L@ti-View Installation and Configuration Guide

Version 1.00 | May 2020 | MAN-1443HA

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INTRODUCTION

Technical Support

For technical support, contact Hochiki America at 800.845.6692 or technicalsupport@hochiki.com. Hochiki technical support is available Monday through Friday, 7:00AM to 5:00PM, PST.

Prior to contacting technical support, have the following information available:

- Product part number
- Purchase order or order number
- Product serial number
- Current function of the product
- Expected function of the product
- Installation of the product

Return Material Authorization (RMA)

Contact Technical Support to obtain an RMA for any product to be returned. Returns will not be accepted without an accompanying RMA number. An RMA number is assigned when:

- Tech Support acknowledges a possible product failure.
- A product was damaged during shipping
- An incorrect product was shipped
- An order was placed using an incorrect part number *
- An order was placed using an incorrect part quantity *
- An order is no longer required *

* Restocking fees may apply.

All returned products are tested to confirm operating failures experienced in the field. If the product is found to be functional, contractors must absorb expenses for return shipping, as well as the cost and shipping of the advanced replacement product.

Prominently display the RMA number on all packages sent for return. Ship all return products to:

Attention: RMA # _____
Hochiki America
7051 Village Park Drive, Suite 100
Buena Park, CA 90621

Warranty Service

Technical Support can replace or repair a defective product when the original purchase is within the warranty period defined in the sales contract. Check the contract for more information, or contact your sales representative about your specific warranty period.

Advanced Replacements

Products that fail to operate in the field can be replaced quickly using the advanced replacement process. The advanced replacement process is available to all contractors who maintain an acceptable line of credit.

Initiate the advanced replacement process by requesting an RMA number from a Tech Support representative. Advanced replacements can be shipped to your location when the product is covered under warranty and when a replacement product is in stock.

- Advanced replacements can be expedited at the request of the contractor. Shipping costs associated with this process are the responsibility of the contractor.
- Products returned using the advanced replacement process must be received within 30 days of the RMA issue date.

INSTALLATION

IMPORTANT! A Media Gateway panel module (S788) or K6012 Interface Card is required to use the L@ti-View software. These cards only support connections to one computer or workstation.

For information on installing and configuring a Media Gateway panel module, refer to the following documents.
- *Media Gateway Panel Module (S788) Information Guide*
- *Media Gateway Panel Module (S788) Functionality & Configuration Guide*

L@ti-View works with

- L@titude
- Compas
- FireNET
- FireNET Plus
- Elite
- Elite RS

Installing the L@ti-View application also installs Openfire© instant messaging and PostgreSQL© database software as dependencies.

NOTE L@ti-View is supplied as the application and its dependencies only. Customers must supply their own data for use with the L@ti-View software. This data can be from a previously created project, or it can be created by using the L@ti-View design feature after installation.

The install wizard is restricted to repairing or removing L@ti-View if legacy artifacts are found during the install. Remove the artifacts to perform a clean install.

The latest L@ti-View user guides can be downloaded from the VES Fire Detection Systems website.

System Requirements

These are the basic requirements for installing L@ti-View on a PC.

	Minimum Requirement	Recommended Requirement
Processor	Intel® Pentium™ P4 32 bit CPU	Intel® Core™ i5 64 bit CPU
RAM	4 GB	16 GB
Hard Drive Size	120 MB	500 MB
Display	800 x 600	1280 x 768
Internet Connection	Internet connectivity is necessary to perform updates and to take advantage of some features.	
USB Port	USB 1.0 port	USB 2.0 port
Operating System	Windows 7 Pro 32 bit	Windows 7 or 10 Pro 64 bit

Installing L@ti-View

IMPORTANT! Administrator rights are required for L@ti-View installation.

NOTE Refer to Repairing L@ti-View to troubleshoot any difficulties during installation.

Installing the L@ti-View application also installs Openfire© instant messaging and PostgreSQL© database software as dependencies. L@ti-View is supplied as the application and its dependencies only. Customers must supply their own data for use with L@ti-View. This data can be from a previously created project, or it can be created by using the L@ti-View design feature after installation.

1. Create a system restore point and back up all desired data before proceeding.
2. Export any current L@ti-View configurations before upgrading, repairing, or reinstalling.
3. Insert the L@ti-View installation USB drive.
4. Launch the installer and accept the UAC warning and the License Agreement.

NOTE The software will install in C:\Program Files\Hochiki (Windows 32 bit), or. C:\\Program Files (x86)\Hochiki (Windows 64 bit).

5. Choose or create a Start Menu folder (optional) and click **Next**.
6. Remove the dongle and click **Install**.
7. Wait for the software to install and perform the (license) Dongle Self-Test.
8. Click **Finish** to restart the PC and initialize the software and databases.
9. Click the L@ti-View desktop launch icon to start the application.
10. Consult with IT staff to configure L@ti-View to automatically start whenever the PC or Server is rebooted.

The L@ti-View Supervisor Service, Openfire, and PostgreSQL are set to start and run in the background when the workstation is booted up. Do not disable these automatic starts as the L@ti-View 2D GUI must be able to connect with them when it is manually started.

NOTE Automatic restarts should be considered where IT systems are not using Uninterruptible Power Supplies (UPS) and are left unattended for any periods of time.

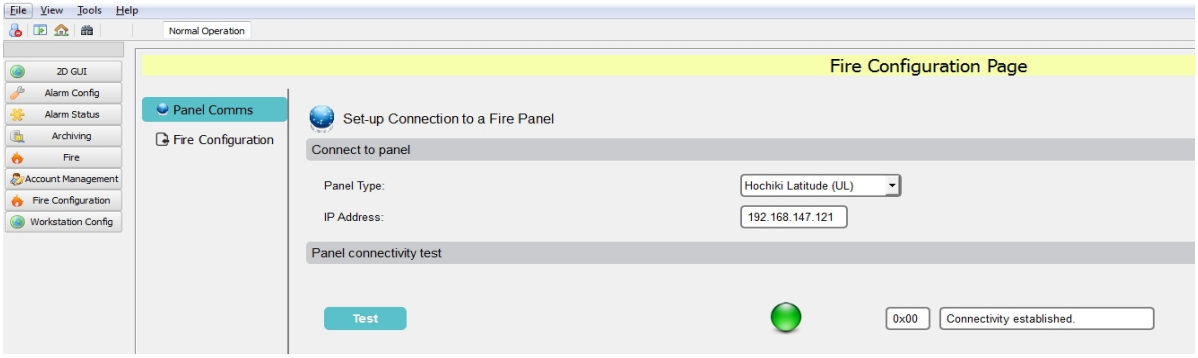
NOTE L@ti-View is designed to run permanently and cannot record or respond to any events if it is not running.

Connect to a Fire Panel

IMPORTANT! In the Media Gateway settings, the MCE setting ***must be enabled*** in order to connect to a fire alarm control panel. This can be done via the panel or LE2.

L@ti-View works with a number of different fire alarm control panel types. The following steps explain the panel connection process.

1. Log in to L@ti-View using Administrator level credentials.
2. Click **Fire Configuration** in the System Configuration Menu (or from the main menu bar select **View** > **Show Page** > **Fire Configuration**).



3. On the **Fire Configuration** page, select the **Panel Comms** tab, select the appropriate panel type and enter the IP address of the Media Gateway. The Media Gateway Card IP address can be found by accessing the LAN (Local Area Network) settings on the panel.
4. From the Panel Connectivity test, click **Test** to connectivity.

The computer should be configured with a static IP address in the same range as the target panel IP address. Navigate to **Control Panel** > **Network and Sharing Center** on the computer or workstation where L@ti-View is installed. Select **Ethernet** > **Properties**. View the properties of the Internet Protocol version and use an IP address in the same range of that of the panels Media Gateway Card.

Importing Loop Explorer 2 Configuration Data

It is necessary to import the fire alarm system configuration data into L@ti-View . The following steps detail the process:

1. Log in to Loop Explorer 2.
2. From the **File** tab, select **Export Graphix Data**.

- Browse to the desired location on the computer.
- Name the export file by entering details in the File Name field.
- Select the radio button for Graphix (Version 2).

3. Click **Save**.

NOTE When importing from L@titude panels, the .xml configuration file can be used.

4. Return to L@ti-View and select **Fire Configuration** from the System Configuration Menu. Select the **Fire Configuration** tab.
5. Select **Import...**, browse to the save location of the LE2 configuration data file and click **Open**. The data will be imported and will populate the Fire Configuration Page.

Repairing L@ti-View

L@ti-View and all its dependencies can be fully repaired, or incrementally repaired.

An unsuccessful L@ti-View-only repair can be repeated with Openfire and/or PostgreSQL selected. If this second attempt fails, a complete uninstall/reinstall procedure should be performed.

NOTE Repairing L@ti-View causes the wizard to uninstall and reinstall the selected components. Ensure that L@ti-View configurations and projects have been recently backed up or exported prior to executing the repair.

To repair L@ti-View using the installation repair tool,

1. Exit L@ti-View and remove the dongle.
2. Start the L@ti-View installation program.
3. Authorize UAC to change computer settings.
4. Select **Repair** and click **Next**.
5. Select the dependencies to include in the repair and click **Next**.
6. Ensure the details are correct and click **Repair**.
7. Wait until the uninstall is completed, check that the dongle is removed and click **Install**.
8. Select one of the options below and click **Finish**.

NOTE The repair procedure does not verify the dongle. However, an out of date or faulty dongle will prevent logging in to L@ti-View.

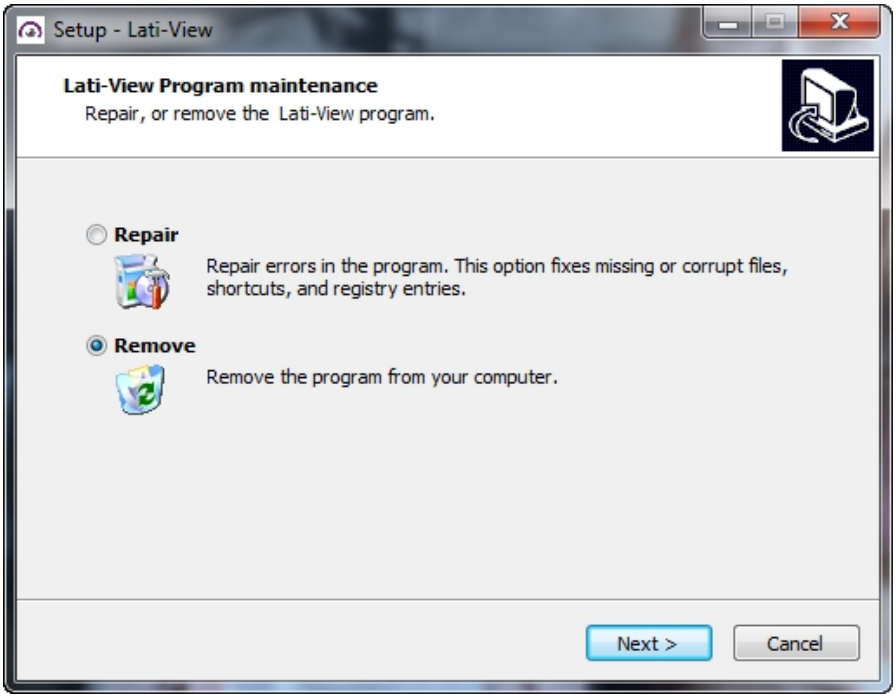
Uninstalling L@ti-View

Use the L@ti-View Installation software removal tool to uninstall L@ti-View and its dependencies. Do not uninstall Openfire or PostgreSQL if they are used by other programs or if L@ti-View will be reinstalled with the same configuration settings.

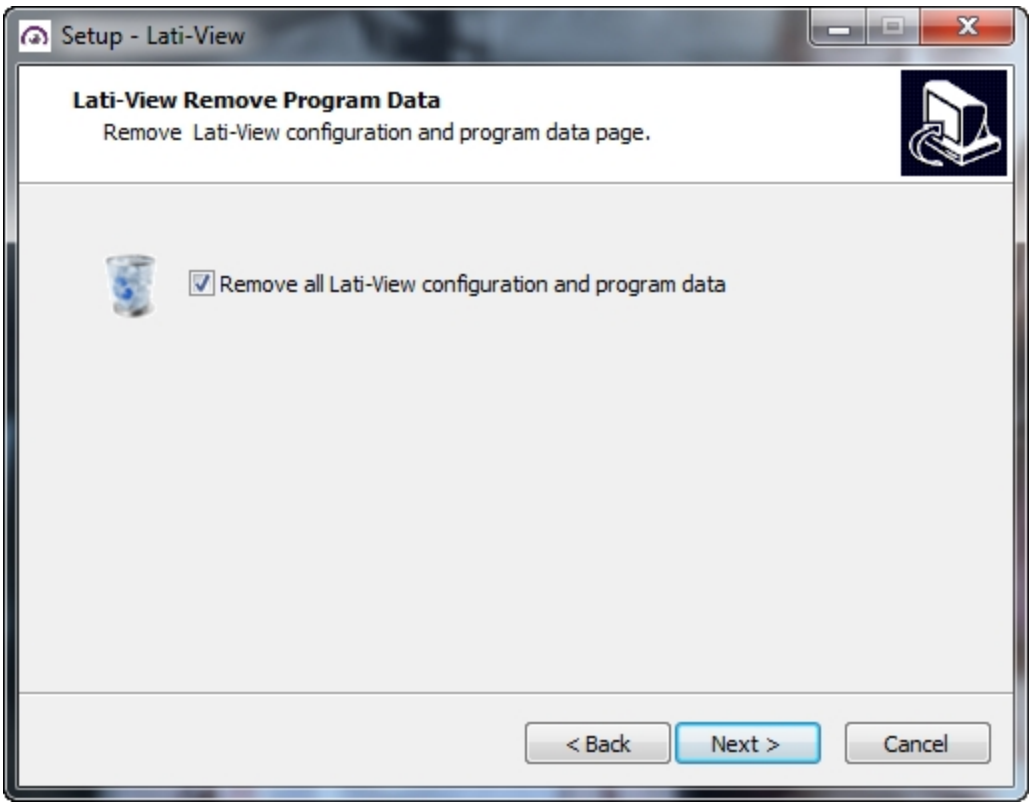
NOTE Print or save all reports, and save or export the current project prior to uninstalling any software.

To uninstall using the installation software,

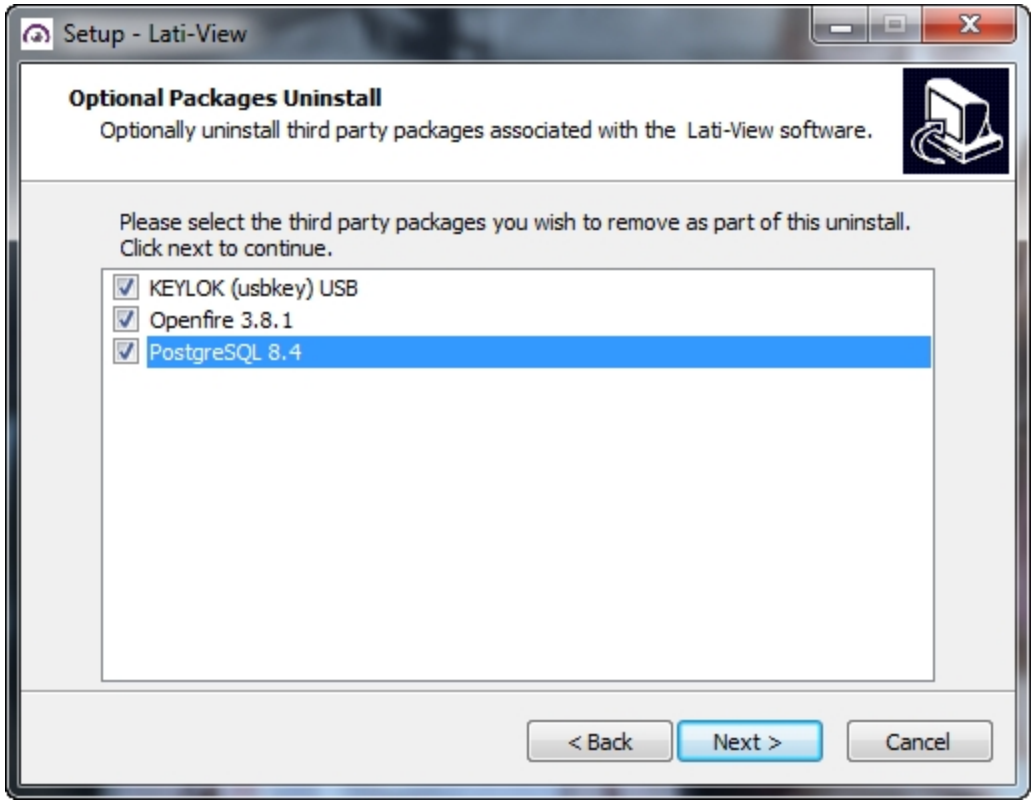
1. Exit L@ti-View.
2. Run the L@ti-View installation program.
3. Select **Remove** and click **Next**.



4. Select the check box to remove all configuration and program data and click **Next**.



5. Select whether to remove KEYLOK, Openfire, and PostgreSQL, and click **Next**.



6. On the next screen, click **Uninstall**.
7. Reboot the computer or workstation to finish the uninstall.
8. Confirm that the following software has been removed:

- ASL Patched OGRE
- ASL Qt Express
- Keylok Driver (Windows 7) (option)
- L@ti-View
- Openfire
- PostgreSQL
- Windows Driver Package - KEYLOK (Windows 10)

ACCOUNTS AND ACCESS

L@ti-View Dongle

A valid license USB license dongle must remain in place for the duration of the L@ti-View session. Its removal will prevent additional logins and will disable L@ti-View after a period of time. The USB dongle is encrypted and contains a license for one machine only. It must remain installed for the 2D GUI to continue running.

USB license dongle

L@ti-View and its dependencies will run in the background. Log in with an appropriate user account and password to interact with the software, acknowledge alerts, silence buzzers, etc.

Default User Accounts

L@ti-View is supplied with four levels of default user accounts and passwords, which should be changed following the software installation. The default accounts and passwords are case sensitive and are:

Administrator	admin
Maintainer	maintainer
Manager	manager
Operator	operator

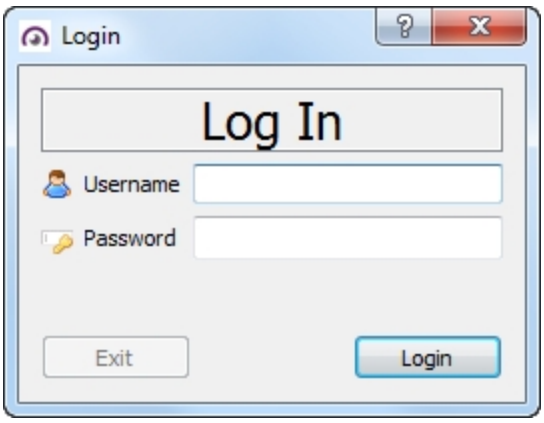
It is advisable to have at least two Administrator accounts, as lower levels cannot change passwords or account details for higher levels.

NOTE Three incorrect tries will lock L@ti-View for 60 seconds. All login attempts (successful or failed) are time-stamped and recorded in the Event Log.

Logging In and Out

Log In

To log in, enter the appropriate credentials in the **Log In** window.



Log Off and Exit

Only a logged in user with Administrator level access can close (exit) L@ti-View safely. Using any other method (e.g., Ctrl-Alt-Del) could result in software corruption or loss of data.

