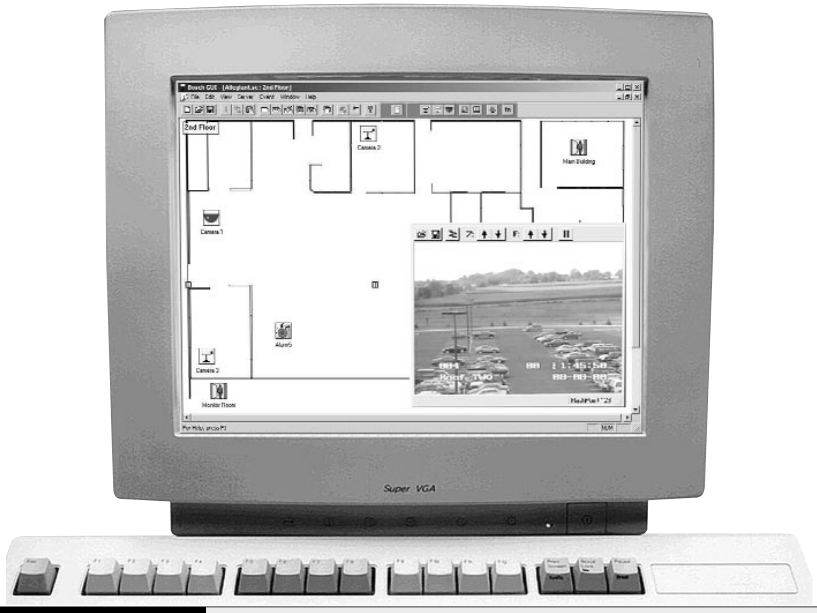
LTC 8850 Series



Security Systems

Instruction Manual

EN

Security Systems Graphical Users Interface (GUI) with Allegiant® Server

BOSCH

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1 INTRODUCTION

1.1 INTRODUCTION

The LTC 8850 GUI, Security Systems Graphical User Interface with Allegiant Server, brings the familiarity of the personal computer to those who supervise closed circuit television systems. Running on a Microsoft® Windows based computer, the GUI is the human interface that makes it quick and easy to configure, monitor, and control the intricacies of an entire Allegiant system. This version of the LTC 8850 also supports control of compatible VCRs (SECTION 4) and optional control of pan/tilt cameras directly from a video window on your PC (SECTION 3.4). Additional server modules can be added for products such as multiplexers.

Surveillance site maps are stored as pages in a site configuration. On top of the pages, one can arrange control icons in any way desired. Pages can be linked together by placing link icons and configuring those icons to link to other pages.

With the integrated Allegiant Server, users can set and change an Allegiant's system parameters; program camera sequences; lock cameras, monitors, remotes, and keyboards from certain users; and perform many other system control features. Users can also view system activity with real time monitoring of the system status. The Allegiant Server communicates with the Allegiant system through an RS-232 interface.

NOTE: This manual may use **LTC 8x00** as a generic designation for any Allegiant system. In practice, the **x** should be replaced with the appropriate digit, for example, LTC 8300, LTC 8500, or LTC 8800.

1.2 OVERVIEW

The GUI is made up of several integrated components. Understanding these components, what they do, and how they work together will make the installation easier.

Each security system installation is represented in the GUI as a site configuration. The site configurations contain one or more maps or layout diagrams of the site being secured. Multiple site maps are linked together with link icons that allow traversing between the maps by clicking on icons.

Also, the maps contain icons that represent actual security devices, such as cameras and alarm points. These icons can be used to control the devices. For example, a camera icon can be used to pan or tilt a camera.

The maps' pages and link icons are provided by the main GUI program. The security device icons are provided by **product servers**. Although the product servers provide the underlying functionality, they are accessed directly through the GUI.

The GUI program can interface with multiple product servers, simultaneously providing control of multiple security system products through a single user interface. This LTC 8850 includes the Allegiant server, which allows complete configuration and control of the Allegiant systems through the GUI. Camera, monitor, alarm, and function icons from the Allegiant server are placed on the map pages of the site configuration to provide control.

The GUI provides three access levels that are determined by a log-in procedure. These levels are Installer, Administrator, and Operator. Installers are responsible for setting up the site configurations: importing maps, adding links between maps, and placing security device icons. Installers or Administrators are responsible for configuring the tables that control the Allegiant. Operators can only manipulate the system through icons in the site configuration map.

1.3 GETTING STARTED

Before using the Graphical User Interface (GUI), review the following steps to ensure that the program will run properly on the host computer. Users should be familiar with the Allegiant CCTV control system and Windows-based software as well as their personal computer and operating system software.

1.3.1 Checking for Completeness

The GUI package contains several components. Use the following checklist to make sure the package has been assembled correctly:

- LTC 8850 GUI User Manual (this book)
- CD-ROM
- Software security key
- PC to system interface cable

1.3.2 Minimum System Requirements

Before using the GUI, make sure that the host computer meets the following minimum system requirements:

- Microsoft Windows compatible PC, Intel® Pentium® 120 MHz or greater
- Windows NT 4.0 (Service Pack 6 or later); Windows 2000, Windows XP, Windows 95/98/ME (Note[1])
- CD-ROM drive
- 32 MB of RAM
- One serial port
- One parallel port configured for bidirectional operation (Examine BIOS settings if necessary)
- Super VGA display or compatible
- For LTC 8850 Network Configurations: Windows NT, 2000, or, XP is required on all workstations. Windows Server is required on PC attached to Allegiant if number of workstations exceeds 10.

NOTE[1]: Because of resource limitations imposed by Windows 95/98/ME, complex site installations (those having approximately 10 site maps or more) should be configured only on PCs running Windows NT 4.0, Windows 2000 or Windows XP.

1.3.3 The Security Key

Before the program will run on the host computer, the hardware security key must be connected to a parallel port of the computer. Locate this port (possibly labeled **LPT**) with the help of the hardware manual that comes with the host computer. Make sure the computer is turned off. Push the security key into place and secure it with the screws on the key. Be careful not to overtighten the screws.

A printer or other device can be connected onto the security key, but the key might not function properly unless the device is turned on.

In the event the security manager does not wish other people to gain access to the GUI, the key may be removed and locked for safekeeping. The GUI will run in *Demo* mode without the software key attached.

1.3.4 The Console Interface Cable

For functions that require communication between the GUI and the main Allegiant system, the supplied LTC 8506/00 interface cable must connect the host computer to the Allegiant main bay. Attach the 9-pin connector on the supplied cable to the port labeled **CONSOLE** on the rear of the Allegiant main bay. Plug the 9-pin connector on the other end of the cable into an available serial port on the host computer (PC). This port might be labeled **COM1** or **COM2**. In order for serial communications to operate properly, the PC and the Allegiant system must use the same communication parameters. For reference, the cable pinouts are as follows:

9-pin Male (**Allegiant Side**)	**Allegiant Designation**	**9-pin Female** (**PC Side**)
1	Chassis GND	None
2	Receive Data	3
3	Transmit Data	2
4	CTS	1
5	RTS	8
6	No Connection	None
7	Data GND	5
8	No Connection	None
9	No Connection	None (jumper pins 4 & 6) (jumper pins 1 & 7)

LTC 8506/00 Cable Pinouts

1.4 INSTALLATION INSTRUCTIONS

This section provides instructions for installing the Graphical User Interface (GUI) and the Allegiant Server. The Allegiant Server requires an Allegiant System CPU firmware revision that is the same or higher than listed in the README files. These instructions explain how to determine the Allegiant System CPU firmware revision and how to update older CPU firmware.

The installation procedure of the following sections can be summarized as follows:

1. Install the LTC 8850 Software.
2. Determine your Allegiant CPU Firmware Revision.
3. Update the Allegiant CPU Firmware (if necessary).
4. Run the GUI and establish communications with the Allegiant System.
5. Download Saved Configuration Data (if necessary).
6. Complete your GUI and Allegiant System setup.
7. Notes on Uploading and Downloading.

1.4.1 Step 1. Install the LTC 8850 Software.

The LTC 8850 software is shipped on CD-ROM.Insert the CD and wait for the installation dialog box to automatically appear. If the installation dialog box does not appear, you can manually browse the CD and run **Setup.exe**. It would be wise to exit all other applications before running the setup program.

If an updated version is to be installed over and older version, the old version should be uninstalled first. This is easily done by using the **Uninstall LTC 8859** utility found in the existing Allegiant software folder under the *Windows Start* menu. After the new version has been installed, it may also be desirable to manually move your Allegiant configuration files from the old **\Alleg** default directory location to the new **C:\Program Files\Bosch Security Systems\LTC_8850\Alleg** default directory location using Windows Explorer.

The setup program will create an LTC 8850 program group with the following items: the GUI, Allegiant Server, Allegiant Network Host (Windows NT, Windows 2000,or Windows XP only), MCS Translator and other programs you need to completely configure an Allegiant system.

1.4.2 Step 2. Determine your Allegiant CPU Firmware Revision

There are several ways to determine the revision of your Allegiant CPU firmware.

Method 1: From an operational Allegiant IntuiKey Series Keyboard, select the **Display CPU Version**. If using a LTC 8555 series keyboard, press **USER 23 ENTER**. This displays the revision number on the monitor currently controlled by the keyboard in the following format: x.xx

where x.xx specifies the Allegiant firmware revision. The LTC 8850 README file specifies the minimum Allegiant CPU firmware that is compatible with the installed LTC 8850 version. If the Allegiant firmware revision is less than this, the firmware must be updated. If the displayed number is a number less then 6.00, or if ERR 15 is displayed instead of a revision number, the CPU is not a current revision board. In this case, the CPU board must be replaced with a current version to work with the GUI.

Method 2: If your system is not yet installed, the revision can be determined by examining the CPU board if using LTC 8500, LTC 8600, or LTC 8800 systems. If the CPU board has two 8-position DIP switches, it is a current board. If not, the CPU board must be replaced with a current version to work with the GUI.

If the CPU board is current, examine the socketed ICs with copyright labels near the batteries. The labels on these ICs should contain the numbers 303 1029 yxx, where y will be a number between 0 and 9 or a letter A-F, and xx will designate the firmware revision. (The revision number may be followed by -L or -H). If the firmware revision number is less than required, the firmware must be updated (see Step 3).

1.4.3 Step 3. Update the Allegiant CPU Firmware

If Step 2 indicated that the Allegiant CPU Firmware must be updated, then proceed with this step. Otherwise, move on to Step 4.

The firmware update consists of two steps:

A. Upload and save your existing configuration data.

B. Update the Allegiant CPU Firmware.

1.4.3.1 Step 3-A. Upload And Save Your Existing Configuration

When Allegiant CPU firmware is updated, the configuration data in the Allegiant system is cleared. If you do not wish to save your configuration data, go on to Step 3-B.

If your Allegiant System was programmed with the Allegiant Server, double-click the **Allegiant Server** icon from the LTC 8850 program group to start the program. Go online, then upload all tables you want to preserve. Next, save the Allegiant Server file on your PC (see later sections in this manual for directions on uploading and saving).

NOTE: If your Allegiant System was programmed using DOS-based Master Control Software, your existing copy of Master Control Software should be used for uploading and saving your configuration data (Allegiant Server is not compatible with old CPU firmware revisions). If you do not have Master Control Software compatible with your existing firmware, you should write down any programming information that will need to be reentered later, then go on to Step 3 B.

The LTC 8850 security key cannot be used for DOS-based Master Control Software access. The **black** key supplied with the customer's original Master Control Software should be used.

1.4.3.2 Step 3-B. Update the Allegiant CPU Firmware

The Allegiant CPU firmware is upgraded by running a program that downloads new operating firmware into the Allegiant through a PC serial port. Follow the steps below to perform this procedure:

- Connect the supplied console cable (or a user-supplied cable with the correct pin-out) from your PC serial port 1 or serial port 2 to the Allegiant console port (if you already have a console cable connected, you can skip this step).
- From the *Windows START* menu, select **Programs** | **LTC 8850** | **MCS Directory**. A DOS window will open.
- Type "download tc####.mot <com port>." "####" is one of the following {8100, 8200, 8300, 8500, 8600, 8800, 8900}, as appropriate for your system, and <com port> is the PC com port. Do not include the quotation marks, and press **ENTER** at the end of the line. Follow the directions provided by the program. The download procedure may take up to 30 minutes. Make sure that no errors occur during the download - retry if errors do occur.
- In rare cases, a download error can put the Allegiant system into a state where the download program won't successfully re-establish communications when it is retried. If this happens, cycle the power on the Allegiant bay, and try the download again. If a failure still occurs, locate DIP switch S1001, S100, or S0201 on the Allegiant CPU. Turn on DIP switch 5, and retry the download program. After the download is successful, turn switch 5 back off and cycle the Allegiant System power.

1.4.4 Step 4. Run the GUI and Establish Communications with the Allegiant System

If not already connected, connect the supplied console cable (or a user-supplied cable with the appropriate pin-out) from an appropriate PC serial port to the Allegiant console port.

If not already connected, connect the supplied security key to the parallel port of your computer. This device can be connected in series with other security keys. If multiple security keys are used, they can be inserted in any order. A printer or other device can then be connected to the security key. If a printer or other device is attached, the **security** key may not function properly unless the device is turned on. (NOTE: The latest version of the GUI Allegiant Server version requires keys later than those distributed with version numbers 1.0X. Keys that will permit the latest version to operate have the part numbers 303 1874 020 001 and 303 1874 021 000).

Method 1: Access the Allegiant Server Directly

- Start the Allegiant Server program.
- Log on with User Name **Installer**, password **1** OR **Administrator** password **2**.
- Select **File** | **New** from the *Allegiant Server* menu.
- Go to Method 1 and Method 2 Common Steps.

Method 2: Access the Allegiant Server through the GUI

- Start the GUI program.
- Log on with User Name **Installer**, Password **1**.
- Begin a new site configuration by selecting **File** | **New** from the *GUI* Menus.
- Start the Allegiant Server by selecting **Server** | **Allegiant** from the *GUI* Menus.
- The Allegiant Server will then prompt for a filename for the new Allegiant Configuration. Enter a filename and press **OK**. After a short pause, the GUI will display the Allegiant seedbar.
- Once again, select **Server** from the *GUI* menu. This time, there will be a new selection under this menu that corresponds to the Allegiant Configuration file specified above. Select this entry. The Allegiant Server window will then be displayed.

Method 1 and Method 2 Common Steps

- From the *Allegiant Server* menu, select **Transfer** | **Communication Setup**. Change the com port entry to the Com Port that is connected to the Allegiant System, and change the baud rate to match that of your Allegiant System (the default Allegiant System baud rate is 19,200), then click on the **Go Online** button.

- If the online attempt fails, verify that the cable is connected to the correct ports and that the communication parameters are set correctly (the PC parameters set in the Transfer | *Communication Setup* menu must exactly match the parameters of the Allegiant system). Correct any problems, and retry going Online.
- If the Console baud rate is below 19,200, it is recommended that this be changed to a higher baud rate. Rates of 19,200 or 57,600 are recommended - higher rates should be used for shorter cable lengths. If the supplied 3 meter (10ft) cable is used, a rate of 57,600 should work reliably. At these high rates, handshaking should always be enabled. Select the **Parameters table** by clicking on the *Parameters* tab. If not already selected, click on the **Com Port** subtab. Change the Console baud as desired, and download this table by clicking on the **Download** button underneath the table. You will then be prompted to reset the system. Reset the system by clicking on the appropriate button. Then select **Transfer | Communication Setup** from the *Allegiant Server* menus and change the baud rate to match the new Allegiant baud rate. Click on the **Go Online** button.
- Once Online, initial setup is complete. Select **File | Save** from the menus or click the **disk** icon on the toolbar to save your Allegiant Configuration tables. If you accessed the Allegiant Server directly (using Method 1 above), you will be prompted for a filename for this configuration. This file can later be selected from the GUI when the Allegiant Server is started and it prompts for an Allegiant Configuration filename.

1.4.5 Step 5. Download Saved Configuration Data

This step is only necessary if you saved your tables as described in Step 3-A above. Otherwise, skip to Step 6.

- Open the Allegiant Server file that was saved during Step 3-A (select **File | Open** from the menus).
- Go online (select **Transfer | Communication Setup** from the menus, then click **Go Online**).
- Download the tables into the Allegiant system (see later sections of manual for directions on downloading).

IMPORTANT NOTE: The Allegiant Server cannot directly read the files created by DOS-based Master Control Software. For this reason, a program is supplied to translate these files into the appropriate format. From the LTC 8850 program group, double-click the **MCS Translator** icon to start the program. Select the file that you wish to translate, select the name of the output file, and click the **Translate** button. The translator will translate everything except for Sequences. Sequences must be entered manually in the Master Control Software for Windows Sequence table.

1.4.6 Step 6. Complete your GUI and Allegiant System Setup

At this point, you are ready to configure your maps, insert device icons, and program your Allegiant System tables.

1.4.7 Step 7. Notes on Uploading and Downloading

To reduce the time required to Upload and Download Allegiant tables to the Allegiant hardware, make sure **Online | System Status | Auto Start Display** and **Online | System Status | Auto Start Log To File** are NOT selected before going online with the Allegiant, and don't activate either of those functions before Uploading or Downloading. If either of those functions are running (visibly or invisibly), Uploading and Downloading will take considerably longer.

1.5 UPDATING LTC 8902 SERIES AND LTC 8903 SERIES FIRMWARE

(For LTC 8900 Models only)

The LTC 8902 Series and LTC 8903 Series upgrade procedure is similar to the procedure described above, but simplified because there is no need to save or restore configuration data. The firmware is upgraded by running a program that downloads new operating firmware into the LTC 8902 or LTC 8903 through a PC serial port. Follow the steps on the next page to perform this procedure:

- Connect the supplied console cable (or a user-supplied cable with the correct pin-out) from your PC serial port 1 or serial port 2 to the console port of the LTC 8902 or LTC 8903.
- From the *Windows START* menu, select **Programs | LTC 8850 | MCS Directory**. A DOS window will open.
- Type **download tc####.mot <com port>** where **####** is one of the following {8902, 8903} (as appropriate for your system and <com port> is the PC com port; and press **ENTER**. Follow the directions provided by the program. The download procedure will take up to 10 minutes. Make sure that no errors occur during the download - retry if errors do occur.

In rare cases, a download error can put the Allegiant system being upgraded into a state where the download program won't successfully reestablish communications when it is retried. If this happens, cycle the power on the Allegiant system bay, and try the download again. If a failure still occurs, locate DIP switch S100 on the data receiver module in the Allegiant system bay. Turn on DIP switch 5, and retry the download program. After the download is successful, turn switch 5 back off and cycle the Allegiant system bay main power.

1.6 LTC 8850 README FILE

Occasionally, changes or variations are made to the LTC 8850 software that are not reflected in this manual. These changes are described in the LTC 8850 README file. This file should be read whenever a new version of the LTC 8850 is installed. There is an icon for the README file in the LTC 8850 program group.

2 GUI MAP APPLICATION

2.1 GENERAL INFORMATION

Through the User Profile dialog box (file | user profile), administrators and installers can add, delete, or edit user names and privilege levels. The Graphical User Interface (GUI) utilizes three privilege levels:

Installer: Has access to all system features.

Administrator: Has the same privileges as the installer, except for map navigation system configuration (i.e. An administrator cannot add or delete maps, place device icons, or change device icon positions within the Map).

Operator: Cannot make changes to the system configuration. Operators can only interface with the system through the Map.

Default passwords for each privilege level have been entered at the factory and are as follows:

Privilege Level	Password
Installer	1
Administrator	2
Operator	3

NOTES:

1. Many of the functions described within this manual can only be performed at the Installer privilege level. Other users may not be able to access certain functions or will have restricted capabilities within those areas described.
2. All windows and dialog boxes should appear similar to those depicted; however, due to software upgrades and enhancements since this manual was produced, your system may have slight functional variations from those described within this manual.

2.2 STARTING THE GUI MAP APPLICATION

Open the appropriate GUI Map program group by selecting the Applicable **GUI** Group icon (located in the *Start* menu). The program group will open and should appear similar to one of the groups in the illustration shown below, depending on the server software purchased.

Figure 1

Select the **GUI** program item from the Applicable **GUI** group by double clicking on the **GUI** icon with the left mouse button. Alternately, a shortcut for the GUI can be created and used to start the application. The shortcut can be set to automatically load a site configuration file when the GUI is started. To do this, first create a GUI shortcut using normal windows techniques. Then right click on the shortcut icon, select the *Properties* menu item and the *shortcut* tab. After the map.exe executable filename in the target edit box, add a space, then the name of the site configuration file. Add the full path of the site configuration file in the **Start in** edit box, then click **OK**. When the GUI

is started, a Log-in dialog box will appear. See the following illustration.

Figure 2 Log-in Dialog Box

When initially opening the GUI program, the **Installer User Name** will appear. Enter the correct password for the appropriate selection (see SECTION 2.1). A specific **User Name** is found by clicking on the down arrow if one has been previously entered. If this is the first time that the program is being run, the Installer option should be selected. Highlight the user name (privilege level) and click **OK**.

A window similar to the following screen (depending on user profile entered) will appear when a log-in has been confirmed. A toolbar is provided that contains icons to simplify the menu utility functions such as **New Page, Open File, Save**, etc. Resting the cursor over these icons will cause a small information box to automatically appear, describing the icon function. A descriptive statement will also appear in the status line at the bottom of the window.

The toolbar can be repositioned within the window. Move the cursor over the toolbar on a gray area (but not over an icon), click and hold down the left mouse button, and drag the toolbar to the desired location. If the toolbar is placed within the map page area, a window border will surround it.

Figure 3 Empty GUI Main Window

2.3 MODIFYING A USER PROFILE

An installer can add, delete, or modify user names from within the active users list; however, the last installer's name can **NOT** be deleted. Administrators can alter all entries except those of an installer. The user profile editing dialog box can be entered by selecting the **User Profile** option from the *File* menu. See the following illustration. This dialog box allows Installers and Administrators to add, edit, and delete Operators' and other Administrators' names. If an illegal operation is attempted, a message box will appear. To delete a user, highlight the line and select the **Delete User** button.

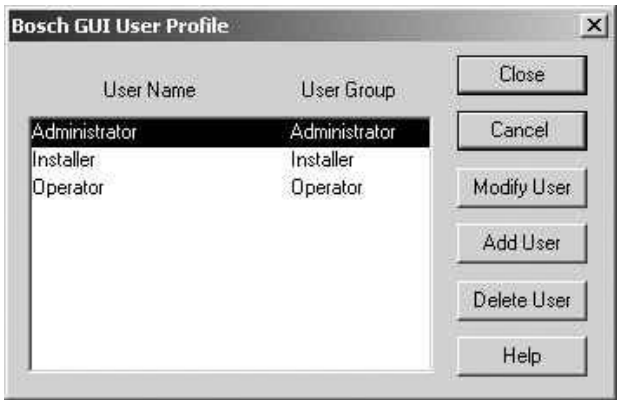


Figure 4 User Profile Dialog Box

Figure 5 Message Box Specifying an Illegal Operation

The following dialog box, **User Properties**, appears when the **Add User** or **Modify User** button is selected in the User Profile Window. This box is used to enter the User Name, User Password, and the User's Group (Privilege level). In the following example, **New User** is an **Operator**. An option to prohibit the Operator from exiting the GUI is enabled by clicking the **checkbox**. If the User is either an Installer or Administrator, this checkbox will not be available.

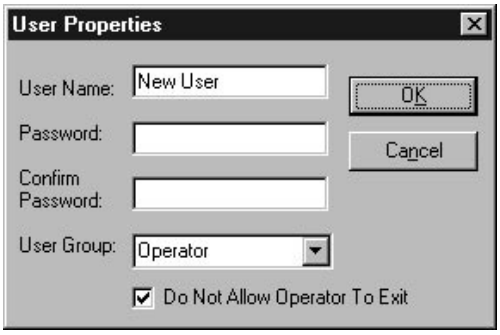


Figure 6 User Properties Dialog Box

To change a user's password, select the **Change Password** option from the *File* menu. The following dialog box will appear. Enter the **User's Name**, the **Old Password**, the **New Password**, and a confirmation password (Confirm **New Password** box).

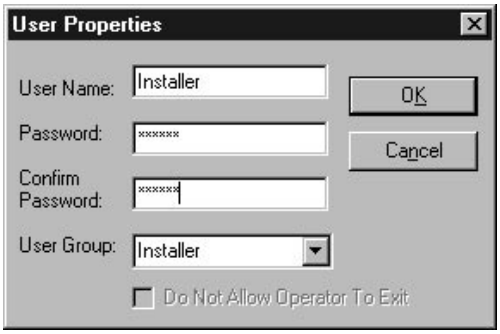


Figure 7 Change Password Dialog Box

Installers and Administrators can add additional user names to the log-in list, assigning a privilege level of administrator or operator to each name. Installers can also assign the privilege of Installer to other users.

2.4 STARTING A NEW SITE CONFIGURATION FILE (MAP PAGE)

From the main window, installers can select either an existing site configuration file or start a new one. If this is the first time that the configuration program is being run, the installer will need access to the CAD drawings or architectural drawings representing the site being monitored. Acceptable drawing formats which can be imported into the GUI Map application are Bitmap (.BMP), AutoCAD (.DXF), and HPGL (.HGL or .PLT) formats. If there is a need for an additional drawing format, consult your nearest Bosch Security Systems, factory representative.

Select the *File* menu and choose the **New** option. A blank map page will appear with the default name of **Page name 0001** (see the following illustration).

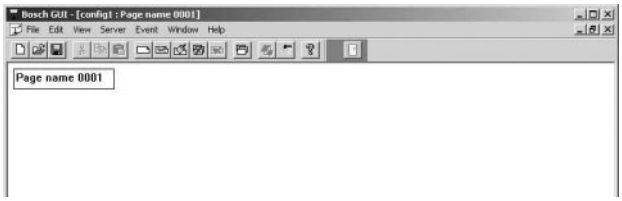


Figure 8 New Map Page Window

The window can be maximized by clicking on the middle window control button at the top right of the page window . Add the first site map by selecting **Import Map** from within the *Edit* menu. The page name may be changed by clicking on the page title box, highlighting the text within, and typing in the new name. The map page title box may also be moved by clicking within the box until handles appear (see the following illustration). Place the cursor on the surrounding box until it becomes a cross. At this point, click with the left mouse button and drag the box and text to the desired location within the window.

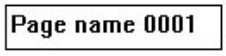


Figure 9

2.5 EDITING AND ADDING MAP PAGES

NOTE: These activities can only be performed by an installer and are not available to administrators or operators.

Map pages can be added, modified, and/or deleted by using the following commands located under the *Edit* menu (see illustration following).

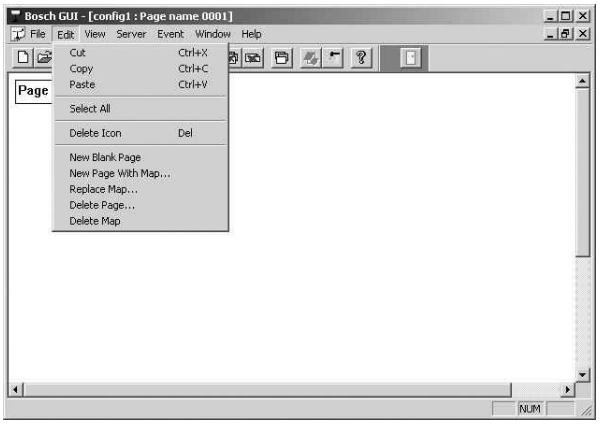


Figure 10 Edit Menu Selections

2.5.1 Command Descriptions

Cut, Copy, Paste, and **Select All:** Commands all perform in the same manner as most familiar Windows, programs.

New Blank Page: Creates a new blank map page within a new window of the map page area.

New Page with Map: This command invokes the **Import Map** dialog box from which you can easily browse through directories to find your map files. When a map file of the correct format has been chosen, the GUI will automatically load it into a new page and display it in the new active window. Drawing file formats which are supported are .BMP, .HGL, .DXF, and .PLT.

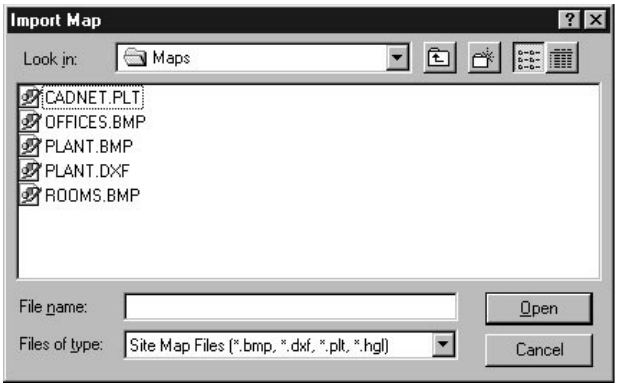


Figure 11 Import Map Dialog Box

Import Map: Use this menu command to insert a map into the current active window. This option is ONLY available when the current active page does NOT already contain a map. When the current page already has an associated map, this command will be replaced with the **Replace Map** option.

