

# Signaling in Manitou

Manitou's **Signal Handler** is designed to easily and quickly manage the events passing into alarm handling. Upon receipt of an alarm through the **Receiver** and **Front End Processor (FEP)**, the Manitou Signal Handler then accepts the alarm through the **Marshaller** and begins processing the alarm. See this [guide](#) for more information about signal processing.

## Signals

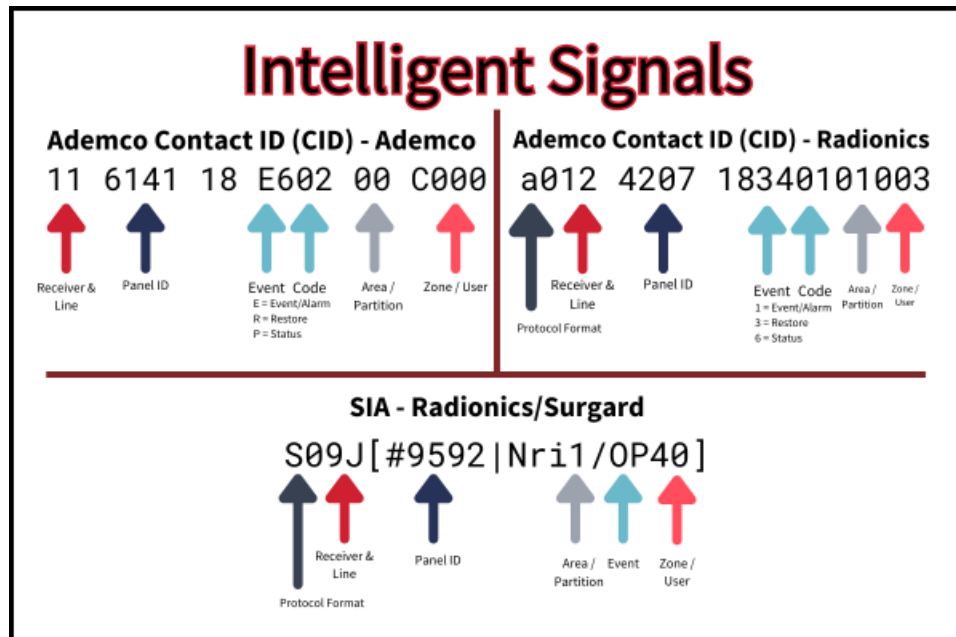
Manitou events fall into two main categories: **Intelligent** and **Non-intelligent**.

## Intelligent Events

These are events presented to Manitou in a format that identifies, through **Event Maps** based on the signal's protocol, what type of signal it is, such as burglary, fire, panic, trouble and the like translated in the Event Maps. Commonly known "intelligent" events are known as:

- **Contact ID** (Ademco Contact ID)
- **SIA** (Security Industry Association)
- **DMP** (Digital Monitoring Products)

**Intelligent events**, if not overridden by Customer or Transmitter Type programming, deliver to alarm operators, or logged to account activity logs, based on the Event Maps. Here are examples of how some intelligent signals arrive in Manitou:

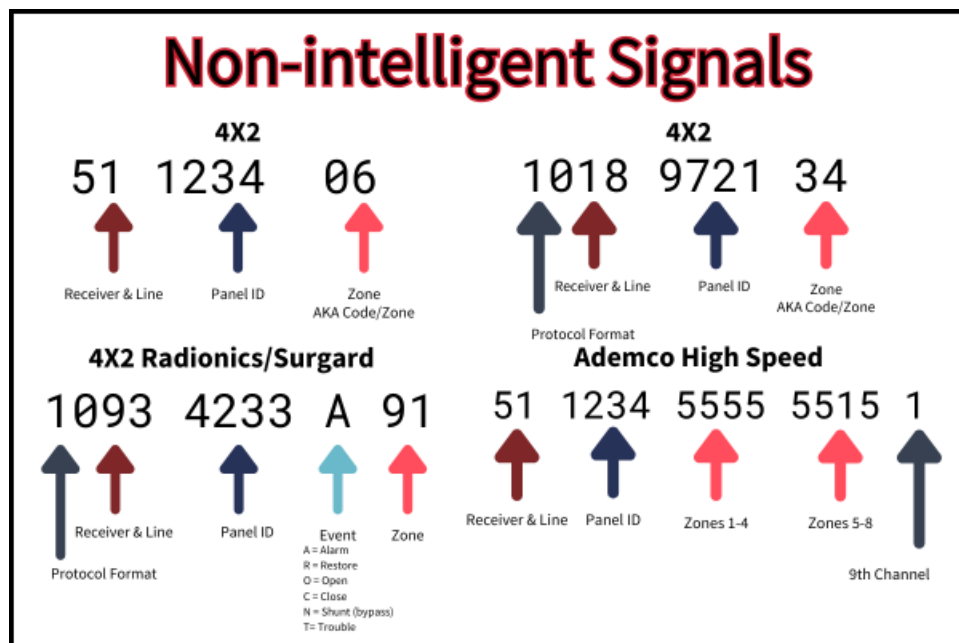


## Non-intelligent Events

Are events presented to Manitou in a base format of an alarm on a zone. Non-intelligent signals provide no way for the Signal Handler to "know" what event is what without zone-specific translation. Non-intelligent events are also known as:

- 4X2, 3X1, 4 by 2, 4/2
- Ademco High Speed
- Modem
- FBI Superfast
- ITI

**Non-intelligent events** require signal translations based on the zones. Here are examples of some non-intelligent signals and how they look when they arrive in Manitou:



Once the signal passes through the first verification of its type, the Signal Handler then reviews how to [manage the signal](#).