1. To log out, click the Log Off icon in the toolbar, or **File** > **Log Off**.
2. To exit, click **File** > **Exit**.

User Groups

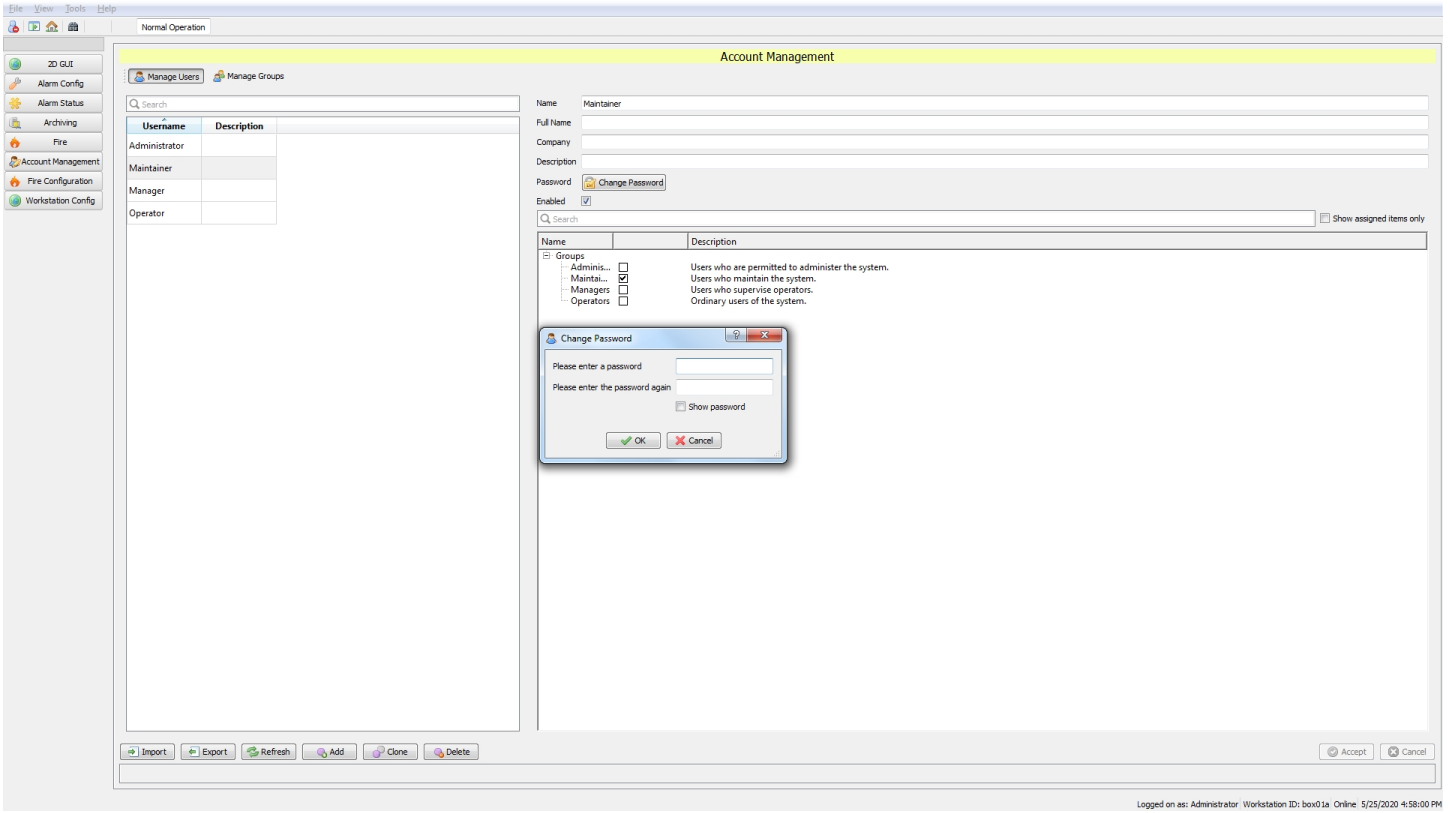
There are four default User Groups plus optional custom user groups, and each group can be assigned with custom User Group tokens that are used to grant or deny access to specific L@ti-View components. This table is a guide, but Administrators can create customized user accounts or access levels to match their own requirements.

Task	3 SysAd	3 Maint.	2 Manager	1 Operator	0 Other
Log In	Yes	Yes	Yes	Yes	Yes
Fire maintenance functions	Yes	Yes	Yes	Yes	No
Access operational procedures	Yes	Yes	Yes	Yes	No
View Active Events	Yes	Yes	Yes	Yes	No
View Active Fires	Yes	Yes	Yes	Yes	No
View Cause and Effect Strategy	Yes	No	No	No	No
Poll Device Analog values	Yes	Yes	Yes	No	No
Manual refresh device status	Yes	No	No	No	No
Disable / Enable Devices	Yes	Yes	Yes	Yes	No
Disable / Enable Zones	Yes	Yes	Yes	Yes	No
Acknowledge Events	Yes	Yes	Yes	Yes	No
Acknowledge Fire Events	Yes	Yes	Yes	Yes	No
Manual Evacuation	Yes	No	No	No	No
Reset Fire Devices	Yes	Yes	Yes	Yes	No

Task	3 SysAd	3 Maint.	2 Manager	1 Operator	0 Other
Silence Alarms	Yes	Yes	Yes	Yes	No
Silence Buzzer	Yes	Yes	Yes	Yes	No
System Alarm Acknowledgment	Yes	Yes	Yes	Yes	No
System Alarm Unacknowledgment	Yes	Yes	Yes	Yes	No
Local alarm (PC) volume control	Yes	Yes	No	No	No
Clear Hard Troubles	Yes	No	No	No	No
Disable / Enable Alarm Reporting	Yes	No	No	No	No
Clear Alarms	Yes	No	Yes	No	No
Find Mode	Yes	No	No	No	No
Select Mode	Yes	Yes	Yes	Yes	No
Fire System Topology View	Yes	No	No	No	No
Export tables	Yes	Yes	Yes	Yes	No
Generate Reports	Yes	Yes	Yes	No	No
View Historical Events	Yes	Yes	Yes	Yes	No
View Maintenance Log	Yes	Yes	Yes	No	No
Fire Mode in 2D GUI	Yes	Yes	Yes	Yes	No
Fire configuration	Yes	Yes	No	No	No
Fire simulation mode	Yes	Yes	Yes	Yes	No
View System Information page	Yes	Yes	Yes	Yes	No
View Fire Management GUI	Yes	Yes	Yes	Yes	No
Operate/Restore Outputs	Yes	Yes	No	No	No
Save Column Widths	Yes	Yes	Yes	Yes	No
Change Own Password	Yes	No	No	No	No
Account Management (Edit/Create/Delete users)	Yes	Yes	No	No	No
Database management and editing	Yes	No	No	No	No
Workstation Configuration	Yes	Yes	No	No	No
Use 2D Editor mode	Yes	Yes	No	No	No
Exit L@ti-View	Yes	Yes	No	No	No

Change User Passwords

1. Log in to L@ti-View with an appropriate account level.
2. Click **Account Management** from the System Configuration Menu, select a user name (or add a new one), and select **Change Password**.
3. Enter the required details and click **OK**.



System Administrators should decide if they want to use individual user accounts, or role-based user accounts with shared passwords, or a mixture of the two. Individual accounts are more secure than shared accounts and can be used to control or block access by individuals, whereas a shared operator account might be useful in locations where L@ti-View runs constantly.

All users must manually log off at the end of their session. All log in, log out, and exit events are time stamped in the Events log. Failure to log off could allow another user to perform unauthorized actions.

Change Individual Password

Click **File** > **Change Password...** and enter the desired details in the **Change Password** window.


Change Password
Change Password
Username
Administrator
Old Password
New Password
New Password (confirm)
Change Password
Cancel

GUI OVERVIEW

The L@ti-View interface is highly editable, and therefore may not look exactly as shown. L@ti-View gives building managers complete monitoring and control over fire detection, providing a comprehensive fire risk and incident management system.

GUI Menu

Menu
File • Log Off • Change Password... • Exit
View • Show / Hide Main GUI [F5] • Show Home Position • Show Page > • Save Settings [Ctrl + S]
Tools • Alerts Volume

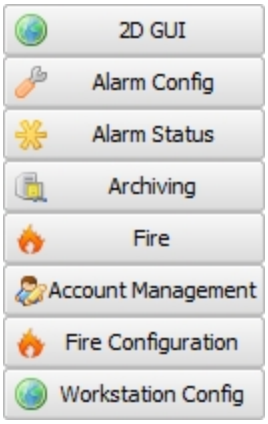
Menu
Help • About

Toolbar Icons

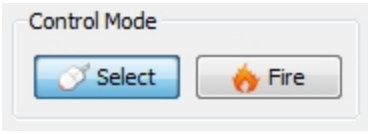
Icon	Description
	Log Off
	Toggles between the current Configuration and the Home Screen
	Show Home position
	Search

System Configuration Menu

The System Configuration menu is located on the upper left-hand side of the GUI. The System configuration menu displays account-specific options. Detailed information regarding configuration options can be found later in the document.



Control Mode

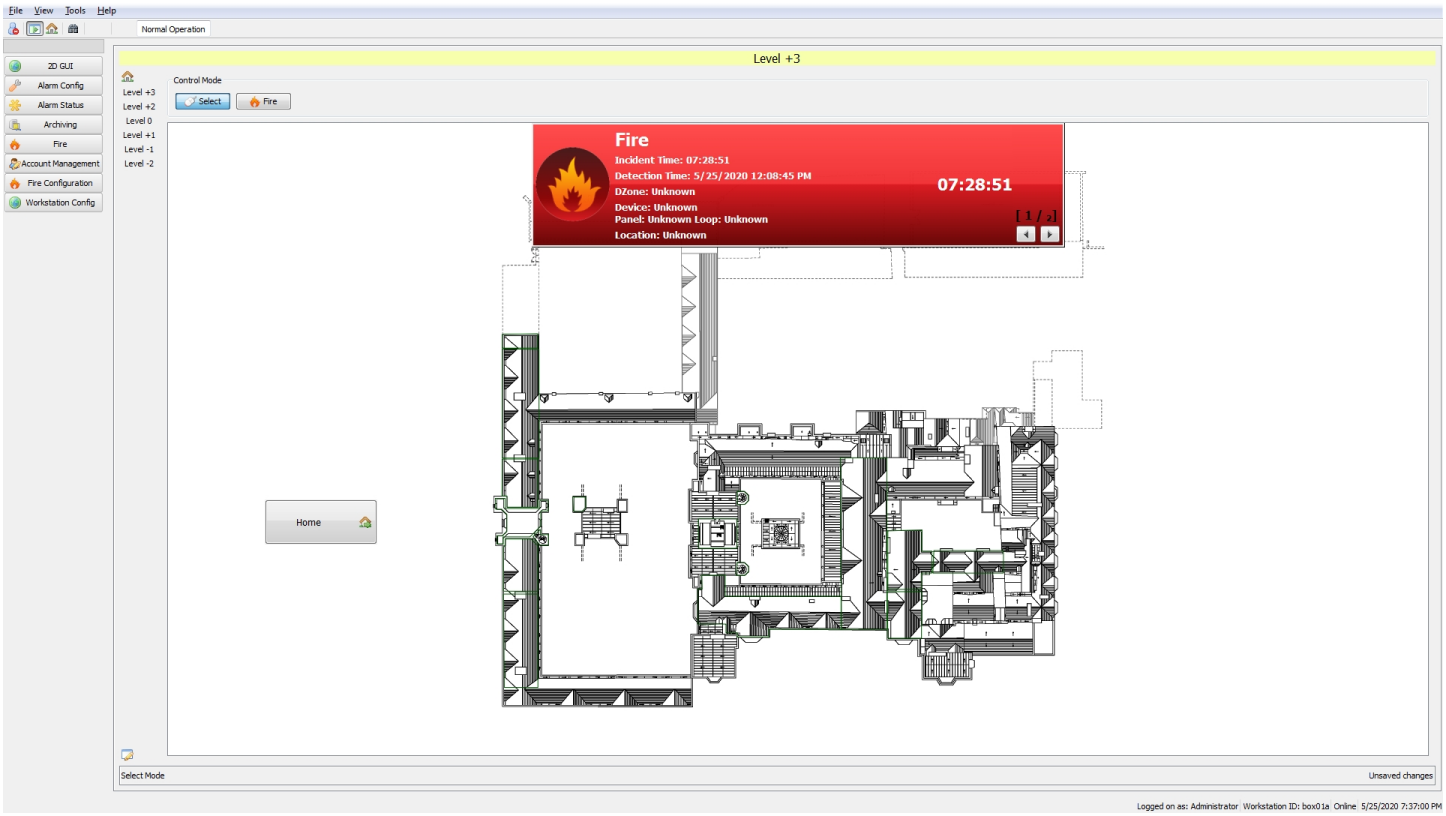


The Control Mode tool bar is located in the main section of the interface, when in the 2D GUI tab.

Select	Select Mode allows navigation of the GUI via menus, buttons, hotspots, and macros.
Fire	Fire Mode allows the user to filter the results by:

- Detection Zones
- Evacuation Zones
- Operational Zones
- Manual Evacuation

When there are active events on the system, a box will appear in front of the GUI providing information about that event.

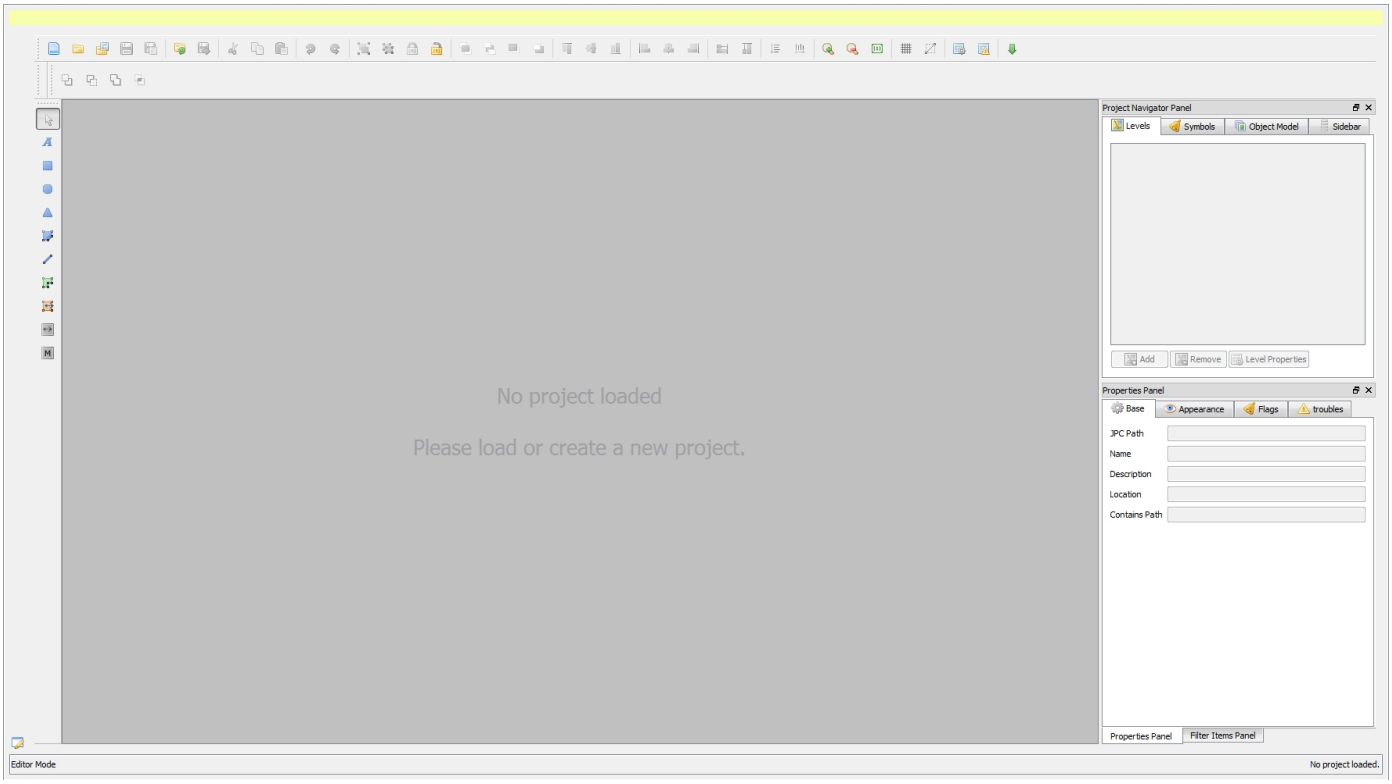


Editor Mode

The Editor Mode toggle button is located on the main section of the interface in the lower left section. Detailed information about editing options can be found later in this document.

2D GUI EDITOR MODE

L@ti-View's editing mode can be used to design or edit site plans using a variety of shapes, texts, function buttons, and macros. The editing mode also allows creation or editing of item and plan level properties via panels and sub-menus (Some fields may have been pre-populated by the New Project wizard, but they can be edited if required).

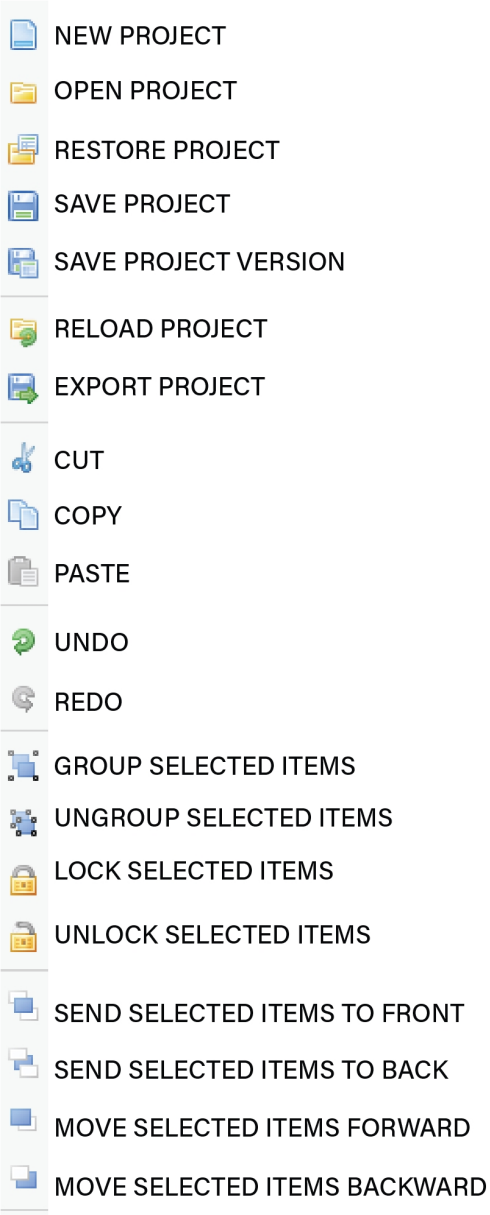


All panels are visible and docked by default when Editor mode is first opened, but can be dragged, floated, minimized, or closed as required. Toolbars are horizontal or vertical, depending on their location. L@ti-View saves previous choices until the next session. However, Editor preferences can be saved using **View** > **Save Settings**.

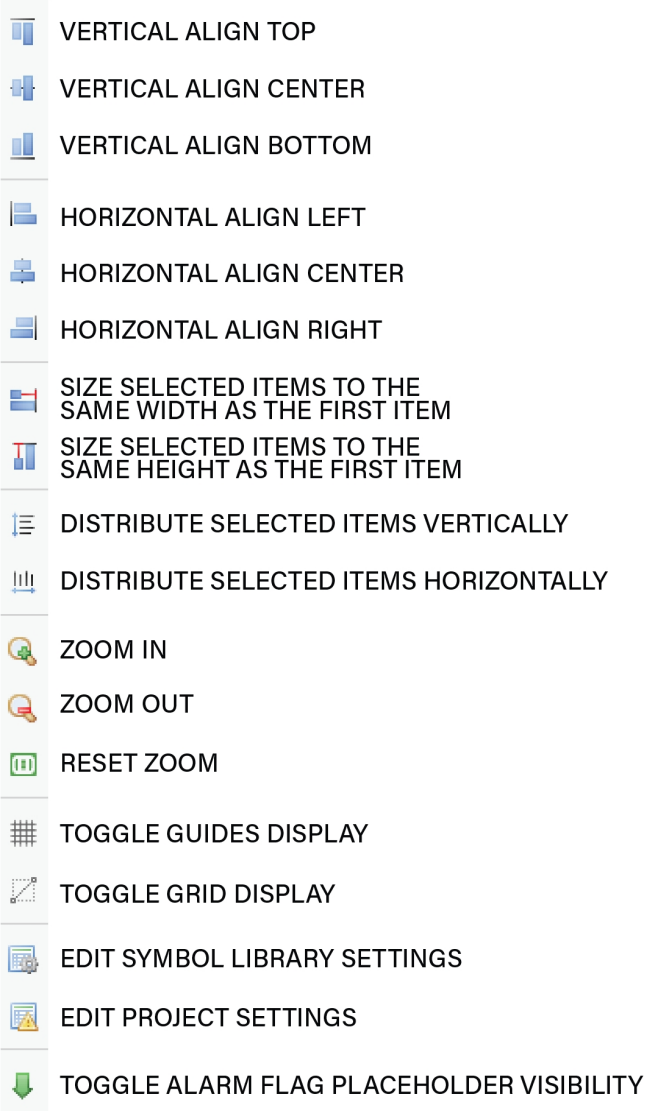
Toolbars

Primary Editing Toolbar

The GUI Editor Primary Editing toolbar (across the top of the GUI) contains standardized icons that can be used to apply various actions to selected items. Every icon has a hover tooltip for easy identification.



