

# Manitou 2.x Web client



## Building a Prompt within an Enhanced Action Pattern

Prompts are used to help collect information for alarm processing and can be used to drive operator actions with Logic items. This guide steps through the building of LIST prompts and how they function in ManitouNEO.

To add a List Prompt to an Action Pattern do the following.

- Within the Action Pattern Open the Data Handling section then Select Prompt.
- On the Variable line enter a name for the List Prompt. Note: this can be any value that you will recognize when you need to call it for logging or logic use later.
- Drop down the Type section and select List.
- Type in the question the operator should read within the Prompt section. (Some examples are: “Do you see a threat?”, “Will you be able to meet the police at the location?”, “Do you need assistance?”, etc.)
- Enter in the values to show in the list. These values must be strung together and separated by a vertical pipe (|) delimiter.
  - Example 1 - a simple Yes/No should be formatted like: Yes|No
  - Example 2 - if you want to use other words in the log file you can precede the list words with other words and separate them with a semicolon like: will;Yes|cannot;No This allows you to build your Log line and include the variable which will write a complete sentence like “The customer cannot meet the police at the site.” and the operator still picks Yes or No.
  - Example 3 - when there are more than two choices the same rules apply, just simply add the parameters in separated by the vertical pipes like: Yes|No|Unsure
- Click Apply.
- Repeat as necessary for all needed prompts.

After you create your Prompts it is possible to add them to Log Lines or use the results for Logic statements.

Available Prompt types in ManitouNEO Action Patterns:

- **Number** - Collects a Numeric value. Numeric values can be masked to collect in specific formats.
- **Hex** - Collects a Hexidecimal value. Such as an Area can be delieved to the system as a Hexidecimal value.
- **Text** - Collects a text value. This can contain both numbers and letters.
- **Uppercase Text** - Collects a text value that will force all letters to Uppercase. This, too, can contain numbers and letters.
- **List** - Provides a list for an operator to select a choice.