Replace Map: Use this command to replace a map already associated with the active page. This command is only available when the current active page already contains a map. Upon selecting this option, the **Import Map** dialog box will appear. If the current active page does not contain a map, this option will be replaced by the **Import Map** option.

Delete Page: Invokes a dialog box which allows the user to select and delete any existing page in the active configuration file. Note that all associated maps and links to other pages will now become void. Linker icons on other pages will have to be reconfigured.

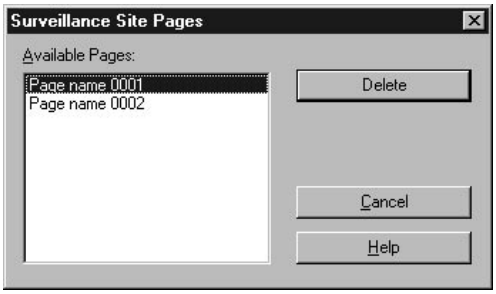


Figure 12 Page Deletion Dialog Box

Delete Map: This option deletes the map from the currently active page.

2.6 MOVING FROM ONE MAP PAGE TO ANOTHER

To view additional map pages within the same configuration file, select **Page** from the *View* menu or click on the **View Page** icon in the toolbar. Highlight the desired page from the dialog box and select **Replace Active Window**. If you want to display the page in its own window, select **Open Another Window**. See illustration below. If the page is already displayed in its own window and Open Another Window is selected, the existing window will become the topmost window (a new window will not be created).

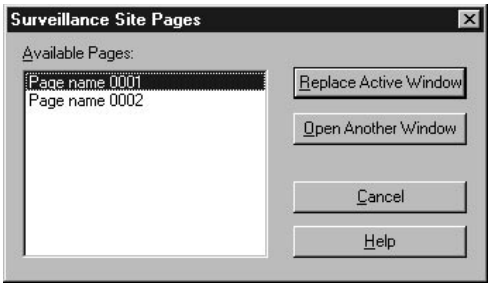


Figure 13 Replace Active/Open Another Window Dialog Box

When this function is performed, the new page replaces the existing page (there is only one map page open within the map page area.

2.6.1 Linking Map Pages

The preferred method to maneuver from one map page to another is to set up Linker Icons (represented in the toolbar by a picture of a door) within each page establishing a link to associated pages. See illustration.

To add a Linker Icon to the current active page/map, perform the following:

- Click on the **linker** icon with the left mouse button and drag it into the map page The icon can be placed in any location within the map page. Initially, the linker icon will be labeled **nowhere**, signifying that no link has been established to another map page.

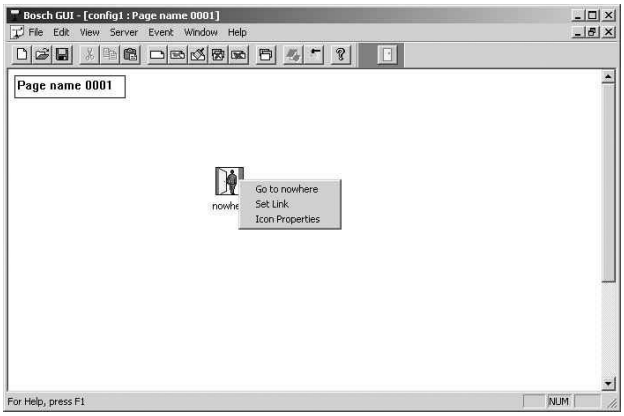


Figure 14 Linker Icon and Associated Menu

- To establish a link, right click with the mouse on the placed Linker Icon; a Linker Icon menu box will appear. See illustration.
- Select **Set Link** from the resulting menu. The list of existing pages from within the present configuration file will appear as in the dialog box shown below. Select (highlight) the page with which you wish to establish a link and click on the **Link** button.

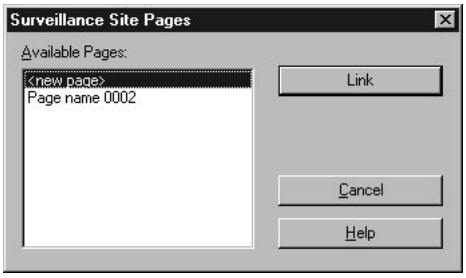


Figure 15 Establish Link Dialog Box

The following illustration shows a page with two linker icons, one without an established link and the other with a link already established. There is no restriction to the number of linking icons which you can establish on a given page. The recommended method is to establish a link from each page to all other pages to which one wishes to maneuver.

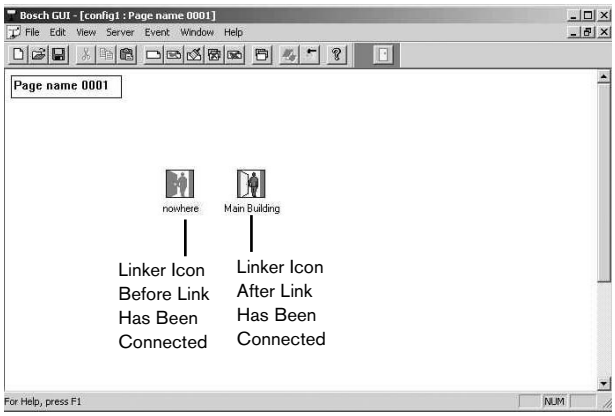


Figure 16 Linked Page as viewed on screen

Double-clicking on the linker icon will bring the linked page into view as the currently active page.

NOTE: The linker Icon will display the map page title which you have established on the linked page. Therefore, you can change the icon label to a title such as **Warehouse 1**, **Mezzanine Floor** etc. by changing the title box on the linked page.

2.6.2 Changing Linker Icon Properties

Clicking on the **linker** icon with the right mouse button also displays the Properties option in the *context* menu. Selecting **Properties** invokes the Linker Control Properties dialog box, allowing for icon customization (see illustration). After completing any changes, click **OK** or press **ENTER** to put those changes into effect, or click **CANCEL** to discard the changes. Clicking on **APPLY** allows viewing changes without exiting the Linker Control Properties dialog box.

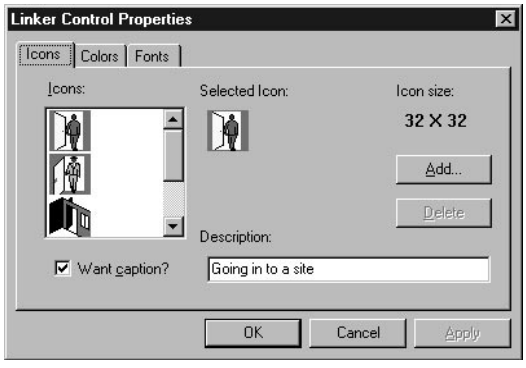


Figure 17 Linker Control Properties Dialog Box

From within the Icon **Control Properties** dialog box, you can remove the caption from the linker icon. Additional information about the link which may be useful to the installer may be entered into the **Description field**. You can also change the linker icon to one of the icons shown in the list or to one of your choice by importing a bitmap (*.bmp) or a device-independent bitmap (*.dib) from available drives/directories by selecting the **Add** option.
NOTE: Upgrading or reinstalling the GUI software may remove custom icons from the icon list. Always keep a copy of each .bmp or .dib file added so they can be added again after a software upgrade or reinstallation. The icon background color can also be changed by using the *Color* tab and the title font can be changed by selecting the *Font* tab (see illustrations).

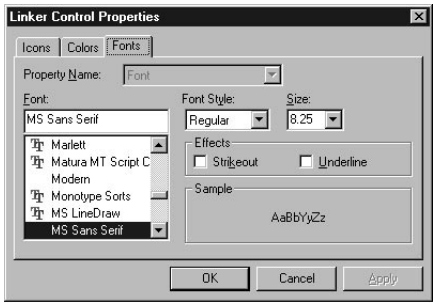


Figure 18 Linker Icon Properties–Font Properties

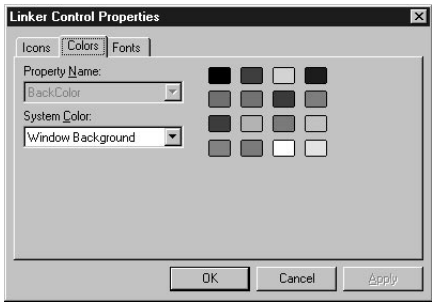


Figure 19 Linker Icon Properties–Color Properties

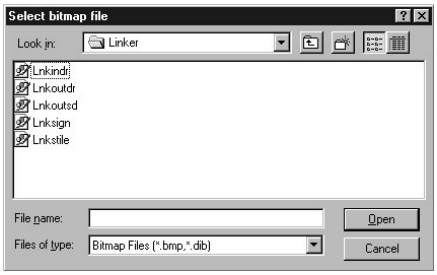


Figure 20 Linker Icon Properties –Add Icon Selection

After the site configuration map pages and links have been established, the next step is to add the icons representing the cameras, monitors, and alarms of your system. The following sections will discuss these operations in more detail.

2.7 GENERAL MAP PAGE COMMANDS

Clicking anywhere in a map page other than on an icon with the right mouse button will invoke a *context* menu. Installers will receive a menu similar to the following, providing them with direct access to Tool Button area controls and many of the *Edit* menu functions. Administrators and operators will receive a *context* menu with only the Toolbar and Status Bar functions available. See **Functional Description of Context Menu Commands**.

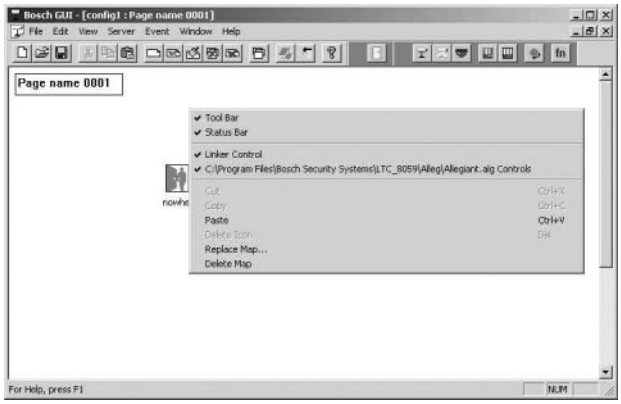


Figure 21 Installer's Page Context Menu

2.7.1 Functional Description of Map Page Context Menu Commands

Tool Bar: Inserts or removes the **Tool Bar** from the Tool Button area.

Status Bar: Inserts or removes the **Status Bar** from the bottom of the current window.

Linker Control: Inserts or removes the **Linker Icon** from the Tool Button area.

C:\Program Files.* Controls**: Displays or hides the applicable server seedbar from the Tool button area. Allows the installer to turn off all but the seedbar for the server from which he is seeding icons. This makes it easier to seed icons when multiple servers are loaded.

Cut: Cuts the applicable object from the page/map and places it in Clipboard. Only available when an object is highlighted.

Copy: Copies the applicable object from the page/map and places it in Clipboard. Only available when an object is highlighted.

Paste: Pastes the contents of the clipboard to the map page (location is arbitrarily chosen, after which you can move the item to the desired location by using the standard drag and drop technique).

Delete Icon: Deletes the highlighted icon.

Import Map: Displays the **Import Map** dialog box for importing a map into the current active page. Changes to the **Replace Map** option if a map is already associated with the active page.

Replace Map: Displays the Import Map dialog box for replacing the current map with a new user selected map and inserting it into the currently active page. When **OK** is chosen after a selection, the old map is automatically replaced with the new one. Only available when a map is associated with the current active page.

Delete Map: Deletes the map associated with the current active page.

2.8 ADDING SERVER DEVICES TO A MAP PAGE

To open server application, perform the following:

- From the *Server* menu, select the applicable server application title. If configuring a new page, only the Server applications will be available in this menu. The list of available servers displayed in this menu depends on the Bosch Security modules or product servers installed on your system. If reconfiguring an existing page, the configuration file titles will also be available for the applications previously seeded. See the following illustration (upper two menu items are servers, lower two menu items are existing configuration files). For some servers, when you select the applicable server application title, a new Configuration File dialog box will appear (see illustration).

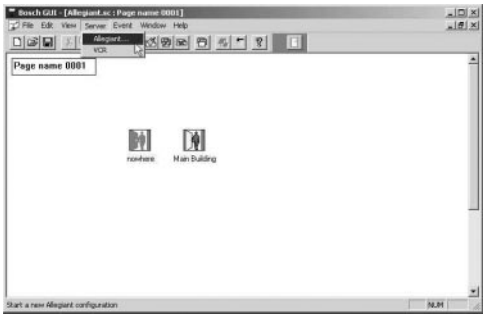


Figure 22 Server Menu

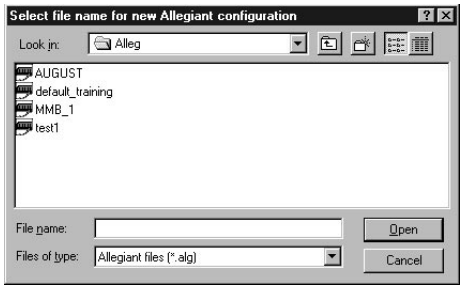


FIgure 23 Configuration File Dialog Box

- Enter the name for the new configuration file. The file will be used to store the applicable server's configuration data. Existing configuration files can be opened by selecting them from the file list. The subdirectory used to store the configuration files will depend upon the server and the directory chosen during installation. The file extension for the configuration file depends upon the server.
- The following dialog box will appear. Choose the appropriate system model. Click **OK** or press **ENTER.**

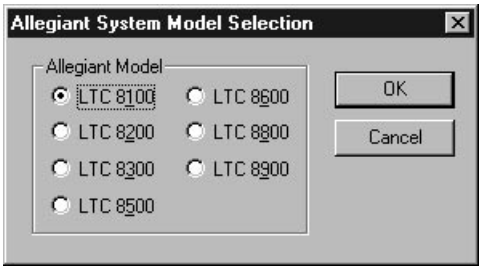


Figure 24 System Type Dialog Selection Box

The system configuration filename entered will be saved as part of the site configuration file. When a previously configured site file is loaded into the GUI, any other configuration files that were associated with it will be automatically loaded. The icon seedbar for the applicable server will be automatically loaded into the GUI window toolbar area.

The **Icon Seedbar** facilitates the seeding of server icons into the configuration file map pages. The seedbar can be moved to any area of the window including the page area. To move the icon seedbar, click anywhere in the darker shaded gray area surrounding the icon buttons while holding down the left mouse button and dragging the seedbar until the desired location for placement is reached.

The seeded icons will represent the actual field devices to be connected to the server and hardware system.

Depending on the server applications which you have available, you will now be able to seed configuration icons such as cameras, monitors, or alarms into the site configuration map pages.

Additional Servers can be added in the future if multiple Allegiant Systems are connected. As other servers are added, their corresponding seedbars will be available for icon seeding.

When multiple servers of the same type are in your system, the seedbar will contain a list of server document names. Newly seeded icons will be connected to the selected document in the list

Figure 25 Multiple Server Seedbar

2.9 SEEDING ICONS

To place icons representing actual security devices into a map page of the site configuration file, click and drag the representative icon from the seedbar into the map page (installer only). Device icons can then be arranged within the map page to reflect actual physical positioning of the field devices in a surveillance site.

Icons representing standard cameras, camera with a pan/tilt, and AutoDome® cameras are available for installers to seed into the system map pages. Note that icons available on the seedbar vary depending on server purchased. These icons can later be customized with the use of an icon editor program (not included) allowing the user to match the icons to their system's exact configuration. Icons representing all physical devices installed in a system should be seeded into the map, regardless of whether or not the devices (for example an auxiliary alarm) are currently enabled.

2.10 DEVICE ICON PROPERTIES

NOTE: *Icon Property* menus vary depending upon the type of server which you have installed, the type of icon you are working with, and whether the icon has been linked (connected).

Icon properties such as the background color and font style can be changed by an installer. See the following illustrations depicting an *AutoDome camera context* menu on the Allegiant server package.

- To access the icon *context* menu, click on the icon with the right mouse button.

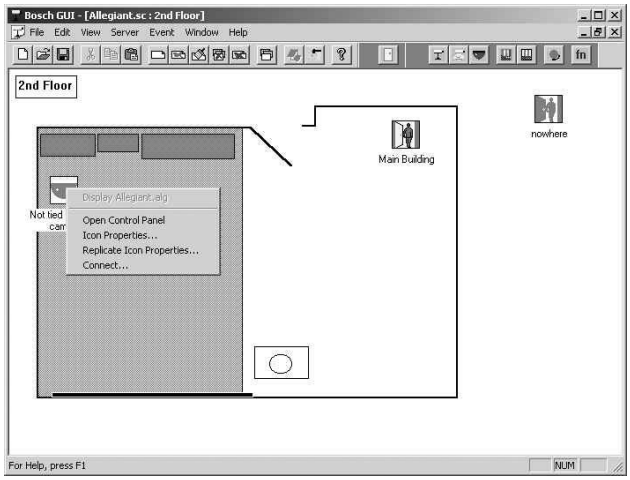


Figure 26 Device Control Configuration Menu

- Select the **Icon Properties** option. Individual icon properties will vary depending on the server relating to the icon Seedbar; however, the color (icon background) and font (icon title) options are integral to all icon property menus. These two tab options, once selected, allow the variation of these individual functions. See the following illustrations.

- When the device's Control Properties dialog box first appears, the initial tab will be labeled Icons. This tab allows an installer to select from a variety of predefined icons available with the particular server application or to import an icon from another source (also see Icon Properties under Linker Icons).

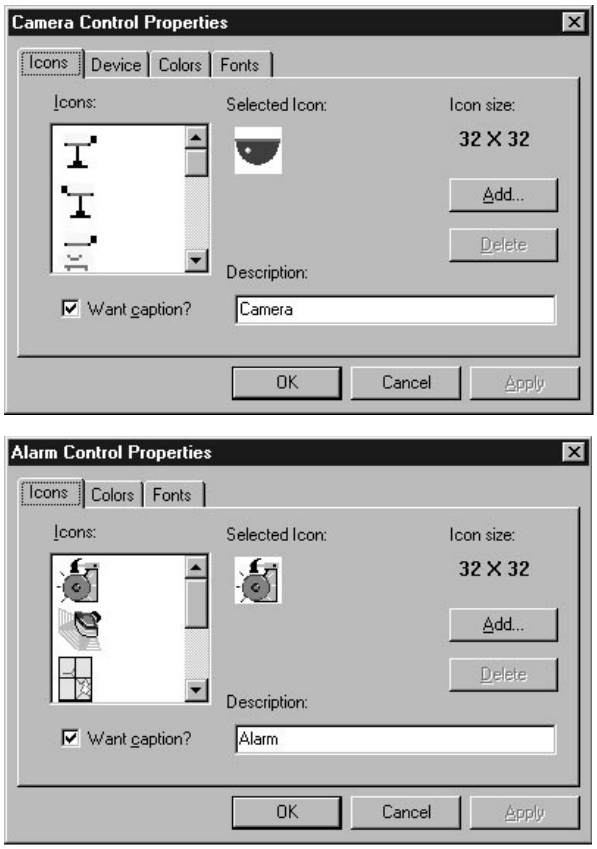


Figure 27 Device Icon Properties

The Pan/Tilt function for a camera can be specified from the *Device* tab of a **Camera Control Properties** box, while the background color of the icon can be changed from the *Colors* tab and the title font can be changed from the *Fonts* tab.

2.11 WINDOW OPTIONS

Within the map page area, there are various methods to manipulate map window configurations. Multiple map windows may be displayed and placed in different patterns within the map area.

To open multiple windows, go to **View** | **Page** | **Open Another Window**.

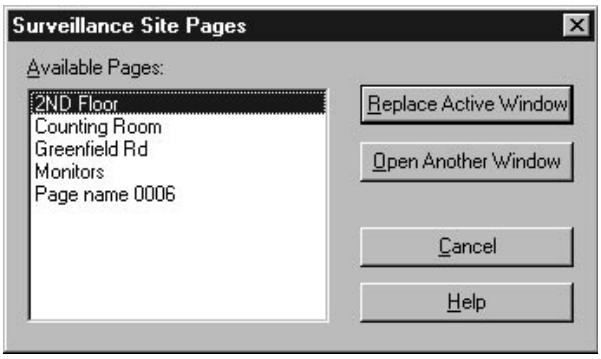


Figure 28 Opening Multiple Windows

Methods for automatically arranging the Site Configuration windows are included as options from within the *Window* menu. Available options include **Cascade**, **Tile Horizontally**, and **Tile Vertically**. Following are example illustrations for these configurations:

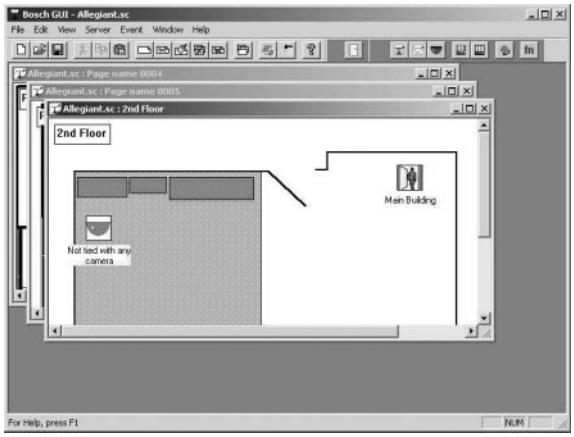


Figure 29 Cascading Map Window

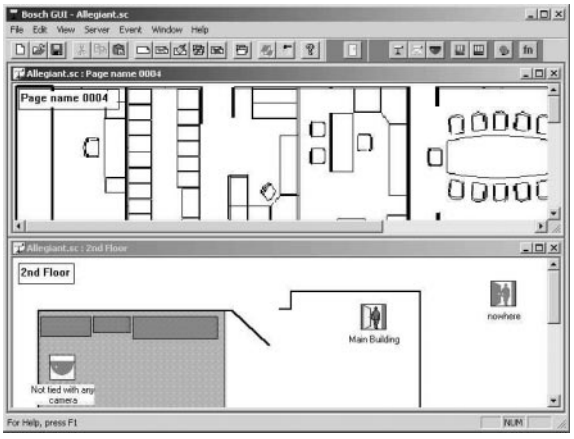


Figure 30 Horizontally Tiled Map Windows

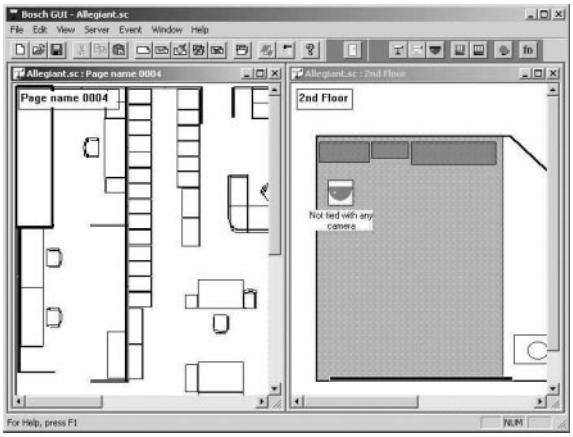


Figure 31 Vertically Tiled Map Windows

2.12 SAVING CONFIGURATION FILES

To save the site configuration from the GUI, select either the **Save** or **Save As** option from the *File* menu. If the file has not been saved previously, a file name dialog box will appear. Any valid file name can be used; however, the extension **.sc** (for Site Configuration) is recommended. If an extension is not provided, the default extension of **.sc** will be appended automatically. You can also save the file by using the toolbar **Save** button which has the picture of a disk on front. Placing the cursor over any toolbar button will momentarily give you a short description of the button's function (shown below).

Figure 32 Save Button

NOTE: The files saved include the map pages for your site configuration (file extension designation *.sc) and the name references of server configuration files (e.g. *.Alg or *.vts).

2.13 EVENT HANDLER

The operator learns about alarm conditions through various methods. If an alarm condition occurs from a device which is in the current active map page, the associated device icon will begin flashing and an audible alarm will sound.

The **Event Handler** provides a method of informing the operator when alarms occur in areas of the system other than the map page which is presently open. It also informs the operator what type of alarms are occurring. The individual product servers determine which events are handled by the **Event Handler**. If multiple servers have icons loaded into the same configuration file, alarms can be received from any of the server configurations in the same **Event Handler** window.

The **Event Handler** also provides a central point for handling multiple simultaneous events from the various system map pages without having to call up every individual map page. The **Event Handle**r window may be accessed by selecting the **Open Handle**r option from the *Event* menu (see illustration below). It may also be configured to open automatically in the event of an alarm by selecting the **Auto Open Handle**r option (a check mark will appear next to this option when the *Event* menu is selected). If the window is already open but partially or fully obscured, it will move to the top of the window order. When all events are deactivated, the **Event Handle**r window will automatically close if Auto Open is enabled, or it will stay open and display the message **NO ACTIVE EVENTS** if the **Auto Open** function is not enabled.

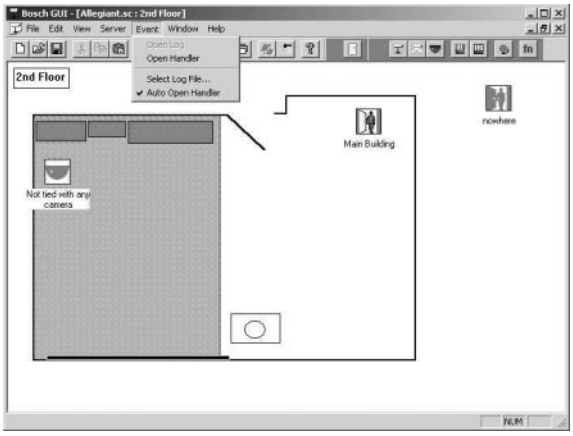


Figure 33 Event Menu with Auto Handler Open Option Selected

When the Event Handler has no alarms present and it is opened, a message will be seen in the Event Handler window stating **NO ACTIVE EVENTS**. See the following illustration.

Figure 34 Event Handler with No Alarms Present

When an event occurs, an icon representing the event is placed into the **Event Handler** window. The icon is labeled with the title of the affected camera or alarm. An audible alarm also goes off, informing the operator of an alarm condition. The audible alarm can be shut off by clicking on the **Event Handler** tool button. The audible alarm will only shut off when the operator has acknowledged **ALL** alarms which are present. See the following illustrations.

Figure 35 Event Handler with Alarm Present

A **hot** button entitled **Jump** is also assigned to the icon (see illustration). By clicking on the **hot** button beneath the icon, the operator can automatically **jump** to the map page which holds the alarming device icon. This feature allows the operator to quickly identify the location(s) in alarm. Any number of icons will be simultaneously placed in the **Event Handler** if multiple alarms occur simultaneously.

When the map page appears for the icon selected in the **Event Handler,** the alarming device(s) icon(s) will be flashing. By double clicking on an alarming icon, you will open an alarm interface window which varies depending on the server associated with the particular icon.

NOTE: Jump icons will vary in appearance depending upon the particular server from which the alarm is initiated and the type of alarm received.

Figure 36 File selection box

Event activation and deactivation can be logged to disk by selecting a file using the **Select Log File** option from the *Event* menu. This will bring up a file selection dialog box. If an existing filename is selected, the options of appending to or overwriting the file will be given. Selecting **Append** will cause new event entries to be appended to the end of the file without modifying existing data in the file. Selecting **Overwrite** will cause the file to be emptied.

If an event log file has been specified, the file can be opened for examination by selecting the **Event | Open Log File** menu item or toolbar button. This will cause the Windows, Notepad to open with the log file loaded.

2.14 HELP

The *Help* menu provides three menu options (see illustration).

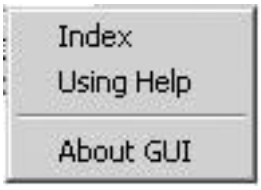


Figure 37 Help menu

The **Index** option displays a listing of predetermined GUI help topics. Clicking on any of the topics displayed will provide help for that topic. Within any of the topics, an underlined word or phrase (also denoted by color scheme) indicates that further help is available on the topic. Clicking on the underlined word or phrase will cause the help for the selected topic to be displayed.

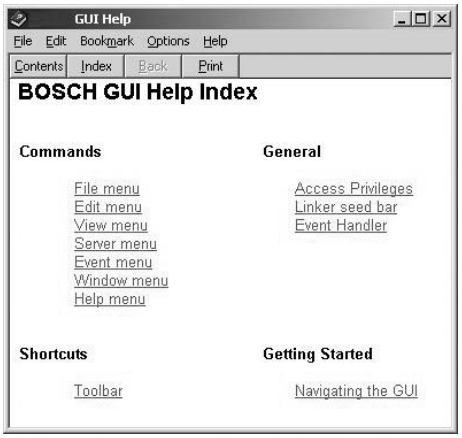


Figure 38 Index Help Topics

The **Using Help** option displays the **Help Topics Windows Help** Dialog Box.