- NEW PROJECT
- OPEN PROJECT
- RESTORE PROJECT
- SAVE PROJECT
- SAVE PROJECT VERSION
- RELOAD PROJECT
- EXPORT PROJECT
- CUT
- COPY
- PASTE
- UNDO
- REDO
- GROUP SELECTED ITEMS
- UNGROUP SELECTED ITEMS
- LOCK SELECTED ITEMS
- UNLOCK SELECTED ITEMS
- SEND SELECTED ITEMS TO FRONT
- SEND SELECTED ITEMS TO BACK
- MOVE SELECTED ITEMS FORWARD
- MOVE SELECTED ITEMS BACKWARD



- VERTICAL ALIGN TOP
- VERTICAL ALIGN CENTER
- VERTICAL ALIGN BOTTOM
- HORIZONTAL ALIGN LEFT
- HORIZONTAL ALIGN CENTER
- HORIZONTAL ALIGN RIGHT
- SIZE SELECTED ITEMS TO THE SAME WIDTH AS THE FIRST ITEM
- SIZE SELECTED ITEMS TO THE SAME HEIGHT AS THE FIRST ITEM
- DISTRIBUTE SELECTED ITEMS VERTICALLY
- DISTRIBUTE SELECTED ITEMS HORIZONTALLY
- ZOOM IN
- ZOOM OUT
- RESET ZOOM
- TOGGLE GUIDES DISPLAY
- TOGGLE GRID DISPLAY
- EDIT SYMBOL LIBRARY SETTINGS
- EDIT PROJECT SETTINGS
- TOGGLE ALARM FLAG PLACEHOLDER VISIBILITY

Toolbox Toolbar

The Toolbox toolbar (down the side of the GUI) provides standard drawing tools that are used to add items to the currently displayed level. Each tool may provide additional editor functions that will be displayed in the Active Tools actions toolbar. Each icon has a hover description, and the editor status bar (at the bottom of the screen) displays the active tool's name.

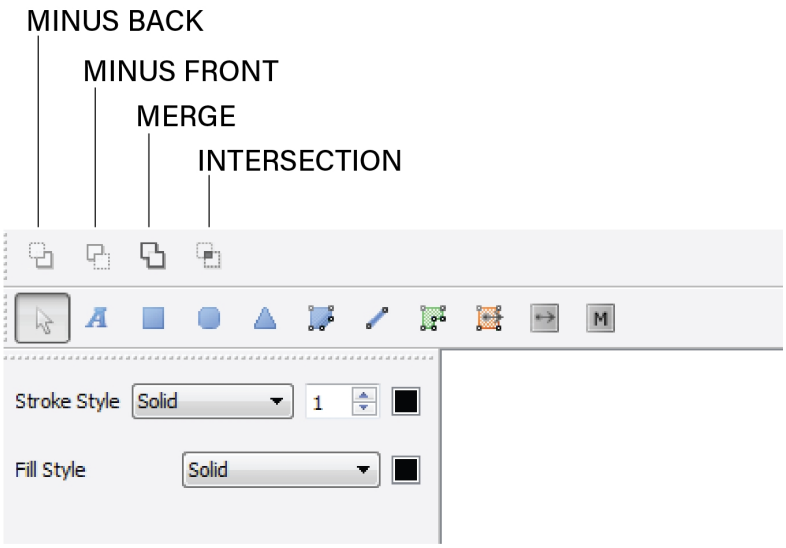
SELECT AND EDIT ITEMS	Enables point and click to select items or groups.
ADD TEXT ITEMS	Opens the Text toolbar and enables point and click text insertion. Text can be edited for Font, Font size, Bold, Italic, or Underline, RGB Color, and Background type. Inserted text can be edited when not locked.
ADD RECTANGLE ITEMS	Adds rectangle shapes to the image.
ADD ELLIPSE ITEMS	Adds ellipses and circles that can be edited, overlapped, or cut to make other shapes or callouts.
ADD REGULAR POLYGON ITEMS	Adds regular polygons that can be rotated and edited.
ADD POLYGON ITEMS	Adds freehand polygons by clicking to define freehand points and lines. The fill style adds shading between connected points, and shapes can be overlaid to show 2D-relief styles.
ADD LINE ITEMS	Adds straight lines at any angle. Lines can be edited for color, weight, and axis.
ADD ZONE ITEMS	Allows you to freehand draw Detection Zones, Evacuation Zones, and Operational Zones, which become shaded as you draw. Different zones can overlap.
ADD HOTSPOT ITEMS	Allows you to freehand draw hotspots, which become shaded as you draw. Different hotspots can overlap.
ADD NAVIGATION BUTTONS	This tool adds pre-defined navigation buttons (with optional icons) at your chosen locations.
ADD MACRO BUTTONS	This tool adds pre-defined macro buttons at your chosen locations.

Tool Options

The context sensitive toolbar may be blank, or it may display additional controls for the selected tool. All individual tool options are shown below.

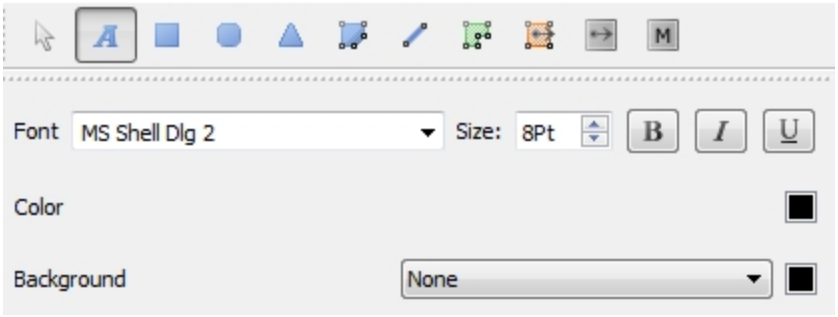
Select and Edit Items

Selecting overlapping polygons will open an additional toolbar that will allows merging or transecting the selected objects.

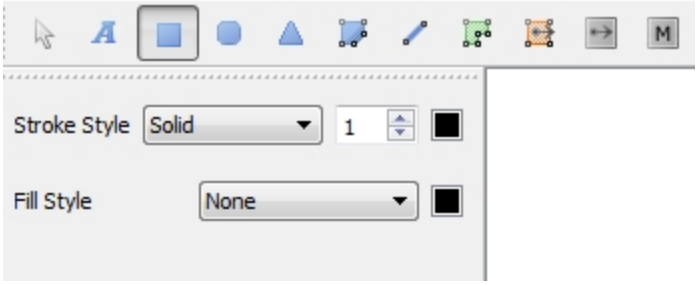


Tool	Description
Minus Back	Subtracts the objects in back from the frontmost object.
Minus Front	The frontmost objects will be cut out from the back-most object.
Merge	Removes the part of a filled object that is hidden. Removes any strokes and merges any adjoining or overlapping objects filled with the same color.
Intersection	Traces the outline of the region overlapped by all the objects.

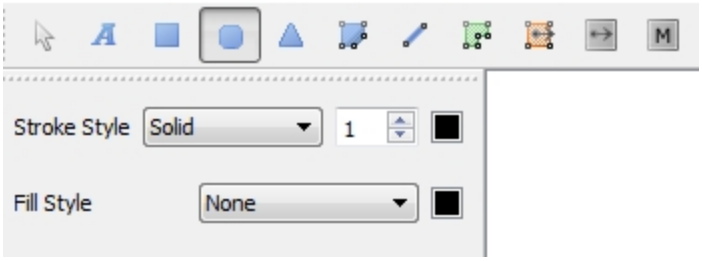
Add Text Items



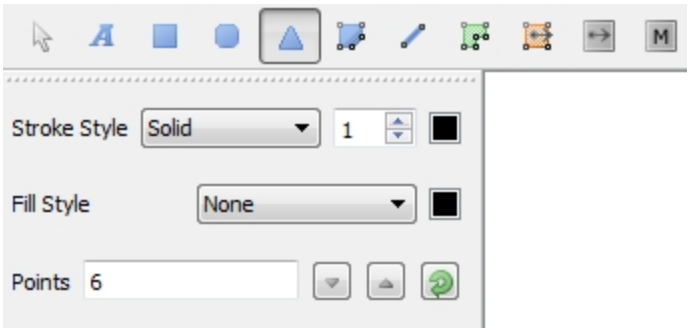
Add Rectangle Items



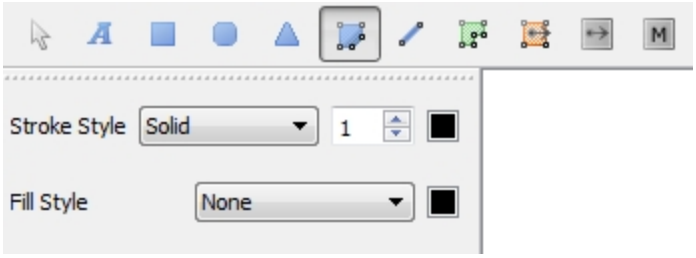
Add Ellipse Items



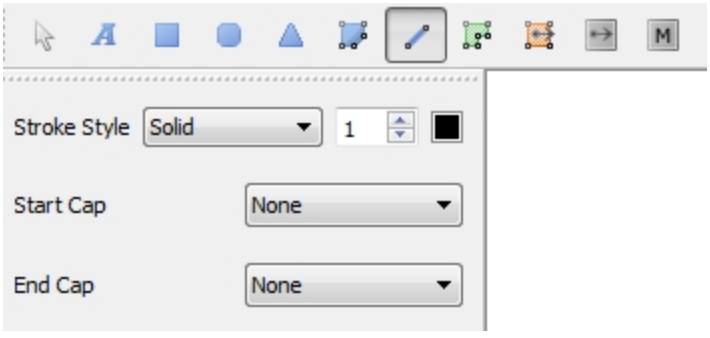
Add Regular Polygon Items



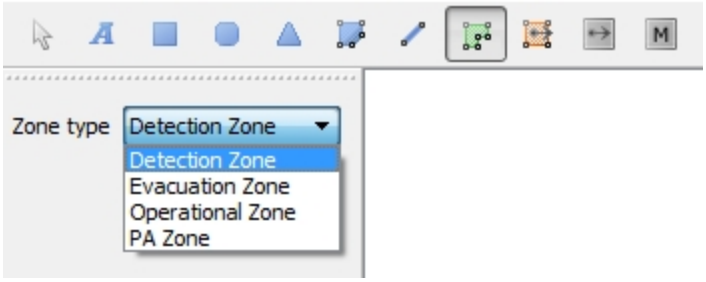
Add Polygon Items



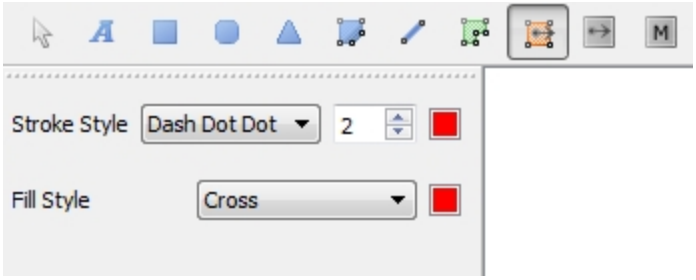
Add Line Items



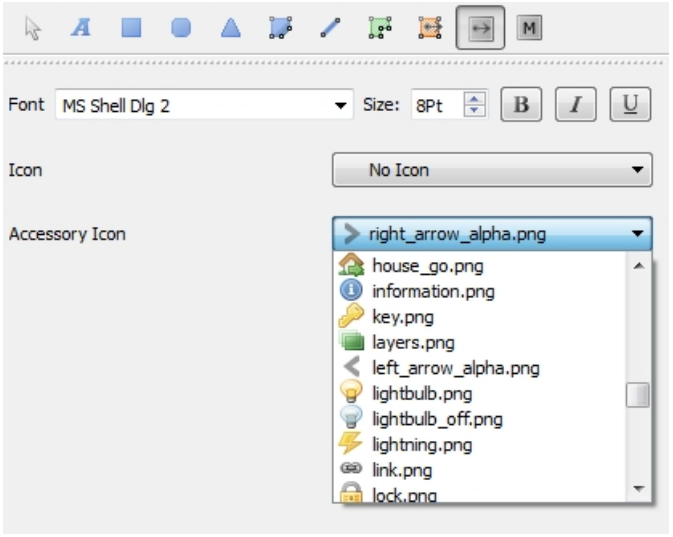
Add Zone Items



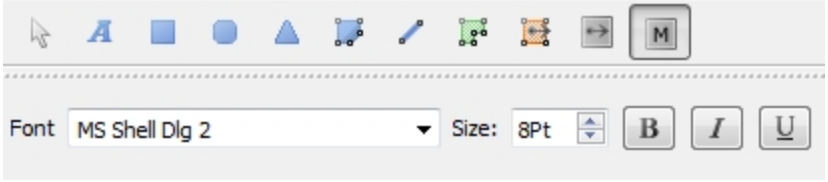
Add Hotspot Items



Add Navigation Buttons



Add Macro Buttons



Project Images

Before creating a new project, it is important to understand how the software organizes the operational part of the project.

Create and assemble all necessary project images before starting a new project. This may already have been done if L@ti-View was installed on other machines and the project was saved to a server. To access the saved project, click **Open Project** and load the project data.

Images, symbols, and icons are imported at 1:1 resolution. Resize them as desired before changing their settings. L@ti-View supports most image types, but *.png sized at 9 x 9 mm are recommended for consistency and clarity.

When importing background images, choose between scaling them to fit on screen or moving them around the screen using slider bars.

When saving projects and resources, save them to a backed-up server where they can be accessible from other workstations.

Image Types

Create and save:

- One image of the site or building for the Home page level
- Site and/or individual floor plans for the additional levels

Supported image file types are .bmp, .gif, .jpg, .jpg, and .tif.

Level images should be approximately 2000 pixels wide 1000 pixels wide (150 dpi).

NOTE When creating a new project, a selection of commonly used symbols are found within the symbols folder.

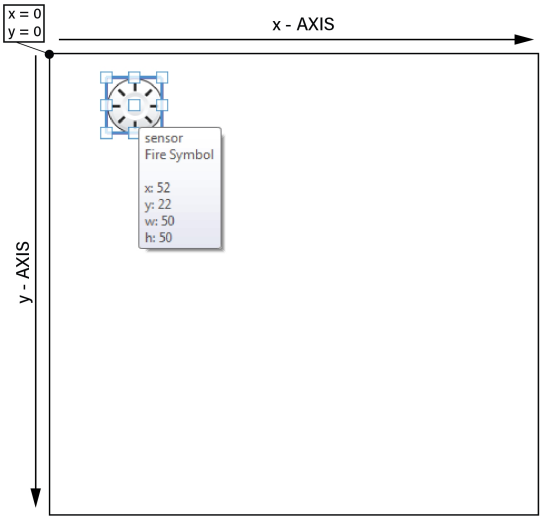
Saving Images and Icons

L@ti-View creates and populates a basic project folder, but it is possible to manually create and populate a project folder.

Save symbol images in the user folder. Additional folders can be created anywhere within the parent folder; e.g., a separate ‘levels’ folder may be desired for site and floor plans.

x-y Coordinate System

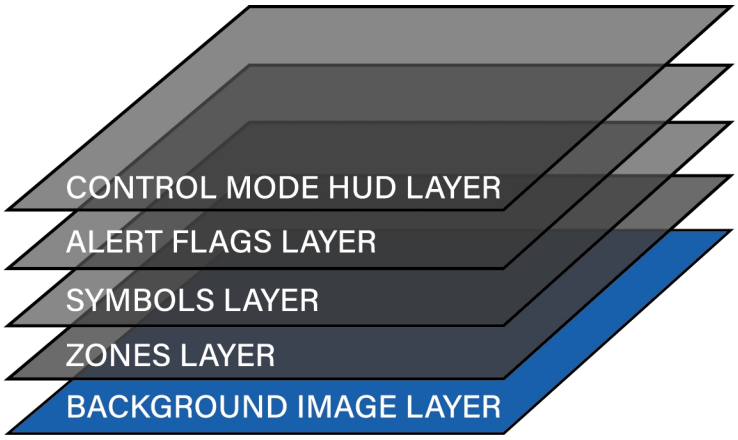
The 2D GUI uses the standard x-y screen grid where the point of origin is the top left corner, and the item coordinates are its center point. Object center coordinates can be offset to avoid conflicts with adjacent items.



z - Index

The 2D GUI uses a virtual-layer system for ordering items according to their priority. These layers are achieved because L@ti-View automatically creates 'z-axis' depth bands (the Z-index) as items are being added in Editing mode.

The background image layer will always be the lowest layer, and higher priorities will always be displayed on top of lower priorities, as shown.



While an item's Z-index can be manually altered in Editing mode, this is not recommended as it could adversely affect other items and alert flag priorities.

NOTE Layers are different than levels. Levels are equivalent to floors in a building, while layers refer to where an object is ordered on the z-index.

Project Navigator Panel

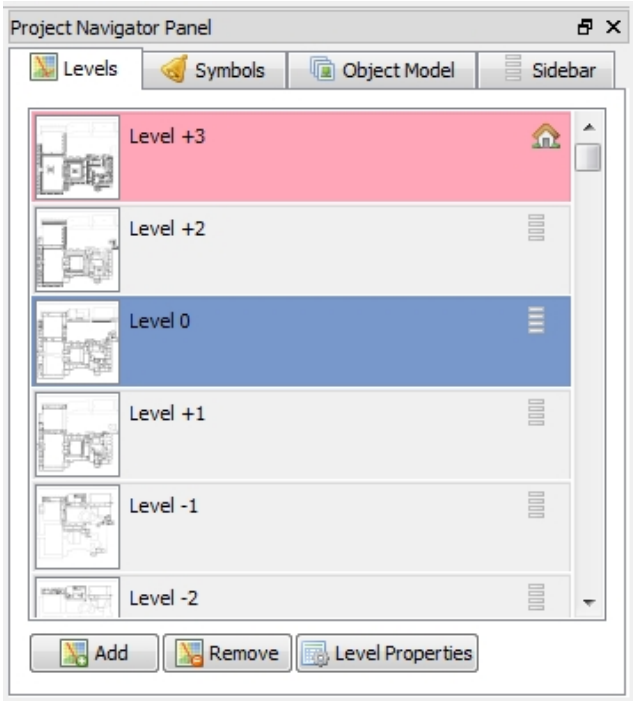
The Project Navigator Panel has tabs that provide quick access to the current project levels, symbols, and subsystem object tree information.

Levels

- See the current plan level
- Select and view another level in the background
- Add or remove plan levels
- Edit a plan level's properties and image

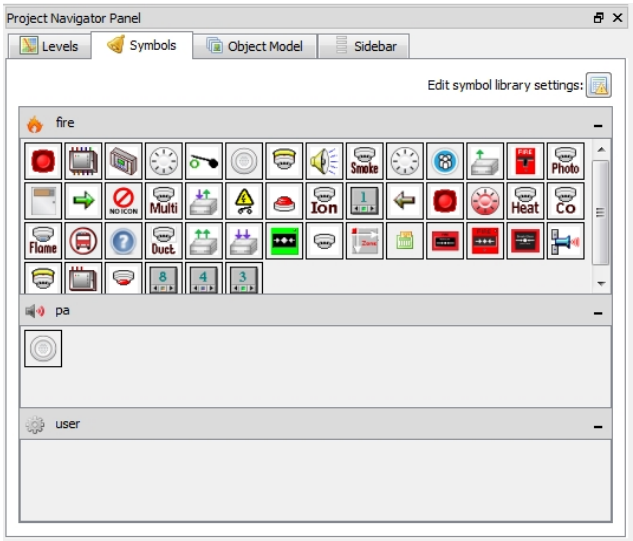
Levels that have been edited, but not saved, are highlighted in pink.

The level being viewed and selected for editing are highlighted in blue.

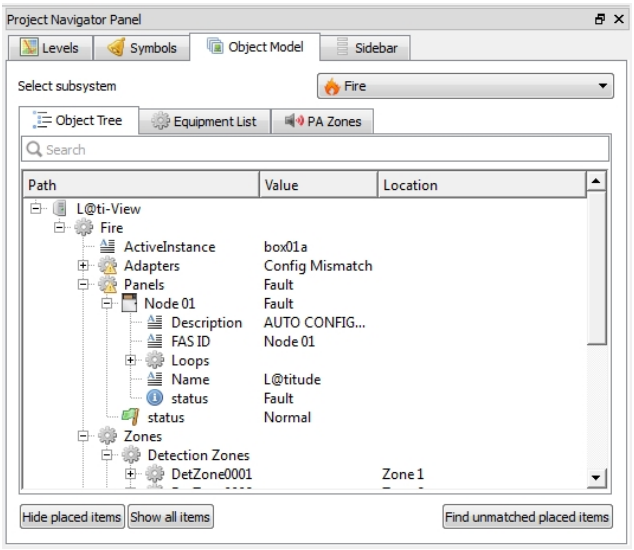


Symbols

- Drag and drop pre-defined symbols onto the selected level
- Edit the symbol libraries (import or delete symbols)

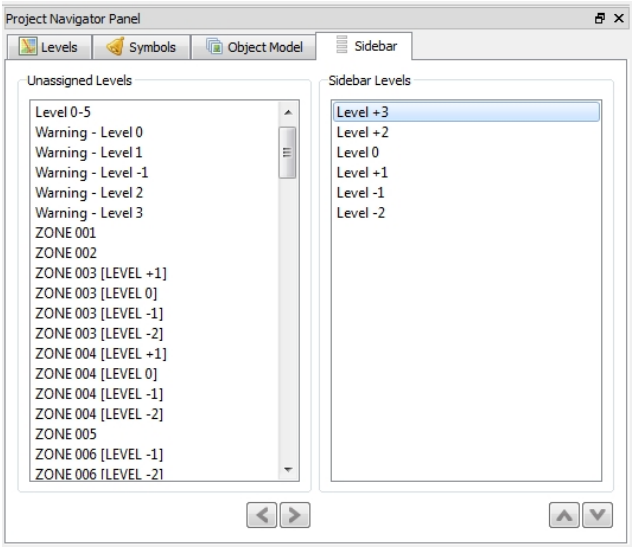


Object Model



- Select a sub-system to view
- View Object Model paths in expandable tree view
- View the Equipment List by item Name and JPC Path
- Hide or show items
- Highlight orphaned items

Sidebar



- View the plan levels that appear in the Sidebar
- Rearrange the order of levels
- View unassigned plan levels
- Transfer levels between the unassigned and assigned lists

NOTE The item moved to the top of the Sidebar tab's 'allocated' list automatically becomes the L@ti-View Home page, which will be indicated by the Home icon appearing on that level.

