

# Logic Handling - If, Else, End If

The **Logic Handling If, Else, and End If** commands are used to apply logic to binary values. IF commands evaluate two items. True or False, Yes or No, 0 or 1, and the like.



Every IF command must have an END IF.

## IF

A screenshot of a software interface for configuring logic handling. At the top, a blue header bar contains the text "Logic Handling" and a small downward-pointing arrow. Below the header is a list of options: "If", "Else", "End If", "Select", "Case", and "Otherwise". The "If" option is selected. Below the list is a section titled "Add Line 2" in blue. This section contains several input fields: "Field Type" with a dropdown menu, "Event Value" with a dropdown menu showing "[At Alarm Time]", "Description" with a text input field, and "Field" with a dropdown menu, followed by an equals sign "=" and another dropdown menu labeled "Value".

- **Field Type** - Selects the type of item to evaluate.
  - **Event Value** - Completed upon the receipt of the alarm.

# Event Value Items

LOGIC TYPE [EVALUATED TYPE]	
Event Value	[At Alarm Time]
Customer Value	[At Alarm Time]
Status Flag	[At Alarm Time]
Signal Qualifier	[At Alarm Time]

FIELD TYPE
Event Value
Description
Event Area
Event Area Description
Event Audible Type
Event Category
Event Code

Event Comment
Event Confirm Status
Event Date
Event Description
Event Device Description
Event Device ID

Event FEP No.
Event Line No.
Event Panel Type
Event Panel Type Comment
Event Panel Type Description

Event Point ID
Event Priority
Event Receiver Line Designation
Event Receiver No.
Event Sector

Event Sector Description
Event Sensor
Event System ID
Event System No.
Event System Type Description

Event Time
Event UTC Date Time
Event Date Time
Event TX ID
Event TX Type


Event Comment
Event Confirm Status
Event Date
Event Description
Event Device Description
Event Device ID

Event Zone
Event Zone Description
Event Zone Description (blank if not found)

- Customer Value - Evaluated at the time of the alarm.

# Customer Value Items

LOGIC TYPE (EVALUATED TYPE)	
Event Value	[At Alarm Time]
Customer Value	[At Alarm Time]
Status Flag	[At Alarm Time]
Signal Qualifier	[At Alarm Time]

Field 

Customer Value

Description

A/R Company

A/R Number

Address Line 1

Address Line 2

Address Line 3

Name

State

Subdivision

Phone No

Customer Type

UL Grade

UL Response Time

Post Code

CS Holds Keys

City/Town

Class Code

Customer ID

Cross Street

Group Code

- **Status Flag** - Evaluated at the time of the alarm arrival.

# Status Flag Items

LOGIC TYPE [EVALUATED TYPE]	
Event Value	[At Alarm Time]
Customer Value	[At Alarm Time]
Status Flag	[At Alarm Time]
Signal Qualifier	[At Alarm Time]

Field Type	[At Alarm Time]
Status Flag	[At Alarm Time]
Description	
Site On Test	
Site Test Expired	
Related Site On Test	
Related Site Test Expired	
Disaster Mode	

Area Open
Area Closed
Customer Is Residential
Silent Alarm
Critical First Contact

Caller ID Mismatch
Binary Data Available
Verify Open/Close User
Orphaned
Backdated Event

Ticket Printer Event
Zone Must Be Restored
Access Control Event
Location Signal
Restore Zone Only

- Signal Qualifier - Evaluated at the alarm time.

# Signal Qualifier Items

LOGIC TYPE [EVALUATED TYPE]	
Event Value	[At Alarm Time]
Customer Value	[At Alarm Time]
Status Flag	[At Alarm Time]
Signal Qualifier	[At Alarm Time]

Field Type: Signal Qualifier [At Alarm Time]

Description:

**Forced Alarm**

Forced Signal

Verified Alarm

On Test

Duplicate Signal

Disaster Mode Event

Access Control Event

Location Event

Dealer Inactive

Time Base Billing

Customer Inactive

Manual Signal

Backdated Event

Fire Test Signal

Open Close Event

Checkin Event

Audio Capable

Escalated Event

Threat Change Event

Url Event

Exception Event

Orphaned

Aborted Event

Duplicate Event

Ticket Printer Event

- **General Schedule** - Evaluated upon alarm arrival and applies an Action Pattern General Schedule to evaluate if the General Schedule is active or not.
- **Variable** - Evaluated Live, links to any described variable determining if the variable is **True** or **False**.
- **Alarm State** - Evaluated Live within the Action Pattern. Determines if the selected Alarm value is **True** or **False**.