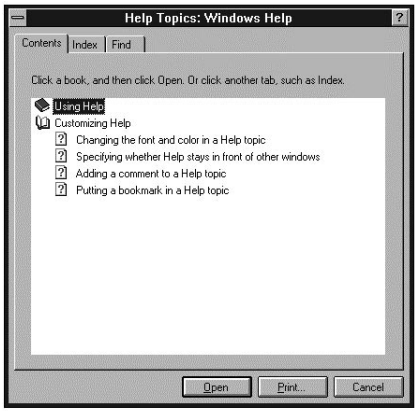


Figure 39 Using Help Dialog Box

- Within the **Using Help** dialog box, you will find specific *file* tabs pertaining to a **Contents** option, an **Index** option, and a **Find** option.
- The *Contents* tab option displays a list of predetermined GUI help topics.
- The *Index* tab option provides you with a search engine to find predefined topics from within the entire Contents help listing. Also available is a scroll feature allowing you to scroll through the list of available topics until you find the topic of interest.
- The *Find* tab option allows you to search for help on any topic

Figure 40 Using Help Option Find File Tab

The *Help* menu option **About Help** displays the GUI copyright information (and version number).

2.15 THE TOOLBAR

The GUI Toolbar allows the user easy access to several of the most used features available through regular menu command options. These features function in the same manner as the menu commands previously discussed in this manual (for detailed information on any item, see the appropriate section of this manual). Following is an illustration of the GUI Toolbar with available functions labeled (your screen should appear similar). Anytime you place the cursor over any of the tool buttons, a brief description of the tool buttons function will momentarily appear on the screen.

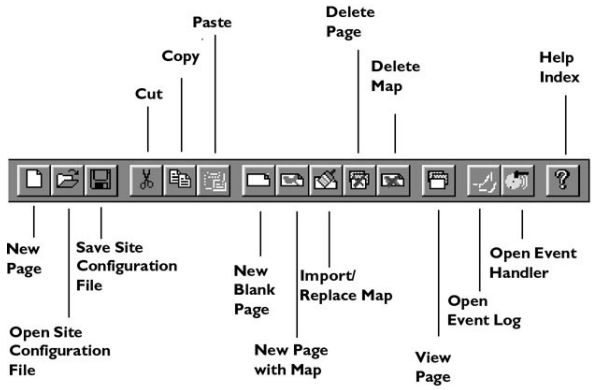


Figure 41 GUI Toolbar Functional Description

2.16 RUNNING SERVER CONFIGURATION PROGRAMS

It is recommended that you start the server programs from the GUI map to maintain synchronization between the two software systems. The *Server* menu can be used to start new server configurations or jump to open configurations. Prior to opening any server configurations, this menu will provide selections for all of the installed GUI product servers. The LTC 8850 GUI comes with the Allegiant Server and VCR Server programs. Nomenclature designating the appropriate server program will be displayed within the Server menu, as well as any configuration files which have been previously saved. If other Product Servers are purchased in the future, entries for those servers will also appear in the *Server* menu.

From the *Server* menu, select the appropriate server name to open the server configuration of your choice. Selecting a specific server will cause the appropriate server window to appear with the specified filename in focus. This allows the viewing or editing of the server configuration tables (see configuring your system for more detailed server information).

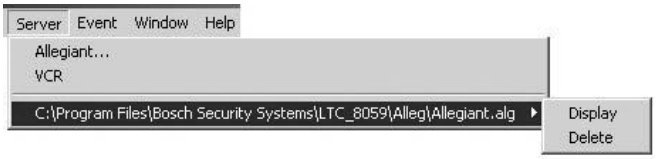


Figure 42 Server Menu Options

After selecting the appropriate server option, you may be prompted to select a filename. To choose an existing server configuration file, click on an existing filename displayed, then click on the **OK** button or press **ENTER**. If starting a new configuration file, it is recommended that you use the filename extension already depicted for the server you have selected. To do this, press the **Home** key, placing the cursor at the beginning of the **File Name** entry field. Now, press **Delete** once to delete the asterisk (*). Type in the appropriate filename and click on **OK** or press **ENTER**.

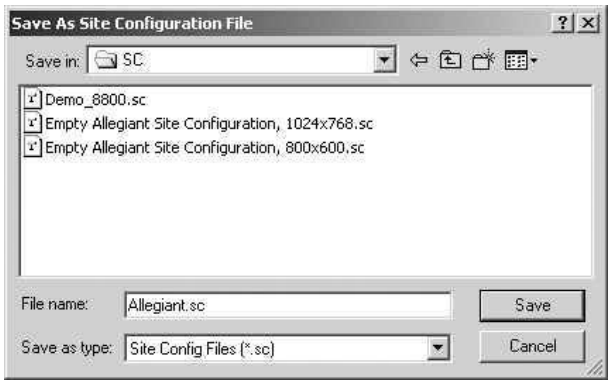


Figure 43 Server Filename Selection Dialog Boxes

3 ALLEGIANT SERVER

3.1 ALLEGIANT SERVER ICONS

3.1.1 Introduction

The Allegiant server is used to configure and control Allegiant systems. The server provides a seedbar to installer level users when it is started by the GUI. The seedbar is used to place icons into the map pages which represent actual devices in the Allegiant system.

The majority of the functions discussed in the following descriptions are only available to users with installer or administrator level privileges.

3.1.2 Allegiant Server Seedbar

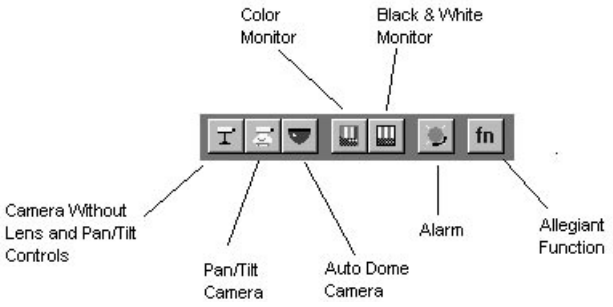


Figure 44 Allegiant Server Seedbar

Click and drag the representative icon from the seedbar into the map page (installer only). Device icons can then be assigned within the map to reflect actual physical positioning of the field devices in a surveillance site.

3.1.3 Allegiant Icon Right-click Menu

By clicking once on a **camera**, **monitor**, or **alarm** icon with the right mouse button, the following right-click menu appears (the **Allegiant Function** icon has a different menu and will be discussed in a later section).

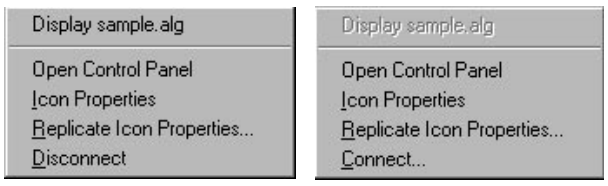


Figure 45 Camera, Monitor, Alarm Menu

3.1.3.1 Display Allegiant Server File Name

The top item in the right-click menu displays the name of the Allegiant server file associated with the icon. The command is enabled for selection when the icon is **connected** to an Allegiant device. When this command is selected, the **Allegiant Server** program will appear displaying the associated device table. This allows the user to easily verify or change device configurations.

3.1.3.2 Open (Close) Control Panel

The icon's control panel will open (close) when this command is selected. This command changes to Close Control Panel when the control panel is open.

3.1.3.3 Icon Properties

The Icon Properties dialog box will appear when this command is selected.

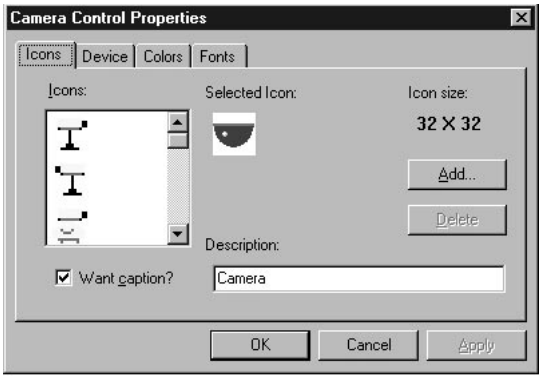


Figure 46 Camera Icon Properties Dialog Box

This dialog box allows the user to change the icon, the icon background color, some device characteristics, and the font or font size used for the icon title description. To change to a different functional tab, simply click once on the appropriate tab with the left mouse button.

To change the device's representative icon, select the *Icons* tab. Select one of the icons provided with your server by clicking on the icon of your choice and clicking **OK**. You can also click **Add**, which allows you to import a custom bitmap graphic. Clicking **Add** will display the **Select Bitmap File** dialog box (see illustration). From there you can browse available directories for bitmaps. Single click on the bitmap file name and then click **Open** to choose the bitmap.

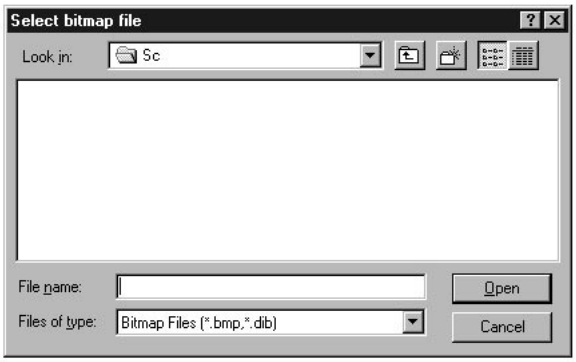


Figure 47 Select Bitmap File Dialog Box

NOTE: Upgrading or reinstalling the GUI software may remove custom icons from the icon list. Always keep a copy of each .bmp or .dib file added so they can be added again after a software upgrade or reinstallation.

Camera and Monitor icons have a **Device** that is used to configure device specific information.

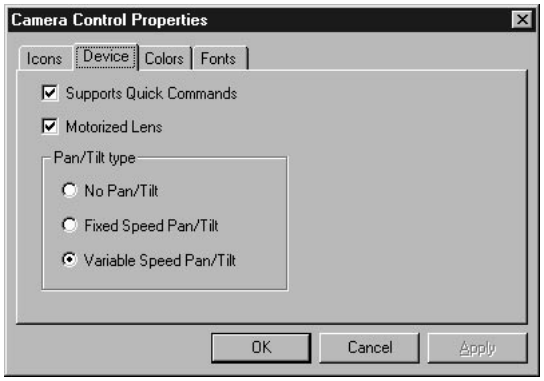


Figure 48 Camera Icon Device Tab

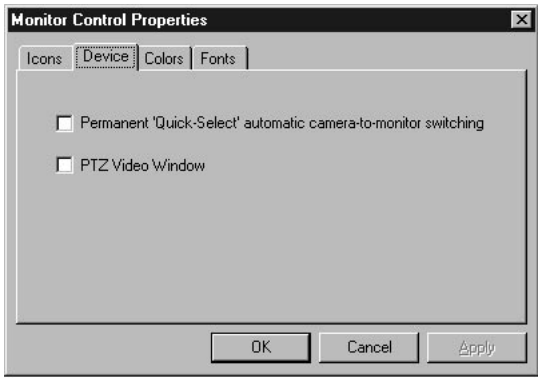


Figure 49 Monitor Icon Device Tab

For camera icons, select the available features which match the characteristics of your device. Checking **Supports Quick Commands** will make a button appear in the camera's expanded control panel called **Commands**... . Clicking **Commands**... will display a dialog box for entering Camera commands.

The *Device Properties* tab of a monitor icon has two options that can be checked.

Permanent 'Quick-Select' automatic camera-to-monitor switching - Select this check box to make this monitor always automatically switch to the next camera selected in the map. For example if Monitor 1 is a 'Quick-Select' monitor and the user clicks on the **Camera 2** icon, Monitor 1 will switch to Camera 2. Then, if the user clicks on the **Camera 3** icon, Monitor 1 will switch to Camera 3. Permanent 'Quick-Select' monitors will be outlined with blue cross hatch to visually stand out from other monitor icons. There can be any number of permanent Quick-Select monitors at a time.

Figure 50 Permanent Quick-Select Monitor

PTZ Video Window - Select this check box to associate the PTZ video window with this monitor. At most, two monitor controls can have this selection checked. A video board is required to use the PTZ Video board (see the In Window PTZ SECTION).

To change the icon background color, click the *Colors* tab. Click on a new color block from within the color palette provided. The color selected will become silhouetted, designating that is the active color.

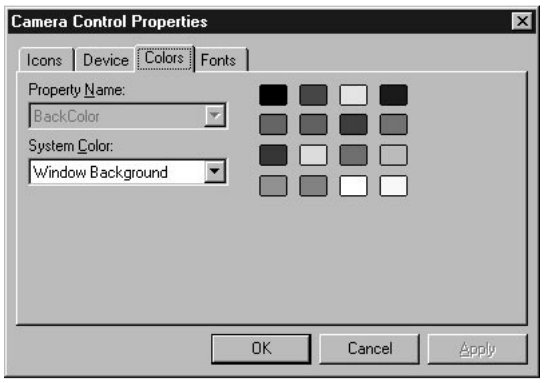


Figure 51 Color Selection Tab

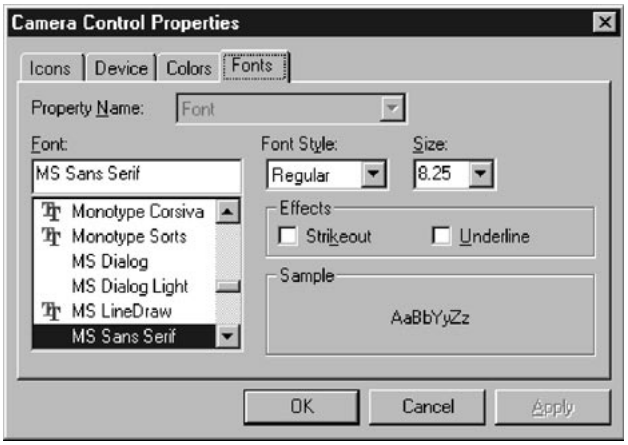


Figure 52 Fonts Selection Tab

To change the icon title font, click the *Fonts* tab. Click the Up or Down arrow buttons to the right of the font list (note that the font in the top box immediately above the font list is the active font). When the font you wish to select comes into view, click on it once with the left mouse button. It will highlight and be displayed in the box above the font list. You can also select the Font Style. Simply click the *context* menu down arrow to the right of the font style listed. A *context* menu will appear with several style options. Click the option of your choice and it will become the highlighted choice. Choose the font size in the same manner.

When all of the icon property selections have been chosen to your satisfaction, click **OK**. All changes will be incorporated into the appropriate icon. Click **Apply** to view any changes without closing the **Control Properties** dialog box.

3.1.3.4 Connect

This command only appears in the right-click menu for unconnected devices. Camera, monitor, and alarm icons have to be connected to an actual device before they can be used. When **Connect** is selected, a dialog box appears that shows a list of devices not yet connected to an icon.

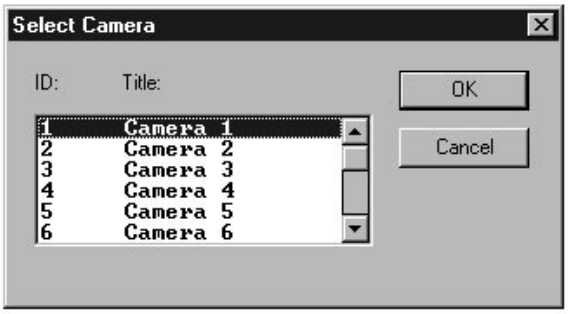


Figure 53 Camera Selection Dialog Box

To connect the physical device to the selected icon, simply click a device title in the **Title** column (highlighting it), and then click **OK.** The selection box will disappear and the device icon will be displayed in the map area with the chosen title beneath it.

3.1.3.5 Replicate Icon Properties

This menu item is used to copy icon properties to selected Allegiant server icons. Choosing this menu item displays the following dialog box:

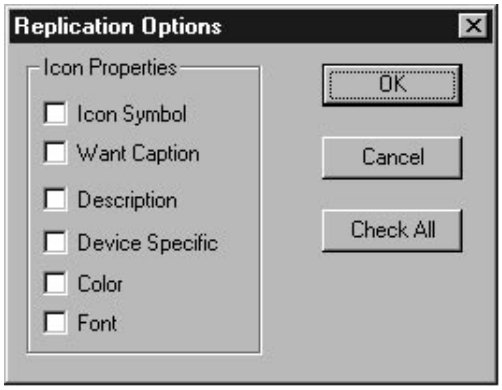


Figure 54 Replicate Icon Properties

This dialog box is used to pick which properties to replicate.

Icon Symbol, **Want Caption**, and **Description** are the properties on the *Icon* tab.

Device Specific are the properties on the *Device* tab.

Color and **Font** are the properties on the Color and *Font* tabs.

NOTE: the **Icon Symbo**l, **Description**, and **Device Specific** properties will only be copied to Allegiant icons of the same device type. This means, for example, the **Device Specific** properties will not be copied from a camera icon to a monitor icon.

Example: How to change the background color for multiple seeded Allegiant icons.

1. Change the background color for one Allegiant icon (the source icon).
2. Select the icons you want to have the same background color (see How to Select Icons below).
3. Right click the **source** icon and select **Replicate Icon Properties**. Check **Color** and click **OK**.
4. All selected Allegiant icons now have the same background color.

How to select icons (when Allegiant icons are selected, they are drawn with a thicker border). There are three ways to select Allegiant icons

1. Pick **Select All** from the *Edit* menu.
2. Use the selection rectangle. While holding the left mouse button down, drag the cursor until the selection rectangle covers the correct icons.
3. A left mouse button click on an icon will select it. You can select additional icons by holding down the **SHIFT** key while clicking on an icon.

3.1.3.6 Disconnect

Once you have connected an icon to a physical device, the **Connect** command in the icon right-click menu is replaced by the **Disconnect** command. Selecting the **Disconnect** command, causes the connecting link to be broken between the device icon and the physical device. The icon title will be replaced by the note: **not tied with any camera, monitor or alarm** (see example below).

Figure 55 Disconnect Icons

3.1.3.7 Go ONLINE

This command will only appear when the Allegiant is not online. This will make the Allegiant server program attempt to go online with Allegiant hardware. Connected Allegiant icons will no longer be dimmed when the Allegiant goes online.

3.1.4 Camera Controls

Double-clicking on a camera icon will cause the camera control panel to appear. In this example, an operator can control the AutoDome Camera by moving the cursor to the appropriate button or by clicking and dragging the joystick control within the icon. The most frequently used control functions are shown on this panel.

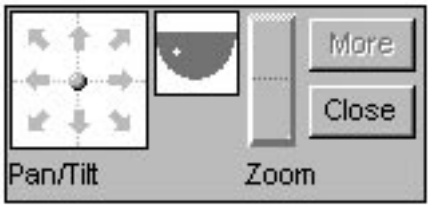


Figure 56 Camera Control Panel

By clicking **More**, all controls can be accessed such as pan/tilt, zoom/focus/iris, pre-positions, auxiliaries, and more. Click **Close** to close the control panel.

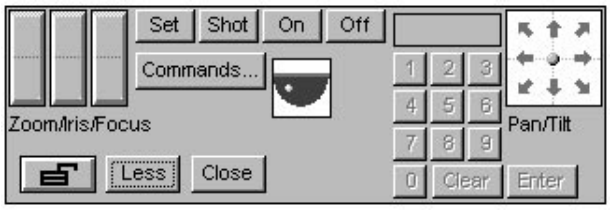


Figure 57 Expanded Camera Control Panel

NOTE: **Commands**... will only appear if **Supports Quick Commands** is checked in the camera icon's **Device** property page (see SECTION 3.1.3.4).

Clicking **Commands**... will display a dialog box for entering camera commands.

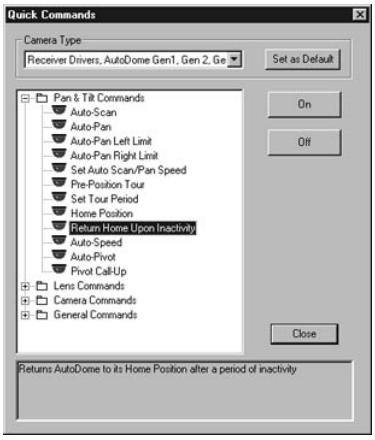


Figure 58 Quick Commands Dialog Box

3.1.5 Monitor Controls

Double-clicking on a monitor icon will display the monitor control panel. This control panel resembles an Allegiant LTC 8550 Keyboard. Monitor functions that can be controlled from this icon include sequence function, camera switching, and alarm acknowledgment.

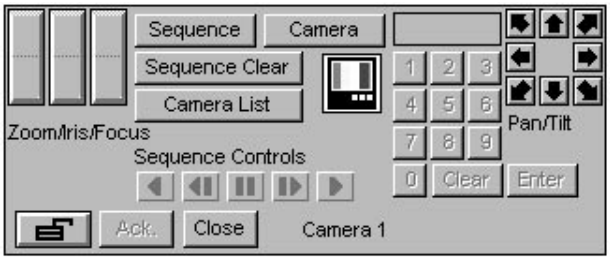


Figure 59 Monitor Control Panel

In many cases, the installer may choose to handle the placement of monitor icons differently than the camera icons. Since monitors are clustered in system control locations, their placement on maps may not be significant. In those cases, the installer can create a separate map with no background graphics to hold the monitor icons. An example of this is shown in the next figure.

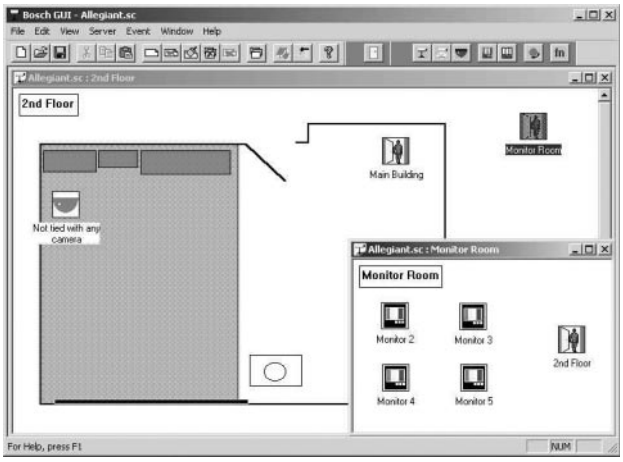


Figure 60 Monitor Icons Window

Current Quick-Select Monitor

Quick-Select Monitors are used for quick switching of cameras on monitors. When a monitor is acting as a Quick-Select Monitor, clicking a **camera** icon will switch the monitor to that camera. For example, if monitor 1 is a Quick-Select Monitor and the user clicks the **camera 2** icon, monitor 1 will switch to camera 2. Then, if the user clicks the **camera 3** icon, monitor 1 will switch to camera 3.

Left clicking once on a monitor icon will temporarily make it a Quick-Select Monitor. This monitor is referred to as the Current Quick-Select Monitor. The Quick-Select status for the monitor will continue until either 1) another left click is performed on the icon, 2) the monitor's control panel is opened, or 3) another monitor icon is selected. If you want the monitor to always act as a quick select monitor, check the option **Permanent 'Quick-Select' automatic camera-to-monitor switching** in the monitor icon's device property page. The Current Quick-Select Monitor will be outlined in red cross hatch to visually stand out from other monitor icons.

Figure 61 Current Quick-Select Monitor

To get the best use of this functionality, it is often convenient to display several pages in the map window simultaneously — a small page with monitor icons, and a larger page displaying the facility map and camera/alarm icons. The installer can configure this setup using the normal map configuration tools provided by the GUI software. To further facilitate this type of setup, two sample site configuration files have been provided with the LTC 8850.

The sample files, **Empty Allegiant Site Configuration, 1024 x 768.sc** and **Empty Allegiant Site Configuration, 800 x 600.sc**, are installed in the \SC subdirectory. The files were configured for the computer display resolutions indicated in their titles. These files contain only a simple page layout and do not include any bitmaps or device icons. The installer may want to begin a new site configuration by loading these files, modifying them as necessary (adding bitmaps, adding new pages, adding device icons, etc.), then saving the file with a new filename (using the Save As command). The layout was designed to hold monitor icons in the small page at the bottom, with other icons in the larger map pages. This is a suggested

setup only — the installer can set it up in the manner that is best for his actual application.

3.1.6 Alarm Controls

To enable the GUI processing of the alarm events, alarm icons must be seeded in the map. There must be an icon for each alarm that is to be handled by the GUI. The icons can be seeded on existing map pages, or a separate page can be added just to hold the alarm icons.

The control panel for an alarm icon will be different, depending on whether or not the alarm is currently active or not.

Figure 62 Non Active Alarm Control Panel

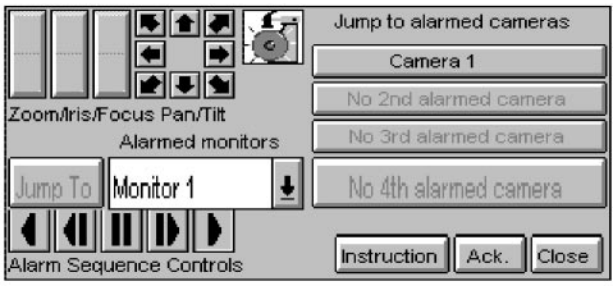


Figure 63 Active Alarm Control Panel

3.1.7 Allegiant Function Controls

Allegiant function icons are used to send Allegiant CCL (command console language) command functions to an Allegiant Server. One possible use for these icons is to configure them to send a command to move a pan/tilt camera to a pre-position shot.

To configure an icon, right-click on a seeded Allegiant function icon and select **Icon Properties.**

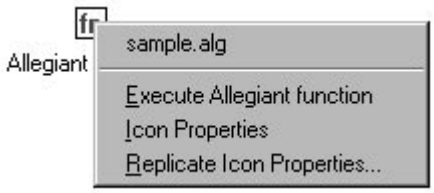


Figure 64 Allegiant Icon Properties

Four tabs will appear. The *Icons, Colors,* and *Fonts* tabs behave the same way as other Allegiant icons. The Allegiant function icon has a unique tab called *Function.*

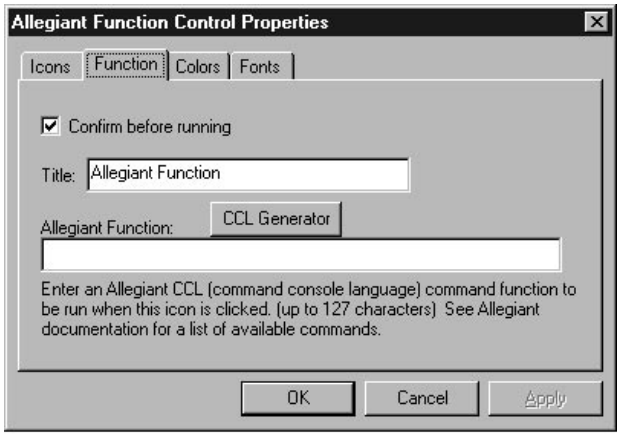


Figure 65 Allegiant Function Tab

If the **Confirm before Running** check box is selected, a message box will appear asking for confirmation before the programmed function is executed.

The text in the Title box is used as the caption of the icon.

The **Allegiant Function** box is where an Allegiant CCL command function is entered. See the Allegiant Main CPU Interface Software Command Console Language User's Manual for documentation on the available commands.

Clicking **CCL Generator** will display a dialog box that is used to create CCL commands.

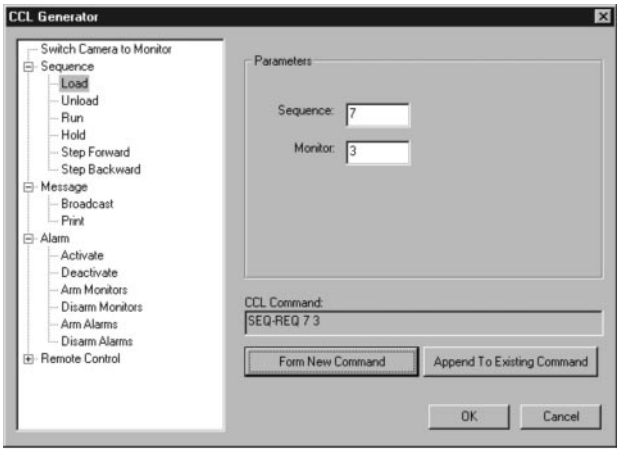


Figure 66 CCL Generator

To create a CLL command with this dialog.

- Select a CCL command in the tree structure on the left side of the dialog box.
- Fill in the Appropriate parameters.
- Click **Form New Command** to view the formatted CCL command.
- Click **Append** to Existing Command to combine multiple CCL commands.
- Click **OK** to assign the CCL command to the function icon.

