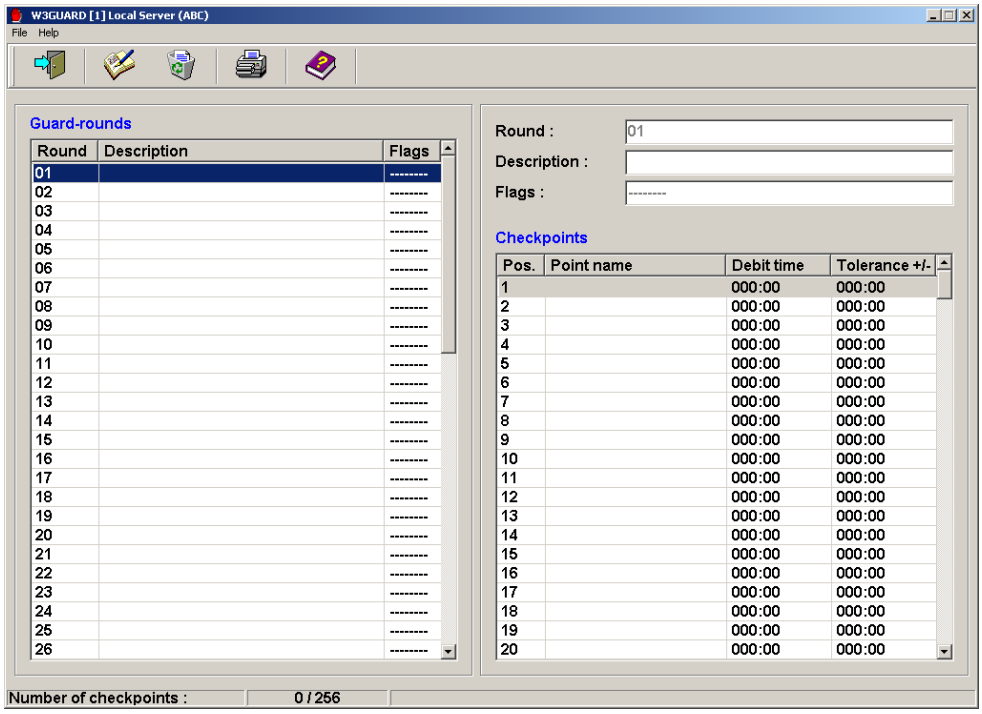
AUTEC
Gesellschaft für Automationstechnik mbH

XMP-Babylon

Software Documentation



Guard Round

Version: 1.0
Date: 26.10.2011
File: EW3Guard

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Table of contents:

1 General remarks

Besides a professional installation for the correct and proper operation of the devices as well as the safety-related aspects joined with it, the correct handling and maintenance of the software is presupposed.

The manual does not contain all details for the reason of clearness to all implementations and options of the described product. It cannot take into account every possible case of the arrangement, the operation or the maintenance either. If further information is required, please turn to the address mentioned on the title page of this document.

XMP-BABYLON is a very efficient and highly adjustable control system for integrated building management.

XMP-BABYLON consists of the following subsystems:

- **BABYLON-Vesta** access management;
- **BABYLON-Cronos** time management;
- **BABYLON-Uranus** building automation;
- **BABYLON-Saturn** security management;

For the simplification of the handling of the **XMP-BABYLON** system, specific documentations of the complete content for each subsystem and for every application do exist.

The documentation at hand describes the handling and the attributes of the **XMP-BABYLON** ***Guard round definition*** from

W3D	Version 3.8 from 27.03.2011
N3	Version 6.0.538 from 04.05.2011
N3RESID	Version 6.0.766 from 26.065.2011
N3IBO	Version 6.0.174 from 22.05.2011

2 Program description

The present documentation refers to the following program version:

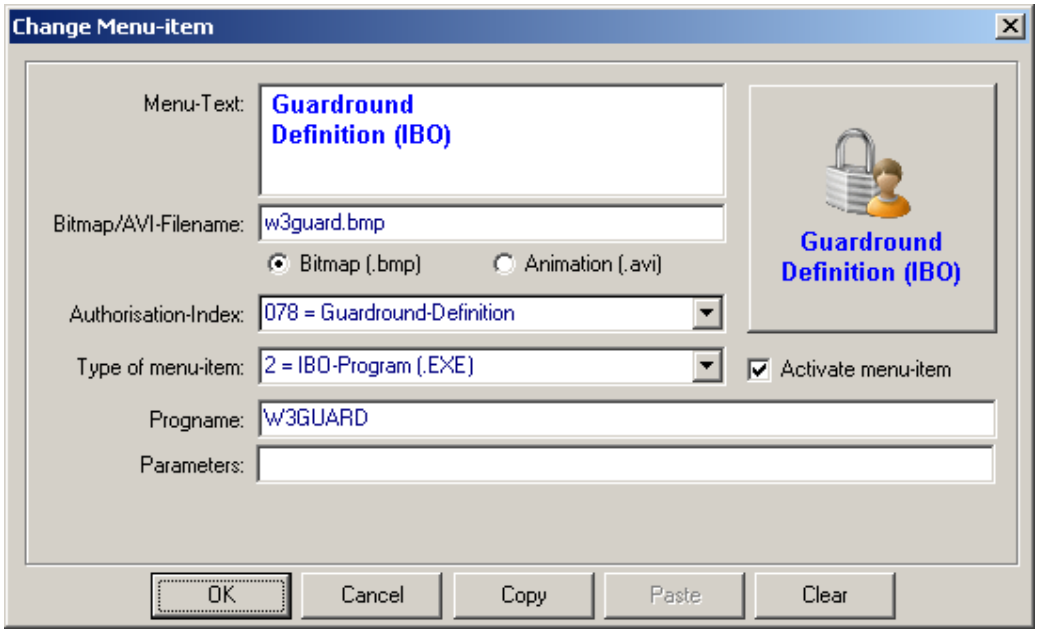
W3Guard.exe	Version: 1.0.1.6 (08.06.2004)

The **XMP-Babylon** system offers the guard tour module as a subprogram to the system. Up to 64 different rounds with 256 checkpoints can be generated. Besides it is possible, that up to 12 different rounds are executed and checked at the same time.

The guard round definition is subdivided in the program "Definition guard round" and "Guard round monitor".

3 Menu definition for guard round definition

With program **U3MENU.EXE**, an entry for starting the guard round definition (**W3Guard.EXE**) could be created in the program selection of the workstation:

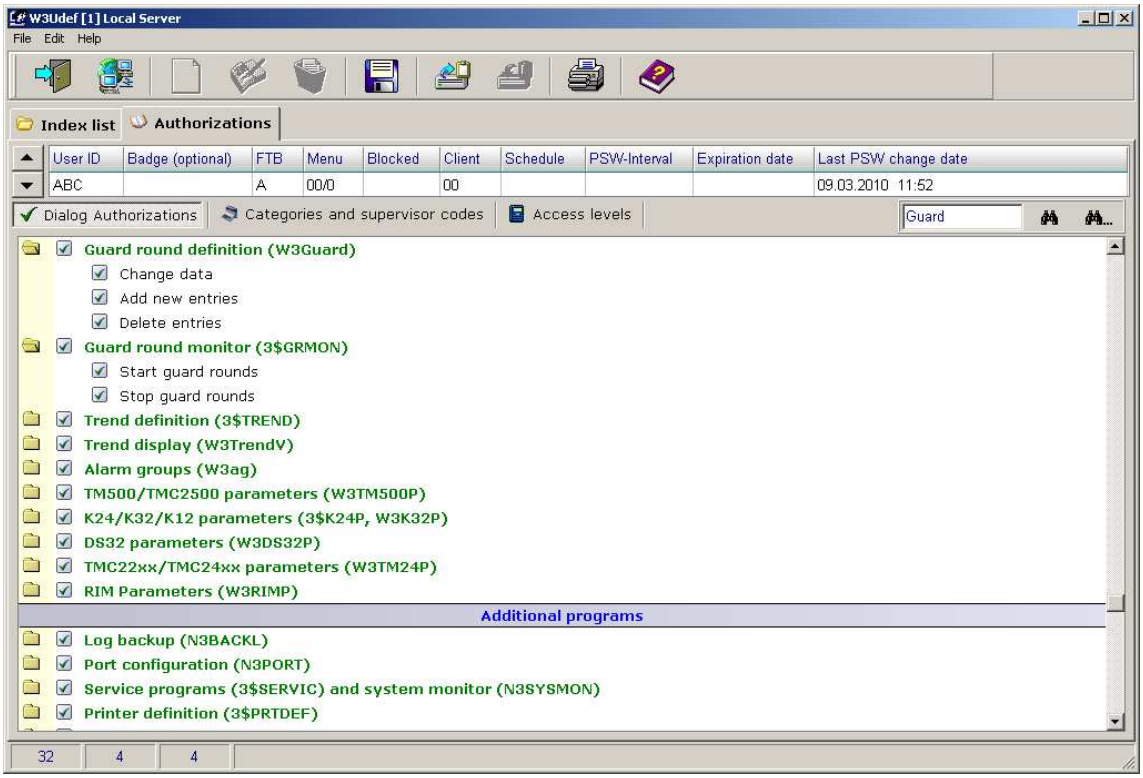


You will find a description of the program **U3MENU.EXE** in the **EU3MENU_menu-definition_Vx.x.pdf** manual.

4 Setting of access rights in the W3UDEF program

The rights for using the options within graphics administration program are defined in the user definition (**W3UDEF.EXE**) for the individual user by the administrator. Relevant for the user are the single authorizations as well as the assigned supervisor codes.

4.1 Single authorizations



Guard round definition:	This is the basic authorization for working with guard round definition. Setting this option is necessary for starting the program **W3Guard.EXE.**
Change data:	This grants the authorization to edit/modify guard rounds within the guard round definition.
Add new entries:	This grants the authorization to create new guard rounds. The button 'New' will be inactive, if this authorization has not been granted. 
Delete entries:	This grants the authorization to delete already existing guard rounds. The button 'Delete' will be inactive, if this authorization has not been granted. 

5 Required databases

For the creation and activation of the required databases, please use the **U3DBDEF.EXE** program. With this program can also be checked if the activated databases were defined in correct proportions to each other.

Important Databases, which are not activated in the dongle, are not loaded at start of the system.

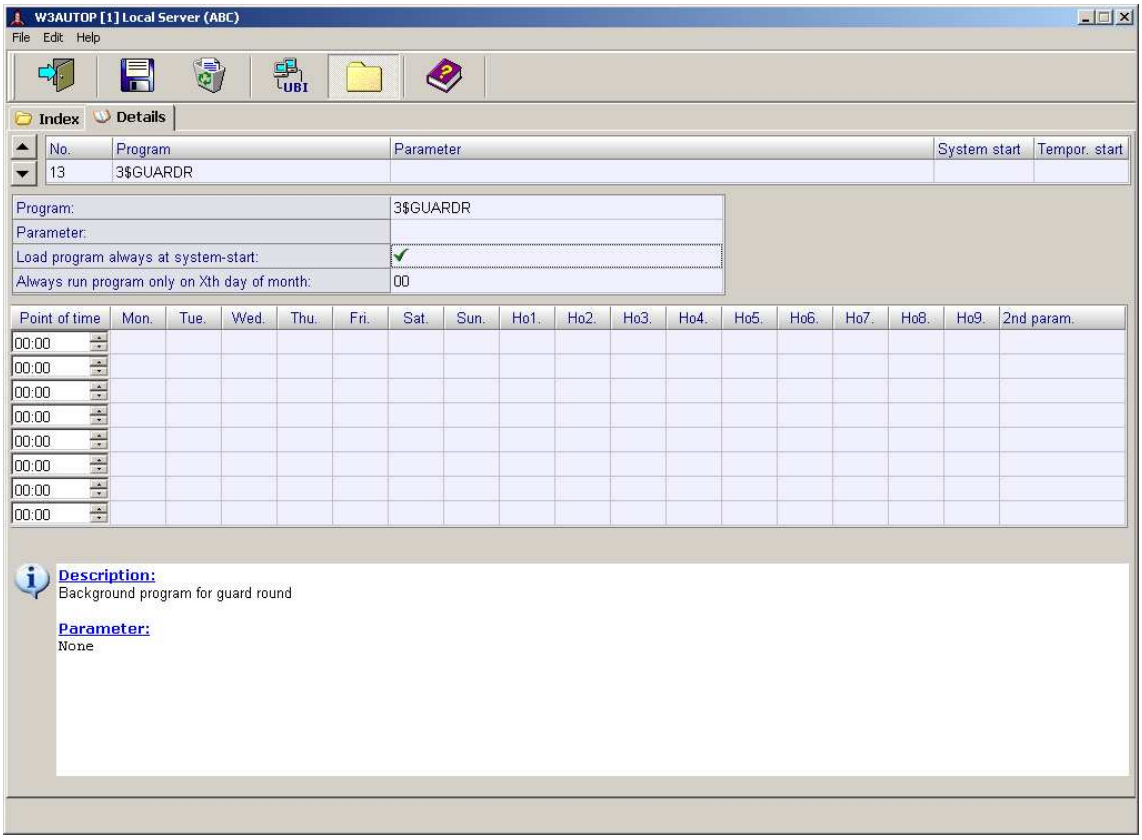
5.1 Program database

- Database 72 (**$$GUARD1.386**) – 64 records
- Database 73 (**$$GUARD2.386**) – 64 records

Hint The number of datasets (records) in this database defines the number of parameter groups. The default records (16 entries) should be created in the **U3DBDEF.EXE**.

5.2 Background program

In the definition for automatic programs, an entry for 3**$GUARDR.REX** must be defined with option ‚Load program at system start' activated. The background program does not need any further parameter (see **EW3AUTOP_automatic-programs_Vx.x.pdf**).



Important

After adding this entry to the list of background program, a restart of **XMP-Babylon** is needed.