Properties Panel

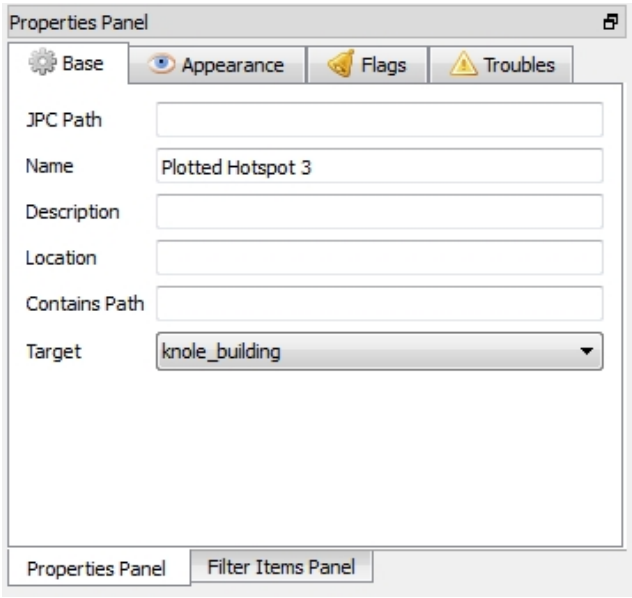
The Properties Panel has tabs that allow the creation or editing of a selected item's properties. All screen items have properties that can be created or edited in the **Properties Panel** tabs. Some properties automatically change when moving or resizing items manually. To view the properties of an item, select an item to be edited.

Explanations of the different properties are shown below, but the properties are context-sensitive and may not be visible at the same time.

NOTE Property changes are disabled when selecting multiple items at the same time.

The Properties Panel supports drag-and-drop from the object model tab. The following properties can be configured using either manual entry or drag-and-drop:

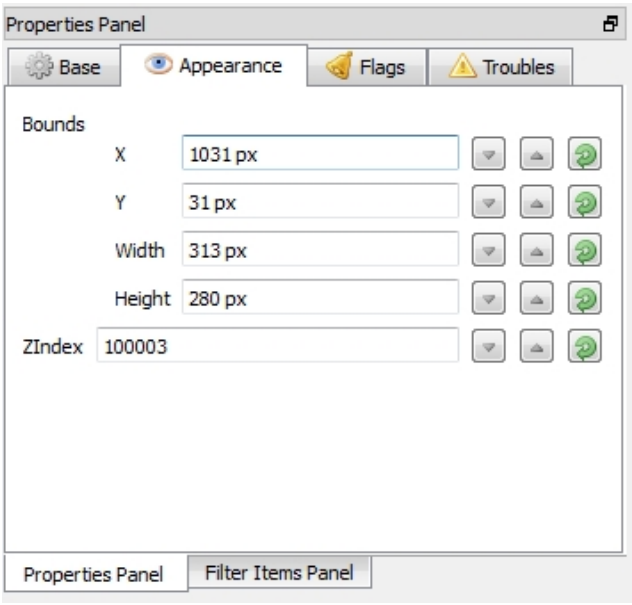
- JPC Path
- Name (JPCID)



- **JPC Path.** The related subsystem equipment's JPC path.
- **Name.** The unique name of the item or button.
- **Description.** Optional short description text displayed in the item status information window.
- **Location.** Optional location name e.g. 'Arrivals Hall'.
- **Contains Path.** Optional comma separated list of additional subsystem JPC paths that drive the alert status flag.
- **Target.** The location that L@ti-View will jump to when clicking on the item or button.

Bounds

- X. The object's normal centre point x-axis coordinate (without offset).
- Y. The object's normal centre point y-axis coordinate (without offset).
- Width. The width of the item in pixels.
- Height. The height of the item in pixels.



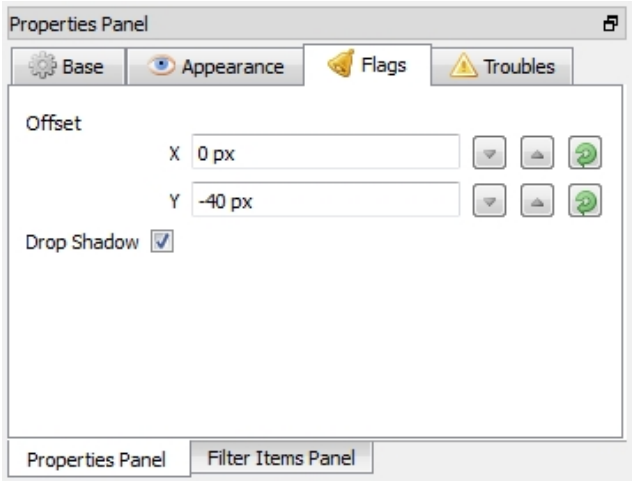
ZIndex. Measured in pixels, adjusting the values, the Y axis changes the 'height' of the symbol. Symbols are allocated Z-Index numbers in the order they are added, so it is possible to stack a symbol on other symbols depending on their z-index (e.g., a Sounder with index 100005 could sit on top of BGU 100004 but would be below BGU 100007). This could be possible where the user adds and defines a hotspot or macro button, and afterwards adds and drags a symbol on top of it for ease of identification.

Z-Index numbers can be manually edited, but this is not recommended as it is not possible to know what numbers are already in use or what may be used in the future. It is also not recommended to change the number of 0s in a Z-Index, as they control the z-layer alert priority bands (e.g., a zone would be 100x whereas a symbol would be 10000x).

The Z-Index of the base layer image cannot be changed, as it is always the lowest fixed level.

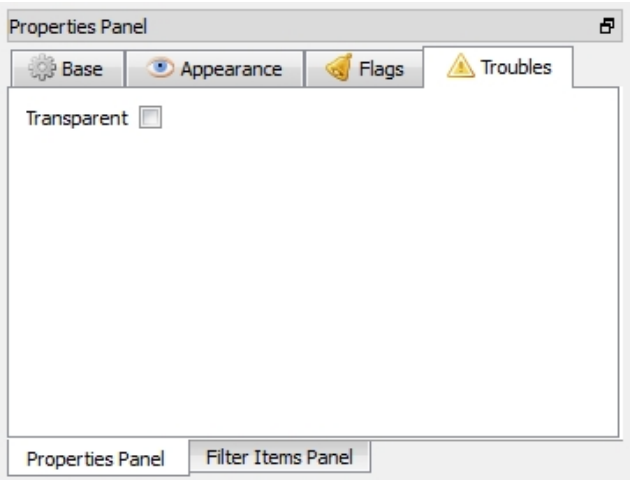
Offset

- X. The horizontal offset from the object's center point to the center of the displayed alert flag, in pixels. This can be a positive or negative number, e.g. 50px or -50 px. For zones, the polygon center is offset.
- Y. The vertical offset from the object's center point to the center of the displayed alert flag, in pixels. This can be a positive or negative number, e.g. 50px or -50 px. For zones, the polygon center is offset.



Drop Shadow. The alarm flag's drop shadow can be on or off.

Transparent. Specifies whether the object is transparent to troubles. Transparent objects still display troubles, but they are propagated to their parent entity.



Filter Items Panel

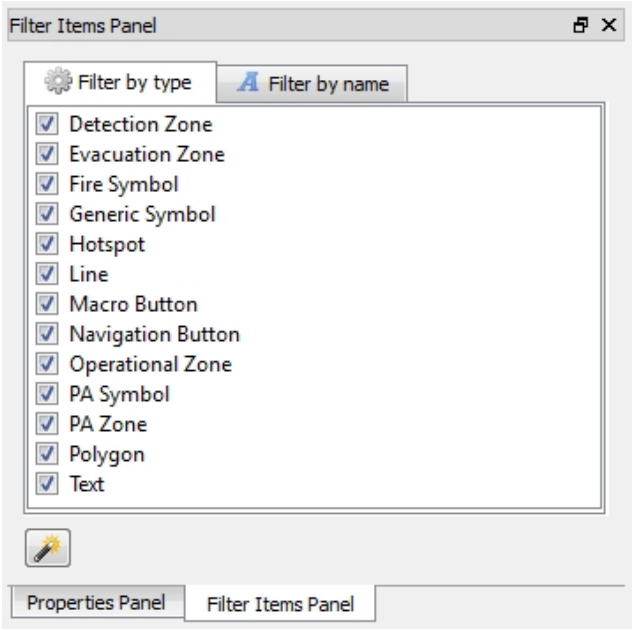
This panel allows the filtering of on-screen items, which can be useful when there are a lot of screen objects displayed, or when objects are affected by objects on different layers.

Items can be filtered by type or name. Use the torch icon to select or deselect all items in the list.

To filter items,

1. Select the desired level in the Project Navigator.
2. Select the **Filter Items Panel**.
3. Select the desired filter tab.
4. Use the check boxes to select individual items.

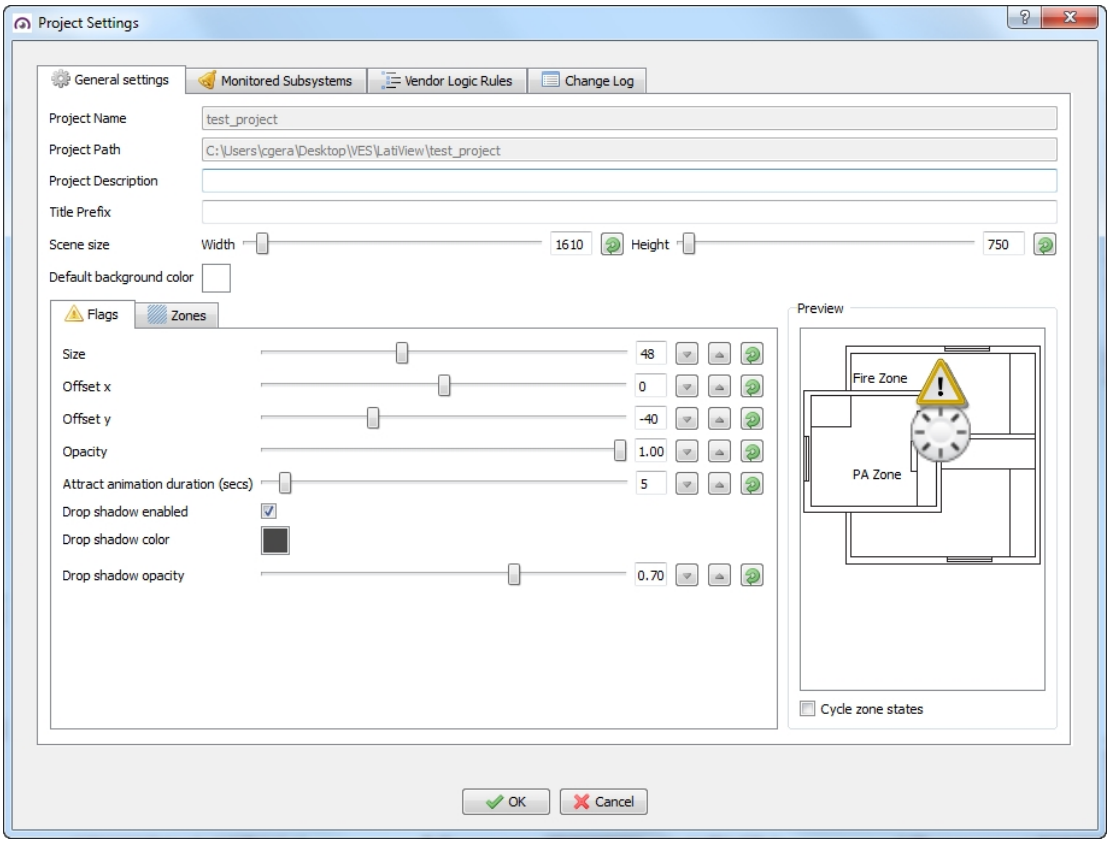
NOTE The **Filter by name** tab is context-sensitive and will only show the items already included on that level.



2D GUI PROJECT SETTINGS

New projects always start with default settings, which can be edited, or reset to default, at any time. Click the **Edit Project Settings** button.

General Settings



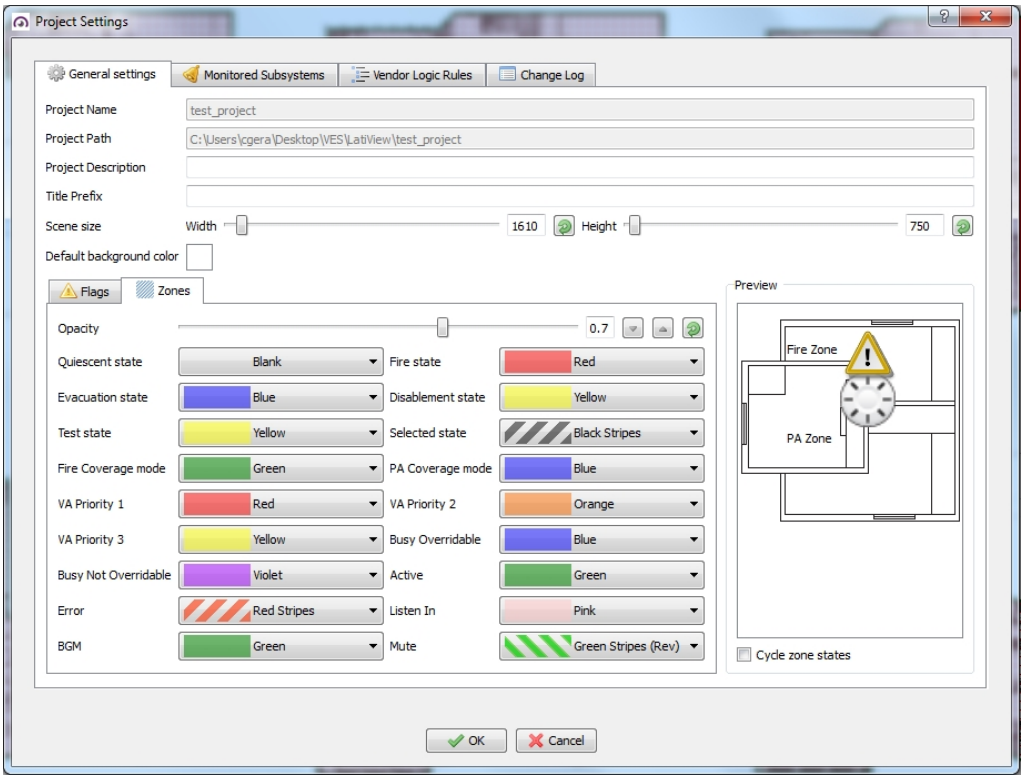
The top of the window contains general information about the project. Any changes can be reset or cancelled. The **Project Name** and **Path** are auto-filled. Enter the desired **Project Description** and **Title Prefix**. The **Scene Size** measurements are in pixels.

The bottom of the window has two tabs - **Flags** and **Zones**.

The **Flags** refer to alert icons and their placement on the background graphics. The flag offset refers to the center coordinate of the flag, which can be offset if concurrent flags are very close to each other.

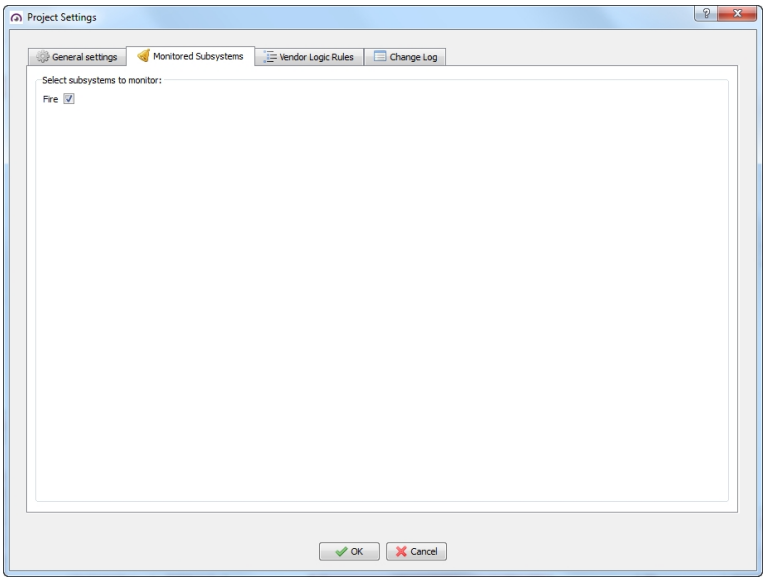
The **Cycle Zone States** checkbox allows the preview image to cycle through the color states set in the Zone tab.

The **Zones** tabs contains a list of the alert states, each showing their default color overlay, which can be visualized on the preview window. Each state has a drop-down box showing the alternative colors or cross-hatching styles; e.g., visually-impaired persons might benefit from using cross-hatch instead of color overlays. A slider provides the ability to control the opacity.


Project Settings
General settings
Monitored Subsystems
Vendor Logic Rules
Change Log
Project Name
test_project
Project Path
C:\Users\cgera\Desktop\VES\LatiView\test_project
Project Description
Title Prefix
Scene size
Width
1610
Height
750
Default background color
Flags
Zones
Opacity
0.7
Quiescent state
Blank
Fire state
Red
Evacuation state
Blue
Disablement state
Yellow
Test state
Yellow
Selected state
Black Stripes
Fire Coverage mode
Green
PA Coverage mode
Blue
VA Priority 1
Red
VA Priority 2
Orange
VA Priority 3
Yellow
Busy Overridable
Blue
Busy Not Overridable
Violet
Active
Green
Error
Red Stripes
Listen In
Pink
BGM
Green
Mute
Green Stripes (Rev)
Preview
Fire Zone
PA Zone
Cycle zone states
OK
Cancel

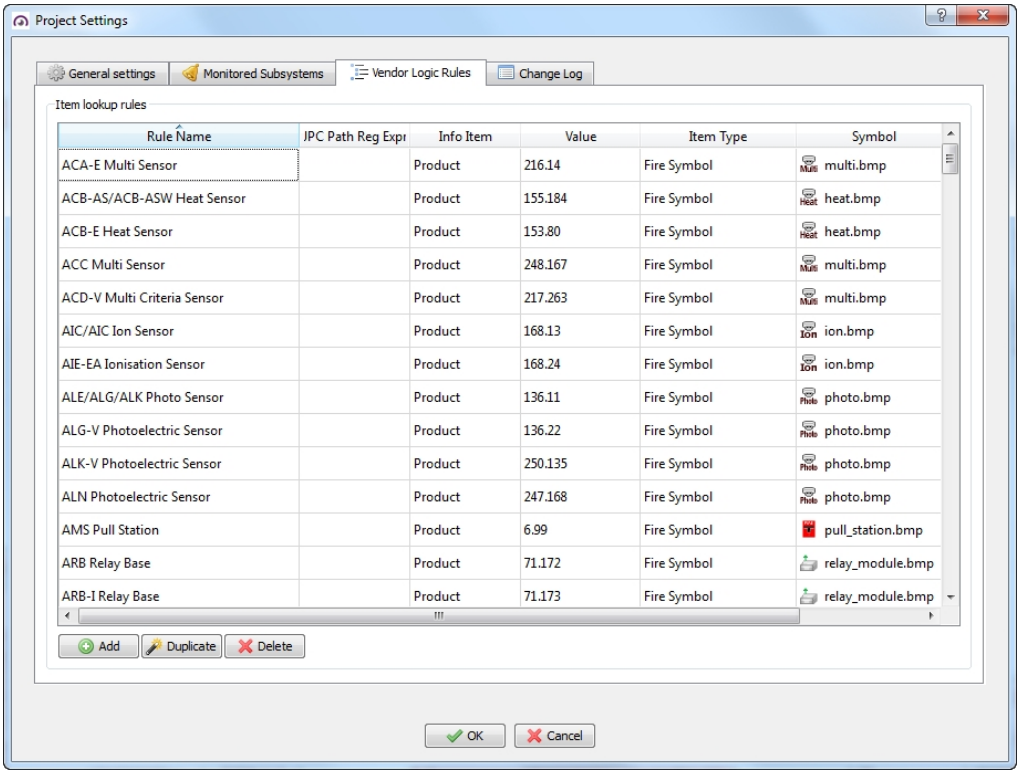
Monitored Subsystems

The Monitored Subsystems tab lists the monitored subsystems in the network. These can be deselected if required.