The configured Allegiant function can be executed two ways: by double-clicking the icon or by selecting the Execute Allegiant Function command from the icon's right-click menu.

3.1.8 Block Seeding

An alternate way to seed icons is to drag them directly from the Allegiant Server configuration tables. From the *GUI Server* menu, select the Allegiant document that you previously have opened. This will make the Allegiant tables visible. Size the windows so the Allegiant tables and the map are visible. Camera and monitor icons can be seeded directly from the camera and monitor tables. Alarm icons can be seeded from the Alarm/Normal/Alarms table. To seed icons from these tables, select an entire row, then drag them into the map. Rows are selected by clicking on the first column of the row: Camera Input, Monitor number, or Alarm number. Multiple rows can be selected by clicking on this first column and moving up or down over the additional rows. Alternatively, after selecting one row, hold down the **SHIFT** key and click on another row. The formerly selected row will remain selected, and the new row and all of the rows in-between will be selected. Noncontinuous rows can be selected by holding down the control key as you select rows. After the desired rows have been selected, press the left mouse button on the first column of one of the selected rows. While pressing the **mouse** button, drag the cursor over the map window. The selected devices will be seeded and can be moved to the appropriate positions. The mouse cursor must be over the active window in the map for this to work. The icons are seeded with their given titles.

3.2 ALLEGIANT SERVER APPLICATION

3.2.1 Description

The Allegiant server application provides the interface for the Allegiant configuration tables. It can run automatically by the GUI, or it can run as a stand alone program by clicking on its icon in the *Windows Start* menu. When running the GUI, the Allegiant server can be made visible by right-clicking on any of the Allegiant icons in the map and selecting **Display | MyDoc.alg**, or by selecting the appropriate entry from the *GUI Server* menu.

3.2.2 Getting Help

The Allegiant Server provides extensive online help. The online help can be accessed in several ways. Selecting Contents from the *Help* menu will display a list of topics available. Help for these topics can be accessed by clicking on the desired selection. In any of the help screens, underlined words or phrases indicate that more help is available. Clicking on the underlined words will display help for that topic.

The Allegiant Server also provides context sensitive help. When the **F1 function** key is pressed, help for the currently selected item will be presented. Alternatively, the **Context Help** button in the toolbar can be used.

Context Help toolbar button: 

When this button is clicked, the cursor will change to an arrow/question mark. When this cursor is active, clicking on any item in the Allegiant Server window will call up help for that item.

3.2.3 Going Online

Before any communication with the Allegiant System can take place, the Allegiant Server must successfully **Go Online**. Many of the operations described in the following sections assume that the Allegiant Server is Online, so the process of going online will be discussed first.

The Allegiant Server communicates with the Allegiant system through one of the PC's serial ports, which are referred to as COM1, COM2, etc., or through a network. For direct PC-to-Allegiant connections, the first step in going online is to select the appropriate serial port and to configure the communication

parameters of this port to match those of the Allegiant system console port. From the *Allegiant Server* menu, select **Transfer | Communication Setup.** Change the COM port entry to the COM Port that is connected to the Allegiant System. Change the baud rate to match that of your Allegiant System. Then, click **Go Online**. The default Allegiant System baud rate is 19200. If the Online attempt fails, verify that the cable is connected to the correct ports and that the communication parameters are set correctly. The PC parameters set in the **Transfer | Communication Setup** menu must exactly match the parameters of the Allegiant system. Correct any problems, and attempt to go online again.

If the Console baud rate is below 19200, it is recommended that it be changed to a higher baud rate. Rates of 19200 or 57,600 are recommended. Higher rates should be used for shorter cable lengths. If the supplied 10 foot cable is used, a rate of 57,600 should work reliably. At these high rates, handshaking should always be enabled. Select the **Parameter table** by clicking the *Parameter* tab. If not already selected, click the **COMM Port** subtab. Change the Console baud as desired, and download this table by clicking **Download** underneath the table. You will be prompted to reset the system. Reset the system by clicking the appropriate button. Then, select **Transfer | Communication Setup** from the *Allegiant Server* menu and change the baud rate to match the new Allegiant baud rate. Then, click **Go Online**.

Networking Options (Available only to Windows NT, 2000, XP users)

On the **Communication Setup** dialog, the **Current Host** box is used when the Allegiant is connected to other computers using the computer network. This box should be set to Local if the Allegiant System specified by the Allegiant Server file is directly connected to one of the PC COM ports. If the Allegiant is connected to a different computer on the PC network, then **Current Host** should be set to the name of the remote (Host) computer.

A list of computers that are available on the network can be seen by clicking the **down-arrow** button in the Current Host box. When the Allegiant Server program is first started, the only choice available in this list will be Local. The Refresh Host List button can be used to update the list. Clicking **Refresh Host List** causes the Allegiant Server program to examine the network to determine which other computers are available.

IMPORTANT: This operation may take several minutes — an hourglass cursor is displayed while the operation is in progress.

When the **Current Host** box is set to the name of a remote Host computer, then the other parameters (COM Port, Baud Rate, Stop Bits, Data Bits, and Handshaking) should be set to match the settings of the Host computer.

Through the network, any number of PCs can be connected to an Allegiant system in this manner. It is also possible to connect to multiple remote systems and to connect to both local and remote systems from the same computer.

To connect PCs to an Allegiant System over the network, follow the steps below:

1. From the Host PC (the PC whose COM Port is connected to the Allegiant system), open a file or create a new file of the appropriate system type (LTC 8300, LTC 8500, etc.).
2. From the Host PC, go online with the system. In this case, the Current Host property will be set to Local.
3. From the remote computers, open a file or create a new file of the appropriate system type.
4. Select **Transfer | Communication Setup** from the menus to display the Communication Setup dialog box. Click **Refresh Host List** and wait until the update has finished.
5. Click the **down-arrow** to display the list of computers on the network, and select the name of the computer that is connected to the Allegiant system.
6. Set the remaining parameters to match those of the Host system, and click **Go Online**.

The LTC 8850 GUI with Allegiant Server includes a program called **Allegiant Network Host**. An icon for this program is included in the LTC 8850 program group. This program can be used in a networked GUI installation to allow computers to go online with the

Allegiant system when the Host PC is not running the Allegiant Server software (the Host PC is the PC that is physically connected to the Allegiant system). The Allegiant Network Host software does not require the security key.

To run the Allegiant Network Host software, simply double-click on the icon in the program group. If the Allegiant Server software is run on the Host PC, then the Allegiant Network Host software is not needed, and should not be run.

If you have followed the instructions and still have trouble going online over a network, the following trouble-shooting tips may help.

1. Verify that the host PC (the PC that is physically connected to the Allegiant through the PC serial port) has the current version of the LTC 8850 software installed.
2. Verify that the host PC is running the current version of either the Allegiant Server or Allegiant Network Host program. The host computer does not need to be online with the Allegiant. It is a good trouble-shooting test, however, to verify that the Allegiant Server can go online on the host PC.
3. If the online attempt is still unsuccessful, try to map a network drive to the host computer. If the host computer is on a different network domain or workgroup, you may have to log on to the host computer, using an account that has been previously set up on the host computer. When the network drive is successfully mapped, retry to go online with the Allegiant system.

3.2.4 Allegiant Server Menu Commands

The *Allegiant Server* menus are described below. Some commands can also be initiated with a toolbar button. Clicking on the **toolbar** is equivalent to selecting the corresponding menu item.

3.2.4.1 File Menu

- **New** - Opens a new Allegiant Configuration file. When a new file is opened, a dialog box for selecting an Allegiant model is presented.

  Toolbar Button: 

- **Open** - Presents a file dialog box for selection of an existing Allegiant Configuration file.
- Toolbar Button: 
- **Save** - Saves the current Allegiant Configuration data file to disk.

  Toolbar Button: 

- **Save As** - Saves the current Allegiant Configuration data under a new file name.
- **User Profile** - Displays the User Profile dialog box from which user information (names, passwords, and group memberships) can be managed and users can be created, modified, or deleted.
- **Print** - Displays a dialog box for a selection of tables to print. The dialog box contains a check box for each table: Camera table, Monitor table, etc. All tables that have the box checked will be printed to the PC's default printer.
- **Print Preview** - Presents a dialog box for selection of the table to preview. One table at a time can be previewed.
- **Print Setup** - A standard PC Print setup dialog box appears for a selection of printers, paper size, orientation, and other print parameters.
- **Recently Opened Files** - The last entries under the *File* menu are the names of the four most recently used files. Selecting one of these entries will open the selected file.
- **Exit** - Shuts down the Allegiant server application.

3.2.4.2 Edit Menu

- **Undo** - Undo last editing action.

  Toolbar button: 

- **Cut** - Copies the values of the selected cells to the clipboard, and sets the cells back to their empty state.

  Toolbar button: 

- **Copy** - Copies the values of the selected cells to the clipboard. The values in the cells are unchanged.

  Toolbar button: 

- **Paste** - Pastes data from the clipboard into the cells.

  Toolbar button: 

- **Delete** - Sets the values of the selected cells to their empty state.

- **Select All** - Selects all cells in a table.

3.2.4.3 Transfer Menu

- **Upload** - A dialog box appears for a selection of tables to upload. The dialog box contains a check box for each table (Camera table, Monitor table, etc.). All tables that have the box checked will be uploaded from the Allegiant system into the Allegiant Server configuration tables. The menu item is disabled when the Allegiant system is not online.

  Toolbar button: 

- **Download** - A dialog box comes into view for a selection of tables to download. The dialog box contains a check box for each table (Camera table, Monitor table, etc.). All tables that have the box checked will be downloaded from the Allegiant Server configuration tables to the Allegiant system. The menu item is disabled when the Allegiant system is not online.

  Toolbar button: 

- **Communication Setup** - Presents a dialog box for setting up the PC Serial Port communication parameters. Use this to select the appropriate serial port (COM1, COM2 etc.), and to set the communication parameters' baud rate (stop bits, etc.) to match those of the Allegiant Console port. See SECTION 3.2.3, **Going Online.**

  The communication parameters can only be changed when the Allegiant system is not online. This selection is therefore disabled when the Allegiant system is online.

  Toolbar button: 

3.2.4.4 Online Menu

- **Auto Set \ Video Loss Configuration** - Instructs the Allegiant System to initialize its video-loss monitoring table based on the current valid video inputs.

- In addition to video loss information being presented in the Real Time Status part of the program the Monitor Table and the Keyboard Table offer configuration options when using this feature too. Refer to the appropriate section for more details.

  After being enabled using the *Auto Set/Video Loss Configuration* menu option, the alarm output relay corresponding to the monitor number that is displaying a channel without video will activate in response to video loss events. The relay will also activate if a channel with no video is manually selected for viewing on the monitor.

  When using LTC 8100, LTC 8200 and LTC 8300 Allegiant system, the alarm output relays are found on the rear panels of the enclosures. When using other Allegiant models, the alarm output relays are provided by the LTC 8540 Alarm interface accessory unit.

  Auto Set \ Date Time - Presents a dialog box to allow automatic setting of the Allegiant System time and date.

- **Diagnose \ Alarm** - Presents a dialog box to allow simulation of Allegiant alarms. The dialog box contains a list box for selection of the alarm to simulate and Activate and Deactivate buttons. When Activate is selected, the alarm is actually generated in the Allegiant system.

  IMPORTANT: Every Activate should be followed by a matching Deactivate. If the alarm is fully acknowledged, it may appear as if the alarm is no longer active in the system, but the Deactivate is still required! When in doubt, issue an extra Deactivate command. Extra Deactivate commands do nothing.

- **Broadcast** - A dialog box appears to enter a message for broadcasting to all of the Allegiant monitors. The broadcast message will appear for the duration specified in the **Parameters | Miscellaneous** table.

- **Go Online** - Attempt to go online with the Allegiant system using the PC serial port parameters as currently set up in the **Transfer | Communication Setup** dialog.

  Toolbar button: 

Each of the selections in the System Status submenu is related to the Allegiant System Status application (see the section entitled Allegiant System Status Application). This application displays the operating settings of one or more Allegiant systems. It also displays and logs Allegiant events to a file per the options selected.

- S**tatus | Shutdown Status Application and File Logging** - This selection closes both System Status File Logging operations and the System Status view application.
- **System Status | Display** – Will toggle the Allegiant System Status application between visible and hidden. This menu item will be checkmarked when the System Status application is visible.

  Toolbar button: 
- **System Status | Auto Start Display** – Toggles the automatic starting of Allegiant System Status application. A checkmark by this menu item means that automatic starting is enabled. When enabled, the System Status application will start up whenever the Allegiant goes online.
- **System Status | Log to File** – This command enables the logging of Events monitored by the System Status application to a file. A checkmark by this menu item means that Event logging is active.
- **System Status | Log to File Options** – This command will invoke a dialog box that allows the user to select which Events will generate messages in the System Status application and what Events are logged to a file.
- **System Status | Auto Start Log to File** – This command will toggle the Auto Start Log to File setting. A checkmark by this menu item means that Auto Start is active. When this feature is active, Event messages in the System Status application will automatically be logged when the Allegiant goes online.

3.2.4.5 Window Menu

- Cascade - Arranges multiple opened windows in an overlapped fashion.
- Tile - Arranges windows in non-overlapping tiles. Some overlap will occur if the main application window is too small for a completely non-overlapped display.
- Open Window List - These entries contain the names of all currently open windows. Selecting a window entry will cause it to become the active window and to display on top of all other open windows.

3.2.4.6 Help Menu

- **Contents** - Displays a list of available help topics.

  Toolbar button: 
- **About Allegiant** - Displays the Allegiant Server copyright information.

3.2.5 Editing Tables

The Allegiant Configuration is displayed as a set of stacked tables, similar to a notebook with tabbed section dividers. Clicking on a tab will bring that table to the front for editing. Most of the tables display a set of editable cells arranged in a grid of rows and columns. The cells are one of four types: edit cells, drop-down list boxes, radio buttons, or check boxes, as shown in the next figure.

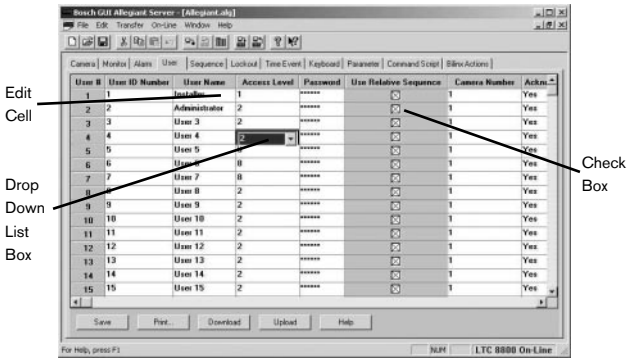


Figure 67 Configuration Table

3.2.5.1 Editing Cells

To edit cells, simply click in the cell and start typing. The new text will replace the old. To edit existing text, double click on the cell, then position the cursor within the cell at the point where the text should be changed, and click again. The characters can then be inserted at this point.

Drop-down box cells look like edit cells until they are selected. When selected, a drop-arrow button will appear. Clicking on this button will cause a list of available options for the selected cell to be displayed. Entries can be selected by clicking on them.

Check boxes are provided for **TRUE/FALSE, ENABLE/DISABLE**, and **YES/NO** type parameters. If a cell is checked, then the option is enabled. In other words, a checked box means true, yes, or enabled. Clicking on a check box will toggle the selection between checked and unchecked.

3.2.5.2 Selecting Multiple Cells

Some operations, such as editing multiple cells, require the selection of multiple cells. Multiple cells are selected as follows:

- Clicking on the table header, the cell in the title row, first column, will select the entire table.
- Clicking on a row header, the cell in the first column of the row, will deselect any previous selection, then select the entire row.
- Clicking on a column header, the title cell for the column, will deselect any previous selection and select the entire column.
- Clicking on a non-header cell will deselect any previous selection and select the cell.
- Pushing the left mouse button and moving the mouse with the button held down will select all cells in a rectangular grid from the cell where the drag began to the cell where the mouse was released.
- Holding down the **shift** key when clicking a cell will select all cells in a rectangular grid from the initially selected cell to the newly selected cell.
- Holding down the **control** key when clicking a cell will select the cell without deselecting the previously selected cells.

3.2.5.3 Editing Multiple Cells

The Allegiant Server tables provide a convenient method for changing a set of contiguous cells to the same value. This feature is limited to cells in the same column. In tables where there are continuous rows of checkboxes such as lockout tables, this feature can be extended across columns. Multiple cell editing is done as follows:

- Set one of the cells to the desired value.
- Select the other cells that should be changed by selecting multiple cells. See Selecting Multiple Cells.
- Right click on any cell in the selected area. A dialog box will appear, allowing the selected area to be filled with the value of the **current** cell. The current cell is the cell that was first selected. This cell will be visually distinctive from the rest of the selected cells.

3.2.5.4 Row and Column Resizing

Any row or column in the Allegiant Server tables can be resized. To resize a column, move the cursor over a column-dividing line in the column title row. When the cursor changes to the column resize cursor, as shown in the next figure, push the mouse button and drag the column-dividing line to the new position.

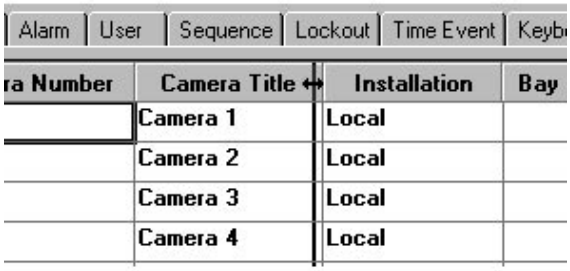


Figure 68 Column Resizing Cursor

To resize a row, move the cursor over a row-dividing line in the first column. When the cursor changes to the row resize cursor, push the mouse button and drag the row-dividing line to the new position.

3.2.5.5 Table Buttons

A set of buttons appears across the bottom of each Allegiant configuration table. Buttons for Save, Print, Download, Upload, and Help appear on all of the tables. The actions associated with these buttons apply to the currently selected table only. For example, pressing the **Download** button in the Camera table will cause only the camera table to be downloaded. This is different from the menu selection **Transfer | Download**, which applies to all of the configuration tables.

3.2.6 Configuration Tables

When the Allegiant Server is first started, all tables are set to default values.

NOTE: If changes are to be made in the GUI package which will be used to update the settings in an operating system, it is generally recommended that the appropriate tables be uploaded from the system first. Refer to the section on Data Transfers. Once the appropriate changes have been made, the data can be saved on disk (if desired) and then downloaded into the system. Following this procedure will insure that any changes that may have been made via a system keyboard are not lost when the data is edited using the Allegiant Server.

After editing, be sure to save the revised tables to disk.

NOTE: When a table file is saved to disk, it includes all of the ID tables, Lockout tables, Time Event Data, Alarm tables, Sequence tables, and System Parameters. If you exit the GUI without saving the tables, the updates will be lost.

3.2.6.1 Camera Table

The Camera table allows the user to change the camera number, choose the camera title that will appear on the Allegiant monitor's on-screen overlay, and change the camera installation parameters. The Input column on the left of the table provides an index to simplify tracking of the camera designations.

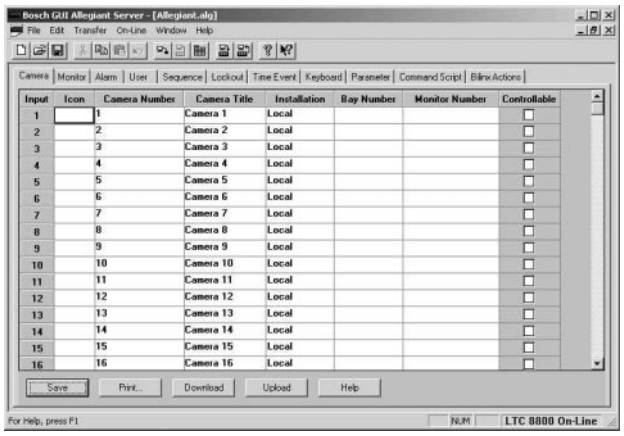


Figure 69 Camera Configuration Table

Icon

This column is not shown when the Allegiant server runs in the stand alone mode. When the Allegiant server is accessed within the GUI, this column provides a description of the icon representing this device in the map. Right-clicking in this column will bring up the icon customization dialog and will allow the user to jump to its location in the map. This cell is blank for devices that do not have icons in the map.

Camera Number

The Camera Number column may be used to change the number that is used to call up or display a particular camera. This is known as a logical camera number. Duplicate camera numbers are not allowed. If you attempt to redundantly assign a camera number to a second input, you will be warned that the number is already in use and be given the option to abort the assignment or continue. If you choose to continue, the camera number will be redesignated, and the camera originally assigned to that number will become unconfigured.

If the camera numbers are going to be redesignated, it is recommended to first complete the camera table to ensure that the same ID# is used for the same camera throughout the system. These numbers are the camera numbers used in sequence editing, lockout tables, and alarm tables.

Title

The Title column is a 16 character field. To enter the characters, position the cursor over the cell to be changed and type in the characters. To enter special characters, right click with the mouse in the cell, and a text entry dialog box will appear. The character codes for the special characters can be entered in this dialog box. See your Allegiant System Installation and Operations Manual for a list of the character codes.

Installation

When an Installation cell is selected, a pull down menu appears with Local, Remote with Local Overlay, Remote with Remote Overlay, and Trunk.

Local - This is the simplest type of camera. If a camera is local, it means that an actual camera (or other video source) is connected to the corresponding BNC input on the back of the main Allegiant bay.

Calling up a local camera on a monitor will simply display the video from its physical BNC input. If a camera is local, Bay and Monitor columns are blank and cannot be edited.

Remote with Local Overlay/Remote with Remote Overlay - A remote camera is NOT directly connected to the main (Master) bay; it is connected to a remote (Satellite) bay when the systems are operating in a satellite configuration. In the Camera Table, cameras that do not possess an actual BNC on the Master system (see table) MUST be designated as remote cameras. Other cameras may be local or remote (or a trunk). When a remote Satellite camera is called up on a monitor of the Master system, the Master obtains the video from the appropriate Satellite (via a **trunk** input described as follows). The Bay number (or site address number) in the Camera Table is used to designate which Satellite the remote camera is connected to; enter a number from 1 to the maximum bay number in this column (a Satellite Bay number is determined by its LTC 8780 Series data converter accessory unit). The Satellite Master uses the logical Camera number for a remote camera when requesting video from a Satellite; the Satellite system will look up the Camera number in its own Camera Table to determine which video is required.

System Model	LTC 8100	LTC 8200	LTC 8300	LTC 8500	LTC 8600	LTC 8800	LTC 8900
Mandatory Remote Camera #s	9+	17+	33+	65+	129+	257+	4097 +

The type of overlay affects the text that is displayed on a monitor's on-screen overlay. If the Installation is **Remote with Local Overlay**, the Master system will generate the overlay (just as for a local camera).

If the installation is **Remote with Remote Overlay**, the overlay generated by the Satellite system is used instead. This means that the displayed Camera title will be taken from the Camera Table of the Satellite system. The system time/date and status portions of the overlay will also be generated by the Satellite system, so they might not match those of the Master system. If desired, a Time Event **Synchronize Satellites** function can be programmed (reference the Time Event table functions) in the Master system to synchronize the time/date of all Satellites. The Monitor column for a remote camera is always blank.

Trunk - When a camera is designated as a trunk, it means that its BNC connector is NOT actually connected to a camera. Instead, it is used to receive video from a Satellite. Since a trunk does not correspond to a specific camera, its Camera Number and Camera Title fields are blank. The BNC input for a trunk connects to a monitor output on a Satellite bay. When the Master system requires remote video from a Satellite, it directs the Satellite to automatically display the desired camera on the appropriate monitor. The Master then receives the video through the connected trunk input. Several trunks may be connected to the same Satellite (using different monitors outputs). The number of trunks connected to a given Satellite determines how many different videos from that system can be displayed simultaneously. For example, if two trunks are connected to Satellite bay number 1, then up to two different remote cameras from Satellite bay number 1 may be simultaneously displayed on the master's system monitors. A remote camera may be displayed on any number of the Master's monitors; this will use only a single trunk. When a remote camera is called up on the Master system, the Master will automatically select an available trunk for receiving the video. When that video is no longer needed by the Master, the trunk is free to receive video from other remote cameras. The maximum number of trunk lines is as follows:

System Model	LTC 8100	LTC 8200	LTC 8300	LTC 8500	LTC 8600	LTC 8800	LTC 8900
Max # of Trunk Lines	8	16	32	64	128	256	4096

Bay Number

In the Camera Table, the Bay field for a trunk or remote camera indicates the address number of the Satellite bay. The maximum bay number is as follows:

System Model	LTC 8100	LTC 8200	LTC 8300	LTC 8500	LTC 8600	LTC 8800	LTC 8900
Max Bay Number	256	256	256	64	256	256	256

Monitor Number

The monitor number field is used to designate which Satellite logical monitor is connected to the trunk line.

Controllable

Displays a double ended arrow symbol on the overlay of the monitor screen. This checkbox would normally be set by an installer to indicate that the camera is controllable.

3.2.6.2 Monitor Table

This tab controls the overlay on the monitor screens.

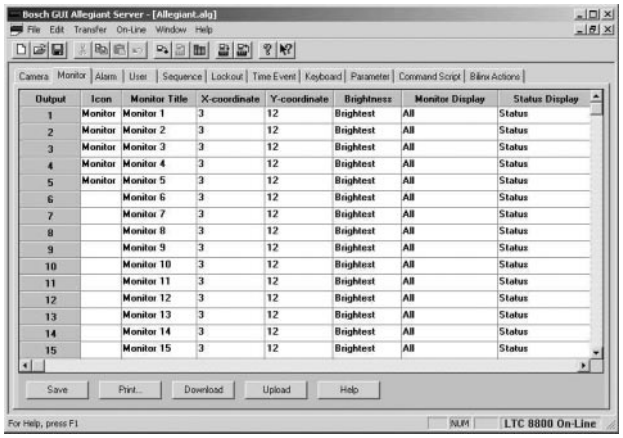


Figure 70 Monitor Configuration Table

Icon

This column is not shown when the Allegiant server runs in the stand-alone mode. When the Allegiant Server is accessed within the GUI, this column provides a description of the icon representing this device in the map. Right-clicking in this column will bring up the icon customization dialog and will allow the user to jump to its location in the map. This cell is blank for devices that do not have icons in the map.

Monitor Number

This field is only available in LTC 8900 systems. It is used to change the number that is used to call up or display a particular monitor. The number in this field is known as a logical monitor number.

Duplicate monitor numbers are not allowed. If you attempt to redundantly assign a monitor number to a second output, you will be warned that the number is already in use and given the option to abort the assignment or continue. If you choose to continue, the monitor number will be redesignated and the monitor originally assigned to that number will become unconfigured.

When this field is visible (in a LTC 8900 document) and the user deletes a row in the monitor table, the monitor becomes unconfigured and the row becomes blank. The software performs less processing for unconfigured monitors which may result in **improved performance**.

To unconfigure a monitor, click the left mouse button in the Output column of the desired row, then press the **delete** key.

Monitor Title

The monitor title is a 12 character field that describes the monitor.

X-Coordinate/Y-Coordinate

These coordinates serve to position the text overlay on the monitor. The ranges and default values will vary based on model type.

Brightness

This option controls the brightness of the text overlay. The range is from brightest to darkest. The default value is brightest.

Monitor Display

The monitor display can show the title, status, time, and date. Selections in the monitor display column control whether or not these items are displayed.

Status Display

The top line of the overlay display can either display system status information for that monitor or the monitor title. Selection is made using the status display content field.

Video Loss Display

When the Video Loss Display field has been checked, any video input that experiences video loss will be switched to the corresponding monitor. The monitor will display the normal camera identification and status information along with the message VIDEO NOT PRESENT! This feature is available in CPU software revision 7.6 and higher, but is not applicable to LTC 8500 Series systems.

In addition to the Monitor Table option, A configuration option is available in the Keyboard Table and a video loss screen is included in the Real Time Status part of the program and (refer to appropriate sections for more details).

To enable video loss monitoring, select the option using the *Auto Set/Video Loss Configuration* menu. Once enabled, configured monitors and keyboards will respond to video loss events. In addition, the alarm output relay corresponding to the monitor number that is displaying a channel without video is manually selected for viewing on the monitor.

When using LTC 8100, LTC 8200 and LTC 8300 Allegiant systems, the alarm output relays are found on the rear panels of the enclosures. When using other Allegiant models, the alarm output relays are provided by the LTC 8540 Alarm interface accessory unit.

Start-up Camera

The start-up camera column is used to set the camera that the monitor will display on a **cold-start**. A **cold-start** occurs only when battery-backed memory has been lost.

3.2.6.3 Alarm Tables

This service allows configuration of the alarm options in the Allegiant system.

