Include Command Descriptions

This document details the Include commands used during Action Patterns, their meanings.

Include Command Functionality
The "Include" command allows the ability to conditionally "include" specific Action Patterns filled with only the specific needed elements; based on customer and/or signal statuses. For example, the Residential Include command checks to see if the account is Residential or not. Based on the Yes/No value (or ANY, essentially skipping the condition), pieces are assembled into the final action pattern set of items for the specific customer and specific signal at the specific time.

Site On test
This command checks to see if any portion, or the site, is currently On Test.

Site Test Expired
This checks if the system was recently On Test

Related Site On Test
This checks to see if accounts related to the signaling account is currently On Test.

Related Site Test Expired
This checks to see if the customer records related to the alarm account was recently on test

Disaster Mode
This checks to see if the customer's zip code (postal code) is listed within an active Disaster event.

Caller ID Mismatch
This checks to see if the event had a caller ID mismatch.

BLOB Data Available
BLOB stands for Binary Large Object, such as a Video clip or an image. This checks to see if this data linked to this alarm.

Verify Open/Close User
This checks to see if the signal requires a manual verification of the Open/Close event. Verify Open/Close User (Open Only, Close Only, or Both).

Orphaned
This checks to see if the signal was orphaned, or not; meaning a customer for the signaling transmitter was not found.

Back-Dated Alarm
This checks to see if the event was generated for a time in the past, as opposed to the current time.

Ticket Printer Alarm
When reprocessing tickets, using the Ticket Printer file, a special status to indicate the signal was initially processed via the Ticket Printer (manually handled).

Additional Notes:

These commands must be true or false at the time of the alarm in order to function as expected.

Changes in status, once the alarm is generated, make no change to the Action Patterns presented.

The "ANY" value essentially ignores the option because either Yes or No is valid. If choosing to use 'any,' the action pattern item is included all the time.

Build the appropriate Action Patterns before attempting to use the Include Commands.

Include Command Descriptions (cont.)

Zone Must Be Restored Before Closing Allowed
This command checks to see if the Restore Required command was employed to require that all zones must be restored before the alarm may be closed.

Access Control Alarm
This command checks to see if the event was generated through the integrated Access Control system.

GPS Location Alarm
This checks to see if the event contains GPS, location, data.

Area Open/Area Closed
This checks to see if the signal's area is Open or Closed. Some sites provide differing behavior on some events based on the system's status of armed or disarmed (Closed or Opened). It is also possible to address this using IfOpen or IfClosed Transmitter Programming Commands.

Force Alarm
This checks to see if this normally logged alarm event was forced to the alarm state. Possible reasons for a forced alarm include: runaway, caller Id mismatch, or a Transmitter Programming Command forcing the event to alarm.

Verified Alarm
This checks to see if the alarm was confirmed through a Signal Processing Attribute or through the Confirm Alarm Transmitter Programming command.

Customer Inactive
Alarms, by default, do not present in the event of an account being Inactive. However, there are some events that may present on an inactive account such as Runaway warnings. This command references only events that would generate as alarms, on the Inactive account.

Manual Alarm
This checks to see if the event was manually generated via a Manual, or FEP Manual, signal.

Fire Test Alarm
This checks to see if the event is flagged as a Fire Test within its Signal Processing Attributes.

Open/Close Type
This checks to see if the event is listed as an Open/Close type event.

Exception Event
This checks to see if the Event Code is listed as an Exception type event.

Dealer Inactive
This checks to see if the customer's dealer .is marked as being inactive. This is a very rare condition since alarms for an inactive customer are normally logged. Just like the Customer Inactive, alarms that may come in for an Inactive customer are, Runaway or Caller ID mismatch.

Check-in Alarm
This checks to see if the event is marked as a Check-in, through the Signal Processing Attributes on the event.

Audio-Capable Alarm
When the alarm has audio linked to it, through the Audio Capable command.

Residential
This checks to see if the account is, or is not, residential.