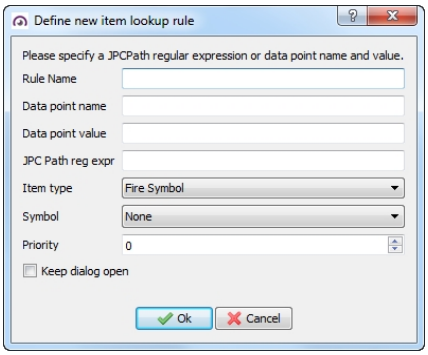


Vendor Logic Rules

The Vendor Logic Rules allows customized flags to be added or duplicated using JCOP/Openfire processing rules. More information can be found on https://www.igniterealtime.org/projects/openfire/.

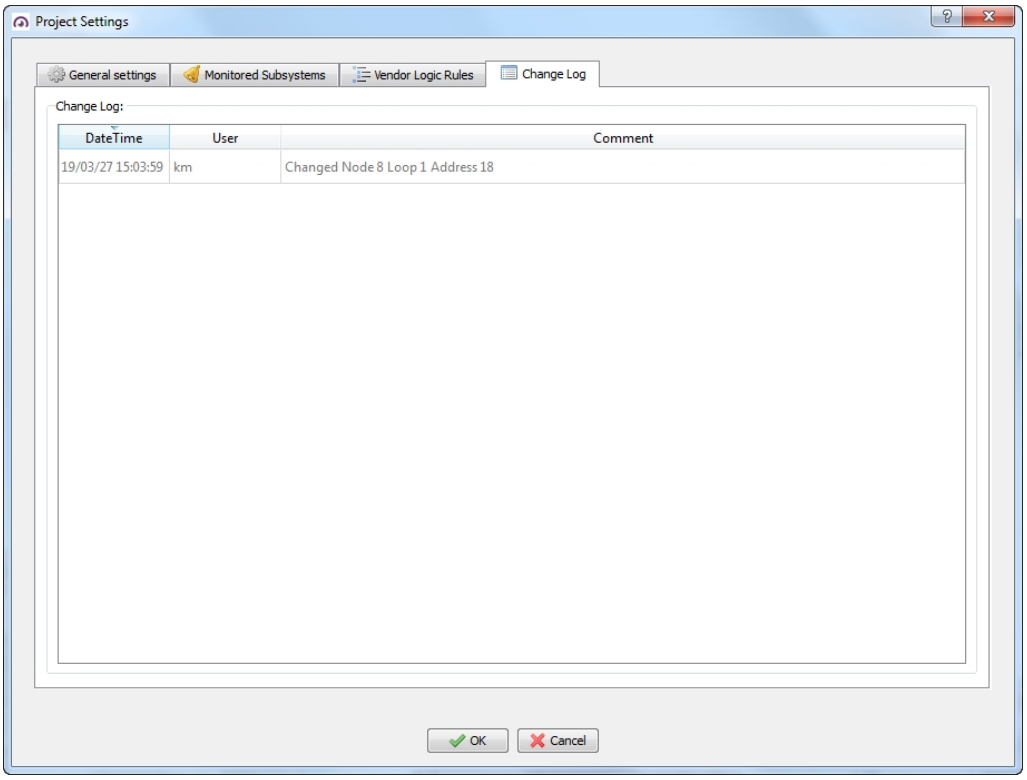


Click **Add** to add a new rule. The **Define new item lookup rule** window appears. Enter the desired rule criteria.



Change Log

The **Change Log** tab records all changes made to the project.



CREATING A NEW PROJECT

1. In the 2D GUI set to Editor mode and logged in as an Administrator, click the **New Project** button. The New Project window appears.

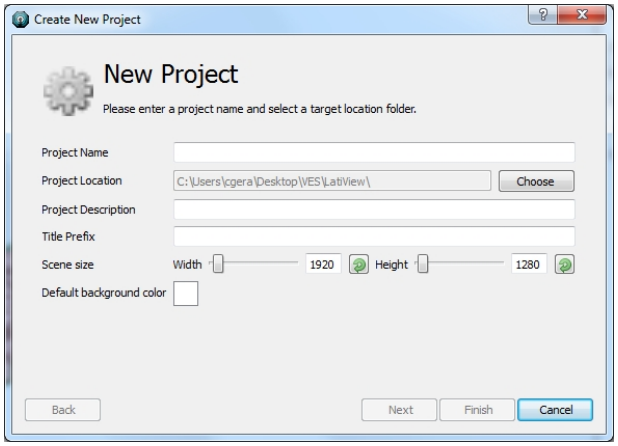
Project Name. (Required) Enter a name for the project.

Project Location. (Required) Click **Choose** and browse to the desired save location.

Project Description. (Optional) Enter a description for the project.

Title Prefix. (Optional)

Scene Size. (Optional) Type in the scene width and height in pixels (default setting is the monitor resolution). Choosing the wrong size will cause the images to scale to the wrong size, which will create sliders for moving the scene, but may also hide some buttons and features off-screen.



NOTE Make the background size the same as the image being inserted.

Default Background Color. (Optional) Click the square button to select a background color. It is also possible to input RGB or HSV values.

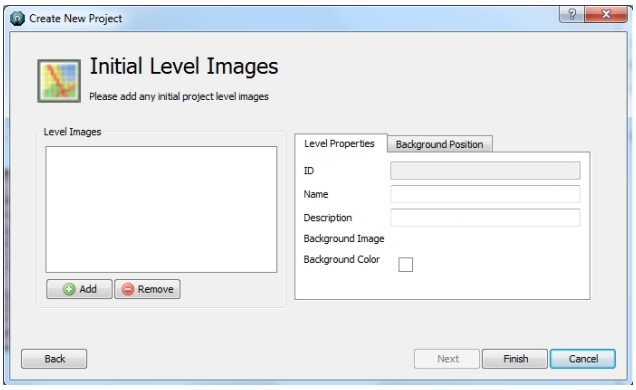
2. Click **Next**. The Initial Level Images window will appear.
3. To add a level image, click **Add**.
4. Browse to the location and select the desired image.

- In the **Level Properties** tab, enter the following information.

Name. Name level image (Optional).

Description. Give the level name a description (Optional).

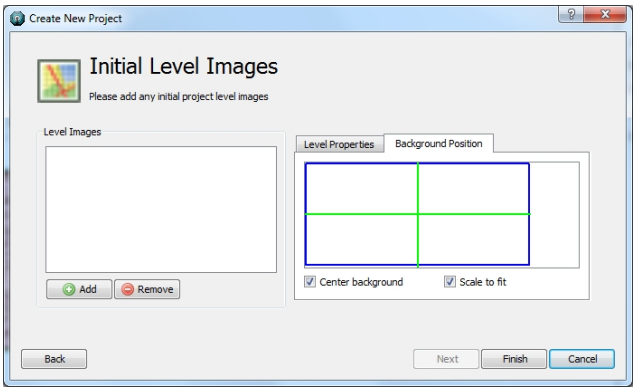
Background Color. Set a background color (Optional).



- In the **Background Position** tab, enter the following information:

- Check **Center background** to center the image to the scene (Optional).
- Check **Scale to fit** to uniform scale the image to the scene (Optional).
- Click and drag in the preview pane to manually adjust the image position within the scene.

NOTE Further information on image positioning can be found in the following section.



5. Add more levels as required. To remove the level, select the desired level and click **Remove**.
6. Click **Finish** when done.

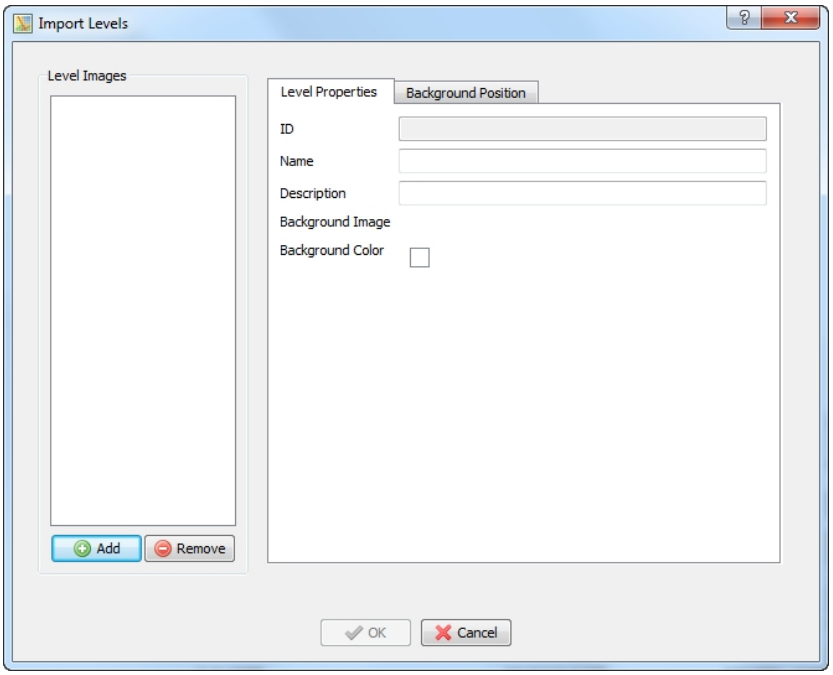
Project Levels

Levels can be attributed to floor levels in a building, rooms, areas, or zones, and can be configured to lead to other targets with the aid of hotspots, macros, etc.

Levels can be assigned, unassigned, promoted, demoted, and assigned as the Home page by editing the Project Navigator Panel's Sidebar tab.

To Add a Level Image

1. In the Project Navigator Panel, select the **Levels** tab and click **Add**. The Import Levels window appears.

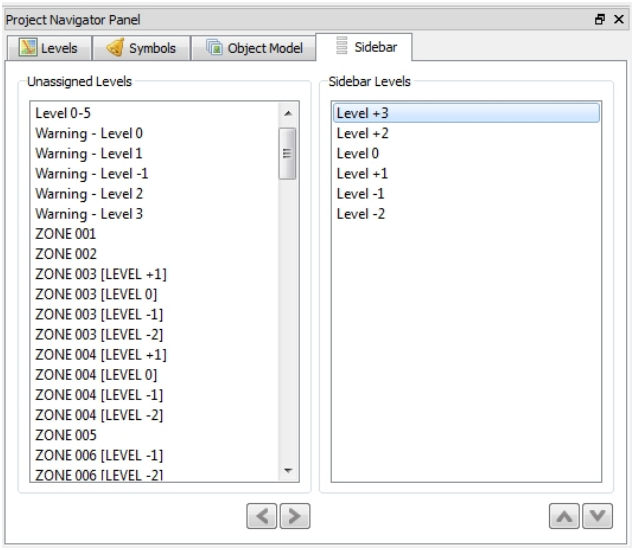


2. Click **Add** and navigate to the folder with the desired site images.
3. Double-click the desired image. It will be imported into the project and the options of having it centered and/or full-scale or scale to fit. Batch import by using Shift+Click to select images. Edit the preferences for each level if desired.
4. Add any remaining levels as desired. Click **OK** when finished.
5. Click **Save** or **Save Version** to save the changes.

Organizing Levels via the Sidebar

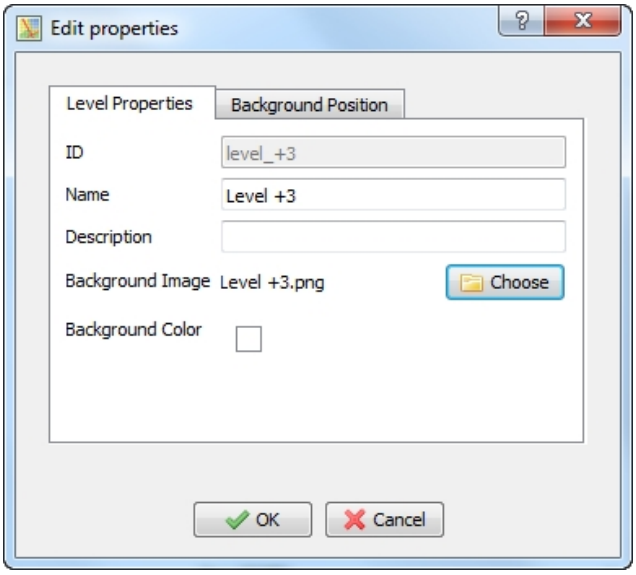
The **Sidebar Tab** contains two columns - Unassigned Levels and Sidebar Levels. The levels are displayed in alpha-numerical order when imported. However, using the left/right, up/down arrows, levels can be rearranged.

Levels moved to the sidebar can be arranged as necessary by selecting the level and using the up/down arrows. The level at the top becomes the Home level and, in the **Levels** tab, will be depicted with a house icon.



Edit Level Properties

To edit the properties of a level, select the desired Level from the **Levels** tab in the Project Navigator Panel and click the **Level Properties** button.

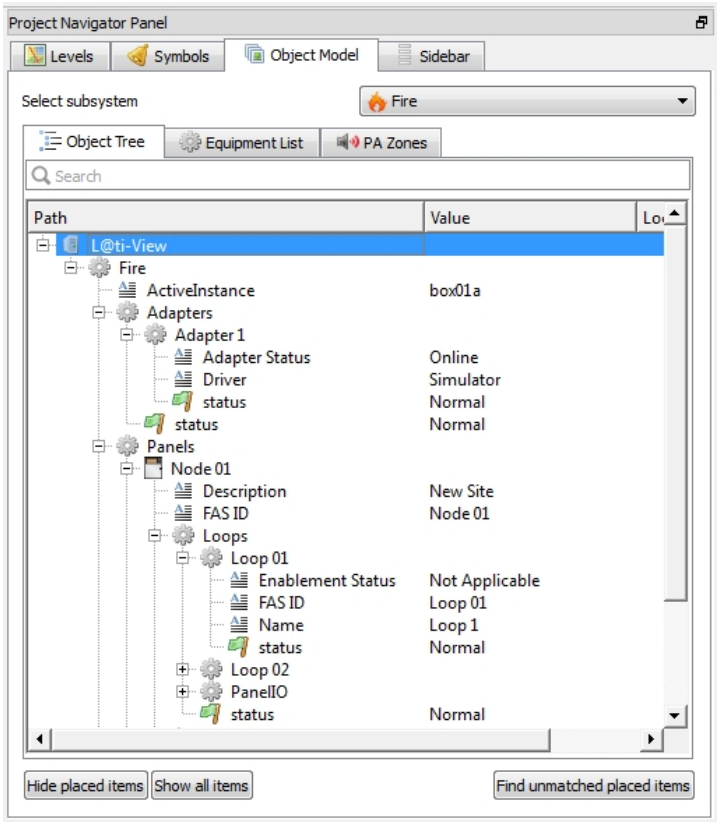


Remove a Level

To remove a level, select the desired level from the **Levels** tab in the Project Navigator Panel Levels tab and click **Remove**.

Fire Alarm Devices

Once the configuration data has been imported from LE2, fire alarm devices can be assigned to project levels. From the Project Navigator Panel, select the Object Model tab. The example below shows a typical configuration:



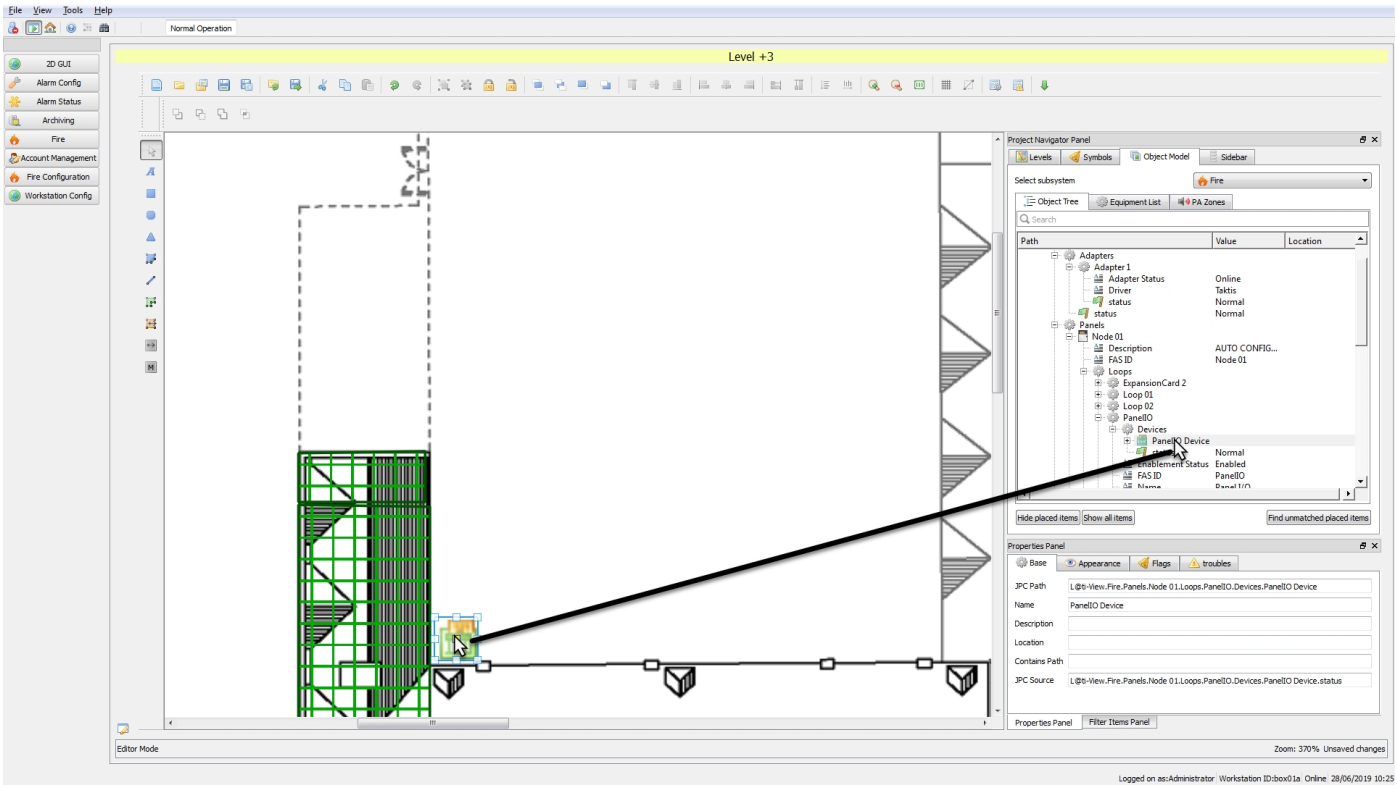
Sub-menus provide the following information:

Object Tree	Displays the fire alarm system based on the imported configuration in a tree format. • Click **+** to expand each entity, ultimately displaying individual properties. • Click **-** to collapse the expansion.
Equipment List	Displays the fire alarm system based on the configuration in a list format. • Click **Name** to sort entities by name, in alphanumerical order. • Click **Location** to sort entities by location, in alphanumerical order.
PA Zone	Displays any public address entities forming part of the fire alarm system.

Search for entities in each subsystem using key words using the **Find unmatched placed items** button.

Assign Devices to Locations

IMPORTANT! To assign devices to their exact location in the building, it is recommended that blueprints produced by the fire systems company, detailing the fire system, are used. These drawings will ensure devices are placed in the correct locations.



From the Object Model, Equipment List, and PA Zones tabs, drag and drop fire alarm devices to their corresponding Level locations. Detailed information about the device is displayed in the Properties Panel.

Symbols

L@ti-View uses symbols to represent a selection of commonly used fire alarm panels, detectors, and associated devices. Drag and drop symbols on levels to replicate the fire alarm system. These symbols are automatically imported with the project configuration.

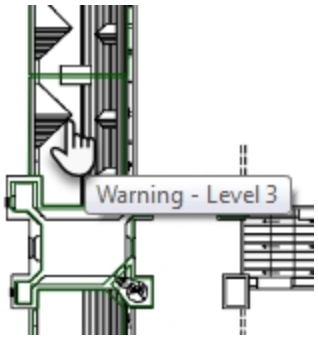
Other library symbols can be imported within L@ti-View. Symbols can be created and imported from outside of L@ti-View, provided they meet the criteria outlined later in this section.

To add a Symbol to a Level

1. From the **Levels** tab, select the level where symbols are to be added.
2. Click the **Symbols** tab and select the desired symbol.
3. Drag the symbol to the desired location on the level. From there, the properties can be edited, and it can be moved and resized. Using the Properties panel, symbols can be further configured by the user.