Alarm Wizard

The Alarm Wizard is composed of a sequence of dialogs that allows the user to configure a predefined set of alarm characteristics. The Alarm Wizard accomplishes this by activating existing alarm tables within the Allegiant product server and by displaying instructions on how to edit the tables. When the user is finished with the sequence of dialogs, the alarm tables will be set up with specified alarm characteristics.

Alarm Type Tables

Alarms can be configured as **Normal, Switch,** or **Custom** alarms. A *context* menu provides these selections. Only alarms configured as Type Normal cause Allegiant alarm processing. **Switch** and **Custom** alarm types use the alarm signaling mechanisms to perform non-alarm tasks. More information on the three types of alarms follows.

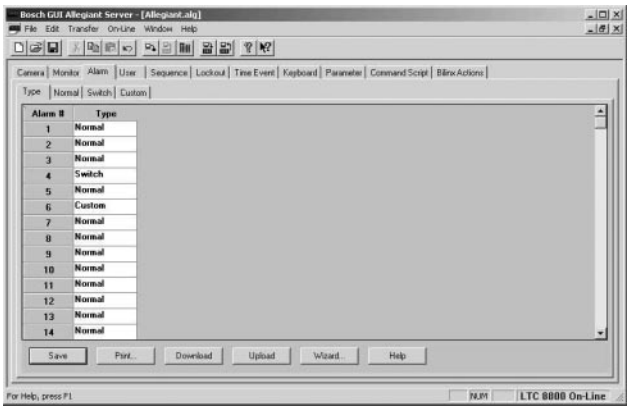


Figure 71 Alarm Type Configuration Table

Alarm Normal Table

For **Normal** alarms, the system's alarm response can be configured using preprogrammed options or customized using the selections described as follows. The preprogrammed options can be selected via the Auto Set button in the **Alarm/Normal** tables. These default options duplicate the selections available via a standard system keyboard in the base Allegiant system. In some cases, editing of the Group Table can be made easier by first resetting the system to the default configuration closest to the desired alarm setup. The Auto Set feature is not applicable to LTC 8900 systems.

Alarm Normal Groups Tables

The Group Table is used to organize alarm monitors into groups. For example, if there are two separate control rooms, a monitor group may be configured for each room. Whenever a **group** is discussed, it refers to a group of monitors. These groups of monitors respond to alarm conditions by displaying alarm video. Each alarm input point may be associated with one or more cameras. Each alarm can be **armed** for zero or more monitor groups. When an alarm is activated, it sends the video from its cameras to each group for which it is armed. When a group receives this video from an alarm, it displays it on one or more of its monitors. The exact behavior of each alarm monitor

group is determined by the Group Table. Each row of the table defines a monitor group. The groups are numbered down the left side of the screen in the **Group #** (number) column. The other columns can be edited by the user.

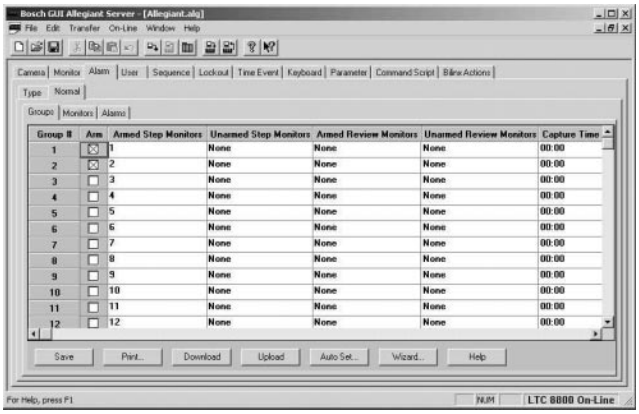


Figure 72 Normal Groups Configuration Table

Alarm Normal Tables

For Normal alarms, the system's alarm response can be configured using preprogrammed options or customized using the selections described as follows. The preprogrammed options can be selected via the Auto Set button in the Alarm/Normal tables. These default options duplicate the selections available via a standard system keyboard in the base Allegiant system. In some cases, editing of the Group Table can be made easier by first resetting the system to the default configuration closest to the desired alarm setup. The Auto Set feature is not applicable to LTC 8900 systems.

Alarm Normal Groups Table

The Group Table is used to organize alarm monitors into groups. For example, if there are two separate control rooms, a monitor group may be configured for each room. Whenever a "group" is discussed, it refers to a group of monitors. These groups of monitors respond to alarm conditions by displaying alarm video. Each alarm input point may be associated with one or more cameras. Each alarm can be "armed" for zero or more monitor groups. When an alarm is activated, it sends the video from its cameras to each group for which it is armed. When a group receives this video from an alarm, it displays it on one or more of its monitors. The exact behavior of each alarm monitor group is determined by the Group Table. Each row of the table defines a monitor group. The groups are numbered down the left side of the screen in the Group # (number) column. The other columns can be edited by the user.

Arm - When a group is armed, it means that it is ready to display alarm video. Monitors in a disarmed group will not respond to alarms. To toggle between armed and disarmed, move the cursor to this column, then press the left mouse button to enable or disable.

Armed Step Monitor/Unarmed Step Monitor

Armed Review Monitor/Unarmed Review Monitor

These columns of the table list all of the monitors that belong to each group. A monitor can be designated as either a step monitor or a review monitor. The two types of monitors are described in detail later.

Any given monitor may belong to no more than one group; when this edit window is used to place a monitor in a group, that monitor will automatically be removed from the group to which it was previously assigned. A monitor that is in a group must be either a step monitor or a review monitor; it can not be both.

As mentioned above, a monitor can be either a step monitor or a review monitor. A group can have any number of step and review monitors, but an armed group MUST have at least one armed step monitor or it will not be possible to arm the group. When a group receives video from an alarm, that video is displayed on ALL of the group's review monitors, but only on ONE of its step monitors. It is displayed on the step monitor that currently has the fewest alarm videos. The step monitor automatically enters a run mode when the monitor first receives an alarm video; subsequent videos sent to that monitor will be displayed in sequence. The monitor will display a video for the designated dwell time, then switch to the next one. In contrast, a review monitor queues up alarm videos. Step monitors are used to automatically step through multiple alarm videos. If several alarms occur at the same time, their videos will be distributed among the group's step monitors. Each video will appear on exactly one step monitor. These monitors will start switching, so that the user can observe all the alarm videos in a short period of time. The **hold** key can be used to stop the running sequence, if desired. Review monitors are used for closer scrutiny of alarm video. Since each review monitor will display ALL of the alarm videos received by the group, the user can utilize a single review monitor to step through and inspect all of the alarm videos. If automatic switching is desired, the **RUN** key may be used to start a review monitor running. The next and previous keys can be used to select the direction when reviewing alarm monitors.

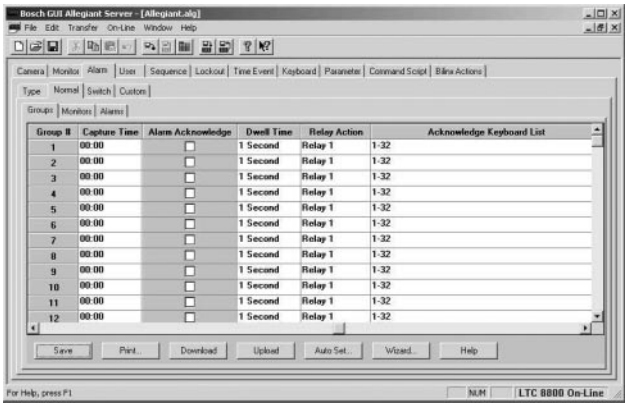


Figure 73 Alarm Normal Groups after Right Arrow Selection

Capture Time - This column is used to specify an **alarm capture time** for video received by a group. A capture time specifies the MINIMUM amount of time that alarm videos will be displayed by the monitors of a group. If the capture time is 0:00 (0 minutes and 0 seconds), alarm video will only be displayed as long as the alarm input is applied. When the alarm is deactivated, its video will be immediately cleared from the group. A non-zero capture time means that alarm video will only be removed after it has been displayed for at least the minimum capture time. Alarm capture time can be set to **FOREVER**, by entering a **-1**, in which the alarm video can only be cleared by the use of the **ACKNOWLEDGE** key. See **Alarm Acknowledge**. To enter a capture time, move to the appropriate column and enter a time from 0 seconds (0:00) to 15 minutes (15:00). Or, right click on the cell to display a dialog box that facilitates a capture time entry.

Capture Time Operation – Each alarm video keeps track of how long it has been displayed in a group. The time is ONLY counted when the video is actually being displayed on a *running* step monitor. Time that a video spends on a review monitor is NOT counted toward the capture time. Also, a video capture time is only being used when it is currently being displayed. Finally, capture time is not used up when a user stops the sequencing of the step monitor with the **HOLD** key to get a better look at a particular video. After a video's capture time has expired, the video will automatically be cleared if the alarm has been deactivated. Alarm video is only removed when the alarm has deactivated and its capture time has expired.

NOTE: A user may be disabled from acknowledging an alarm video which clears it. See **Alarm Acknowledge**.

Alarm Acknowledge - This field is a check box used to indicate whether users can remove alarm video from monitors by pressing the **ACK** (Acknowledge) key on their keyboards or from the GUI Event Handler. If a keyboard is beeping because of an alarm, pressing **ACK** once will merely silence the beeper. This behavior is not affected by the value of the Alarm Acknowledge field; however, subsequent presses of the keyboard **ACK** key and all presses of the GUI Event Handler **ACK** button are affected by this field. If the Alarm Acknowledge box is not enabled, subsequent presses will result in an error message. However, if the Alarm Acknowledge box is enabled, the **ACK** key will remove the current alarm video from the monitor connected to the keyboard. This only works if the monitor's alarm switcher is stopped; trying to acknowledge video while the switcher is running will result in an error. The alarm switcher can be stopped just like the sequence switcher, by pressing the **HOLD** key on the keyboard or the Sequence Stop button in the GUI Event handler. Pressing **ACK** will remove an alarm video even if the alarm is still active or the capture time has not expired.

Alarm Acknowledge Operation – The **ACK** key will always affect the monitor currently connected to the keyboard. The **GUI ACK** button will always affect the monitor associated with the selected monitor icon or selected in the Alarm icon control panel. Either operation might remove the associated alarm video from other monitors in the group. If there are two or more review monitors, a given video must be acknowledged from each one before it will disappear from the alarmed step monitors. This can be useful if two different users must review and acknowledge alarm video before it is removed from the system. Alarm video can also be acknowledged from a step monitor, but its switcher must first be stopped with the **HOLD** key. When an alarm video is acknowledged on a step monitor, it is immediately removed from ALL of the group's monitors. This is a quick way of getting rid of spurious alarm videos. If video should always be reviewed before it is discarded, users must be careful not to accidentally acknowledge video on step monitors.

Dwell Time – If a monitor has multiple alarm videos, the dwell time specifies how long a monitor will display a particular alarm video before switching to the next one, unless its alarm switcher is stopped. This time may be from 1 to 60 seconds. To specify a dwell time, move the cursor to the appropriate field and enter the desired value.

Relay Action – This field determines how relays in an Allegiant Alarm Interface accessory unit are activated when a group responds to an alarm. If relay activation is set to number 1, relay number 1 will be activated whenever any monitor in the group is displaying alarm video. If relay activation is set to **follow monitor**, each monitor in the group that is displaying alarm video will activate its own relay (monitor 1 will activate relay 1; monitor 2 relay 2; and so on). This relay will remain active as long as the monitor is displaying alarm video.

Acknowledge Keyboard List – This list controls which Allegiant keyboards are alerted and allowed to acknowledge alarms for the group. This only applies if the alarm acknowledge is enabled.

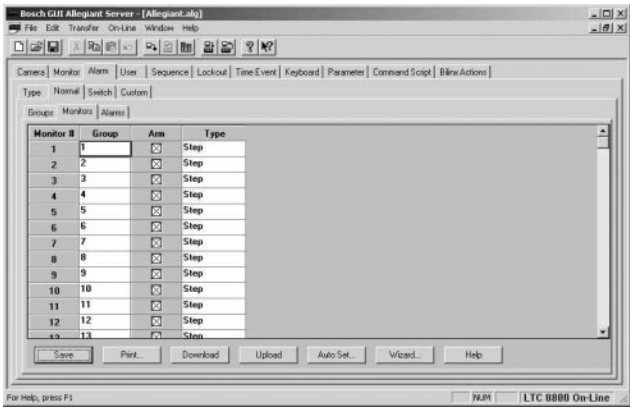


Figure 74 Alarm Normal Monitors Configuration Table

Alarm Normal Monitors Table

The monitor table displays some of the same information as the group table, but organized by the monitor number instead of the group number. This table provides a simplified display suitable for review and editing of alarm monitor configurations.

Group - Used to assign a monitor to a particular **Alarm** group.

Arm - Enables or disables all alarms for the monitor.

Type - Selects between **Step** and **Review** via a pull down menu.

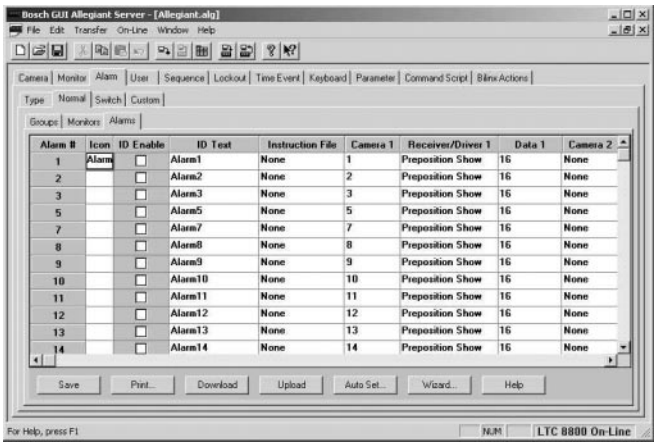


Figure 75 Alarm Normal Alarms Configuration Table

Alarm Normal Alarms Table

Icon – This column is not shown when the Allegiant server runs in the stand-alone mode. When it is accessed within the GUI, this column provides a description of the icon representing this device in the map. Right-clicking in this column will bring up the icon customization dialog and will allow the user to jump to its location in the map. This cell is blank for devices that do not have icons in the map.

ID Enable - If **ID Enable** is checked, the monitor overlay will display the alarm ID text option in place of the camera title while alarms are active.

ID Text – The alarm ID Text is a 16 character title that may be displayed in place of the camera title while the alarm is active. Special characters can be entered in the same manner as for the camera titles.

Instruction File – An instruction file can be designated for each alarm. The path and filename of the desired file are entered here. The file can be created with any ASCII text editor, such as Microsoft® Wordpad. Pressing the **Instructions** button in the associated Alarm icon in the GUI map will open the Wordpad to display the selected file. This file can be used to display operator instructions for the particular alarm.

Camera 1 to 4-and-Receiver/Driver 1 to 4 – The Allegiant allows any alarm to call up video from any camera. The **Alarm Normal Alarm** Table identifies which cameras are associated with each alarm. An alarm may have up to four cameras, each with an optional remote function. When an alarm occurs, video from each of its cameras is sent to each monitor group for which the alarm is armed. Each group then handles the alarm video according to that group's individual characteristics. Multiple videos from a single alarm are processed the same way as separate videos from different alarms. The remote functions for alarmed cameras are executed once, when the alarm is first received.

Data 1 to 4 – The selections available in the data column depend upon the selected function. For pan, tilt, and lens functions, the data values represent the duration of the action. Time values range from 0.5 to 32 seconds, in 1/2 second intervals. For Auxiliary On, Auxiliary Off, and Auxiliary Toggle functions, the data values select the auxiliary number. For pre-position functions, the data values select the pre-position number.

Group Columns

The **Alarm Normal Alarm** Table specifies which monitor group each alarm will send its alarm video. The table has one column for each monitor group. These columns are indexed by **Group** number, not by monitor number. The table has one row for each normal (ALARM activation) alarm.

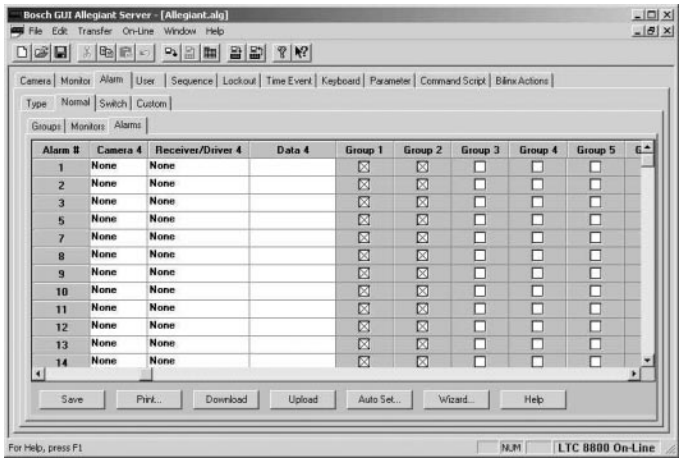


Figure 76 Alarm Normal Alarms Table After Right Arrow Selection

Alarm Configuration Options

The Auto set button on the Alarm/Normal tables allows automatic programming of the alarm tables to any one of the three popular response modes. The selections are Basic, Autobuild, and Display & Sequence. After a selection is made, the alarm programming tables can be edited to provide a more customized configuration if necessary. Auto Set is unavailable for LTC 8900 documents.

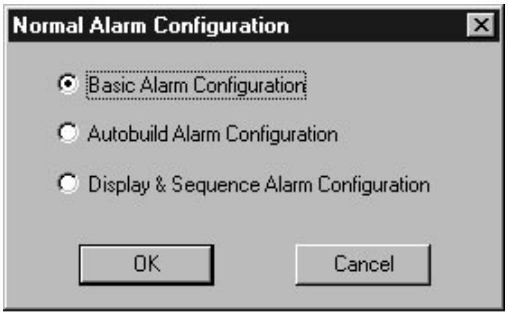


Figure 77 Auto Set Normal Alarm Configuration Dialog Box

Basic – In this configuration, each group has exactly one monitor. Group 1 contains monitor 1; group 2, monitor 2; and so on. All of the monitors are step monitors, and each monitor is armed. However, only groups 1 and 2 are armed. All alarms are armed for groups 1 and 2. There is no alarm capture time, and acknowledging is not allowed. This configuration allows the user to select specific monitors for viewing each alarm. By arming groups and editing the Alarm Arm Table, the user can specify that video from any given alarm be displayed on any arbitrary set of monitors.

Autobuild – In this configuration, all the monitors belong to group 1. All of the monitors are step monitors, but only monitors 1 and 2 are armed. All alarms are armed for group 1. This configuration specifies that all alarms will be viewed on the same set of monitors. An incoming alarm video will be sent to whichever monitor currently has the fewest videos in ascending order. By arming and disarming individual monitors, the user can specify any set of monitors as the alarm-handling monitors.

Display & Sequence – This configuration places all the monitors in group 1. Monitor 1 is a review monitor; all the other monitors are step monitors. Monitors 1 and 2 are armed. Capture time is FOREVER, and acknowledging is required. All alarms are armed for group 1. With this configuration, all alarm videos will automatically sequence on monitor 2 and be entered into a queue on monitor 1 for review.

Alarm Switch Table

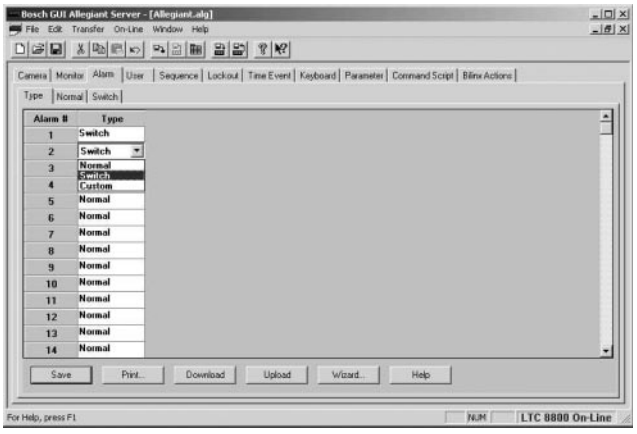


Figure 78 Alarm Type Configuration with Context Menu

The *Switch Alarm* tab will be displayed when one or more alarms have been set to **switch** in the Alarm Type table. A SWITCH-type alarm is NOT handled as an actual alarm. Rather, the alarm signal is interpreted as an external trigger to switch one or more monitors to a camera.

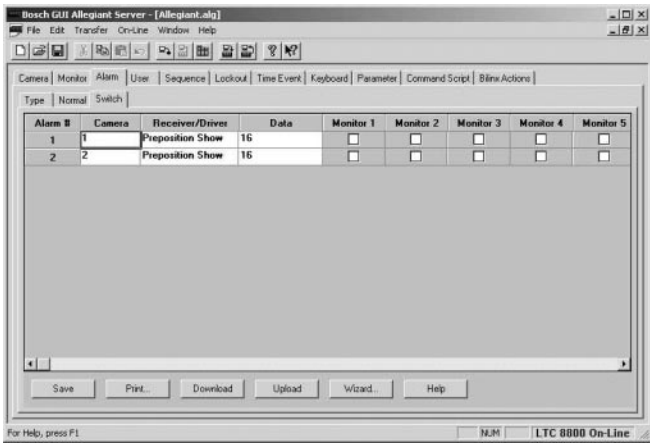


Figure 79 Alarm Switch Configuration Table

When the alarm signal occurs, the specified camera's remote function (if any) will be executed and a set of monitors will switch to that camera. The switch behaves just as if a user had explicitly ordered it from an Allegiant keyboard. SWITCH-type alarms can be used to allow a single button, wired to the alarm system, to automatically switch monitors to a certain camera.

Camera – Lists the camera number.

Receiver/Driver – Designates the receiver/driver function to be activated for the alarm switch.

Data – The selections available in the data column depend upon the selected function. For pan, tilt, and lens functions, the data values represent the duration of the action. Time values range from 0.5 to 32 seconds in 1/2 second intervals. For Auxiliary On, Auxiliary Off, and Auxiliary Toggle functions, the data values select the auxiliary number. For pre-position functions, the data values select the pre-position number.

Monitors Columns – Each checked monitor will display the designated camera video when the alarm switch is activated.

ALARM CUSTOM TABLE

Alarm Custom Table

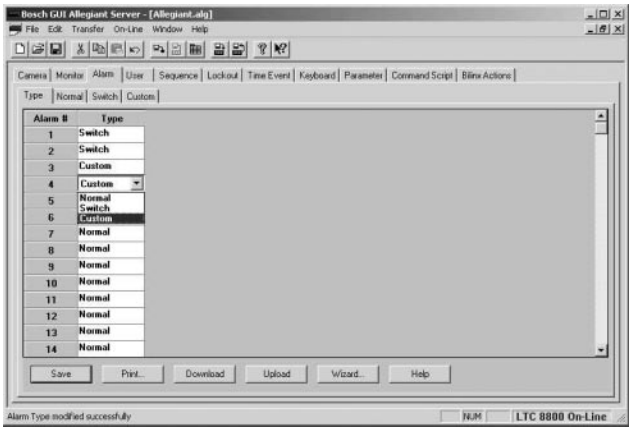


Figure 80 Alarm Type Configuration with Context Menu

The *Custom Alarm* tab will be displayed when one or more alarm types have been set to **Custom** in the alarm type table. Custom alarms are used to perform user-defined operations instead of activating alarm video.

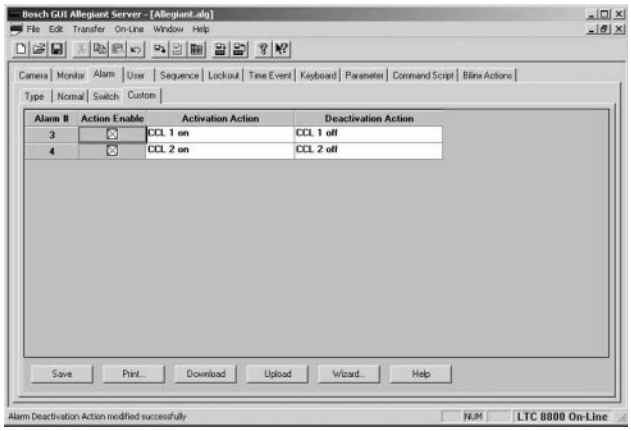


Figure 81 Alarm Custom Configuration Table

A Custom alarm is not associated with any camera number or remote function. Once the selected alarms are defined in the Alarm Type for a custom response, the actual user-defined actions may be entered in the *Custom* menu according to the desired function.

Check the **Action Enabled** box to enable the alarm's custom action. Then enter a CCL command in the **Activation Action** and/or **Deactivation Action** columns. (See the separate CCL manual for a list of available CCL commands.) When a custom alarm is activated, it will execute the CCL command listed under **Activation Action**. When the alarm input is deactivated, it will execute the **Deactivation Action**. These actions are performed instead of the usual alarm-response behavior. The combined activation and deactivation CCL commands listed for an alarm may total no more than 22 characters. In addition to CCL commands, references to the user defined custom scripts can be entered. Refer to the **Command Script Table** section for more information.

3.2.6.4 User Table

The User table is used to define the identity and activity limits of the users.

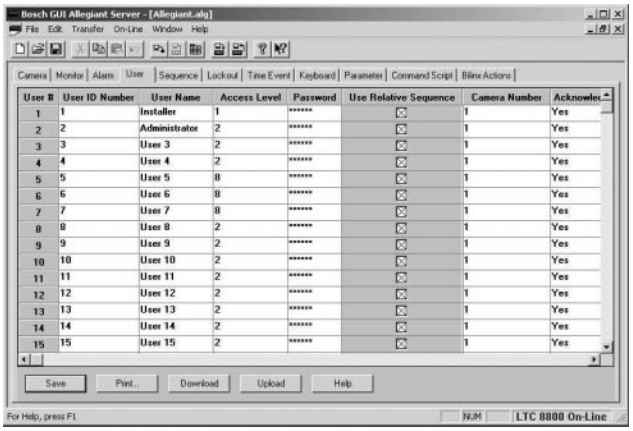


Figure 82 User Configuration Table

User ID Number

The **User ID** number is any three digit number from 1 to 999. A maximum number of users that can have access to the system depends on model type.

System Model	LTC 8100	LTC 8200	LTC 8300	LTC 8500	LTC 8600	LTC 8800	LTC 8900
Max Users	32	32	32	32	32	32	128

No duplicate user numbers are permitted. If desired, users can be grouped together by number groups. For example, all first shift employees could have user numbers starting with 1 (1xx), all second shift employees could have user numbers starting with 2, (2xx), etc.

User Name

The **User Name** is a 15 character field that is used to identify the user. The system uses the 15 character user name when logging certain events to the printer. To enter or change a user name, select this field and type in the name or title.

Access Level

The number of user priority levels in the Allegiant system depends on the model type.

System Model	LTC 8100	LTC 8200	LTC 8300	LTC 8500	LTC 8600	LTC 8800	LTC 8900
Priority Levels	8	8	8	8	8	8	64

These user levels determine the access to various system functions (see the **User Priority Access Table**) and provide a means to prioritize user control of monitors and pan/tilt/zoom equipped camera sites. Generally, users with higher priority (highest = 1) can regain control over monitors or pan/tilt/zoom cameras locked by another user.

To change the priority level of a user, choose Tables-User ID from the command line menu, position the cursor over the cell to be changed, and enter a number ranging from 1 to max levels in this cell. This will give the user a priority of System Administrator (level 1), mid-range level priorities (levels 2 through 7), or a low level priority (levels 8 through 64). The Allegiant allows multiple users to be assigned to the level 1 priority. An attempt to download a user table without a level one user, will result in an error message, and the download will not occur.

NOTE: When the GUI launches an Allegiant configuration and the logged-in user is an administrator or installer, he will be assigned an access level of 1. If the user is an operator, a search will be made on the user table for a matching name and password. When a match is found, the corresponding access level is returned. If no match is found, the access level of the lowest level user in the user table is returned.

User Priority Access Table Priority Levels

System Function	1	2 to 7	8 to 64
Switch Video On Monitors	Yes	Yes	Yes
Control Pan/Tilt/Zoom Camera	Yes	Yes	Yes
Lock Monitor	Yes	Yes	Yes
Lock Pan/Tilt/Zoom Camera	Yes	Yes	Yes
Acknowledge Alarms	Yes	Yes	Yes
Perform Keyboard Test	Yes	Yes	Yes
Show Keyboard Number	Yes	Yes	Yes
Activate Keyboard Beeper	Yes	Yes	Yes
Change User Password	Yes	Yes	Yes
Program Sequences	Yes	Yes	No
Position Video Overlay Display	Yes	Yes	No
Set Overlay Display Brightness	Yes	Yes	No
Select Overlay Display Type	Yes	Yes	No
Set System Time/Date	Yes	Yes	No
Set Time/Date Format	Yes	No	No
Set Camera and Monitor Titles	Yes	No	No
Enable Time Events	Yes	No	No
Reset System	Yes	No	No
Print Out Tables and Sequences	Yes	No	No
Default Monitor Overlay	Yes	No	No
Select Alarm Response Mode	Yes	No	No
Select Printer Mode	Yes	No	No
Designate Alarm Monitor Type	Yes	No	No

Password

Passwords safeguard the system from unauthorized people logging onto a keyboard or the Allegiant GUI. For security reasons, password cells display asterisks (*) instead of passwords.

