated when it is received.

- Sched No. - General Schedule (programming type) to be obeyed for this signal.
- Event – The event code that this if-closed signal will become.
- Alarm – The alarm attribute that this if-closed signal will have.
    - Alarm indicator:
        - 'Yes' = Signal is forced to be an alarm;
        - 'No' – Signal is forced to be logged;
        - 'Default' = Alarm or Signal depending upon Event Programming or Event default.

InTest(Event,Alarm) (1)

This command is used to change a signal if the signal is in On Test when it arrives.

- Event – The event code that this if-closed signal will become.
- Alarm – The alarm attribute that this if-closed signal will have.
  - Alarm indicator:
    - 'Yes' = Signal is forced to be an alarm;
    - 'No' – Signal is forced to be logged;
    - 'Default' = Alarm or Signal depending upon Event Programming or Event default.

Pri(Priority)

This command is used to change a signal's priority (override of default event priority). This is valid only if the signal becomes an alarm.

- Priority – Override priority for this event (1-99).

RestCat(EvCat)

This command gives restore by event category qualities to the signal that may not otherwise be known as a category restore.

- EvCat - Event Category of the signals it can restore.

Related Signal Processing Attributes

Q, R

Restore()

This command gives restore qualities to the signal that may not otherwise be known as a restore.

Related Signal Processing Attributes

B, P, Q, R, Y, g, h, p

RestRq(Event,Zone,Timeout,Repeat)

This command is used to indicate that this signal requires a zone restore. If Timeout is non-zero and the transmitter has 'Generate Restore Overdues' enabled, a Restore Overdue signal will be generated after Timeout minutes if an appropriate restore signal (of type 'Event') is not received'.

- Event – Event (code) of the expected restore signal.
- Zone – Zone of the expected restore signal or '*' if any zone of type Event is to restore this signal, or '=' for the current signal's zone.
- Timeout – The number of minutes being unrestored at which a restore overdue is generated. Set to 0 to ignore restore overdue processing. For customer maintenance, the selected transmitter (at least one if TX = '*') requires the 'Generate Restore Overdues' option, on the customer reocord, to be enabled in order to change the timeout parameter.
- Restored – Indicates if the alarm zone or all zones are required to be restored in order to close the alarm (for the same transmitter and event code).
- Repeat - when enabled, this will repeat the restore overdue until the event is properly restored.

Related Signal Processing Attributes

O

Suspend(Timeout,Unavailable) (1)

This command will suspend, and optionally disable, alarms when first received. If the signal is unavailable while on suspension; it displays on the alarm queue, but will not drop or for an operator, or allow the operator to double click it to load it from the queue. If the signal is not unavailable, it displays on the alarm queue with a status of 'Suspended' (the auto-client will not touch this alarm nor will it drop to an operator, until suspend time has expired). An operator can double click the alarm from the queue which would have the effect of canceling any remaining suspend time.

- Timeout - Delay time, in seconds, this signal should sit in the alarm queue.
- Unavailable - Indicates if the Alarm is unavailable (shown in the alarm queue, but cannot be allocated) until the suspend time expires.

TempClose(Window) (1)

This command, when enabled, creates a temporary close window from the receipt of the signal (must be an Open event). For customer maintenance, an Open/Close monitoring service is required for the signal's system.

Tour(ID,Seq,Timeout) (1)

This command is used to group signals into a guard tour sequence. The first signal of a tour group must have a sequence number of '1'. Each subsequent tour signal, for the same tour ID, must have a sequence number one higher than the previous. The last signal of a tour group is indicated by having a timeout value of '0'. Signals received out of order will generate a Tour Sequence (*TS) alarm. If the next tour signal is not received within the previous signal's timeout period, then a Late-To-Checkin (*LG) alarm will be generated.

- ID – Identifier to link together signals involved in the tour.
- Sequence – Order of the point for the tour.
- Timeout - Time The timeout period, in minutes, by which the next tour signal must be received. '0' in the timeout indicates that point is the end of the tour.

Related Signal Processing Attributes

N

TwoTrip(ID) (1)

This command will require two signals of the same ID to be received before considering the event to be a real signal. The Two-trip Monitoring Service is required in order for the Customer record to utilize this command. Also, the customer must not have UL service selected and the signal must be allowed through its Signal processing attributes to participate in Two-trip delays. The timeout for expecting the second signal is a system parameter setting (Options). The first signal is always ignored. If a second or following signal is received within the timeout period of the first signal, then the subsequent signals are handled normally.

Please be aware that the two-trip signal processing attributes must be applied to the output event codes not the input. Therefore if an activation on zone one translates to a Perimeter Burglary alarm then the attribute must be on the Perimeter Burg (BA1) alarm not the Activation.

- ID – Identifier to link together signals involved in two-trip.

Related Signal Processing Attributes

l (lower case L)

User(ID,Override)

This command sets the signal's User ID information (effective panel user ID) if not already supplied in the signal itself (not an override). Generally the ID would be sent in as part of the signal or as the zone number when the signal is an open or a close type of event.

- ID – User number that will override the user number in the event.
- Override – The overwrite type. 'Yes' will force this user Id to be used even if the signal supplied one. 'No' will not override the signal's user Id, if present.

Video() (1)

This command sets the signal's User ID information (effective panel user ID) if not already supplied in the signal itself (not an override). Generally the ID would be sent in as part of the signal or as the zone number when the signal is an open or a close type of event.

- ID – User number that will override the user number in the event.
- Override – The overwrite type. 'Yes' will force this user Id to be used even if the signal supplied one. 'No' will not override the signal's user Id, if present.