Hotspots

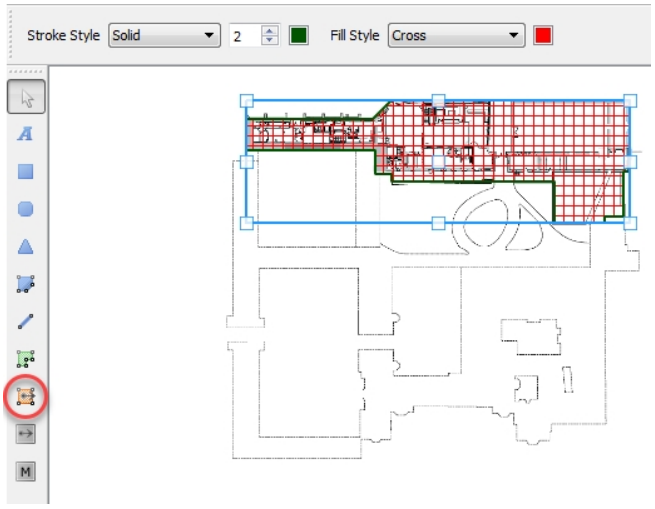
Hotspots are designated locations that link to a specified area when clicked. Hotspots can be bordered or invisible. The cursor changes to a clickable hand cursor when hovering over them and a tooltip appears with the linked location.Hotspots can only be created or edited in Editor mode.



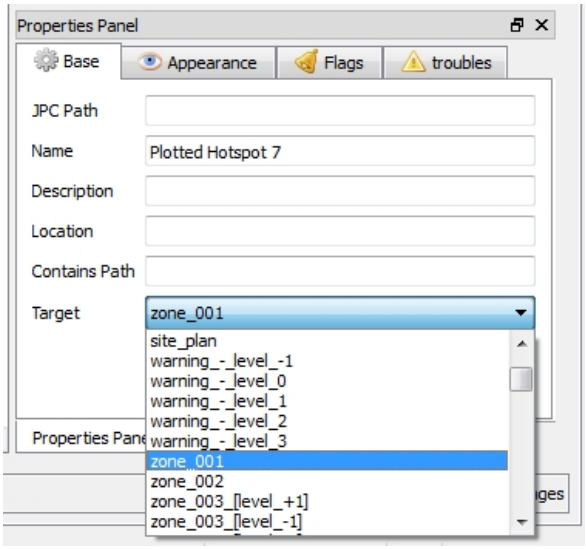
Creating a Hotspot

1. From Editor mode, centralize the desired Hotspot area.
2. Select the Hotspot icon (circled below) and draw the outline for the desired hotspot, clicking at each corner, joining the first and last points. The completed hotspot will be filled in, as selected in the Hotspot menu bar. The shape fill does not display in Control mode, and the outline can be turned off using Stroke Style.

NOTE The scroll bar can be used during hotspot creation when desired plot points are off-screen. To cancel an incomplete hotspot, press **Esc**. To delete a hotspot, select it and press **Delete**.



3. When the hotspot is complete, click the **Select** icon and select the hotspot.
4. Select the **Base** tab of the **Properties** tab. Select the desired **Target**.
5. Click **Save** or **Save Version**.
6. Test the Hotspot in Control mode.



Shapes and Lines

Shapes and lines can be added to the current level, and various attributes (colors, fill, borders) can be changed, depending on the shape.

Grouping and Transforming Shape Tools

Two shapes can be grouped or changed using these tools.

Tool	Description
Minus Back	Subtracts the objects in back from the front-most object.
Minus Front	The front-most objects will be cut out from the back-most object.
Merge	Removes the part of a filled object that is hidden. Removes any strokes and merges any adjoining or overlapping objects filled with the same color.
Intersection	Traces the outline of the region overlapped by all the objects.

Zones

Zones are irregular polygons drawn to surround specific areas or levels, and they can be color coordinated and allocated to one of the following types:

- Detection Zones
- Evacuation Zones
- Operational Zones
- PA Zones

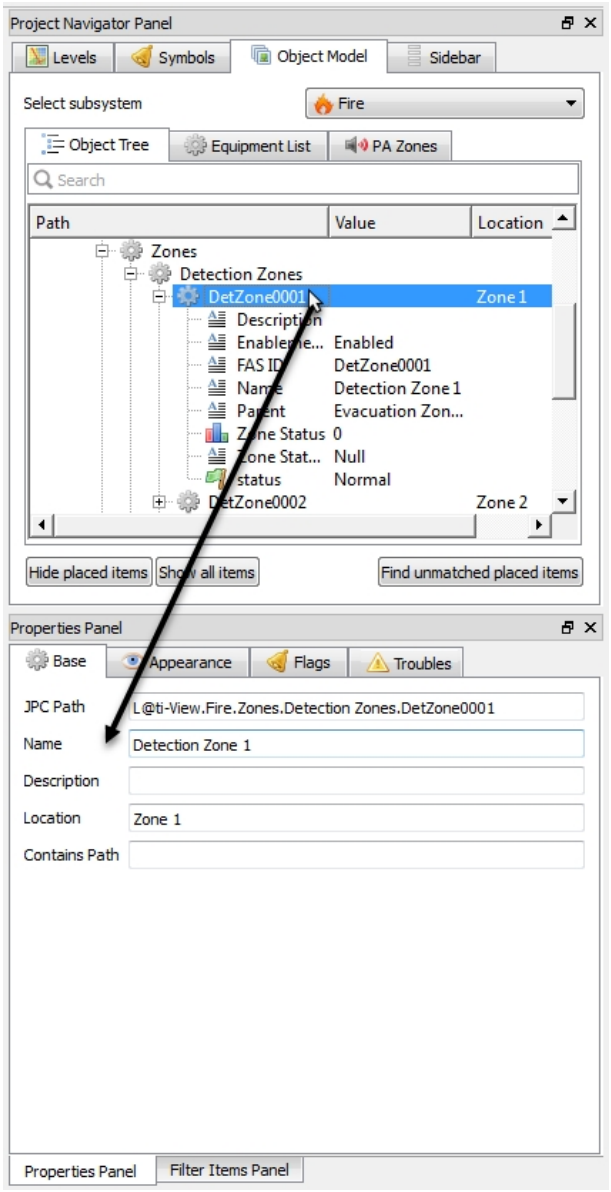
Zones can overlap, be duplicated on split levels, and can be filtered by type.

1. Click the **Grid** icon, which turns on the 10x10 grid overlay.
2. Select the desired level for the zone.
3. Click the **Zone** icon and select a zone type from the zone drop-down menu.
4. Draw the desired shape for the zone, ensuring that the first point and last point connect. This is confirmed when the shape's shading turns solid.

NOTE Hold down **Shift** while drawing to create lines in 45° angles.

5. When the zone is complete, click the **Select** icon and select the zone.
6. Select the **Base** tab of the **Properties** tab.
7. Select the **Object Model** tab of the **Project Navigator Panel**, with the subsystem **Fire**.
8. Select the zone to allocate and drag it to the Properties panel of the newly-created zone to auto-fill the relevant fields.
9. Click **Save** or **Save Version**.

NOTE Two or more zones given the same Object Model details will be treated as the same zone for alert purposes.



Text

Text can be added and edited like other objects in L@ti-View.

1. To add text, click the **Text** icon and set the font attributes and the desired background.
2. Click the location on the screen and enter the desired text. Text boxes can be relocated using the **Select** icon.

NOTE Text can be edited in the Appearance tab of the Properties Panel. Press **Enter** to apply the changes. Use the box handles to resize the box to fit the new text if required.

3. Click **Save** or **Save Version**.

Flags

Zones and Symbols can display an alert flag generated by one or more external sources. The displayed flag is always the highest priority alert if several input sources send alerts.

Alert flags are allocated a higher z-index than symbols and zones and always appear on top of the display. Alert flags can also be given a positional offset from their nominal position (center point) so that conflicts between adjacent symbols can be easily resolved. Alert flags pulse on priority-state transitions, the duration of which is configurable.

A project's flags, properties, and settings can be customized in the **Edit Project Setting** screen of the 2D GUI Editor. The default alert flags are:


Unknown


Information


Warning


Reduced Service


Alarm


Priority Alarm


Critical 3 Alarm (Pre-Fire)


Critical 2 Alarm (Fire)

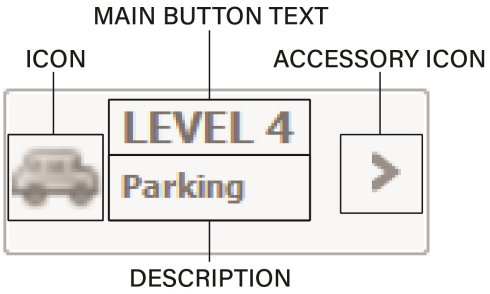

Critical 1 Alarm

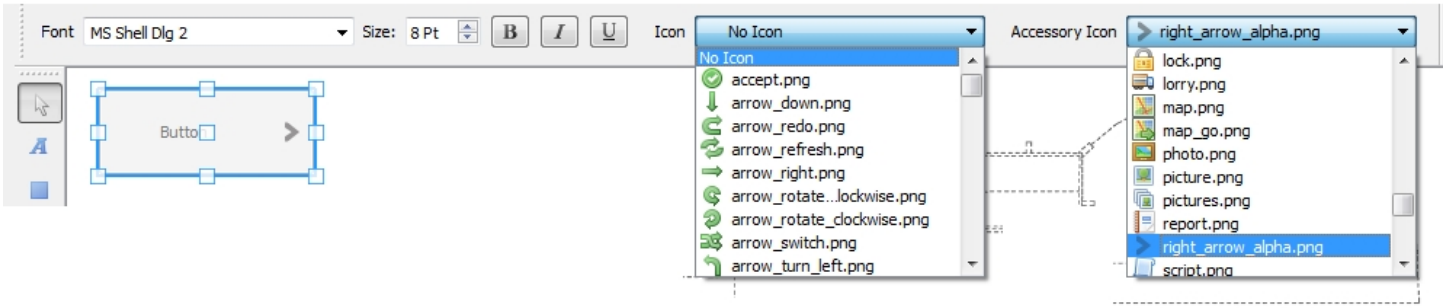

Auxiliary Alarm 2 Implicit (Disablement)

Navigation Buttons

Navigation buttons can be added that allow L@ti-View to link to other levels within a project. The navigation buttons can be assigned the following properties:

- Main button text (mandatory)
- Description text (optional)
- Target page (mandatory)
- Font name (mandatory)
- Font base size (mandatory)
- Icon (optional)
- Accessory icon (optional)





1. Click the **Button** icon and select the desired location for the button.
2. Click the **Select** icon and click the button to edit. Drag it to a new location, resize the button, or change any desired attributes.
3. Enter the button properties in the **Base** tab of the **Properties** panel. Select a **Target** for the button, and, optionally, enter a description which will appear as the subtitle on the button. Press **Enter** to apply the changes.
4. In the **Appearance** tab, enter the button's main description in **Text** field and press **Enter** to apply the changes.

NOTE Buttons must always be in the front of all other objects to be functional.

5. Click **Save** or **Save Version**.
6. Test the Button in Control mode.

Macro Buttons

Adding Macro buttons is the same procedure as adding Navigation buttons, however a **Function** is selected rather than a **Target**, and there are no icons or subtitles.

The following Macro functions are available:

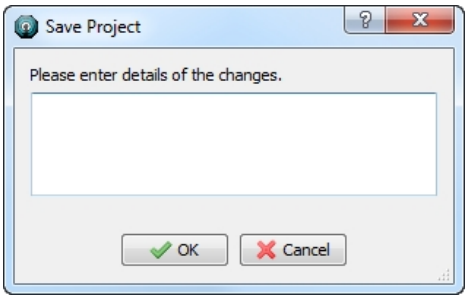
Show Schematic	Fire: Open Contact	Fire: Start Find Mode
Fire: Create maintenance log	Fire: Reset Panel	Fire: Start Poll
Fire: Close Contact	Fire: Silence Buzzer	Fire: Simulate Fire
Fire: Enable Device	Fire: Silence Panel	Fire: Stop Find Mode
Fire: Disable Device	Fire: Show In Status Tree	Fire: Stop Poll
Fire: Disable Zone	Fire: Show In Maintenance Page	Fire: Stop Zone Test
Fire: Enable Zone	Fire: Show Operational Procedures	Workstation: Suppress Audible Alerts
Fire: Evacuate Zone	Fire: Start Zone Test	CCTV / PIS: (TBC)

SAVING, EXPORTING, AND RESTORING PROJECTS

Saving a Project

Projects should be saved regularly. To save the entire project with the same project name,

1. Click **Save Project**.
2. Enter any desired details (optional).



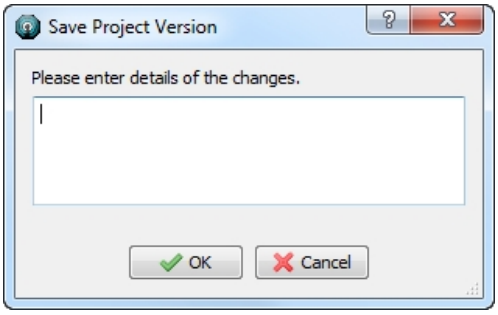
3. Click **OK**.

NOTE The Change Log can be viewed using Edit Project Settings.

Saving a Project Version

Saving time-stamped project versions allows the user to reopen and save an earlier version. It is recommended to save the current project as a project version before making any changes to it. To save a version,

1. Click **Save Project Version**.
2. Enter any desired details (optional).



3. Click **OK**. The project version is time-stamped and saved to the project folder under **Versions**.

NOTE To view previous saved project versions, click **Restore Project Version**.

Exporting a Project

To export a project to a new location, e.g. to a server, FTP site, or to cloud storage,

1. Load the project or version to export.
2. Click **Export Project**.
3. Select the desired destination click **Select Folder**.The project will been saved (with the same file name) to the destination folder.

Restoring a Project Version

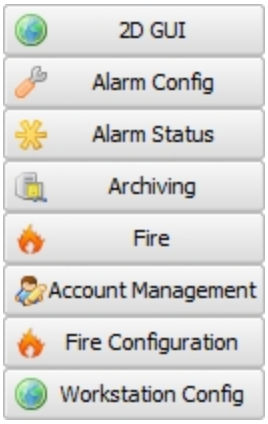
L@ti-View starts up using the last saved configuration. If the screen canvas is blank, or if there is an error or omission, either restoring a project version or load an existing project. To restore a project version,

1. From **Editor** mode, click **Restore project version**.
2. Navigate to the desired saved project and click **Select Folder**.
3. Click **Yes** to replace the current version. This will load a working copy of the project.

NOTE Restored versions should be thoroughly reviewed before saving.

SYSTEM CONFIGURATION MENU

The left side of the L@ti-View screen contains a user-dependent configuration menu. The following shows the buttons allowed for a full access user.

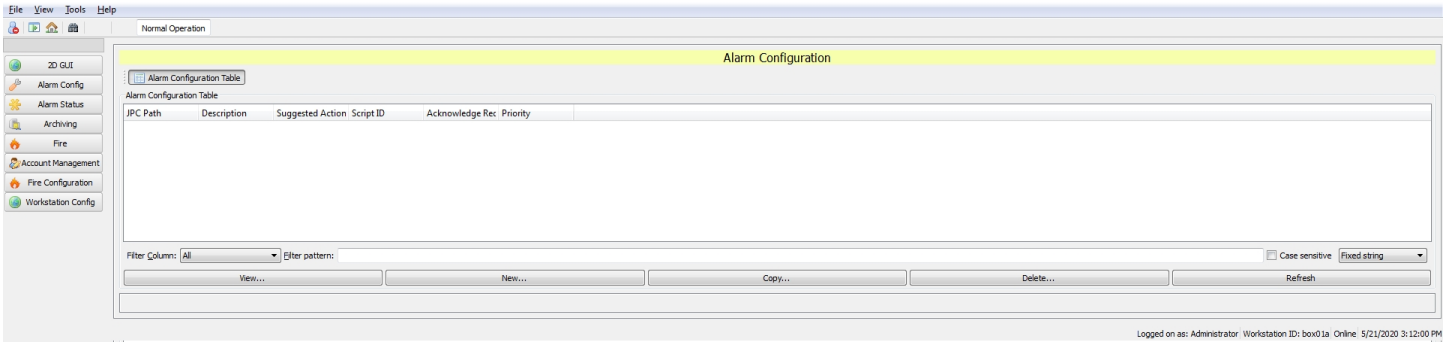


2D GUI

Refer to 2D GUI Editor Mode for complete information about this option.

Alarm Config

Alarm Config opens the alarm configuration table, where the alarms can be created, copied, deleted, and filtered.



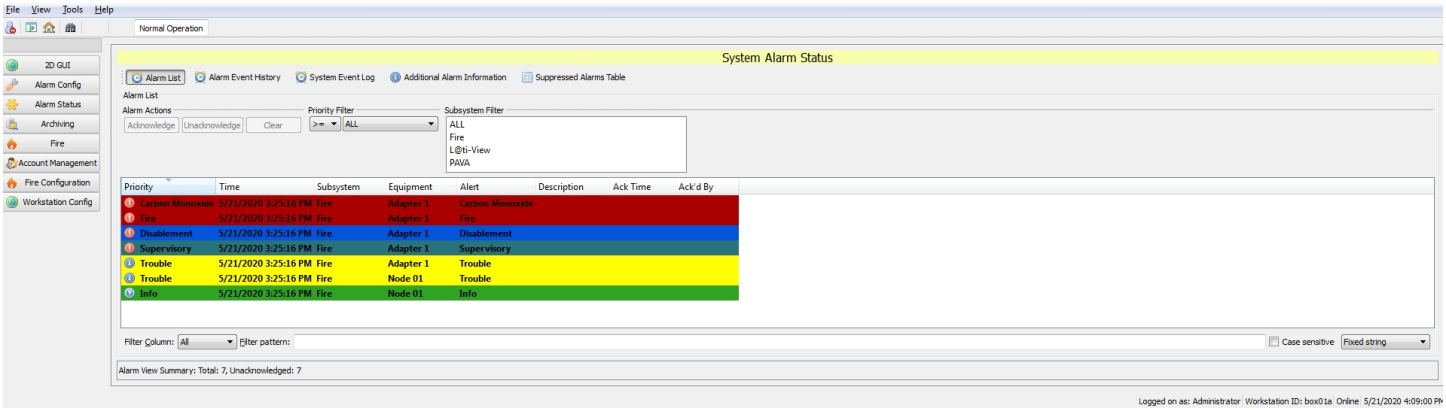
Alarm Status

The Alarm Status tab provides access to the following views:

- Alarm List
- Alarm Event History
- System Event Log
- Additional Alarm Information
- Suppressed Alarms Table

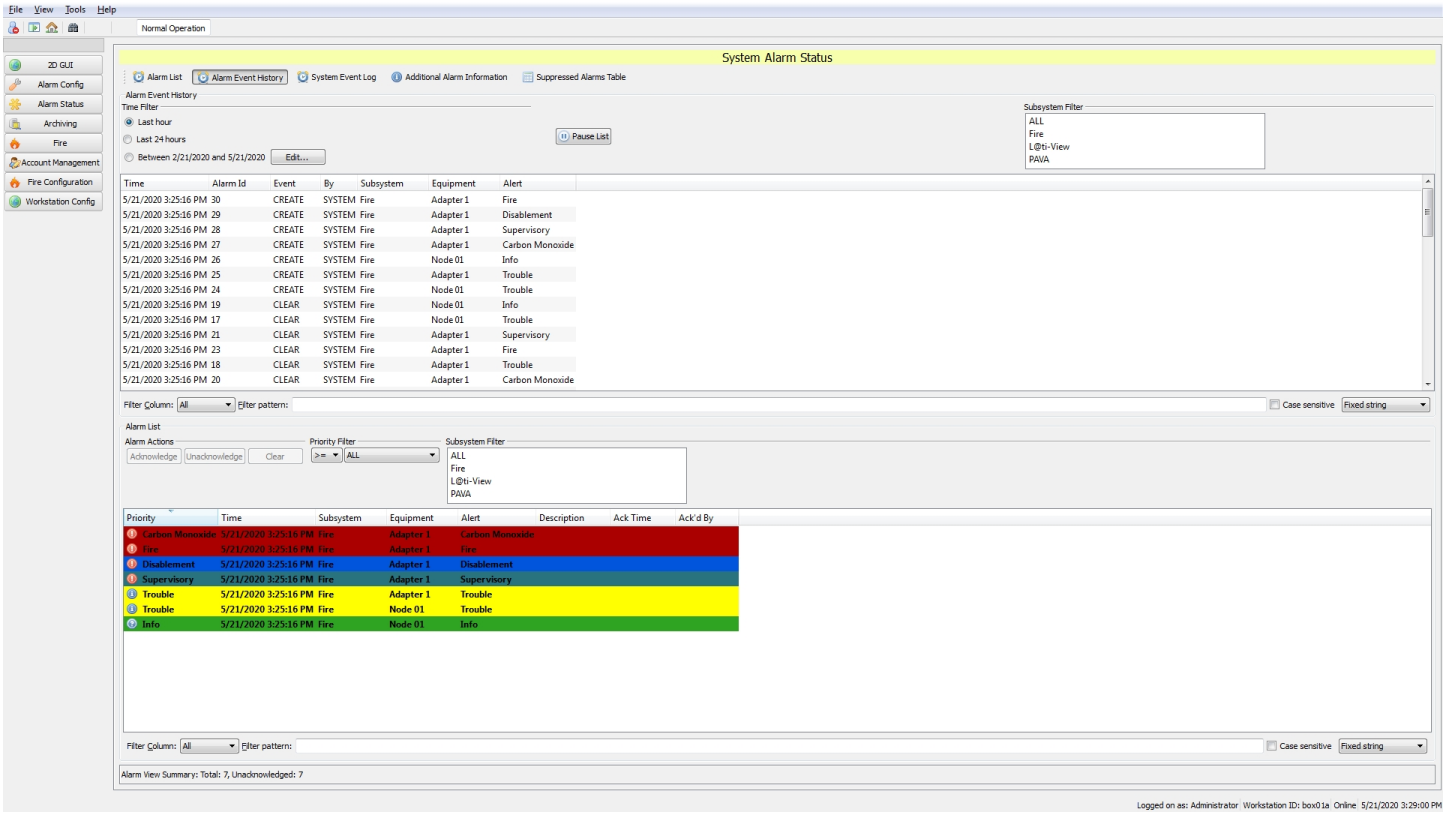
Alarm List

The Alarm List is the default view when selecting the Alarm Status tab. This view displays filtered results using buttons, drop-down menus, and column headers.