If a user forgets his password, the system administrator must enter a new one for the user. This password field will accept up to six alphanumeric characters. If the keyboard log-in feature is being used, only numeric passwords should be assigned. Leading zeros may be included as part of the password.

Use Relative Sequence

The Allegiant can load sequences in two different ways. The simplest is Absolute, and the more advanced is Relative. These modes affect the way the monitor number column in the sequence is interpreted by the Allegiant.

A thorough description of Absolute and Relative sequences is covered in the Sequence Mode section of this manual.

This check box determines whether a user may load Relative Sequences on the system. If this box is not checked, the user may load only Absolute Sequences. If this box is checked, the user may load either type of sequence.

Camera Number

When a user logs onto an Allegiant keyboard, the system can automatically switch to a given camera. This column of the table contains the camera that will be assigned. This prevents a user from accessing an unauthorized camera. This feature is only active if the **Use Default Camera** option is enabled in the Parameter/Options table.

To select a Camera number, select the Camera Number cell. Enter any current valid camera number.

Acknowledge

The alarm system and some other system functions require users to acknowledge events by pushing the **ACK** key on their keyboards or in the GUI. Set this cell to **No** if the user will not be permitted to use the Acknowledge keys. Set this cell to **Yes** if a user is allowed to acknowledge alarm videos. This cell may also be set to **ALL** if a user is allowed to acknowledge the alarm. The **ALL** option is useful where an alarm is associated with multiple videos and all videos must be acknowledged at one time. Note that other restrictions on when a user may acknowledge an alarm also apply. For example, the current monitor must be in an alarm status for the monitor's alarm group to permit acknowledgment from the user's keyboard, etc.

3.2.6.5 Sequence Table

The maximum number of sequences that can be programmed in an Allegiant system depends on the model type.

System Model	LTC 8100	LTC 8200	LTC 8300	LTC 8500	LTC 8600	LTC 8800	LTC 8900
Max Sequences	60	60	60	60	60	60	256

Select the sequence number for editing in the rightmost **Seq #**, **Title** grid. The sequence title, which is optional, can be entered here. After selecting the sequence in this grid, it can be edited in the left grid This service allows the user to create video sequence programs for the Allegiant and perform other sequence program maintenance functions. If there are any steps entered for a sequence number, an asterisk will appear next to the number. This way, even if there are no sequence titles programmed, the programmed sequence numbers can be determined by scanning the **Seq #** list.

Camera Number

This cell contains the logical number of the camera that is to be called up. The GUI Software will check the validity of the camera number entered against the Camera table. If the camera number does not exist, the entry will not be allowed. To change the contents of the camera number cell, select the cell to be changed and enter the camera number.

Monitor Number

This cell contains the monitor number on which the camera should be displayed. To change the contents of the Monitor Number cell, select the cell to be changed, and enter the monitor number.

Dwell

This cell contains the dwell time. The **Dwell Time** is the number of seconds that the specified camera is displayed on the specified monitor in a running sequence. This dwell time can have a value from 1 to 60 seconds. There are three other special values that the dwell time may have: **Salvo**, **Unload**, or **Hold**. If -1 is entered for the dwell time, the step will salvo. Salvo means that the sequence will immediately process the next step and continue processing steps until an actual dwell time is encountered. A salvo allows multiple steps to be performed simultaneously in a sequence. If -2 is entered for the dwell time, the sequence will automatically stop at this step.

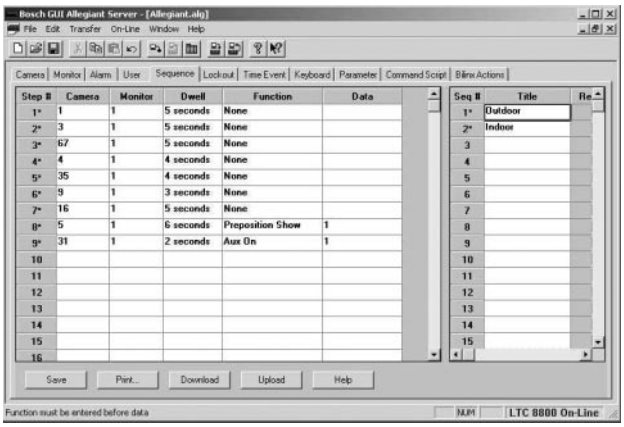


Figure 83 Sequence Configuration Table

A user could restart the sequence with the <RUN> key on an Allegiant keyboard. A dwell of -3 will stop the sequence at that step and automatically unload it from its monitor. These special entries can be entered by right-clicking in the cell. This will display a dialog box with these selections.

Function/Data

These fields allow the user to program remote commands into the sequence. For example, a sequence may switch between pre-positions on the same camera or turn on and off the autopan. The functions may also be used to implement a **poor man's pre-position** by allowing the camera to be panned to approximate locations based on the time intervals.

The selections that are available in the **Data** column depend upon the selected function. For pan, tilt, and lens functions, the data values represent the duration of the action. The time values range from 0.5 to 32 seconds, in 1/2 second intervals. For Auxiliary Off, Auxiliary On, and Auxiliary Toggle functions, the data values select the auxiliary number. For the pre-position functions, the data values select the pre-position number.

Title

Each sequence may be named. This name may consist of up to eight characters entered from the keyboard. This name is used in various Allegiant system printer messages.

The sequence names are displayed in a table to the right side of the sequence spreadsheet. To enter a sequence name, select the appropriate sequence number and enter the desired name.

Relative

Checkboxes in this column indicate whether or not a sequence is relative.

In Relative mode, a sequence may be loaded and run from any monitor. The monitors specified in the sequence are adjusted so that the lowest monitor number is set equal to the monitor on which the sequence is loaded. If the sequence contains multiple monitors, the remaining monitor numbers are adjusted accordingly.

When not in Relative mode (absolute mode) the sequence can only run on monitors specified in the sequence. For example, if a non-Relative (absolute) sequence is programmed for monitor 2, the sequence can be loaded and run from monitor 2 only.

3.2.6.6 Lockout Tables

The lockout tables are used to restrict access to system resources.

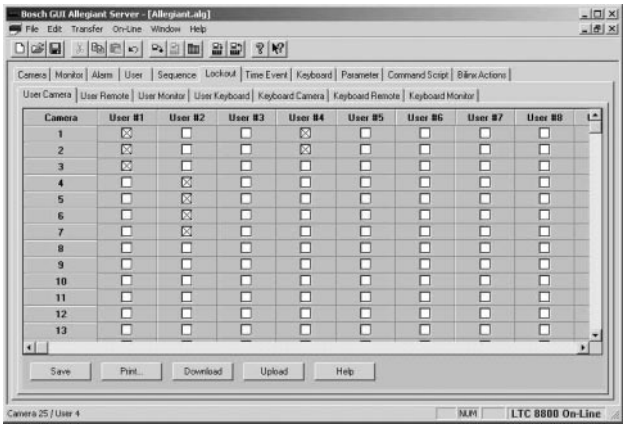


Figure 84 Lockout Configuration Tables

There are two types of lockout tables available: user-based lockouts and Allegiant keyboard-based lockouts. User lockouts are used to restrict system users from accessing certain cameras, remotes, monitors, and Allegiant keyboards. Keyboard lockouts are used to restrict system keyboards from accessing certain cameras, remotes, monitors, and Allegiant keyboards. If desired, user and keyboard type lockouts may be used together to restrict access to appropriate system resources. When the Lockout Table is selected, sub-tabs appear containing a tab for each User- and Keyboard-based lockout:

All lockout tables have a similar appearance and function. An **X** entered in the box will lock out the function of the device. No **X** will unlock the device.

Lockout User Camera Table

When a lock is set in this table, the user will not be able to access the camera on any monitor from any keyboard. Trying to call up the camera will result in an error response. The table is indexed by the logical camera number.

Lockout User Remote Table

When a lock is set in this table, the user will not be able to access the remote device (typically pan/tilt/zoom control) at the given camera location. Trying to access the remote device will result in an error response. The rows are indexed by the logical camera number.

Lockout User Monitor Table

When a lock is set in this table, the user will not be able to access the monitor from any Allegiant keyboard. Trying to change cameras or load a sequence that uses a locked monitor will result in an error message The table is indexed by the monitor number.

Lockout User Keyboard Table

When a lock is set in this table, the user will not be able to log on to the locked Allegiant keyboard. Trying to log on to the keyboard will result in an error message on the logging printer. The table is indexed by the physical keyboard number.

Lockout Keyboard Camera Table

When a lock is set in this table, the Allegiant keyboard will not be able to access the camera on any monitor. Trying to call up the camera will result in an error message. The table is indexed by the logical camera number.

Lockout Keyboard Remote Table

When a lock is set in this table, the Allegiant keyboard will not be able to access restricted remote devices (typically pan/tilt/zoom control) at the given camera location. Trying to access the remote device will result in an error message. The rows are indexed by the logical camera number.

Lockout Keyboard Monitor Table

When a lock is set in this table, the Allegiant keyboard will not be able to access the restricted monitors Trying to attach a keyboard to a locked monitor will result in an error message. The table is indexed by the monitor number.

3.2.6.7 Time Event Table

The Time Event table is used to program the Allegiant to automatically perform certain tasks at certain times.

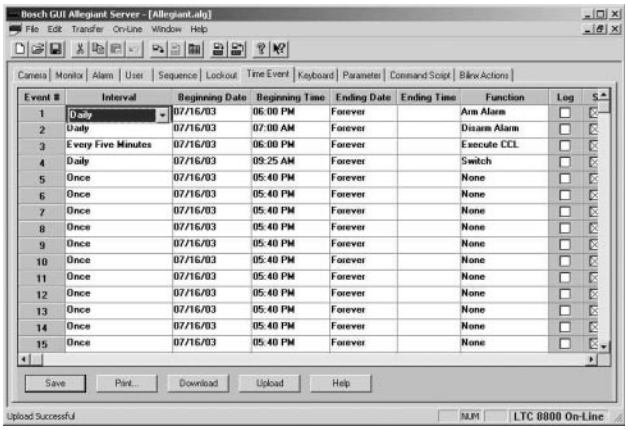


Figure 85 Time Event Configuration Table

Event #

Each row of the table lists an event that can be scheduled. The maximum number of Time Events that may be programmed depends on model type.

System Model	LTC 8100	LTC 8200	LTC 8300	LTC 8500	LTC 8600	LTC 8800	LTC 8900
Max Time Events	64	64	64	64	64	64	128

When the Allegiant system processes Time Events, it does so, in order, from 1 to max event #. If two different events are scheduled to occur at the same time, the first one in the table will execute just before the second one.

Interval

This column determines how often an event will automatically repeat. The available intervals are: once, every five minutes, every hour, daily, monthly, and once a year. A value of **once** means that the event will only happen at its exact begin time. Other intervals specify that the event will occur repeatedly from its begin time to its end time. An interval of five minutes means that the event will occur every five minutes. Other intervals are calculated relative to the begin time: if a daily event starts at 01/01/92 08:15, it will execute every day thereafter at exactly 8:15 AM.

Beginning Date/Time

This designates the starting time for an event. A Time Event function will only occur between its start time and its end time. An event that is scheduled to take place only once (see the description of the Interval column) will happen at its exact begin time. The end time determines when the programmed event will no longer be activated when the programmed interval occurs. This should not be confused with the time when the event's **function** will stop. As an example, a sequence could be started from a time event and continue running even after the event's end time has passed. Events can also be scheduled to repeat at certain intervals such as scheduling an event to be active from its start time to its end time. To change a date or time, simply move the cursor to the appropriate spot and type in the desired date and/or time. Alternately, right-clicking on the cell brings up a dialog box to assist in data entry. The Allegiant processes the Time Event Table once every five minutes, so the minutes portion of the time must be a multiple of five.

Ending Date/Time

The end time specifies when a repeating Time Event should stop. It is entered just like the begin time. To ensure proper execution of an event, its end time should not be set to an earlier date than its begin time. The end date can be set to Forever by right-clicking in the end date cell and checking the Forever box. In this case, an end time entry is not needed and not allowed.

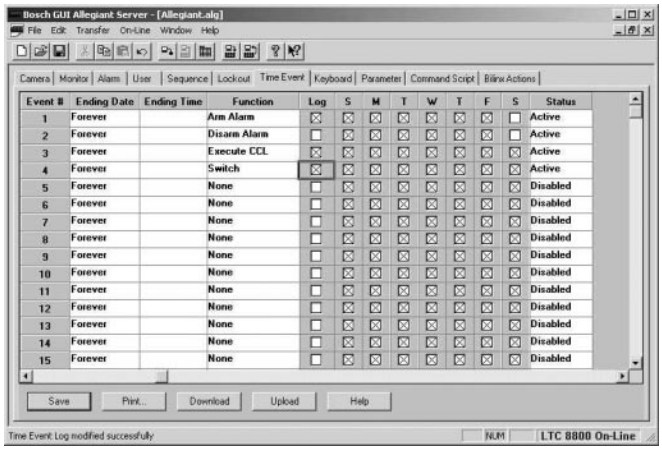


Figure 86 Time Event Configuration Table after Right Arrow Selection

Function

Right click in the Function column to display a dialog box of available functions.

Log

This column indicates whether the execution of a Time Event will cause a message to be logged to the printer attached to the Allegiant system.

SMTWTFS

These columns indicate what days of the week an event may execute. An **X** means that the event will execute on that day of the week. A non-checked box means that this event will not execute on that day of the week, regardless of its repeat interval.

Status

This column shows an event's status. This is an easy way to suspend execution of an event without changing the rest of the table. An event will execute if: a) The current system time is between the event's begin and end times, b) The function is not set to None, c) The programmed interval has not elapsed, d) The event is allowed on this day of the week, e) The event is not disabled.

If the Allegiant's Time Event Table has been uploaded into the Allegiant Server, see the section on Transfers. The Status column will reflect the Allegiant's internal Time Event status condition. In this case, the value of the cell will be disabled, none, pending, active, or finished. **Disabled** means that the user has disabled the event (either with the Allegiant server or with keyboard User Function 16) so that it can not execute. **None** means that no function has been assigned to the event. **Pending** indicates that the events begin time has not yet arrived, so it has not started executing. **Active** means that the event is ready to be executed at the appropriate intervals. **Finished** means that the event's end time is past; it is no longer active. Whenever any portion of a row in the Time Event table is edited, the status will change back to disabled or enabled. This is because the Allegiant Server can not know what the specific execution status of a particular event will be unless the Allegiant tells it. Only Time Events uploaded directly from the Allegiant will display a specific status indicator. The status for an event edited by the user is limited to **Enabled** (event will execute if possible) or **Disabled** (event is disabled).

3.2.6.8 Keyboard Table

Installed

On the rear of the Allegiant system are keyboard inputs jacks. On some Allegiant models, additional keyboards can be connected to keyboard port expander accessory units. This field controls whether or not the jacks will be active. If the table shows a keyboard uninstalled, the associated keyboard will not be permitted to communicate with the system. The system is defaulted with all keyboards enabled.

Start-up Monitor

This field defines what monitor will be assigned to a keyboard when an operator logs onto the Allegiant system.

Keyboard Title

A keyboard title of up to 12 characters can be entered in this field. This title is currently unused but may be used in future revisions of Allegiant software.

Video Loss Responses

When the Video Loss Response field is checked, the corresponding keyboard will beep once when a video input experiences video loss. This feature is available in CPU software revision 7.6 and higher, but is not applicable to LTC 8500 Series systems.

In addition to the Keyboard Table option, a configuration option is available in the Monitor Table and a video loss screen is included in the Real Time Status part of the program and (refer to appropriate sections for more details).

To enable video loss monitoring, select the option using the *Auto Set/Video Loss Configuration* menu. Once enabled, configured monitors and keyboards will respond to video events. In addition, the alarm output relay corresponding to the monitor number that is displaying a channel without video will activate in response to video loss events too. The relay will also activate of a channel with no video is manually selected for viewing on the monitor.

When using LTC 8100, LTC 8200 and LTC 8300 Allegiant systems, the alarm output relays are found on the rear panels of the enclosures. When using other Allegiant models, the alarms output relays are provided by the LTC 8450 Alarm interface accessory unit.

ACTS Audio Control Field

The ACTS (Allegiant Coaxial Transmission System) Audio Control field column lets you select which system keyboard controls ACTS audio functions. The **Radio Buttons** allow only one keyboard to be selected.

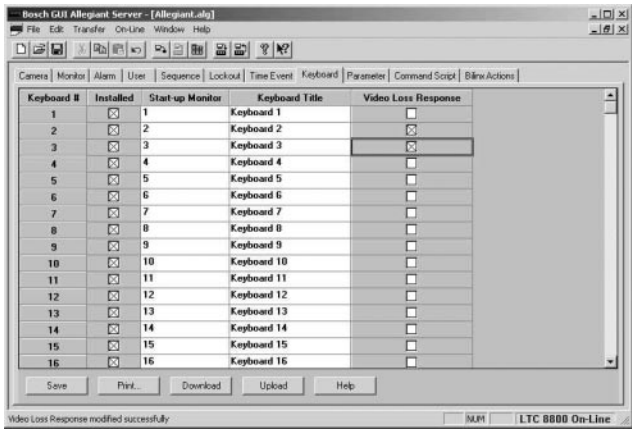


Figure 87 Keyboard Configuration Table

3.2.6.9 Parameter Table

Parameter COMM Port Table

This table sets the communication parameters for the I/O ports of the Allegiant system.

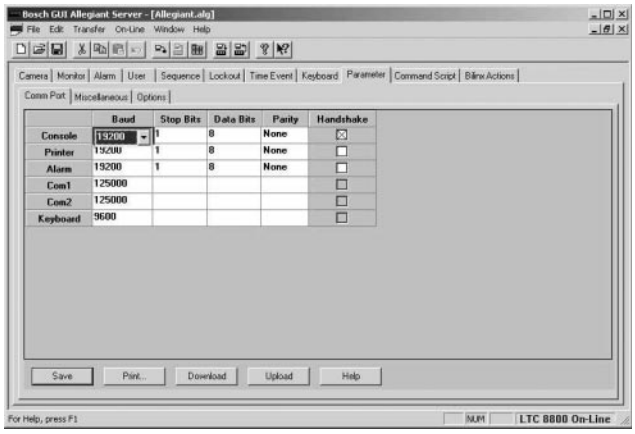


Figure 88 Parameter Configuration Table

COM Ports

- **Console** – The Allegiant's Console port is used for communicating with a PC or other computing device using the Allegiant Server or the Console Command Language.
- **Printer** – The Allegiant Printer port is used to send data to a logging printer or other device. The port parameters must be adjusted to match those of the connected device.
- **Alarm** – This section applies only to Allegiant systems that have an external alarm RS-232 port. The Allegiant Alarm port is used to communicate with Allegiant alarm interface units. The Alarm port parameters must match those of the connected alarm interface unit.
- **COM 1/COM 2** – These sections are available only with Allegiant systems that have a COM 1 and/or COM 2 port and are used for communicating to certain Allegiant accessory devices. The parameters for these ports should not normally be changed.
- **Keyboard** – These selections control the keyboard port parameters and should not normally be changed.

Settings

- **Baud Rate** – The baud rate entries control the Allegiant serial ports' data transfer speeds. In a noisy environment, a slower baud rate may improve communications. It is recommended that the fastest reliable baud rate be used. The baud-rate of the Allegiant must match the device that will be connected to the associated port.
- **Stop Bits** – One or two stop bits may be selected. The stop bit selection of the Allegiant must match that of the device that will be connected to the associated port. When communicating with the Console, always use one stop bit Otherwise, the transfers of configuration programming, Downloads and Uploads, will not work correctly.
- **Data Bits** – Seven or eight data bits may be selected. The data bit selection must match that of the device that will be connected to the associated port. When communicating with the Console, always use eight data bits. Otherwise, the transfers of configuration programming, Downloads and Uploads, will not work correctly.
- **Parity** – When Even or Odd parity is selected, data error checking is performed on each data byte received. When **None** is selected, error checking is not performed on individual data bytes. The parity selection of the Allegiant must match that of the device that will be connected to the Console port.
- **Handshake** – If hardware handshaking is enabled by checking the box, the Allegiant will check the RS-232 port's CTS signal before transmitting data over the serial port. Data will not be transmitted until CTS is active. If the box is not selected, CTS has no effect on data transmission. The port will control the RTS signal regardless of the handshake setting. It is up to the device connected to the Allegiant's port to decide whether or not to check this signal.

Parameter Miscellaneous Table

This table affects the time and date display that appears on the monitors connected to the Allegiant. There are three possible ways to display the date in a double digit numerical format: month/day/year (MM/DD/YY); day/month/year (DD/MM/YY); and year/month/day (YY/MM/DD).

The time format can display either civilian (12 hour) or military time (24 hour).

The broadcast duration is used to determine the amount of time a broadcast message is displayed on the Allegiant monitors. See *Allegiant Server Menus* **Online Broadcast** SECTION.

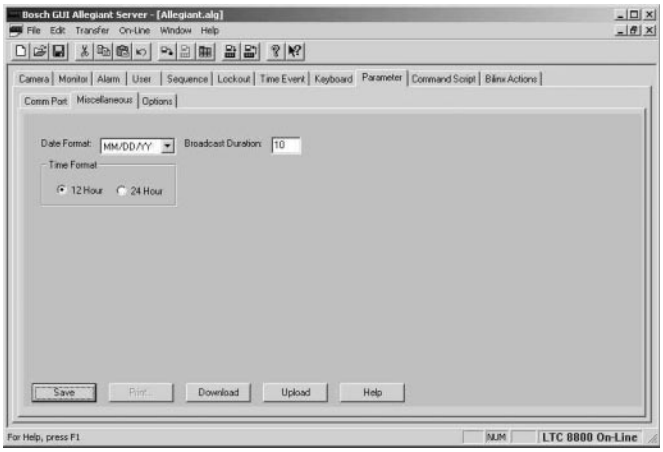


Figure 89 Parameter Miscellaneous Table

Parameter Options Table

The following section covers the Miscellaneous Configuration Parameters.

NOTE: Certain options would not be displayed if they do not apply to the Allegiant model being programmed.

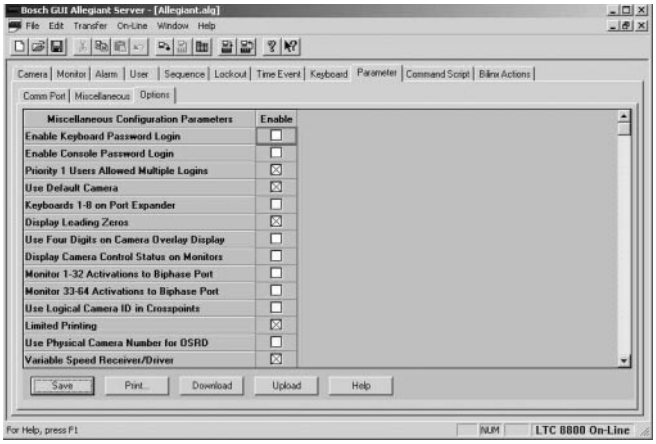


Figure 90 Parameter Options Table

Enable Keyboard Password Log-in

When Enable Keyboard Password Log-in is checked, all users will be required to enter a user number and the correct password before interaction with the system is permitted. When Enable Keyboard Password Log-in is not checked, no user log-in is required.

This option is overridden when the Allegiant CPU DIP switch S101 (S1002 on LTC 8500 systems) switch 5 is in the OFF position. In this case, no user log-in is required, regardless of the state of this checkbox.

Systems where the CPU DIP switches are not easily accessible, such as LTC 8100, LTC 8200, LTC 8300, and LTC 8900, are shipped with the switch ON, and the log-on/log-off features are controlled by this option. As long as CPU DIP switch 5 is ON, this function can also be selected using a system Keyboard User Function 27.

Enable Console Password Log-in

When Enable Console Password Log-in is checked, all users will be required to enter a user number and the correct password before interaction with the system is permitted. When Enable Console Password Log-in is not checked, no user log-in is required.

This option is overridden when the Allegiant CPU DIP switch S101 (S1002 on LTC 8500 systems) switch 5 is in the OFF position. In this case, no user log-in is required, regardless of the state of this checkbox.

Systems where the CPU DIP switches are not easily accessible, such as LTC 8100, LTC 8200, LTC 8300, and LTC 8900, are shipped with DIP switch 5 ON, and the log-on/log-off features are controlled by this option. As long as CPU DIP switch 5 is ON, this function can also be selected using a system Keyboard User Function 28.

Priority 1 Users Allowed Multiple Log-ins

When this option is checked the System Administrator (priority level 1 user) may be logged on to more than one Allegiant keyboard at a time. When this option is not checked, the System Administrator will automatically be logged off of the previous keyboard when he logs onto a new keyboard. All other priority level users are always limited to using only one keyboard at a time.

Use Default Camera

When this option is checked, whenever a user logs onto an Allegiant keyboard, the connected monitor will switch to the default camera for that user. See the **User Table** SECTION. Otherwise, this automatic switching will not take place.

Keyboards 1-8 on Expander

When this option is not checked, the eight keyboard ports on the back of the main Allegiant bay are active. When this option is checked, the system will expect keyboards 1 through 8 to be provided by the keyboard port expander accessory unit.

Display Leading Zeros

When this option is checked, leading zeros for camera numbers will be displayed on the system monitors. Otherwise, only significant digits are displayed.

Use Four Digits on Camera Overlay Display

Normally, camera numbers, displayed on system monitors, are limited to three digits. When this option is checked, four digits will be displayed.

Display Camera Control Status on Monitors

If this option is checked, a monitor will display a double ended arrow <-> if the camera it's receiving video from has pan/tilt/zoom capabilities. A camera is assumed to have these capabilities if its **Controllable** checkbox is enabled in the Camera Table. These options can also be set using Keyboard User Function 34 and 35.

Monitor n1-n2 Activations to Biphase Port

The system normally sends crosspoint information to the biphase port for use by certain Allegiant accessory units. If this information is not needed for the indicated monitors, it may be disabled by unchecking the enabled box. In large systems, this might improve overall system performance slightly. The numbers, n1 n2, depend on the model number.

IMPORTANT: If switcher-follower accessory units are being used in the system, these boxes must be checked. These functions can also be set using Keyboard User Function 36.

Use Logical Camera ID in Crosspoints

The system normally sends crosspoint information to the biphase port for use by certain Allegiant accessory units using physical camera numbers. If logical camera numbers are required, check this option.

Limited Printing

When the box is checked, alarm messages that are logged on the printer will be verbosely detailed. If the box is not checked, then less detail will be printed with a decrease in the number of lines logged to the printer.

Variable Speed Receiver/Driver

The type of control code the Allegiant system generates depends on two settings in the CPU: whether the variable speed operation is enabled with a checkbox in the Parameter Options Table or by the User Function 22, and whether the system is using the 6 poll byte keyboard communication mode set via CPU dip switch 7.

If the variable speed operation is not checked, variable speed keyboards, such as the IntuiKey Series and LTC 8555, will operate all devices at a fixed speed. If the variable speed operation is checked, variable speed keyboards will control the AutoDome Series cameras at a variable speed. The LTC 8560 Series and LTC 8561 Series receiver/drivers can only operate at a fixed speed regardless of the type of control code being generated.

Enable Video Loss Display on Monitors

If this option is checked, a monitor will display a message when it experiences video loss. This feature will only work if your Allegiant system has output cards supplied after September 1996 (not applicable in LTC 8500 systems).

Alarm Set #n Activations to Biphase Port

This option enables special information for alarm set #n to be sent out of the biphase port. This data can be used by certain Allegiant accessory units to distinguish between normal video and alarm video. These functions can also be set using Keyboard User Function 36.

IMPORTANT: If switcher-follower accessory units are being used in the system for alarm-related functions, the appropriate boxes must be checked.

The alarms in each set are determined by the Allegiant model currently in use:

System Model	LTC 8100	LTC 8200	LTC 8300	LTC 8500	LTC 8600	LTC 8800	LTC 8900
Set #1	1-64	1-64	1-64	1-64	1-256	1-256	1-512
Set #2	—	—	—	65-128	257-512	257-512	513-1024
Set #3	—	—	—	—	—	513-768	1025-1536
Set #4	—	—	—	—	—	769-1024	1537-2048

Monitors in Alarm to Biphase Port

If this option is checked, a list of monitors currently in an alarm state will be sent to the biphase port.