6 Settings in badge definition

Activate group flags in badge definition **W3PERS.EXE** (right click):

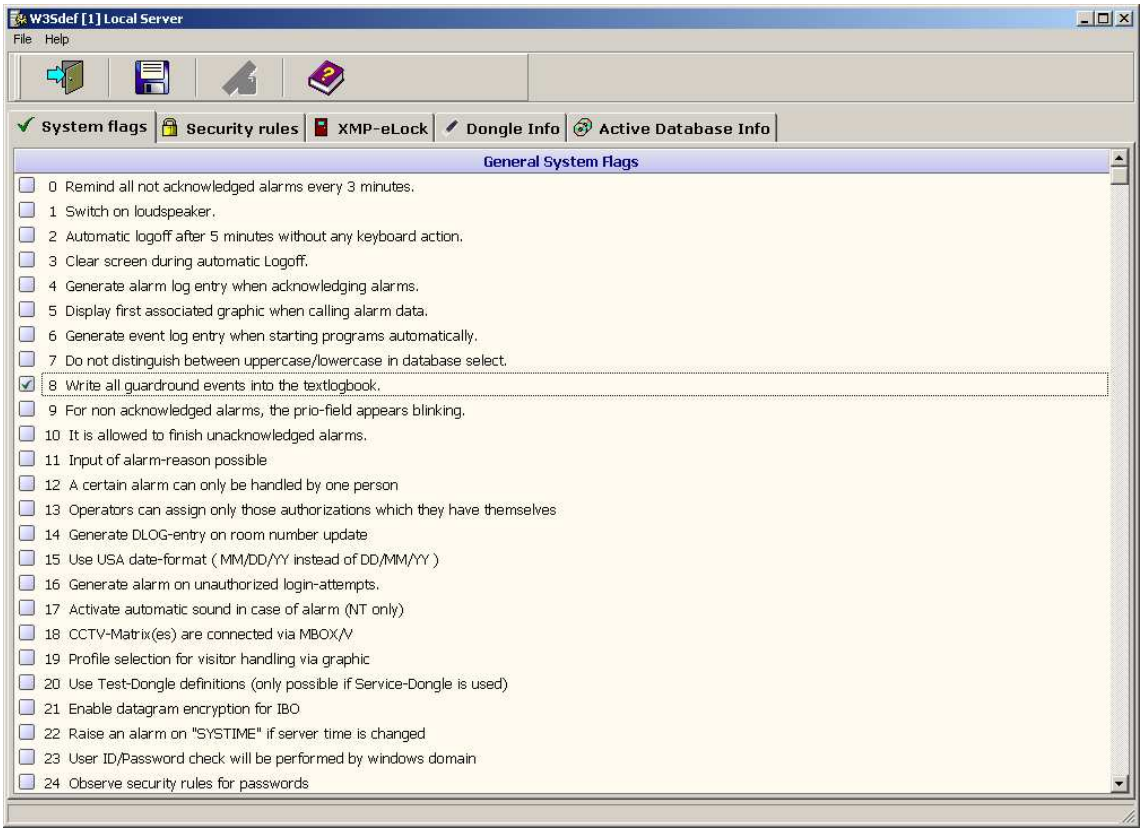
Description:

Special Function Groups:	3	Visitor type/Guard badge With this field a badge can be defined a guard badge, use character ‚*' (asterisk).

A description for the program **W3PERS.EXE** can be found in the manual **EW3PERS_badge-definition_V x.x.pdf**

7 Activation of the text log entries

In the "System configuration" - "System Definition" **W3SEDF.EXE** the logging of guard rounds can be switched on by activating flag 8 (Write all guard round events into the text log):



8 Settings in data point definition for guard rounds

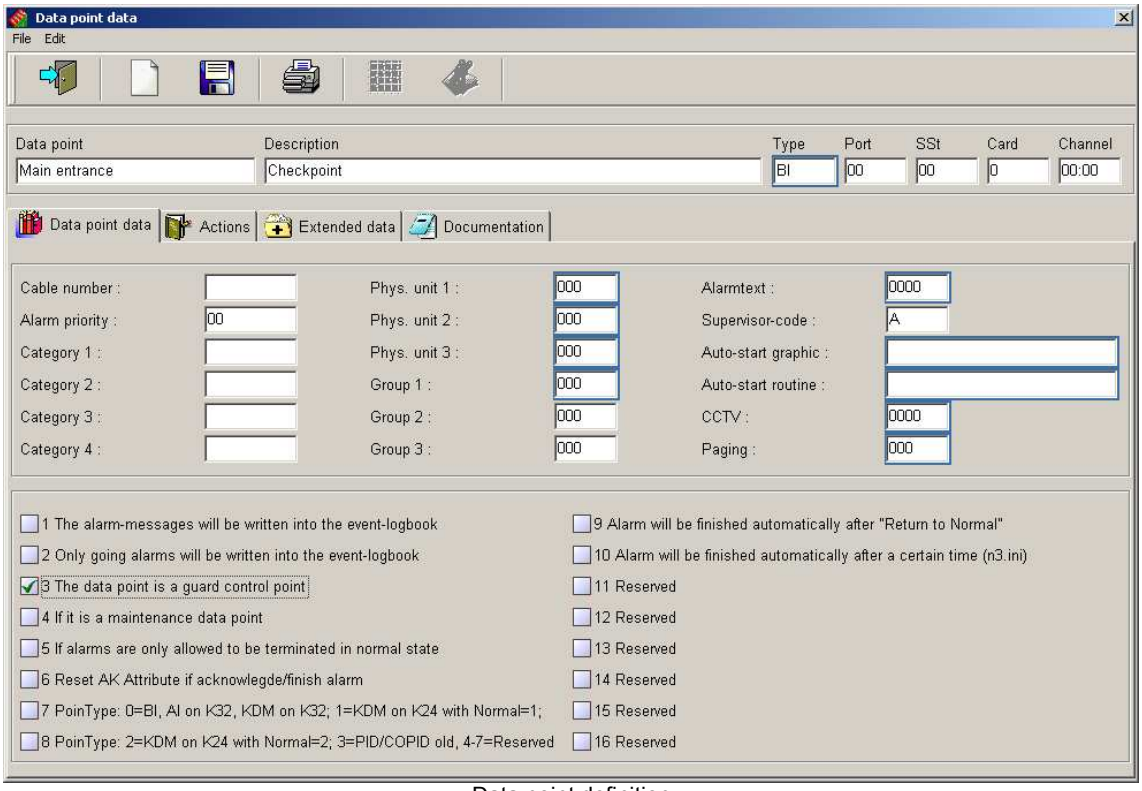
The definition of data points for the guard-tour is not very different from the definition for data points of the building automation (or the door-management. However, at this some additional specific features must be considered that are listed in detail.

Here you can define your data points according to the description in the manual (see **`EW3POIN_datapoint-definition_Vx.x.pdf`**). For the definition of the checkpoints for guard rounds, the following points must be considered:

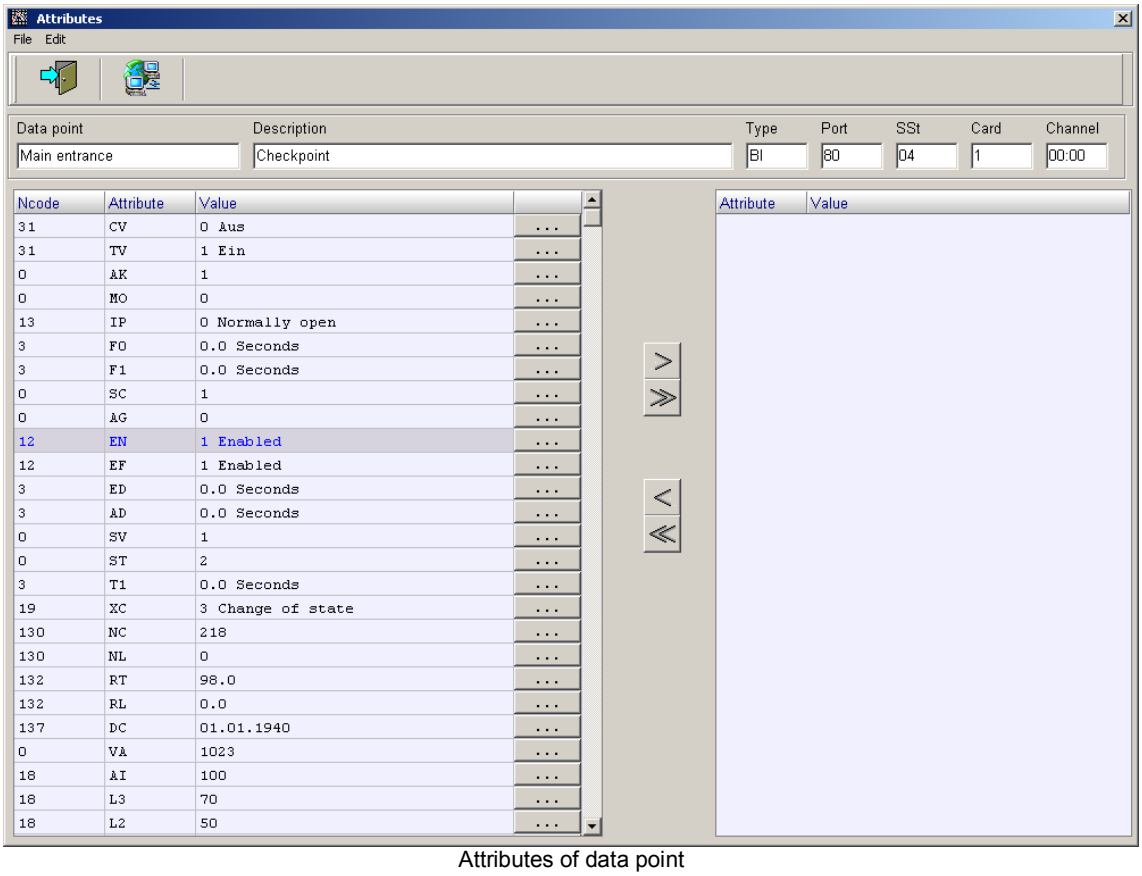
1. The checkpoints at flag 3 must be marked with a "*" on the third page of the Data point definition. The system considers this data point now not to be an alarm point, but a checkpoint for the guard-tour.