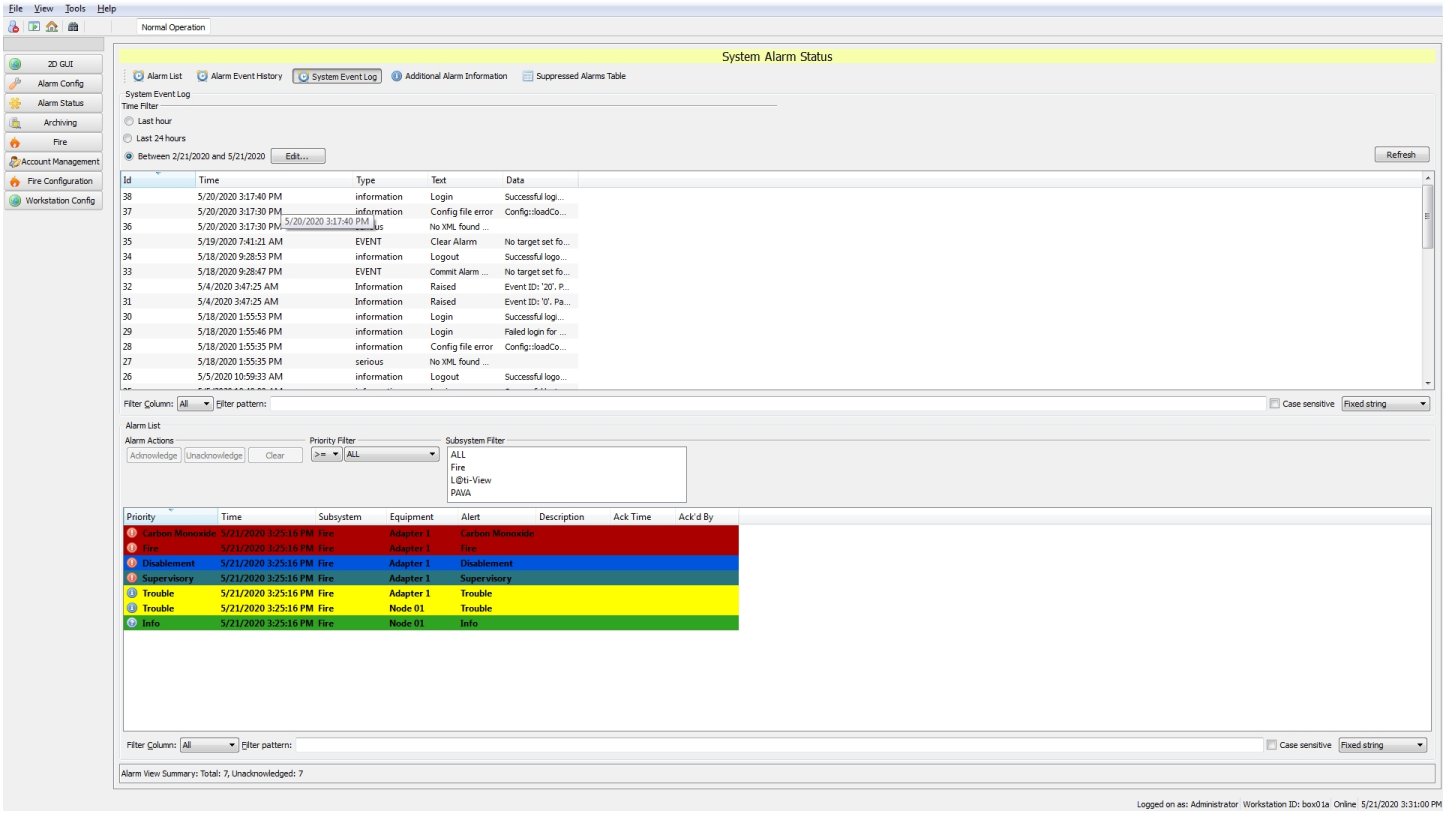
Alarm Event History

This button opens a page that organizes and filters the Alarm Event History using column sorting, drop-down menus, and various filters.



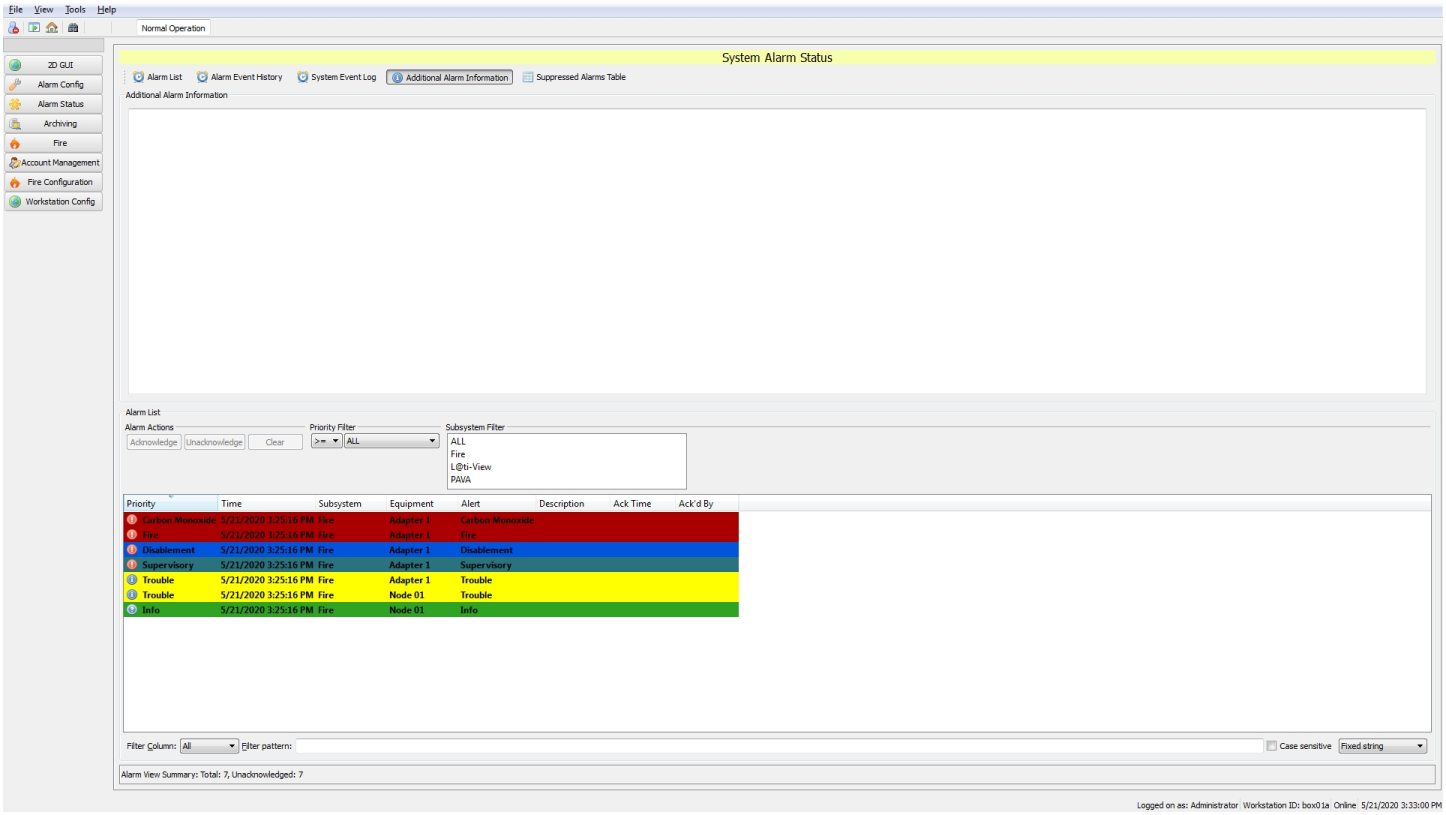
System Event Log

This organizes and filters the System Event Log using column sorting, drop-down menus, and various filters.



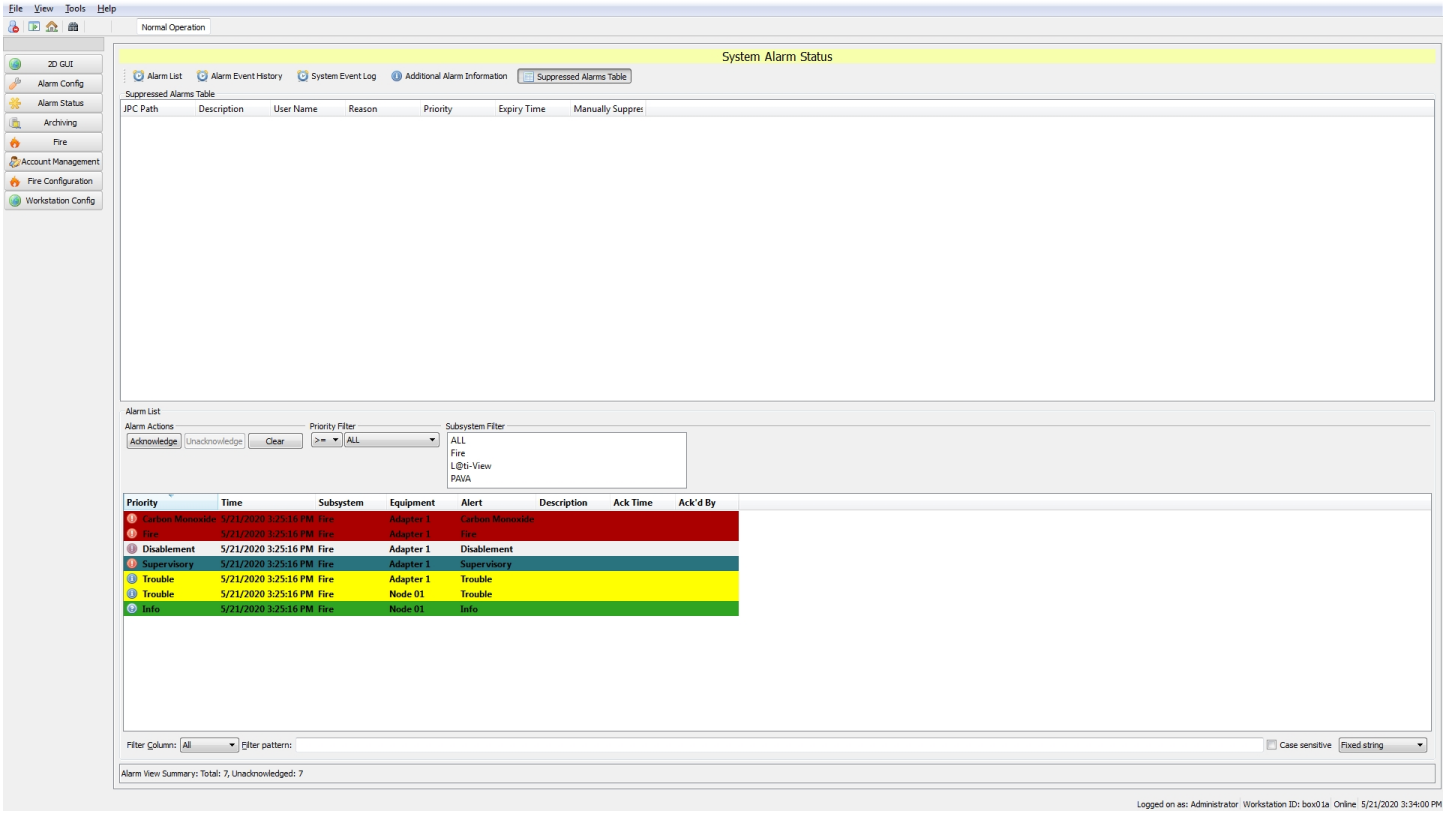
Additional Alarm Information

The Additional Alarm Information tab organizes and filters additional alarm information using column sorting, drop-down menus, and various filters.



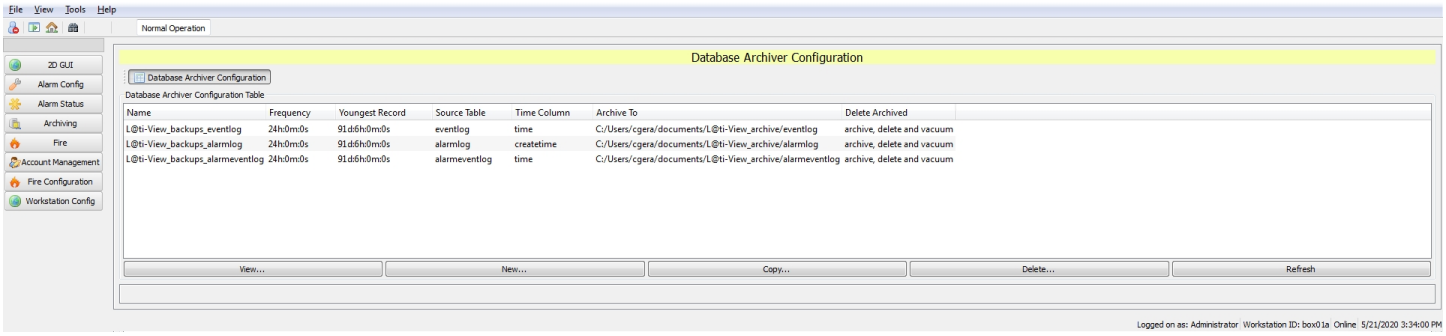
Suppressed Alarms Table

The Suppressed Alarms Table tab organizes and filters the suppressed alarms table information (if any) using column sorting, drop-down menus, and various filters.



Archiving

The Archiving tab allows the user to view, create, copy, and delete a Database Archiver Configuration. L@ti-View will automatically convert any frequency over 24 hours to days and hours.



Fire

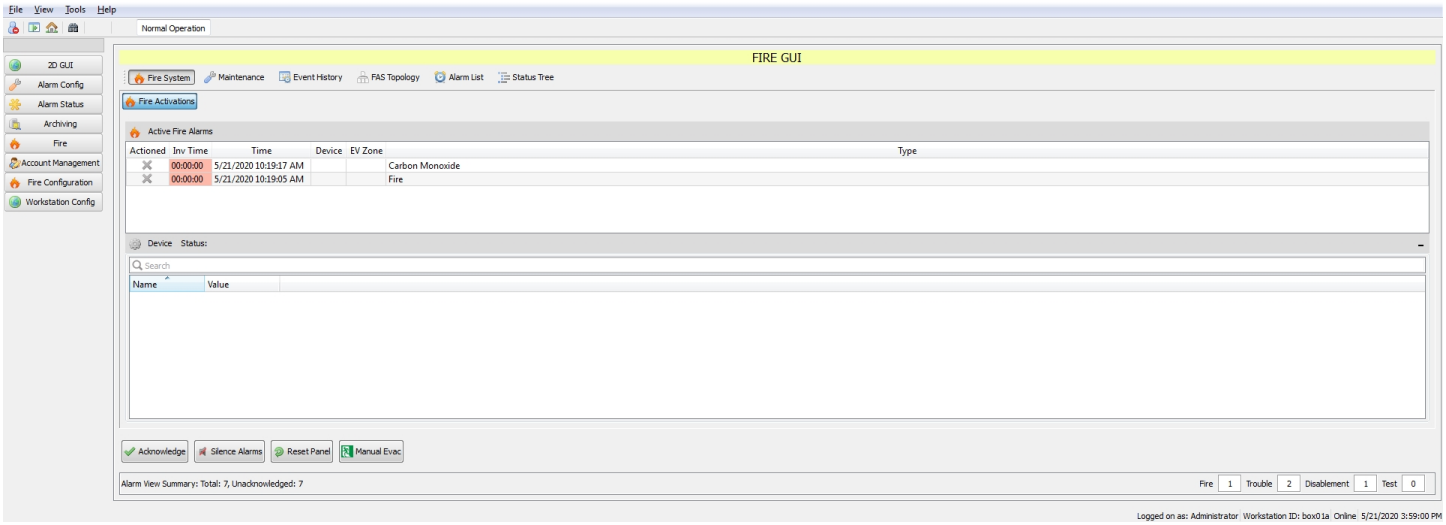
The Fire tab provides access to the following:

- Fire System
- Maintenance
- Event History
- FAS Topology
- Alarm List
- Status Tree

NOTE The Fire tab defaults to the Alarm List upon opening and synchronizes every 10 seconds.

Fire System

On the Fire System page, report styles can be selected, acknowledged, and printed. There is also a visual representation of the selected zone, with options to move or resize, and the ability to move up, down, left or right to see different evacuation zones.



Maintenance

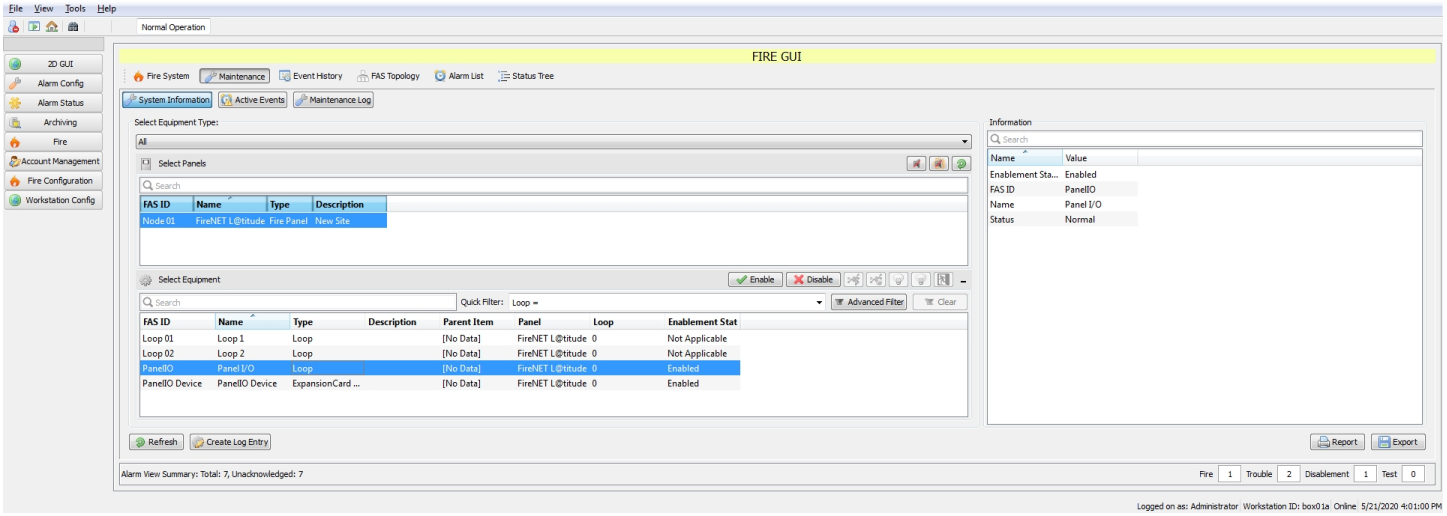
The Maintenance tab displays all of the nodes in the configuration. Selecting a node from the list will populate the Equipment list on the bottom of the screen. Upon selecting a device, the following options are available:

- Enable selected device
- Disable selected device
- Start polling a selected device
- Stop polling a selected device

- Operate selected equipment
- Restore selected equipment

Selecting at least one item from the Equipment list enables the **Enable** / **Disable** buttons or allows the user to manually create a Maintenance Log entry.

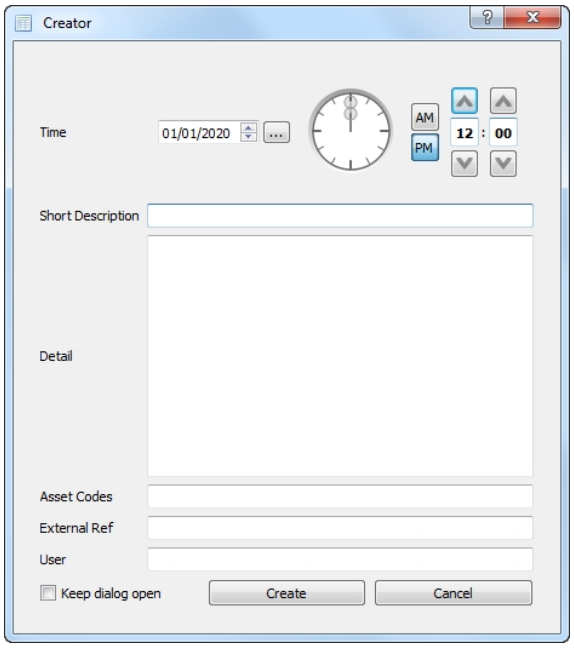
When selecting any of the above options, a window will appear requesting a reason why the action has been done. At least one character must be entered to proceed.