Set Console Port to Port Expander Mode

When selected, this option signifies that a port expander is connected to the Allegiant's Console port. This option must be checked for console port expander operation. It must be unchecked if a port expander is not connected to the console port. This option can also be set from DIP switches on the CPU module.

Set Printer Port to Port Expander Mode

When selected, this option signifies that a port expander is connected to the Allegiant's Printer port. This option must be checked for printer port expander operation. It must be unchecked if a port expander is not connected to the printer port. This option can also be set using Keyboard User Function 38.

3.2.6.10 Command Script Table

The Allegiant is capable of running a custom program to perform a specific or unique function. This **CCL command script** can be entered in this table for downloading to the Allegiant. Command scripts in the Allegiant can also be uploaded into this table.

CCL Command Scripts are sets of user-created CCL macros. Documentation on the CCL commands can be found in the **Allegiant Main CPU Interface Software Command Control Language User Manual**. These macros can be set to execute on system reset when the Allegiant keyboard **star-key** (*) is pressed or when the macro name is invoked. The CCL Command Script files can be entered directly in the Allegiant Server Application, then downloaded into the Allegiant.

The format of a CCL macro follows:

- BEGIN @BOOT or BEGIN @STAR or BEGIN user (**user** is the user-supplied macro name)
- CCL Commands (separate multiple commands with new lines or semicolons)
- BREAK

The syntax of the CCL Command Scripts is described below.

The following script metacommands are used to define scripts. When a script is invoked, it will execute the CCL commands that follow its BEGIN command. It will stop executing commands when it gets to a BREAK command.

!comment	any line beginning with "!" is ignored
BEGIN @BOOT	starting position for the startup script
BEGIN @STAR	starting position for the **star** key script
BEGIN user	starting position for user defined script "user"
BREAK	finish executing a script
END	terminate command script; ignore all following lines

The **@BOOT** script is automatically executed whenever the Allegiant resets. The **@STAR** script executes whenever a user presses the **STAR** key followed by **ENTER** on an Allegiant keyboard. Other scripts will execute when the name of the script is invoked as a CCL command. A CCL command or script can be invoked from the Console port or programmed into a time-event or alarm.

The following commands are valid only within the body of a CCL script:

.GOTO script arg-list	jump directly into start of specified script
.FOR var start limit	variable increments from start to limit
.FOREACH var arg-list	variable takes values from arg-list
.NEXT	iterate .FOR or .FOREACH loop

A script can be invoked with parameters by typing the parameters (separated by spaces) on the command line following the name of a script. These parameters are available to the script as argument macros. The various macros are listed below. Argument macros can also be used to access the value of a variable that was defined in a .FOR or .FOREACH command. An argument macro may only be used as a parameter to a CCL command or script.

%n	nth element on arg stack
%0	all elements on arg stack
%0n	all elements, starting at nth
%@	all elements, local args only
%@n	all local args, starting at nth
'n	nth element on stack, stringized
`n	nth element on stack, stringized
'0	all elements on stack in single string
'0n	all from nth in single string
`0	all elements on stack, individually stringized
`0n	all from nth, individually stringized
'@	all local args, single string
'@n	all local args from nth, single string
`@	all local args, individual strings
`@n	all local args from nth, individual strings
%var	value of variable "var"
'var	value of variable "var" in quotes
`var	value of variable "var" in quotes
#text	remove "#" and do not expand macros in "text"

Numbers that appear in arguments in a script can be interpreted as either decimal or hex. The default is decimal. To specify a hex number, prefix it with **0x**. To guarantee that a number is interpreted as decimal (even if the default radix has been changed to something else), prefix it with **0m**.

The following synonyms are provided for backward compatibility with old **boot screen** scripts. These commands should not be used in new command scripts.

- BOOT - means BEGIN @BOOT
- START-STAR - interpreted as BREAK followed by BEGIN @STAR"
- END-STAR - represents BREAK

If a script has the same name as a native (built-in) CCL command, the Allegiant will execute the script (instead of the built-in command) whenever the command is invoked. To force the Allegiant to execute a native command without first checking to see if there is a script that overrides it, precede the name of the CCL command with **CCL:** followed by a space.

The Allegiant normally executes the CCL commands in a script one at a time. It will not execute the next command until the previous one has finished. Also, whichever **task** invoked the script (e.g., the console port, the time-event system, or the alarm system) will not be able to do anything else until the script has completely finished. To indicate that a command should execute in its own task, precede the name of the command with **SPAWN:** followed by a space. The script will immediately proceed to the next command while the **Spawned** command executes in a separate task.

To view scripts that are in the Allegiant, you can upload the Command Script Table and view the table in the Allegiant Server Application. You can also enter the CCL command **BOOTSCREEN** directly on the Console port. This will list the table on the Console port and display a line number for each line. To debug a script, enter the CCL command **SCRIPT-DEBUG 1** on the Console. Then enter the name of the script that you want to debug. The Allegiant will execute the script as normal, but it will also display each command that is executed on the Console port. Enter **SCRIPT-DEBUG 0** to turn off debugging.

An example script table follows:

! MOMENTARY-ALARM will activate the alarm specified by the first parameter.

! It will then spawn a task to deactivate the alarm after a certain delay time.

! For example, MOMENTARY-ALARM 4 15 will activate alarm 4, then

! deactivate it 15 seconds later.

BEGIN MOMENTARY-ALARM

+ALARM %1

SPAWN: DELAY-ALARM-OFF %1 %2

BREAK

! DELAY-ALARM-OFF will delay for the number of seconds indicated

! by the second parameter. It will then deactivate the alarm specified

! by the first parameter.

BEGIN DELAY-ALARM-OFF

WAIT %2

-ALARM %1

BREAK

! DOALM5 will broadcast a message to all the monitors.

! It will then call MOMENTARY-ALARM (with a delay of 10).

! for alarms 2, 5, 16, 21, and 45.

BEGIN DOALM5

BROADCAST Multiple Alarms!

.FOREACH alarm 2 5 16 21 45

MOMENTARY-ALARM %alarm 10

.NEXT

BREAK

3.2.6.11 BLINX ACTIONS TABLE

Bilinx™ is the term used to describe communication technology where certain Bosch Security directional data transmissions over the coax.

The Bilinx Actions table provides four user programmable responses that correspond to general purpose inputs on the Bilinx compatible series of AutoDome cameras The table also provides programmable action responses to be entered for Dark Alarm events when the Allegiant system is being used with 1 or more LTC 8016 Allegiant Bilinx Data Interface accessory units.

Dark Alarm is a term used to describe the response to a change in video signal level. When the video signal drops below a predetermined level, the LTC 8016/90 Allegiant Bilinx Data Interface accessory unit will generate an event that will cause the Dark Alarm Activation action to trigger. When the video level returns to a normal condition, the LTC 8016/90 will generate an event that will cause the Dark Alarm Deactivation action to trigger. Typical events that would trigger an Activation Action could be as a loss of adequate lighting in the camera scene, a malicious attempt to limit the view of a camera by blocking its lens, or a failure of the camera itself.

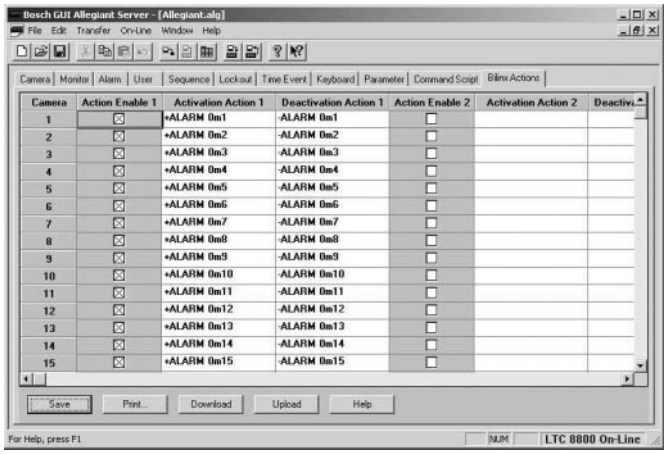


Figure 91 Bilinx Actions Table

Actions can be performed on enabled channels when the inputs are activated, deactivated, or both. The desired actions are programmed using Allegiant Command Console Language (CCL) commands. For a complete list of these commands and instructions for their use, see the **Allegiant Command Console Language User's Manual**.

For each camera, the total number of activation and

deactivation action commands is limited to 88 characters. If complex actions are required, custom CCL command scripts can be generated (see Command Scripts). These scripts can then be used as the activation and deactivation actions in Bilinx Action table.

For convenience, input 1 for each camera channel is defaulted to invoke a standard system alarm response (assuming an appropriate configuration response has been programmed) when input 1 of an AutoDome camera is activated. These default actions can be changed as required for any particular application. Inputs 2 to 4 and the Dark Alarm responses have no default action, and can be configured as needed by the system administrator.

3.2.7 Data Transfers

The data that is entered into the Allegiant Server tables is not automatically transferred to the Allegiant system. To transfer the data, a Download or Upload operation must be performed. Before any transfer can take place, the Allegiant Server must be online with the Allegiant system. See the **Going Online** SECTION. In the discussion that follows, the term **Download** means the transfer of data from the Allegiant Server to the Allegiant system. On the other hand, the term **Upload** means the transfer of data from the Allegiant system to the Allegiant Server program.

There are several methods of transferring data between the Allegiant Server and the Allegiant system. Each table provides **Download** and **Upload** buttons located at the bottom of the tables. These buttons apply only to the table currently displayed. For example, pressing the **Download** button when the Monitor table is displayed will transfer the data displayed in the Allegiant Server monitor table to the Allegiant system.

The second method of transferring tables can be accessed through the *system* menus or through toolbar buttons. The **Transfer** | **Upload** and **Transfer** | **Download** menu selections allow the transfer of multiple tables. Either selection will display a dialog box with checkbox selections for each table. All tables for which the box is checked will be transferred either as uploaded or downloaded.

3.3 Allegiant System Status Application

The Allegiant System Status Application displays the operating settings of one or more Allegiant systems in real time. It also displays and logs Allegiant events to a file. Installers and Administrators can display the System Status application by choosing the *Allegiant* menu item **Online | System Status | Display** or by clicking the **Display Online Status** toolbar button. Operators can display the application by selecting an Allegiant server document name from the *Server* menu in the GUI (provided the Allegiant server is online with that document). Once displayed, the full functionality of the System Status application is available to all users regardless of their access level to the Allegiant / GUI.

3.3.1 The System Status Application Menu

The System Status application has the following menus and menu options:

Menu	Menu Entry	Description
File	Close	Hides the System Status application (see Note below this table).
View	Restore Default Size	This restores the application to the size it was when first opened (if resizing was done).
Options	Event Logging...	Invokes the System Logging Options dialog box.
Window	Tile Arrange Icons Open Window List	Arranges windows as non-overlapping tiles. Arranges icons (closed windows). This is a list of all of the currently open windows. Selecting a document name from this list will direct the System Status application to display that document as the topmost, visible window.
Help	Contents Find About Status	Displays an index with topics on which you can get help. Invokes keyword based dialog for locating help topics. Displays information about the application including its version number and copyright information.

NOTE: Once the System Status is started from the *Allegiant Online* menu, it will continue to run until it is closed from the *Allegiant Online* menu (or toolbar). To ensure the System Status is completely shut down, activate it from the *Allegiant Online* menu, then deactivate it from there.

3.3.2 The System Logging Options Dialog

This dialog box is invoked by selecting either the menu item **Options | Event Logging** from the System Status application or by selecting the menu item **Online | System Status | Log to File Options**... from the Allegiant server. Enabling a checkbox in this dialog will cause the corresponding event to be listed (if it occurs) in the EVENT LOG status display.

Events can also be logged to a file. The filename is set in the **SYSTEM LOGGING FILE** line at the bottom of the dialog. The menu item Online | Status | Log to File in the Allegiant server actually controls the logging of events to a file. If this menu item is preceded by a checkmark, file logging is enabled.

The following is an explanation of events available for logging through the **System Logging Options** dialog:

Category	Event	Issued When
ALARMS	Activation/Deactivation	When an alarm is activated / deactivated
CAMERAS	Switching	When a camera is switched to a new monitor
	Remote Lock Changes	When a user locks / unlocks a camera
KEYBOARDS	User Log-ins / Log-offs	When a user logs on / off a keyboard
	Camera Remote Control	A control function is issued from a keyboard
MONITORS	Lock Changes	A user locks / unlocks a monitor
	Step/Review Changes	When a monitor is changed to become a Step monitor / Review monitor
SEQUENCES	Loading and Users	A user loads a sequence to a monitor
VIDEO LOSS	Video Signal Events	When video loss occurs from a camera

In addition to the events listed above, all system errors will be logged as well as the starting and stopping of Event Logging itself.

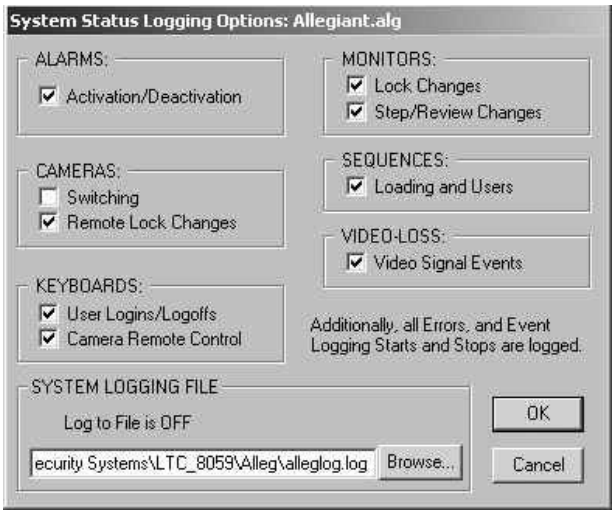


Figure 92 System Logging Options Dialog

Logging is turned on and off by selecting Log to File from the *Allegiant Online | System* menu. If Log to File has a check mark next to it, logging is turned on. When logging is turned on, the System Status application will always be running.

3.3.3 The System Status Displays

The System Status Application has five status displays that can be accessed by the tabs that lie just under the menu bar. From left to right, they are ALARM, KEYBOARD, MONITOR, VIDEO LOSS, and EVENT LOG. VIDEO LOSS is not applicable to LTC 8500 systems. A description of each follows.

3.3.3.1 The Alarm Status Display

This display lists an Allegiant's alarm numbers in contiguous columns. The status of that alarm will be indicated as follows:

Status	Indicator
Active (Alarming)	Number will be black and set in a red rectangle.
Disarmed	Number will be grayed out.
Armed	Number will be black.
Currently selected	Number will have a rectangular, black outline.
Has cursor focus	Number will have a rectangular, gray outline.

If the user rests the mouse cursor over an alarm number and double clicks, information for that alarm will be printed in the **Alarm Details** view at the bottom of the window. The information shown will include the alarm's number, status, time/date (if in alarm), title, associated cameras, and instructions availability status. This information will also be automatically displayed when the alarm becomes active. If the user enables the **Hold Details Display** checkbox, information for the currently active alarm in the Alarm Details view will not be overwritten if subsequent alarms occur. If the currently selected alarm has an associated instruction file (the name of which would appear in the Instruction File column of the Alarm Normal Alarms table in the Allegiant server), the user can view it by clicking the **Alarm Instructions** button.

3.3.3.2 The Keyboard Status Display

This display lists information about an Allegiant system's keyboards. A description of this display's columns is included in the following table:

Column	Description
Kbd	Keyboard Number
Status	Log-on / Log-off / Disabled
User	Number of the user currently logged on to the keyboard
User Name	Name of the user currently logged on to the keyboard
Monitor	Number of the monitor currently selected by the keyboard
Camera	Number of the camera on the monitor currently selected by the keyboard
Remote	An * appears when the user remotely controls the current camera

When the Display Disabled Keyboards checkbox is enabled, the keyboard listing will include information for keyboards that are disabled.

3.3.3.3 The Monitor Status Display

This display lists the current status of an Allegiant system's monitors. A description of this display's columns is included in the following table:

Column	Description	
Monitor Number	Number of the monitor	
Camera Number	Number of the camera currently displayed on the monitor	
Camera Identification	Title of the camera being displayed on the monitor	
Alarm Status	ALM	Active alarm on camera being displayed
	* * *	An alarm is active and could be displayed on this monitor
	SM	Monitor is a Step Monitor and is armed for alarms
	RM	Monitor is a Review Monitor and is armed for alarms
	CA	The camera on the monitor is armed for alarm
	R>>	Running an alarm sequence in forward direction
	R<<	Running an alarm sequence in reverse direction
	S>>	Stopped alarm sequence which will run in forward direction if started
	S<<	Stopped alarm sequence which will run in reverse direction if started
Camera / Monitor Locks	RL	Remote camera controls are locked
	ML	Monitor is locked
Sequence Status	AS	An absolute sequence is loaded on the monitor
	RS	A relative sequence is loaded on the monitor
	nn	Number of the sequence currently loaded on the monitor
	R>>	Running a sequence in forward direction
	R<<	Running a sequence in reverse direction
	S>>	Stopped sequence which will run in forward direction if started
	S<<	Stopped sequence which will run in reverse direction if started

If the **Display Only Armed Monitor Status** checkbox has been enabled, then information will only be displayed for monitors that are armed.

Double-clicking a monitor number (or any part of that line) will set the **Monitor Sequence Startup** User line at the bottom of the display. The information placed there will indicate if a sequence has been loaded into the monitor and, if so, which user loaded the sequence.

3.3.3.4 The Video Loss Status Display (Not Applicable To LTC 8500 Systems)

This display lists an Allegiant's camera numbers. The status of video coming from the corresponding camera can be determined by the color of the camera number (see the legend at the top of this display screen). The status states are as follows:

Color of Camera Number	Meaning
Red (rectangle)	Video Loss
Black	Camera being monitored for video loss
Gray	Camera NOT being monitored for video loss

NOTE: Use the Allegiant menu item *Online* | *Auto Set* | *Video Loss Configuration* to enable monitoring of cameras for video loss.

3.3.3.5 EVENT LOG STATUS DISPLAY
This display lists the last 250 events (that are selected for logging through the Event Logging Options dialog) and all error messages from an Allegiant server. Each entry includes an Allegiant date/time stamp. Clicking the **Clear Display** button will clear this display but WILL NOT have an affect on file logging

3.4 INWINPTZ SERVER

The InWinPTZ Server works in conjunction with a PC video capture card to display an Allegiant monitor output in a window on the PC's monitor. If the camera providing the video signal to the monitor output has pan/tilt/zoom capabilities, the InWinPTZ Server will allow the user to control that camera using the PC's mouse within the video window.

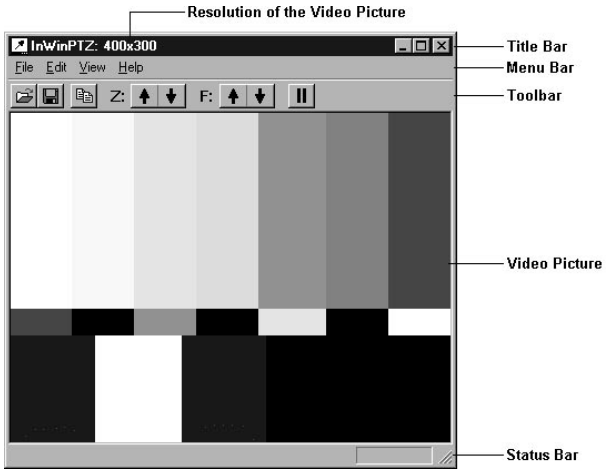


Figure 93 Allegiant Monitor Output Window

3.4.1 Requirements, Installation, and Capabilities

The InWinPTZ Server can only be used on a PC that has an Integral® FlashBus® MV frame grabber, installed. For availability and your nearest distributor, contact Integral Technologies Inc. at 317-845-9242. Integral's World Wide Web address is www.integraltech.com.

After an Integral video card has been installed, a video coax cable must be connected from the card's BNC video connector to a monitor output on an Allegiant System. When this is done and the InWinPTZ Server is started, the video signal provided by the Allegiant's monitor output is digitized by the Integral video card and displayed in a window on the PC's monitor.

3.4.2 Launching the InWinPTZ Server

Assume that the GUI Map application has been started with a user logged on with Installer privileges, that the Map contains an Allegiant server (an Allegiant icon seedbar is visible), and that a monitor icon has been seeded into the current map page. Also assume that the monitor icon has been linked (connected) to the Allegiant monitor output that is connected (by a video coax) to the Integral video card.

The InWinPTZ Server can be activated by the following:

1. Performing a right-mouse-click on a **monitor** icon in the GUI — this displays the monitor icon's *context* menu.
2. Select **Icon Properties** from the monitor icon's *context* menu — this invokes a tabbed dialog box of the icon's properties (also known as the icon's property pages) entitled **Monitor Control Properties**.
3. Select the *Device* tab — this displays several checkboxes. Select the checkbox with the caption **PTZ video window** and then click the **OK** button.
4. The **Monitor Control Properties** dialog will disappear and the InWinPTZ Server should appear (a window displaying live video).

Once the InWinPTZ Server has been activated, the monitor icon's *context* (right click) menu will have a new entry: **Display Video Window**. This will redisplay the InWinPTZ application if it has been closed.

Please note that at most, two monitors can have their **PTZ video window** options selected (assuming that 2 Integral cards have been installed). If a user tries to select this option in another monitor's **Device** property page, a warning message will be displayed.

NOTE: The sequence above mentions nothing about the Allegiant Server being online. The InWinPTZ Server can be launched when the Allegiant Server is off-line. The catch is that the InWinPTZ Server will not allow the user to control any PTZ cameras until the Allegiant Server is online.

3.4.3 Controlling a PTZ Camera

When the Allegiant Server is online and the InWinPTZ Server has been launched and is displaying video from a PTZ-capable camera, the user can control the PTZ camera with the PC's mouse.

Controlling the PTZ camera is as simple as placing the mouse cursor over the InWinPTZ's video window and holding down the left mouse button. The direction the PTZ camera will move in depends upon which way the mouse cursor is pointing. In general, the mouse cursor points directly away from the center of the video window. The user can move the mouse cursor while holding down the left mouse button and the PTZ camera will change direction depending on which way the mouse cursor is pointing.

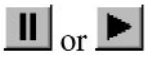
The InWinPTZ sends variable speed commands to a PTZ camera. The farther the mouse cursor is from the center of the video window, the faster the camera will move when the user is holding down the left mouse button.

If the user drags the mouse cursor over the center of the video window, the cursor becomes a four tipped arrow. This indicates that the cursor is over the dead zone. The dead zone is an area in the center of the video window where holding down the left mouse button will not move the camera.

3.4.4 Toolbar Buttons

The toolbar contains a set of buttons which provide easy access to commonly used commands that would otherwise be accessed through a menu.

Figure 93 Toolbar Buttons

	**Load Image -** Clicking this button will invoke the "Load Image" dialog box (see SECTION 3.4.6.1), which allows the user to open a Bitmap (.bmp), JPEG (.jpg), Tiff (.tif), or Targa (.tga) file and display its contents in the InWinPTZ Server's video window. Thus, the InWinPTZ Server doubles as a simple graphics file viewer.
	**Save Image -** Clicking this button will invoke the "Save Image" dialog box (see SECTION 3.4.6.2), which allows the user to save the current video image as a Bitmap (.bmp), JPEG (.jpg), Tiff (.tif), or Targa (.tga) file. If this button is clicked while live video images are being displayed in the InWinPTZ Server window, the live image will be frozen and later copied into a file when the user enters a proper file name for the image.
	**Copy -** When this button is clicked, the InWinPTZ Server copies the current video image onto the Clipboard.
	Zoom - This command is not available on any menu. Depending on which side the user clicks, this button will compel a PTZ camera to zoom in or zoom out. The user can hold down the left mouse button and drag the cursor from one side of the button to the other to quickly reverse the zoom direction.
	Focus - This command is not available on any menu. Depending on which side the user clicks, this button will compel a PTZ camera to focus near or focus far. The user can hold down the left mouse button and drag the cursor from one side of the button to the other to quickly reverse the focus depth.
	Start / Pause Video - If the InWinPTZ Server is displaying live video, this button will display two vertical bars and freeze the video when clicked. If the InWinPTZ Server is displaying a still video image, this button will display a triangle and will resume the display of live video when clicked.

3.4.5 Menu Commands

3.4.5.1 File Menu

Load Image...	Selecting this command will invoke the "Load Image" dialog box which allows the user to open a Bitmap (.bmp), JPEG (.jpg), Tiff (.tif), or Targa (.tga) file and display its contents in the InWinPTZ Server's video window. See SECTION 3.4.6.1.
Save Image...	Selecting this command will invoke the "Save Image" dialog box which allows the user to save the current video image as a Bitmap (.bmp), JPEG (.jpg), Tiff (.tif), or Targa (.tga) file. See SECTION 3.4.6.2.
Exit	Lets the user close the InWinPTZ Server application.

3.4.5.2 Edit Menu

Copy	This copies the current video image to the Clipboard.

3.4.5.3 View Menu

NOTE: This menu will also appear if the user performs a right mouse click over the InWinPTZ's video image.

Live Video	If this item is preceded with a checkmark, the InWinPTZ Server is displaying live video. Select this option to toggle the live / frozen state of the incoming video.
4:3 Aspect Ratio	If this item is preceded with a checkmark, the InWinPTZ Server window will preserve a 4:3 aspect ratio (width:height) when resized. Select this option to toggle the state of preserving a 4:3 aspect of the InWinPTZ's dimensions.
On Top	If this item is preceded with a checkmark, the InWinPTZ Server window cannot be overlapped by another application's window. Select this option to toggle the state of the InWinPTZ's window being topmost.
Title Bar	If this item is preceded with a checkmark, the InWinPTZ Server's Title Bar is visible. Select this option to toggle the Title Bar's visibility.
Menu Bar	If this item is preceded with a checkmark, the InWinPTZ Server's Menu Bar is visible. Select this option to toggle the Menu Bar's visibility.
Toolbar	If this item is preceded with a checkmark, the InWinPTZ Server's Toolbar is visible. Select this option to toggle the Toolbar's visibility.
Status Bar	If this item is preceded with a checkmark, the InWinPTZ Server's Status Bar is visible. Select this option to toggle the Status Bar's visibility.
Show All Bars	Select this item to make the InWinPTZ Server's Title Bar, Menu Bar, Toolbar, and Status Bar visible.
Hide All Bars	Select this item to make the InWinPTZ Server's Title Bar, Menu Bar, Toolbar, and Status Bar invisible.
Video Options...	Select this item to invoke the Video Options dialog. See SECTION **3.4.6.3.a.**
Startup Options...	Select this item to invoke the Startup Options dialog. See SECTION **3.4.6.4.**

3.4.5.4 Help Menu

Help Topics	Select this command to invoke the online help viewer for this application.
About InWinPTZ...	Select this command to invoke this application's About dialog box.

3.4.6 Dialog Boxes

3.4.6.1 Load Image Dialog

This dialog box allows the user to open a Bitmap (.bmp), JPEG (.jpg), Tiff (.tif), or Targa (.tga) file and display its contents in the InWinPTZ Server's video window. Thus, the InWinPTZ Server doubles as a simple graphics file viewer.

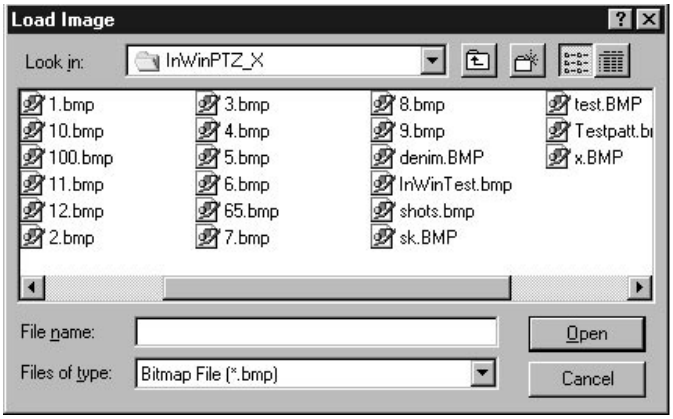


Figure 94 Load Image Window

3.4.6.2 Save Image Dialog

This dialog box allows the user to save the current video image as a Bitmap (.bmp), JPEG (.jpg), Tiff (.tif), or Targa (.tga) file. If this dialog box is opened while live video images are being displayed in the InWinPTZ Server window, the live image will be frozen and later copied into a file when the user enters a proper file name for the image.