2. The **`EN`**-attribute of each checkpoint must be switched on (**`EN=1`**), if for example a BI of a controller is used.

3. The "XC"-attribute of each checkpoint must be adjusted to the desired resp. existing kind of state change. For that the possibilities "XC=1" or "XC=2" are available. I.e. that a state change either from "closed to open" or from "open to closed" causes a booking at a checkpoint.



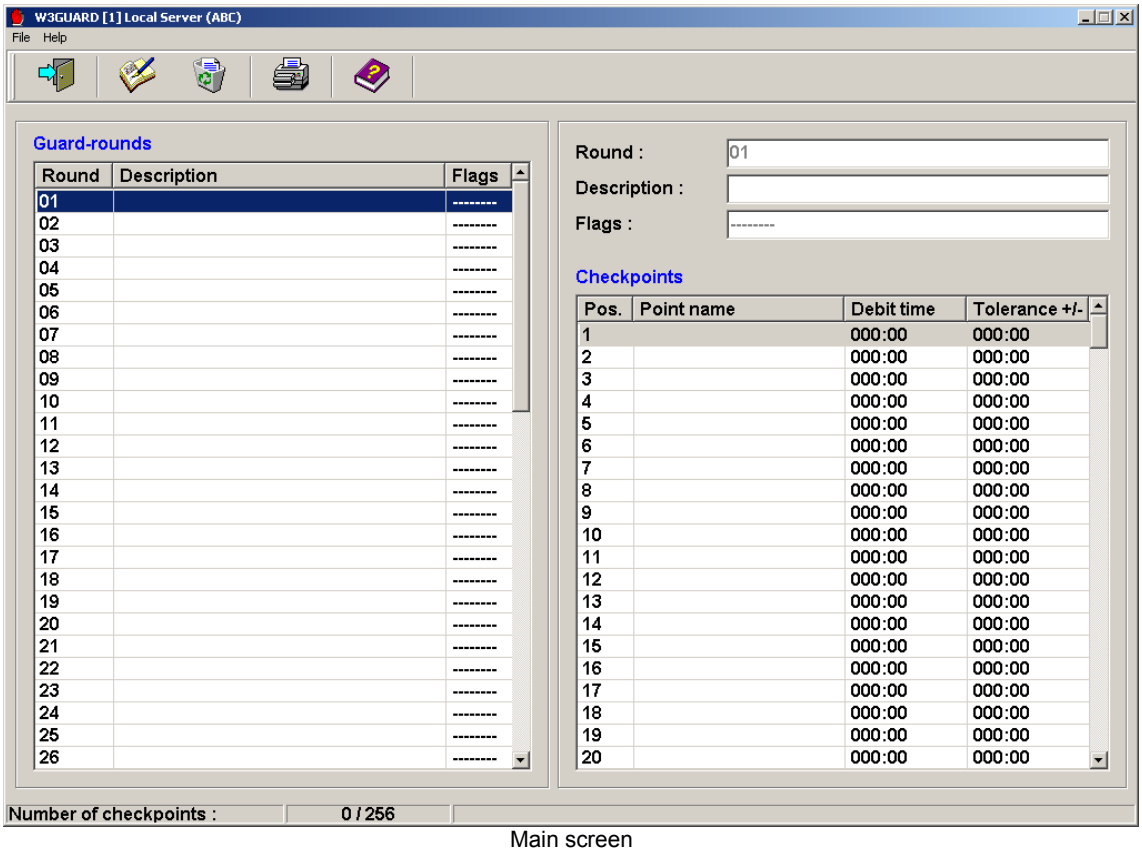
Data point definition



Attributes of data point

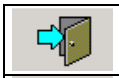
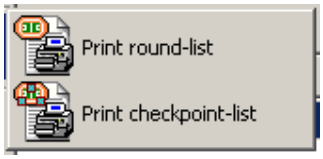
9 Definition of guard rounds

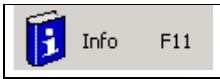
In this program of the **XMP-Babylon** system, guard rounds with their checkpoints are defined. Up to 64 different rounds with each up to 256 checkpoints can be generated.



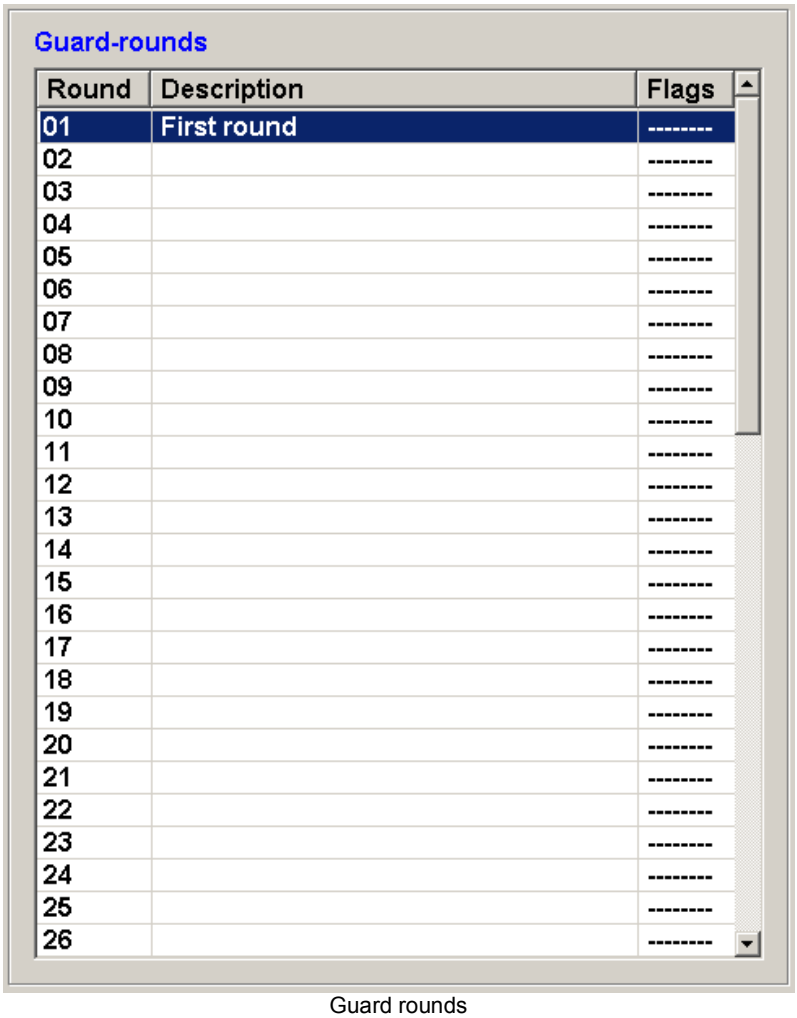
Main screen

Description of menu:

	**Exit program:** Quit program - return to the menu "Building automation"
	**Change (F2):** Opens a menu windows to modify existing definitions or add a new definition
	**Delete (F4):** Deletes a selected definition
	**Print (F8):**  Opens a selection, whether to print out a list of guard rounds or a list of checkpoints of a guard round.
	**Help:** Opens the documentation for the program (see definition in CFG file).

	The version information of the actual installed **`W3Guard.EXE`** program is shown.

9.1 Guard round definition – left screen



Guard rounds

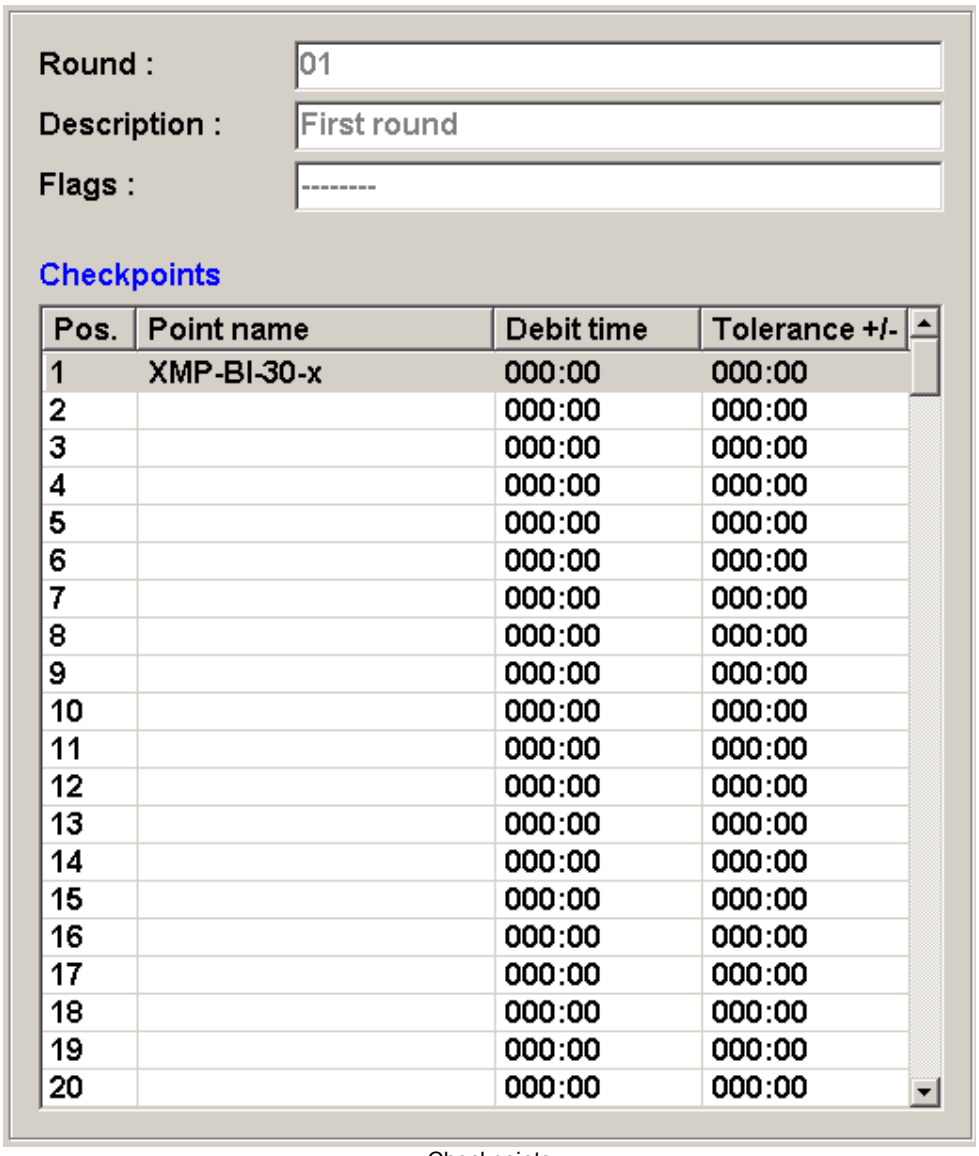
In this part of the program, all guard rounds are listed.

Description of data fields:

Guard rounds:

Round:	In this field, the number of the round is displayed (1 to 64).
Description:	In this field contains a description for the round with up to 40 characters.
Flags:	Reserved

9.2 Guard round definition – right screen



Checkpoints

In the above part of the screen, all information of the selected guard round is shown with the checkpoint list in the lower part of the screen.

Description of checkpoint data fields:

Checkpoints:

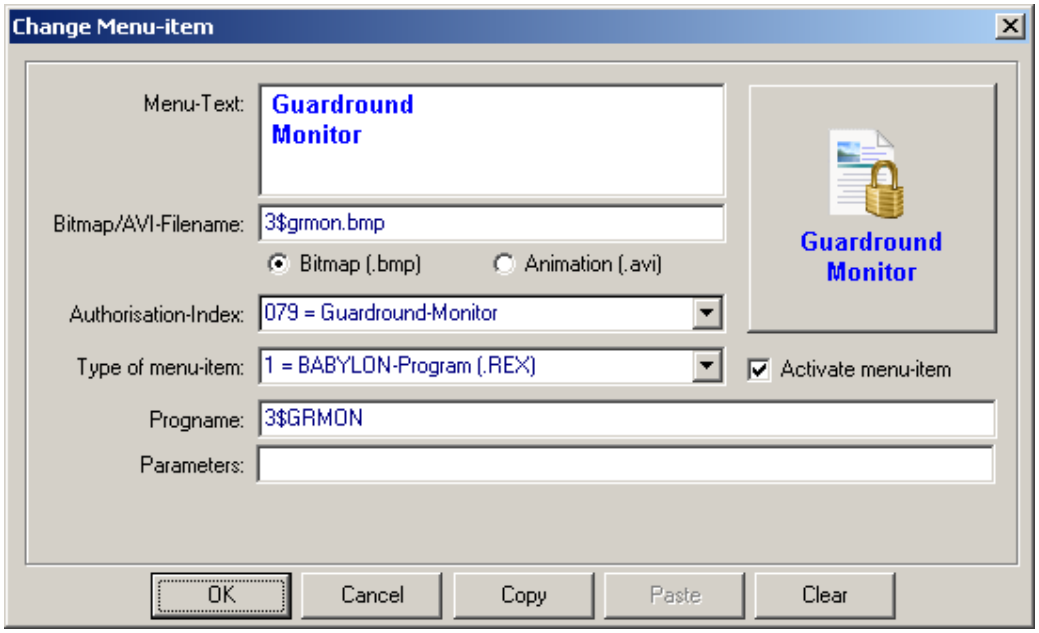
Pos.:	Here the position of a checkpoint is shown (1 to 256).
Point name:	In this field, the data point names are entered which are generated in the "Data point definition" as so-called "Checkpoints". Two different types of checkpoint are given: 1.) Switches (e. g. DI's) could be used as checkpoints and the name of the data point from the data point definition is given in this field. 2.) As an alternate checkpoint a card reader could be used, which is connected to a controller. The reader name from the port definition is then given here. There is no need to create a data point in this case!. **ATTENTION!** **The sequence of the data points in this field is important for the guard round. The checkpoints are handled from top to the bottom of this table.**
Debit time:	In this field the period is set up, within the guard should reach the specified checkpoint. The time is entered in minutes and seconds.
Tolerance +/- :	Here a tolerance time in minutes and seconds can be specified for each checkpoint that is added resp. subtracted from the debit time.