# Alarm State Items

Status Flag	[At Alarm Time]
Signal Qualifier	[At Alarm Time]
General Schedule	[At Alarm Time]
Variable	[Live]
Alarm State	[Live]

Field Type	[Live]
Alarm State	[Live]
Description	
Police Notified	
Fire Notified	
Cancelled	
Call Available	
Confirmed	

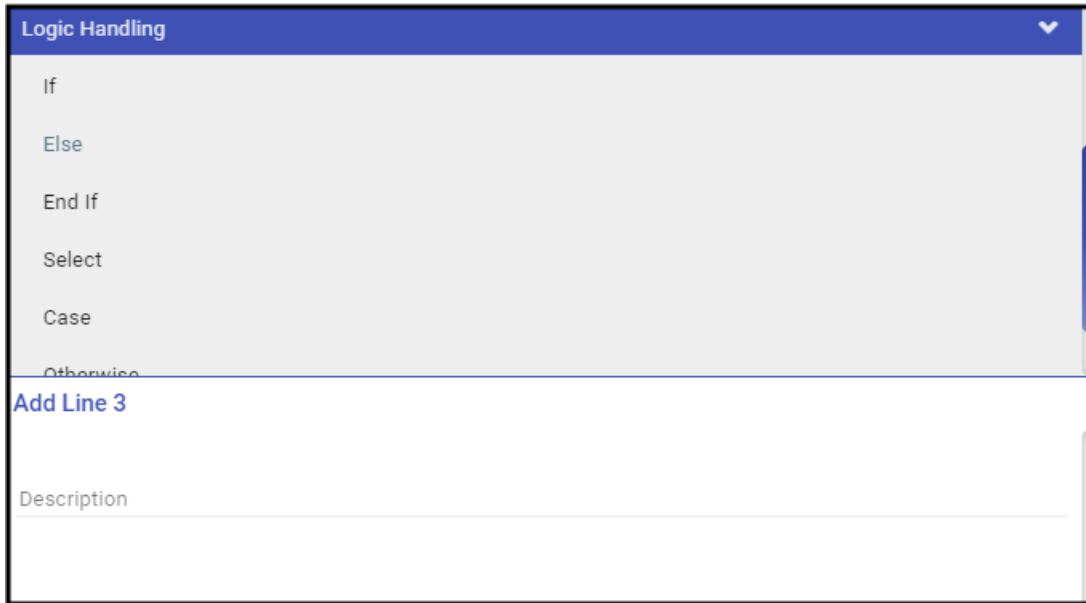
  

Audio Capable	
Video Capable	
Restored	
Prior Action Completed	

- **Description** - The plain language description of the item to be evaluated. For example: Status of Area.
- **Field** - Selected value from the Field type.

## ELSE

This command creates the space for the second of the binary values.

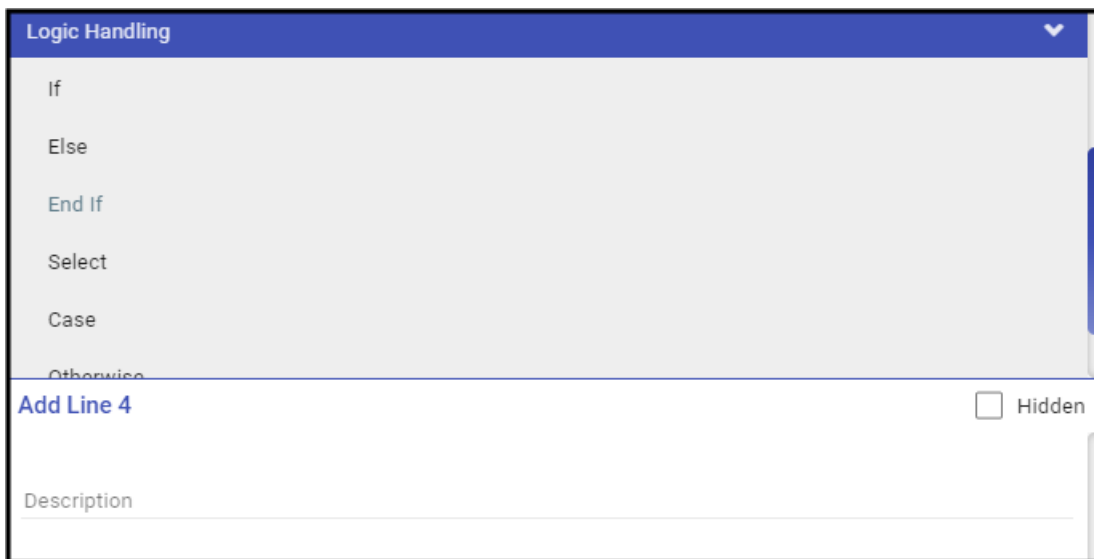


The **Description** is the "plain language" description of the Else value. For example, "When IF is False."

Depending on the need, Else can be left out, but it is highly recommended to ensure accuracy and

## END IF

This closes the IF command.



The **Description** is the "plain language" description of the End IF value. For Example, "End Logic."