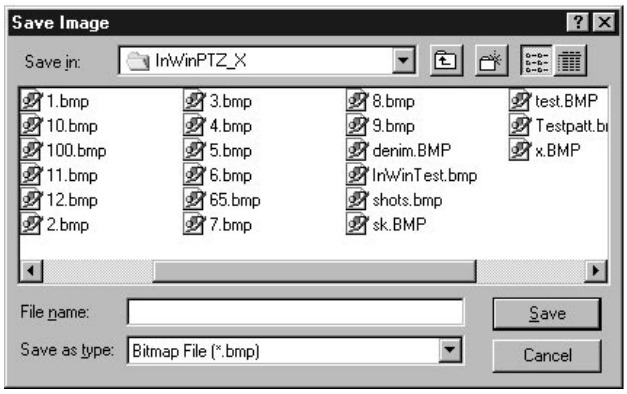


Figure 95 Save Image Window

3.4.6.3 Video Options Dialog

This dialog box allows the user to modify settings of the video input signal displayed by the Integral Flashbus™ MV frame grabber. These settings include Brightness, Contrast, Saturation, Hue, and Sharpness. The user can also choose the video standard: NTSC (North America) or PAL (Europe / Asia). If the user clicks the **Default** button at the bottom of the dialog, default values are selected for the video input settings (values that should produce a reasonably good picture from a normal video camera).

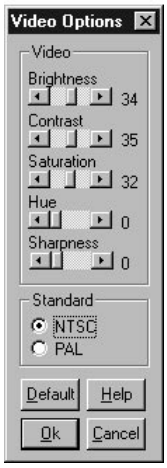


Figure 96 Video Options Dialog Box

3.4.6.4 Startup Options Dialog

The InWinPTZ can operate on a PC with an Integral FlashPoint 128 Lite VGA card (currently not available) and/or an Integral FlashBus MV frame grabber. When both are installed and available on a PC, the user can choose which card should be used by default or manually select one when the InWinPTZ starts up. The Startup Options dialog box is not available when fewer than 2 cards are detected on the PC.

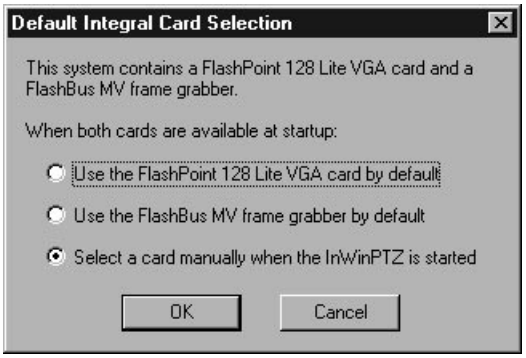


Figure 97 Default Integral Card Selection Dialog Box

3.4.7 Status Bar

The left area of the status bar describes actions of menu items as you use the arrow keys to navigate through menus. This area similarly shows messages that describe the actions of toolbar buttons as you depress them, before releasing them. If after viewing the description of the toolbar button command you wish not to execute the command, then release the mouse button while the pointer is off the toolbar button.

Figure 98 Status Bar

The right area of the status bar indicates which of the following keys are latched down:

Indicator	Description
FlashBus MV	The InWinPTZ is using an Integral FlashBus MV frame grabber to display the live video picture.
FlashPoint 128	The InWinPTZ is using an Integral FlashPoint 128 Lite VGA card to display the live video picture.

4 VCR SERVER

4.1 INTRODUCTION

The VCR server is a component of the LTC 8850 GUI package. It is used to program and operate VCRs or DVRs equipped with an RS-232 interface. This section describes how to use the VCR server to operate VCRs/DVRs. Consult the VCR's/DVR's user manual for a more detailed description of the features and settings of the actual device.

The VCR Server takes full advantage of the functionality of the Bosch Security Systems or Phillips model VCRs (LTC 3962 Series and LTC 3991 Series). Other models of VCRs/DVRs are treated as custom VCRs. The functionality is limited for custom VCRs, and also, a user must enter the appropriate command strings to carry out any actions.

Steps to Seed a VCR/DVR icon in the GUI:

Start the Allegiant GUI.

1. Log on as an installer level user.
2. Open an existing Map document or create a new document.
3. From the **Server** menu, choose **VCR**.
4. A VCR seedbar will appear. VCR/DVR icons can now be seeded.

9 Pin Female D Connector Pin	**25 Pin Male D Connector Pin**
2	2
5	1
3	3
1 Jump to 7 (9 pin end only)	4 Jump to 5 6 Jump to 20

VCR/DVR to PC Cable Pinout

4.2 ICON PROPERTIES DIALOG BOX

This dialog box will appear when Icon Properties are selected from a VCR/DVR icon's right-click menu. To display the right-click menu, click the icon once with the right mouse button.

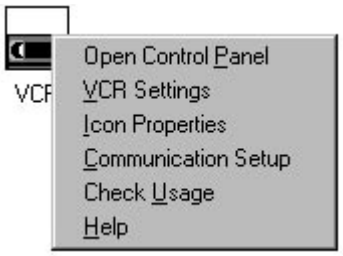


Figure 99 Right-click Menu

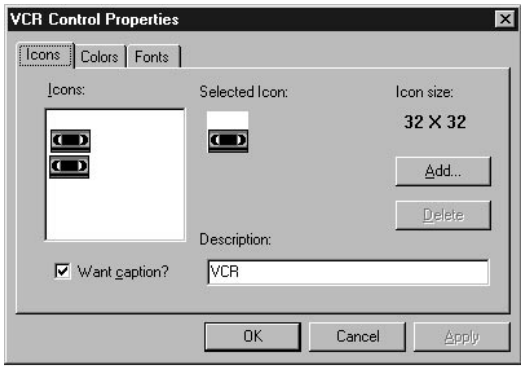


Figure 100 Icon Properties Dialog Box

The *Icons* tab is used to change the bitmap used for the icon. Also the caption of the VCR/DVR icon can be changed by entering new text in the **Description** box. The *Colors* tab is used to change the background color of the icon. The *Fonts* tab is used to change the font style and size.

4.3 COMMUNICATION SETUP DIALOG BOX

A VCR/DVR icon requires some initial setup before it can be used to operate a VCR/DVR. A model type must be assigned and the communication parameters must be set. Double-clicking a VCR/DVR icon or choosing **Communication Setup** from the VCR/DVR icon's right-click menu will display the Communication Setup dialog box.

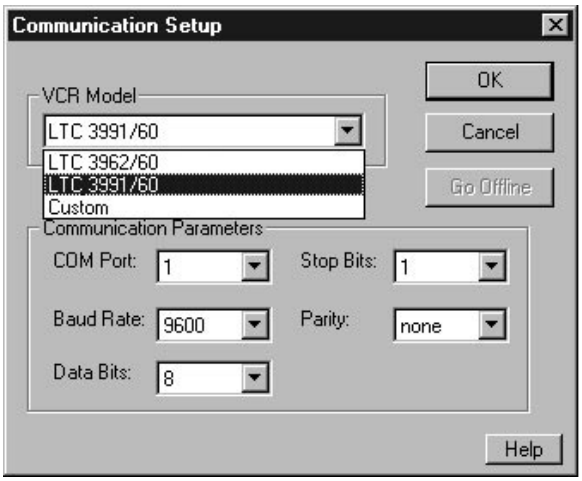


Figure 101 Communication Setup Dialog Box

In the **VCR Model** box, select the appropriate VCR model. Select **Custom** if the VCR/DVR model you want to assign to the icon is not listed. In the **COM Port** box, select the computer COM port that is attached to the VCR/DVR. Consult the VCR's/DVRs manual for the correct settings for the other communication parameters.

When **OK** is clicked, the VCR icon will attempt to go online with the VCR/DVR. The GUI status bar will report the result of the go online attempt:

VCR is online – indicates the icon went online successfully; icon is no longer dimmed.

ERROR: could not open COM port – indicates the selected COM port could not be opened for communication, because it is already open or does not exist.

ERROR: the COM port opened but the icon could not communicate with the VCR/DVR, verify communication parameters – indicates that the communication parameters are incorrect. Verify the correct COM port was selected and the parameters (particularly the baud rate) match the VCR/DVR.

NOTE: For Custom VCRs/DVRs, there is no way at this point to verify the icon can communicate with the VCR/DVR. Therefore, only the COM port is verified. Custom VCR icon will be considered online if the COM port was open successfully.

The VCR icon will be dimmed until it is online.

Click **Go Off-line** to take the VCR/DVR off-line. This would only be used when the communication parameters need adjusting.

4.4 VCR SUPPORT

4.4.1 Control Panel

The control panel appears when a VCR icon is double-clicked or when Open Control Panel is selected from the icon's right-click menu.

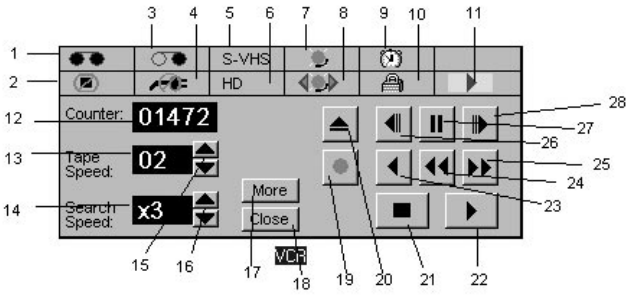


Figure 102 VCR Control Panel

INDICATORS

1. **Tape In** – Appears when a cassette is loaded.
2. **No Safety Tab** – Appears when a cassette without its safety tab is loaded.
3. **Tape End** – Appears when a tape reaches the end during recording.
4. **Power Loss** – Appears when a power loss is sensed.
5. **Super VHS** – Appears when a super VHS tape is loaded (not used for the LTC 3962/60 model).
6. **High Density** – Appears when Record Mode is set to High Density (not used for the LTC 3962/60 model).
7. **Alarm** – Appears when an alarm has been detected.
8. **Alarm Index Search** – Appears when Alarm Index Searching is turned on.
9. **Timer** – Appears when the Timer is turned on.
10. **Lock** – Appears when the recorder is in security lock mode.

11. **Current Action** – Displayed to indicated the current action of the VCR.
12. **Digital Counter** – Displays the tape counter.
13. **Tape Speed** – Displays the tape speed.
14. **Search Speed** – Displays the visual search speed.

COMMANDS

15. **Tape Speed Adjusters** – Adjust tape speed up or down one level.
16. **Search Speed Adjusters** – Adjust visual search speed up or down one level.
17. **More** – Expands the control panel.
18. **Close** – Closes the control panel.

NOTES: commands 19-28 are unavailable when there is no tape in the VCR.

19. **Record**
20. **Eject**
21. **Stop**
22. **Play**
23. **Reverse Play**
24. **Rewind/Visual Search**
25. **Fast Forward/ Visual Search**
26. **Field Reverse**
27. **Still**
28. **Field Advance**

4.4.2 Expanded Control Panel

The expanded control panel appears when **More** is clicked.

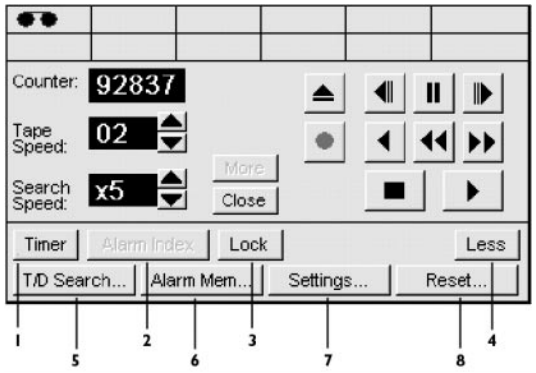


Figure 103 VCR Expanded Control Panel

1. **Timer** – Turns on or off automatic timer recording.
2. **Alarm Index** – Turns on or off Alarm Index Searching (disabled when **VCR** mode is set to Time Date Search).
3. **Lock** – Turns on or off security lock mode (disabled for **operators**).
4. **Less** – Closes expanded portion of the control panel.
5. **T/D Search** – Displays the Time Date Search dialog box (disabled when **VCR** mode is set to Alarm).
6. **Alarm Mem** – Displays the Alarm Memory dialog box.
7. **Settings** – Displays the VCR Settings dialog box.
8. **Reset** – Displays the Reset dialog box.

4.4.3 Time Date Search Dialog Box

The Time Date Search Dialog box appears when **T/D Search** on the expanded control panel is clicked.

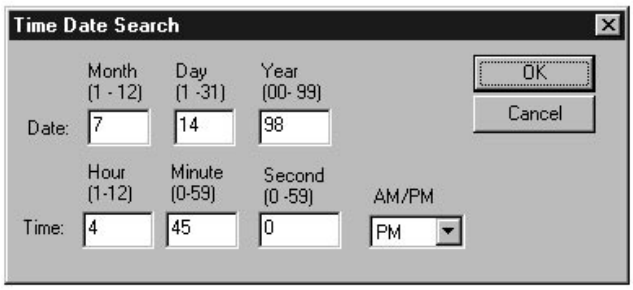


Figure 104 Time Date Search Dialog Box

If the VCR Mode setting is set to **Time Date Search** and a recording is made, date and time data is written on the tape. Enter the date and time of the scene you want to view when playing back a tape recorded in the **Time Date Search** mode, then click **OK**. The VCR searches for the required scene. When the VCR locates the scene for which you inputted the date and time, it plays back the scene.

4.4.4 Alarm Memory Dialog Box

The Alarm Memory dialog box displays the alarm memory information that is stored inside the VCR. This dialog box appears when **Alarm Mem** on the expanded control panel is clicked.

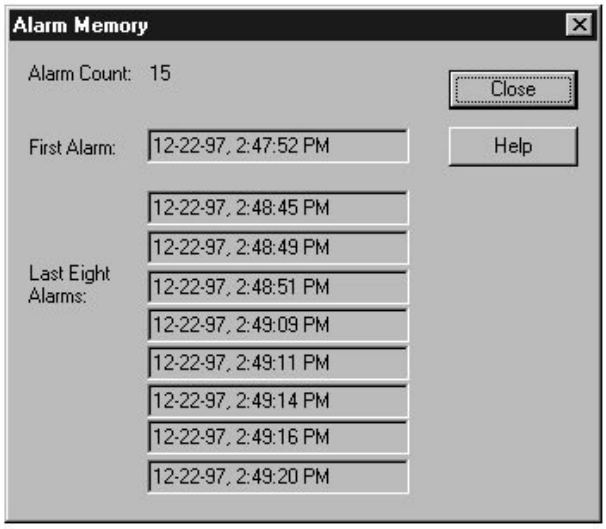


Figure 105 Alarm Memory Dialog Box

The **Alarm Count** box displays the number of alarm inputs that have occurred. The VCR counts up to 99 inputs. The **First Alarm** box displays the date/time of the first alarm recording. The **Last Eight Alarms** boxes display the dates/times of the last eight alarms to have occurred including the last alarm recording.

To clear the alarm memory, click **Reset** on the expanded control panel and then click **Reset Alarm Memory**.

4.4.5 Reset Dialog Box

This dialog box appears when **Reset** on the expanded control panel is clicked.

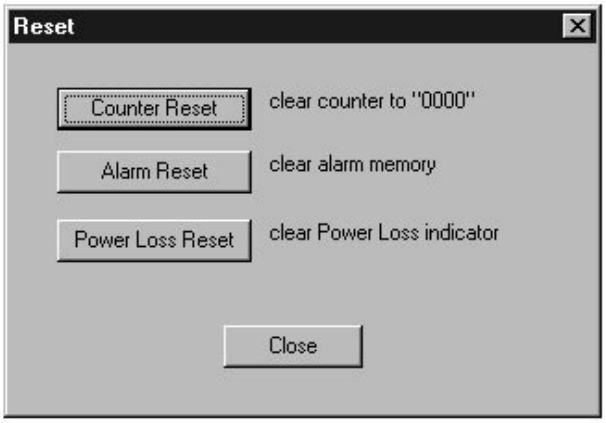


Figure 106 Reset Dialog Box

Clicking **Counter Reset** sets the VCR's digital counter to **0000**.

Clicking **Alarm Reset** clears the VCR's alarm memory.

Clicking **Power Loss Reset** clears the Power Loss indicator.

4.4.6 VCR Settings Dialog Box

This dialog box appears when Settings on the expanded control panel is clicked or when VCR Settings is selected from the icon's right-click menu.

Data that is entered in the VCR Settings Dialog box is not automatically transferred to the VCR. To transfer data, a download or upload operation must be performed.

- Click **Download to VCR** to transfer the settings to the VCR.
- Click **Upload from VCR** to get the current settings from the VCR.

NOTE: Only the data that is on the current page will be transferred.

4.4.6.1 Time Date Tab

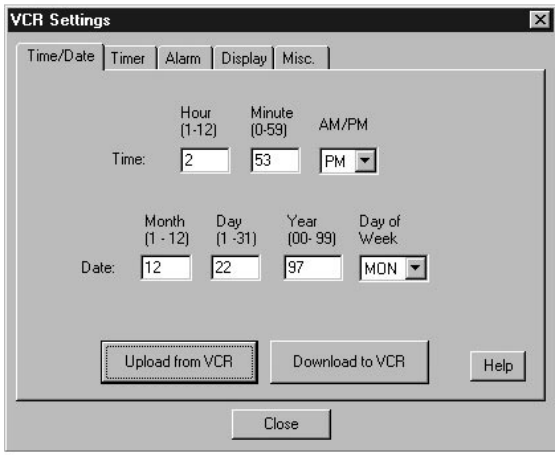


Figure 107 Time Date Tab

The *Time Date* tab is used to get and set the time and date settings of the VCR.

4.4.6.2 Timer Tab

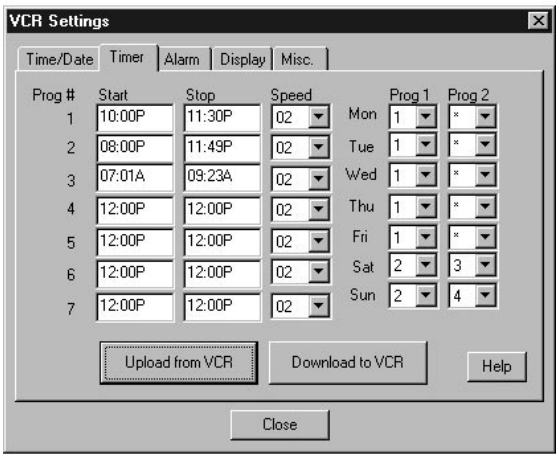


Figure 108 Timer Tab

The *Timer* tab provides the following functionality:

- Up to seven programs can be programmed.
- Up to two programs can be scheduled on each day of the week.

When typing start times and stop times include a **P** for PM or **A** for AM.

An asterisk in the **Prog1** or **Prog2** column indicates no program scheduled.

4.4.6.3 Alarm Tab

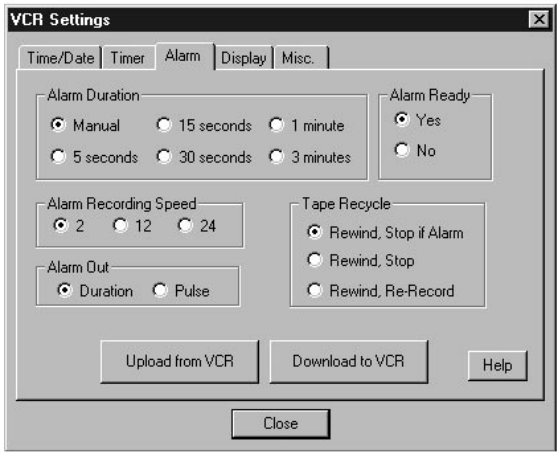


Figure 109 Alarm Tab

The *Alarm* tab is used to set up or view the settings of the VCR's alarm functions.

Alarm Duration – Length of time the VCR stays in alarm recording mode. It can be set from five seconds to three minutes or to Manual. When it is **Manual,** the VCR stays in alarm recording mode until an alarm input is no longer being received.

Alarm Recording Speed – Tape speed when VCR is in alarm recording mode.

Alarm Ready – Whether or not VCR will enter alarm recording mode when the VCR receives an alarm input.

Alarm Out – When set to Pulse, approximately 12 volt pulses will be applied to the VCR external connection after alarm recording ends. When set to Duration, no voltage is applied when alarm recording ends.

Tape Recycle – What the VCR does when the tape reaches the end during recording.

During Rewind, Stop if Alarm is selected:

- If no alarm has been received during the recorded period, the VCR automatically rewinds to the beginning of the tape and continues recording.
- If an alarm has been received during the recording period, the VCR automatically rewinds to the beginning of the tape and then enters the STOP mode.

During **Rewind, Stop** is selected:

- When the tape reaches the end during recording, the VCR automatically rewinds to the beginning of the tape and enters the STOP mode.

During **Rewind, Re-Record** is selected:

- When the tape reaches the end during recording, the VCR automatically rewinds to the beginning of the tape and continues recording.

4.4.6.4 Display Tab

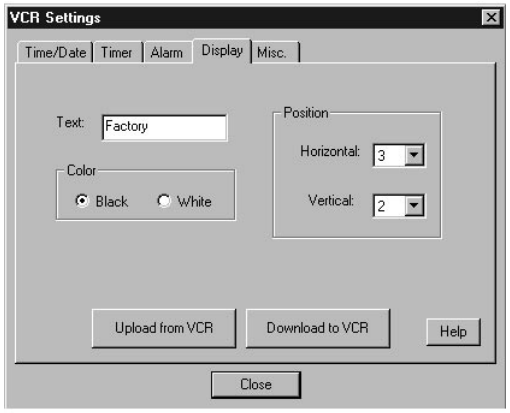


Figure 110 Display Tab

The *Display* tab is used to set up or view the settings of the VCR's on-screen display properties.

The **Text** box is used to set the text on the on-screen display. The **Color** box is used to change the color of the on-screen display text. The **Position** boxes are used to put the on-screen display text at a certain location.

4.4.6.5 Miscellaneous Tab

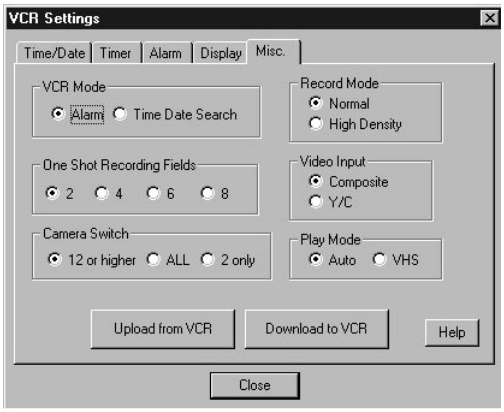


Figure 111 Miscellaneous Tab

The *Misc.* Tab is used to set up or view the settings of miscellaneous VCR properties.

VCR Mode – When set to **Alarm**, Alarm inputs are recorded. However, the **Time Date Search** function cannot be used in this mode. When set to Time Date Search, the **Time Date Search** function can be used. However, an alarm cannot be recorded with this option.

One Shot Recording Fields – Number of fields to record in *One Shot Recording* mode. See the VCR's manual for details on *One Shot Recording* Mode.

Camera Switch – Timing with which pulses are outputted to switch an externally connected camera

12~ The pulses are outputted during recording at 12 or a longer speed.

ALL - the pulses are outputted during recording in all modes.

02 - the pulses are outputted during recording at the 02 (or 06) speed.

Record Mode (does not apply to the LTC 3962/60 model) - Can be set to Normal or High Density.

Video Input (does not apply to the LTC 3962/60 model) - Selects which video input jack is used. Can be set to **Composite** or **Y/C**.

Play Mode (does not apply to the LTC 3962/60 model) - Specify **VHS** when playing back an S-VHS tape on which a VHS standard signal is recorded.

4.4.7 Check Usage Dialog Box

This dialog box appears when **Check Usage** is selected from the icon's right-click menu. It displays the total time of use and the head usage time.

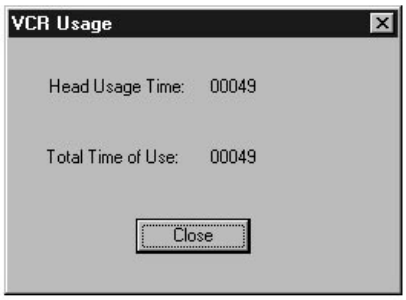


Figure 112 Check Usage Dialog Box

It is recommended that the VCR be serviced every 3500 hours. A VCR icon checks the usage times every time the icon goes online and every 24 hours afterwards. If the VCR usage times indicate the VCR potentially needs servicing, the service reminder dialog box will be displayed.

Figure 113 Service Reminder Dialog Box

The **VCR** last serviced at setting is used when determining whether or not a service reminder is needed. This setting is set when a user selects **VCR was serviced, don't remind me again**. When this is selected **VCR last serviced at** is set equal to **Total time of use**.

NOTE: If a user selects **VCR was serviced, don't remind me again** or **Remind me again in one week**, the map document must be saved for this action to hold. A user with installer or administrator privileges is required to save a map document.

4.4.8 Icon Appearance

For VCR Icons assigned to VCRs, the top half of the icon displays an indicator that shows the current action of the VCR. When an alarm has been detected, it will flash between the alarm detected indicator and the current action indicator. Some examples follow.

1. Tape is stopped
2. Tape is playing
3. Tape is fast forwarding
4. An alarm has been detected

4.5 CUSTOM VCR SUPPORT

4.5.1 Control Panel

The control panel appears when a VCR icon is double-clicked or when **Open Control Panel** is selected from the icon's right-click menu.

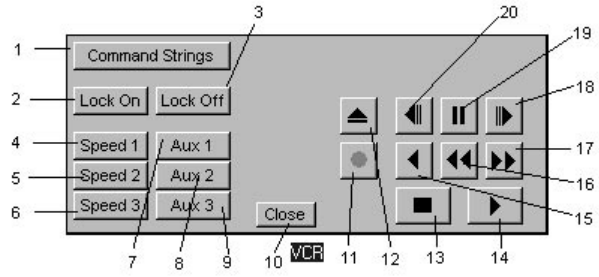


Figure 114 Custom VCR Control Panel

1. **Command Strings** –Displays dialog for entering command strings (unavailable for operators).

   Buttons 2-9 and 11-20 are unavailable until a command string is entered for them.

2. **Lock On** – Turns security lock mode on (unavailable for operators).

3. **Lock Off** – Turns security lock mode off (unavailable for operators).

4-6. **Speed 1-3** – Changes the tape speed.

7-9. **Aux 1-3** – Extra buttons users can program any way they see fit.

10. **Close** – Closes the control panel.

Standard commands

11. **Record**

12. **Eject**

13. **Stop**

14. **Play**

15. **Reverse Play**

16. **Rewind/Visual Search**

17. **Fast Forward/ Visual Search**

18. **Field Advance**

19. **Still**

20. **Field Reverse**

4.5.2 Custom VCR Command Strings Dialog Box

4.5.2.1 Description

This dialog box appears when **Command Strings** on the control panel is clicked. This is where an installer would enter the command strings needed to carry out any actions. The VCR's user manual should list the command strings.

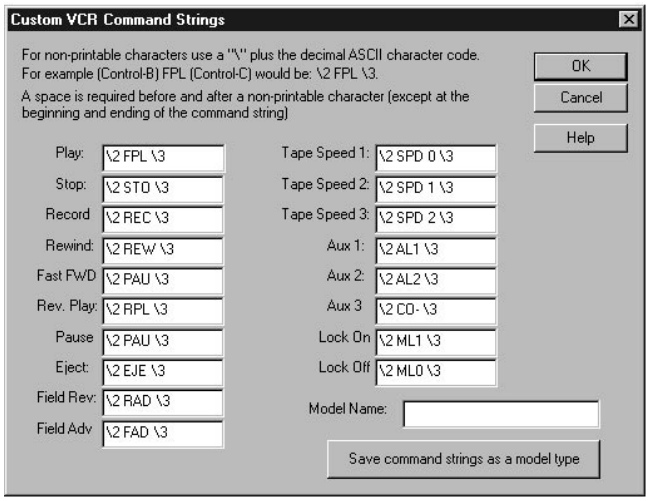


Figure 115 Custom Strings Dialog Box

4.5.2.2 Entering Nonprinting Characters

VCRs require a special nonprinting character to signal the beginning and/or ending of a command string. To enter a nonprinting character use a backslash (\) followed by the decimal ASCII character code. For example (control-B)FPL(control-C) would be entered as **\2 FPL \3**. A space is required before and after a nonprinting character (except at the beginning or ending of the command string).

4.5.2.3 Saving Command Strings as a Model Type

For installations where multiple custom VCR type controls have to be configured with the same set of command strings, it is useful to save the command strings as a model type. This will save the installer from reentering the commands. To do this, enter a name in the **Model Name** box and click **Save Command Strings as a Model Type**. The command strings will be saved as a file called xxxxxxxx.VCR in the \VCR directory, where xxxxxxxx is the name entered in the **Model Name** box. The user entered model name will then appear in the **Communication** Setup dialog box as a new model to select from.

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3935 890 06815 04-14 | Updated April 02, 2004 | Data subject to change without notice.

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