Description of info bar:

The info bar (status line) shows the number of checkpoints for the selected guard round (max. 256).

10 Menu definition for guard round monitor

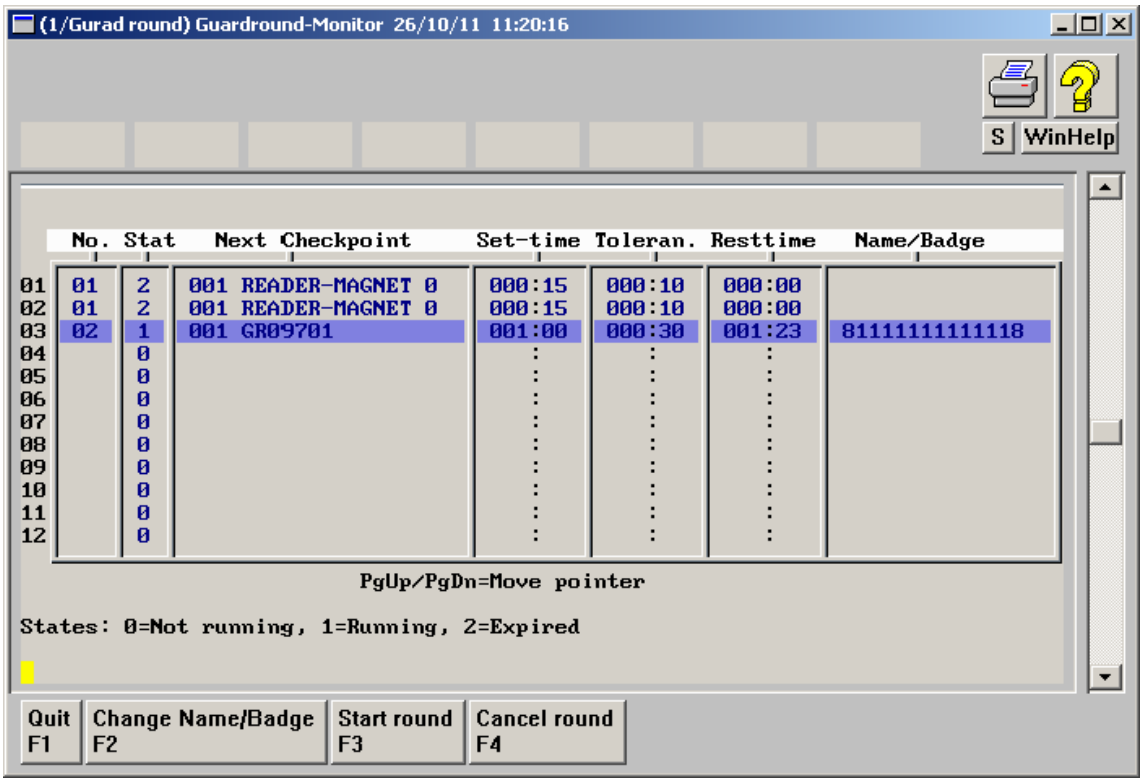
With program **U3MENU.EXE**, an entry for starting the guard round monitor (**3GRmon.REX**) could be created in the program selection of the workstation:



You will find a description of the program **U3MENU.EXE** in the **EU3MENU_menu-definition_Vx.x.pdf** manual.

11 Start guard round monitor

This program for the guard rounds contains some control and surveillance functions. Here up to 12 different rounds can be started resp. interrupted and be supervised using the monitor function.



Guard round monitor

Description of data fields:

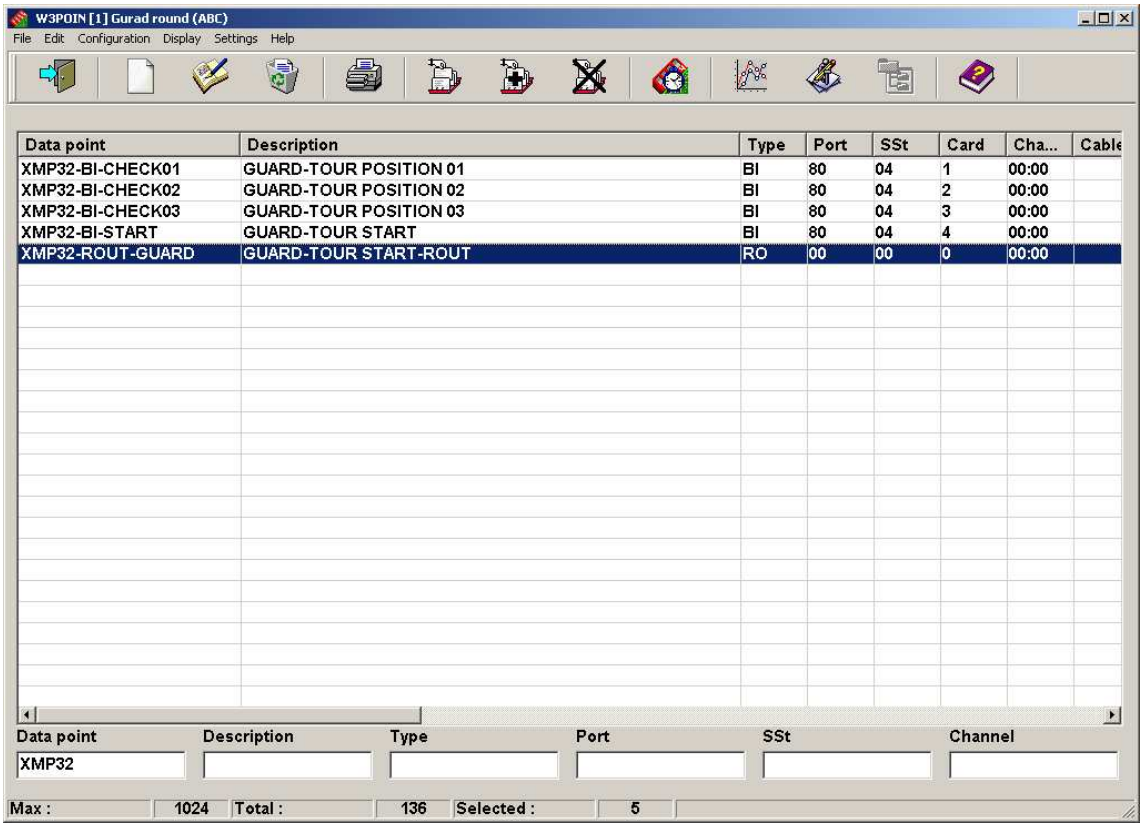
01-12:	List of all possible guard rounds.
No.:	In this field an active guard round is displayed or the number of a possible guard round could be entered.
Stat.:	In this field, the state of a round run in this time is displayed. Stat 0 = Round not started. Stat 1 = Round active. Stat 2 = Round ended.
Next Checkpoint:	In this field the next checkpoint is displayed the guard must reach in this round.
Set time:	Here the defined time to reach this checkpoint is shown.
Toleran.:	Here the defined tolerance-time is displayed. A modification of the time is not possible.
Remaining time:	In this field, the time including the tolerance time to reach the checkpoint is counted down.
Name / Badge:	This field is now prepared for the control of the guard round in connection with the access control. The badge used for the guard round should not be identically with the badge used to access the premises.

Description of the functions:

F1 Quit:	Quit program
F3 Start round:	By pressing this function key, a new guard round can be started manually. After this key has been pressed the cursor jumps in the field No.. Here the user is asked to enter the round number to be started. The settings can be confirmed with <Enter> or interrupted with <Esc>. Rounds can also be started automatically, for example by routine and/or schedule. An example for this can be found on the next pages.
F4 Cancel round:	By pressing this function key a guard round can be stopped manually. Select the round you would like to stop. After pressing the function key <F4> confirm the canceling with <Enter> or cancel with <Esc>.

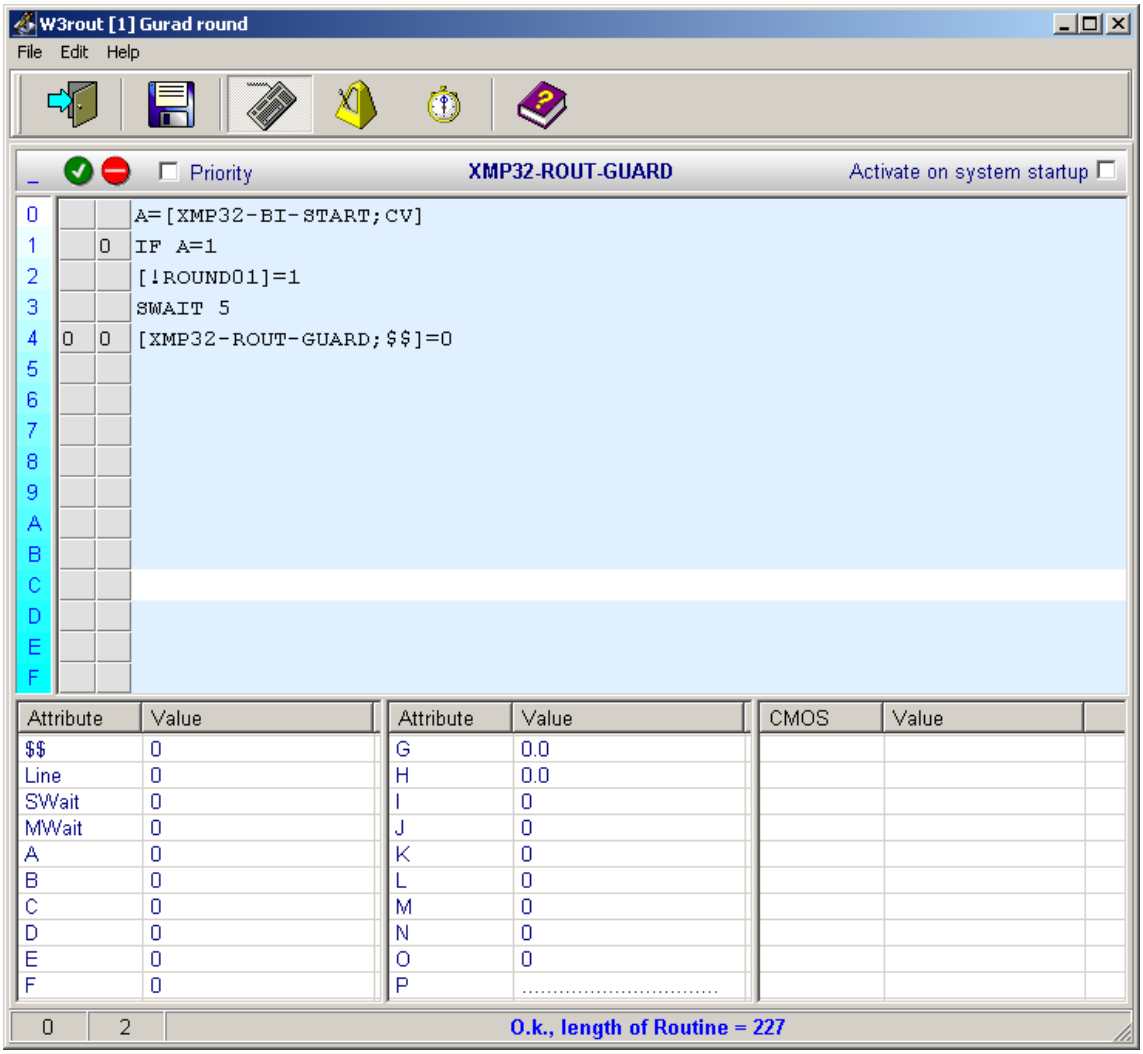
11.1 Routine control for guard rounds

The **XMP-BABYLON** system offers the possibility to the user to ease and optimize the control of the guard round using routines.



In the above screen all data points for the guard round control are selected including a data point of type “RO". For the exact definition of these data points and their instructions, please refer to the „Routine manual“.
An example for a routine and the instructions needed, can be found on the next pages.

Example-routine for the event dependent start of a guard round and the necessary activation of a certain round:



The example routine above will be started using the function "Autostart routine" - of the "Data point definition".
After start, the state of the control input will be requested again. If the request is positive „Round 01“ at position 1 will be activated in the guard round monitor.

After the activation of the guard round the control routine is deactivated.

Special routine instructions for guard rounds:

[!ROUNDXX]=Y

By this instruction a guard-round can be started at a certain position:

XX **:** Position number at which the round should be started

Y : Round number that should be started

[!ROUNDXX]=0

With this function, a certain round can be stopped:

XX **:** Position-number that should be stopped.

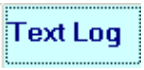
A=[!ROUNDXX]

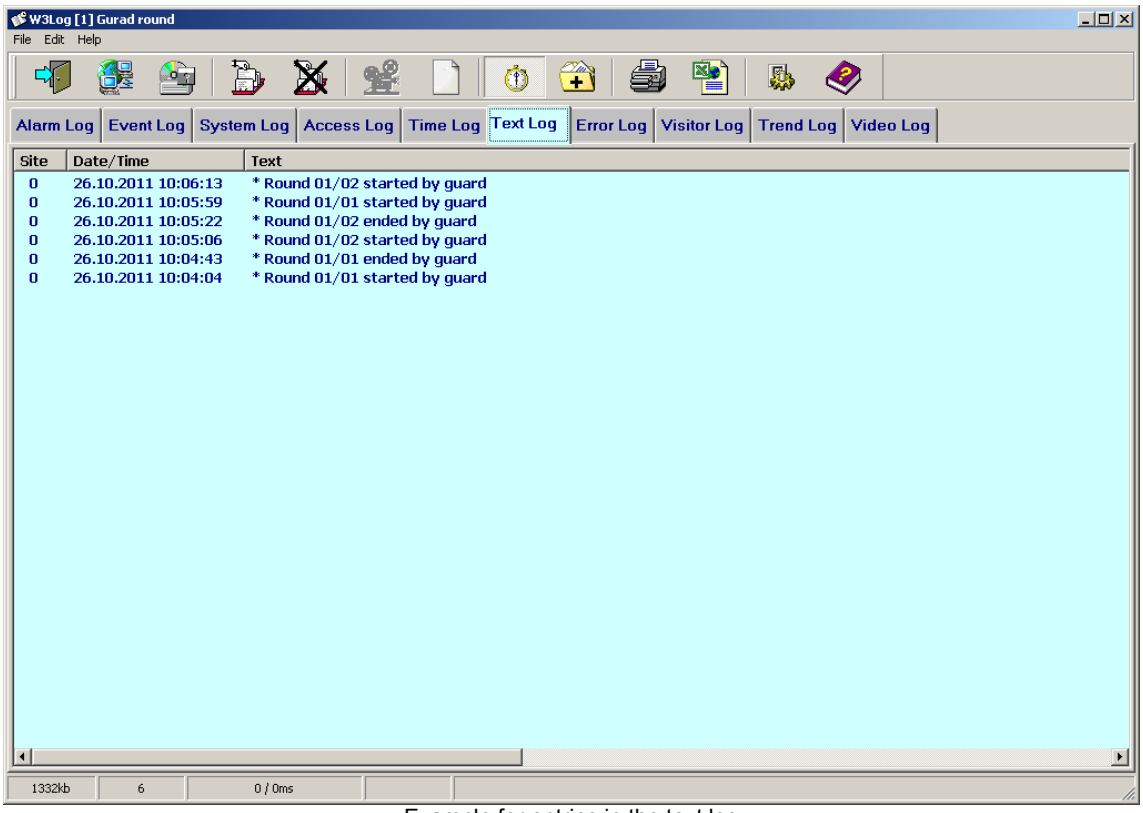
With this function, the actual position is requested:

A **:** Routine attribute (A-H: local Accumulators; I-P: Global Accumulators)

XX **:** Position-number from the guard round monitor, that is requested.

11.2 Entries in the text log





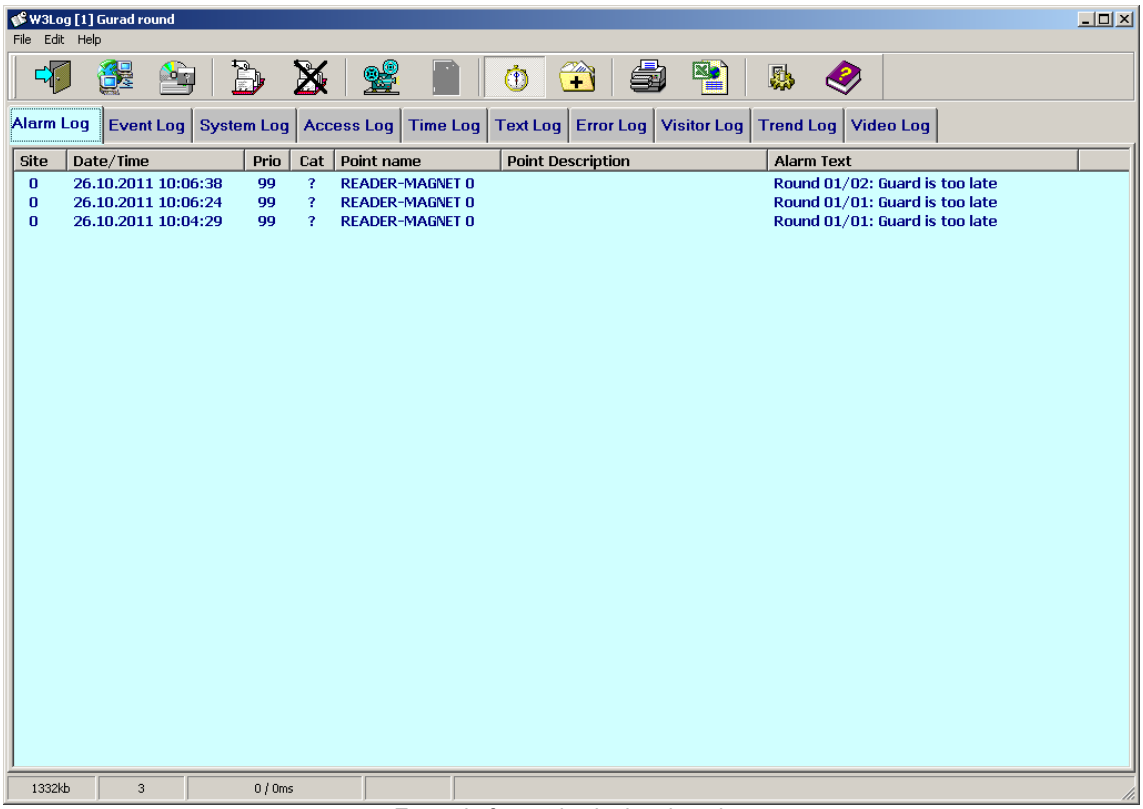
Example for entries in the text log

Description of the data fields

Branch:	Name of the branch to which the reported event is allocated. A branch is an independent area of responsibility (with defined code) which constitutes a partition of the administrated system.
Date/ time:	Date and time of the message.
Text:	Text message, e.g. by routine or manual entry.

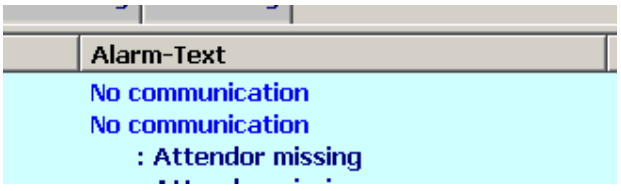
11.3 Entries in the alarm log

On the following screen mask, some typical alarms for the guard round are shown. It is also possible for these alarms (like other alarm messages) to define them not to appear as alarm but as event. Defining this to be an event, no alarm is released in the system and the messages are written to the event log.



Example for entries in the alarm log

Description of the data fields

Branch:	Name of the branch to which the reported event is allocated. A branch is an independent area of responsibility (with defined code) which constitutes a partition of the complete administrated system.
Data/time:	This column contains date and time, when the alarm occurred.
Prio:	The alarm priority is a number in the range of '00' to '99', which, reflects the relevance of the alarm message. The smaller the value of this number, the higher is the alarm priority. The alarm priority is defined in the ***Data point definition***.
Cat:	Alarm category of the alarm message and the data point, which released the alarm. The alarm categories 'A' to 'Z' and '?' are possible which are determined in the ***Data point definition***.
Point name:	Name of the data points in the ***Data point definition***, which released the alarm. The technical address will be displayed for such alarms, which have been released by technical addresses without data point allocation. Example: Tamper alarm on XMP-K32 port 80, address 01 The tamper contact is located on the system point card 00, channel 00. If a user creates a data point with a different name on this address, this data point will be reported. 
Point Description:	This column contains the description of the data point, which released the alarm. The text is defined in the ***Data point definition***.
Alarm text:	The alarm text describes the reason of the alarm, e.g. 'Code not entered' or 'Upper limit exceeded'etc.. Example: 

12 Document history

25.10.2011	V1.0 First version of document

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Revision: October 2011 - This issue replaces all previous issues. Availability, errors and specifications are subject to change without notice.

The list of information in this manual occurs according to best knowledge and conscience. AUTEC gives no guarantee for the correctness and completeness of information in this manual. In particular, AUTEC cannot be made liable for consequential damages, which are due to erroneous or incomplete information.
Since mistakes - in spite of all efforts - cannot be avoided completely, we appreciate hints at any time.

The installation recommendations gained in this manual presume the most favorable general conditions. AUTEC gives no guarantee for the perfect function of an installation in system foreign environments.

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