Maintenance Log

To create a manual maintenance log entry,

1. From the **Fire** tab, select **Maintenance** > **Maintenance Log**.
2. Click **New** at the bottom (or right-click and select **New...**). The **Creator** window will appear.
3. Add / edit the log entry. The time and date defaults to the local system time, but this can be changed. Check the box to Keep the dialog open to create additional entries if desired.
4. Click **Create** when finished.



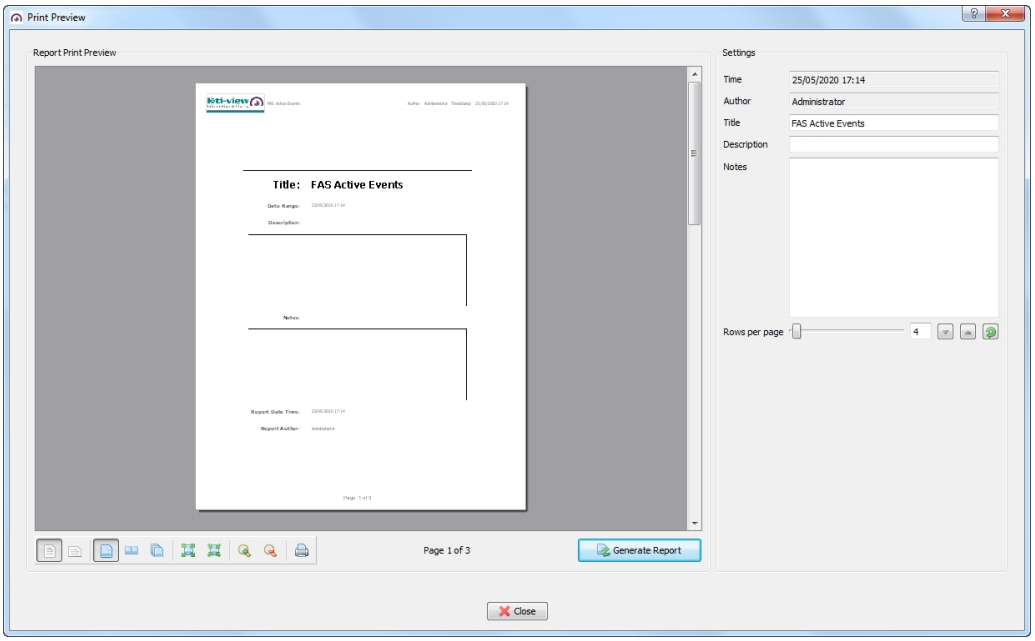
NOTE Asset Codes cannot be added when creating an entry, but can be edited later by double-clicking the desired entry and making any needed changes.

To export a maintenance log file to a .csv file (which can be opened in Microsoft Excel or Google Sheets),

1. From the **Fire** tab, select **Maintenance** > **Maintenance Log**.
2. Click **Export** at the bottom (or right-click and select **Export...**).
3. Enter a file name and select a location.
4. Click **Save**.

To create a maintenance log report,

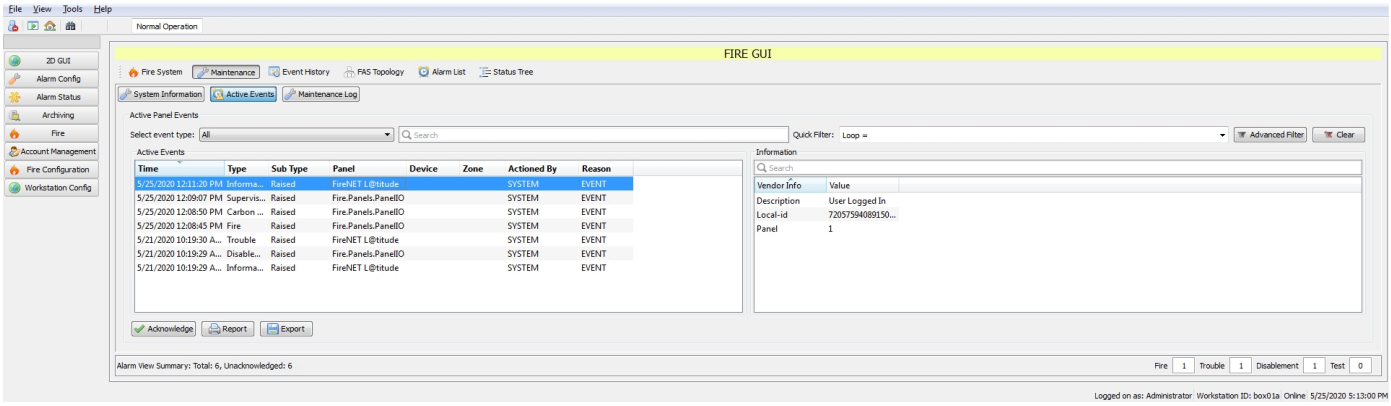
1. From the **Fire** tab, select **Maintenance** > **Maintenance Log**.
2. Click **Report** at the bottom.



3. Enter the report details and use the icons to change the layout as desired.
4. Click **Generate Report**.

Active Events

From the **Fire** tab, select **Maintenance** > **Active Events**. Active events can be filtered by specific event type, Quick Filter, or Advanced Filter.

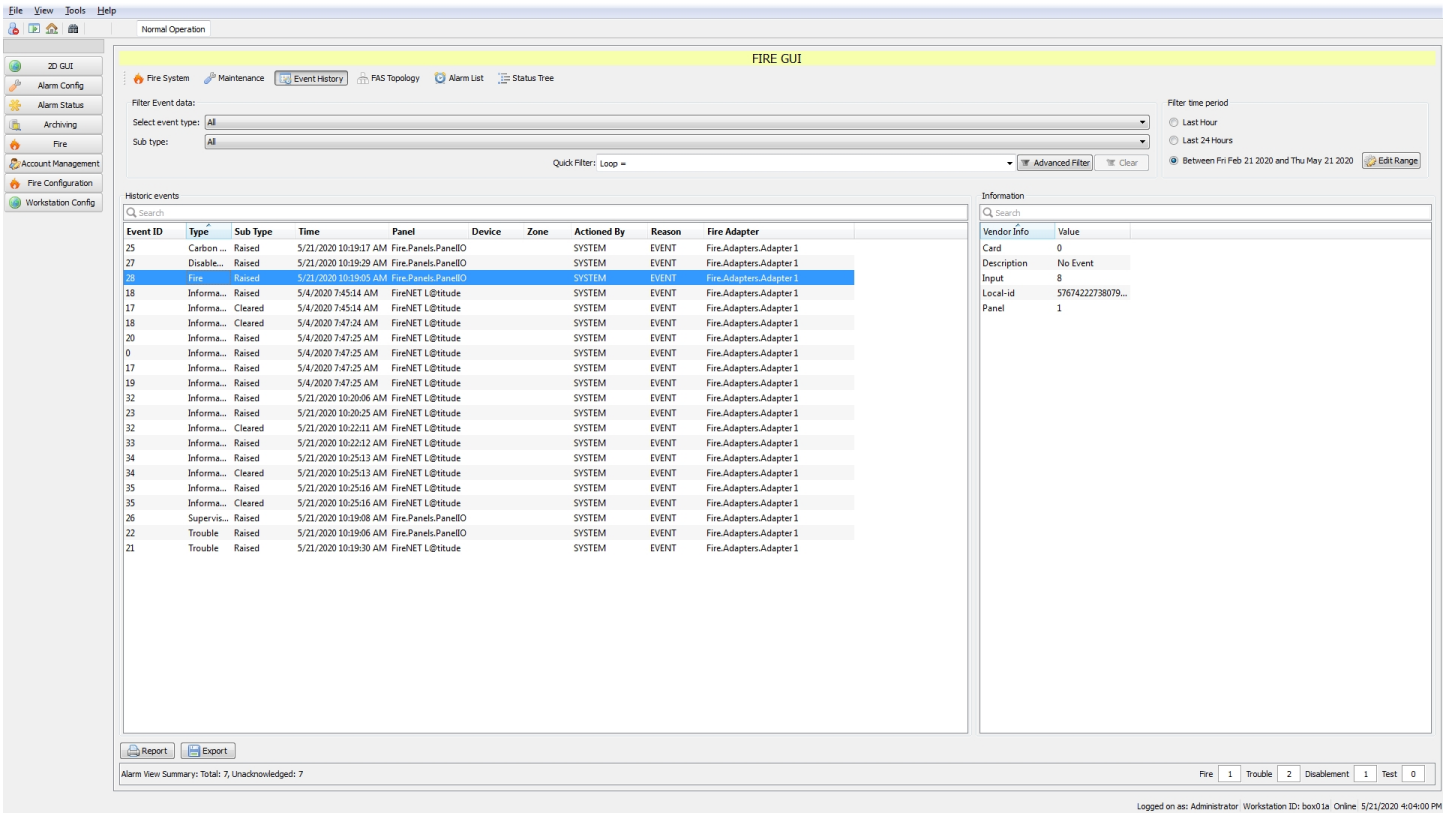


Event History

The Event History page shows all historic events with additional information (if available). The history can also be used to create reports or exported as a .csv file.

The Event History can be very long and detailed, so authorized users can view and/or rearrange it by:

- quick filter (e.g., Loop)
- clicking column headings
- changing time/date periods
- choosing event type and sub-type
- using an Advanced Filter tool (i.e., drop-down menus for Columns + Operands + Data)



L@ti-View reports allow both simple and advanced searches to narrow down a specific data type or series. Advanced filtering can use column headings with boolean expressions plus free-text data:

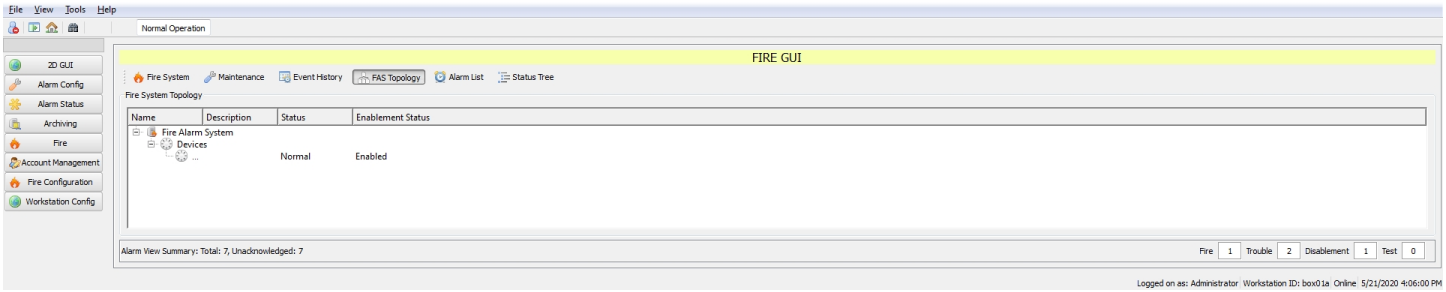
- = equal to
- != not equal to
- > greater than
- >= greater than or equal to
- < less than
- <= less than or equal to
- Like...

Only one filter term can be used.

EXAMPLE [Zone = 2] would show only events that are listed for Zone 2, whereas [Zone != 2] would show all events except those in Zone 2.

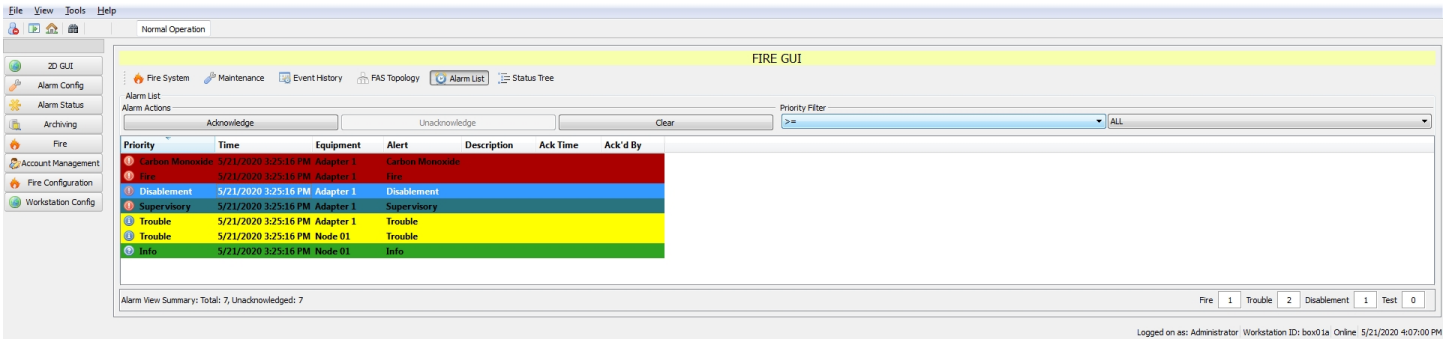
Fire Alarm System (FAS) Topology

The FAS Topology page lists all connected devices and shows their current Status and Operational Status. The classes can be expanded or condensed by clicking the **+** or **-** icons.



Alarm List

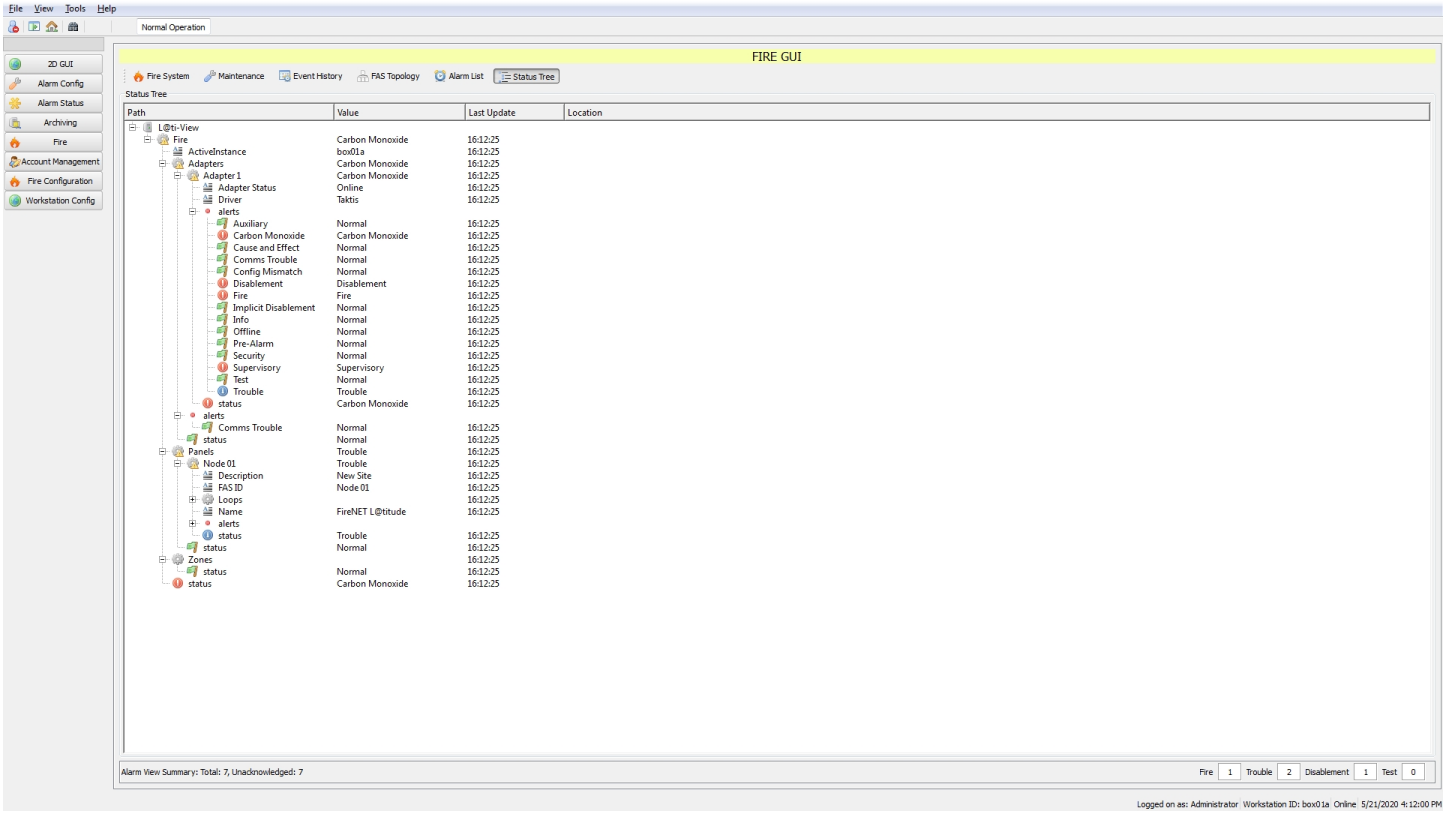
The Alarm List page opens a list of all the alarm events, with an itemized summary of alarm types at the bottom of the screen.



Status Tree

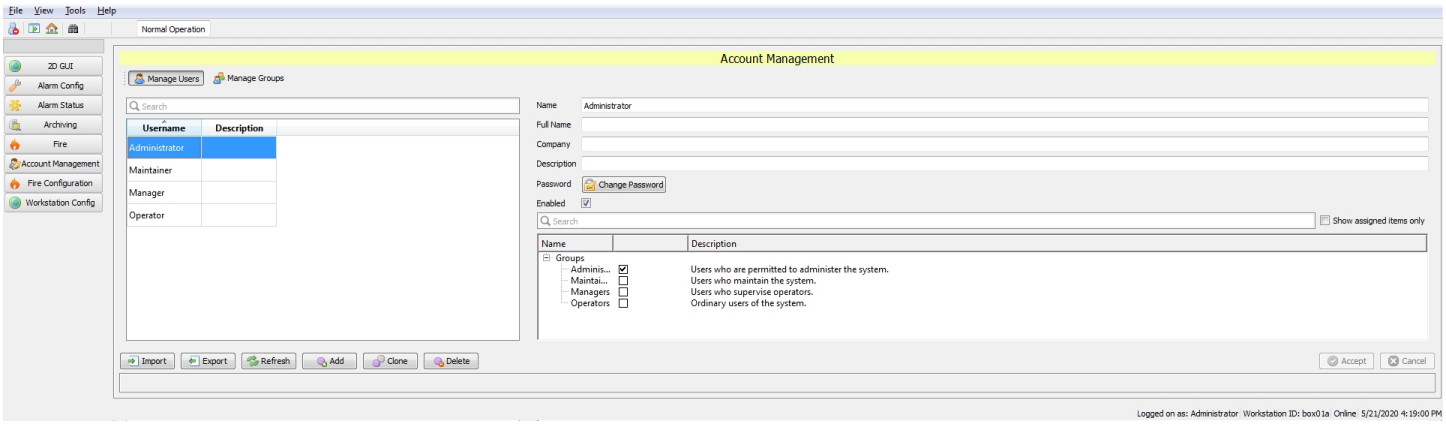
The Status Tree page opens an expandable tree layout of the network and attached devices. Use it to see the current status and alert types of any listed item.

NOTE The values are controlled by the item type; some will return three values while others will return seven.


File View Tools Help
Normal Operation
2D GUI
Alarm Config
Alarm Status
Archiving
Fire
Account Management
Fire Configuration
Workstation Config
FIRE GUI
Fire System
Maintenance
Event History
FAS Topology
Alarm List
Status Tree
Status Tree
Path
Value
Last Update
Location
L@ti-View
Fire Carbon Monoxide 16:12:25
ActiveInstance box01a 16:12:25
Adapters Carbon Monoxide 16:12:25
Adapter 1 Carbon Monoxide 16:12:25
Adapter Status Online 16:12:25
Driver Taktis 16:12:25
alerts
Auxiliary Normal 16:12:25
Carbon Monoxide Carbon Monoxide 16:12:25
Cause and Effect Normal 16:12:25
Comms Trouble Normal 16:12:25
Config Mismatch Normal 16:12:25
Disablement Disablement 16:12:25
Fire Fire 16:12:25
Implicit Disablement Normal 16:12:25
Info Normal 16:12:25
Offline Normal 16:12:25
Pre-Alarm Normal 16:12:25
Security Normal 16:12:25
Supervisory Supervisory 16:12:25
Test Normal 16:12:25
Trouble Trouble 16:12:25
status Carbon Monoxide 16:12:25
alerts
Comms Trouble Normal 16:12:25
status Normal 16:12:25
Panels Trouble 16:12:25
Node 01 Trouble 16:12:25
Description New Site 16:12:25
FAS ID Node 01 16:12:25
Loops 16:12:25
Name FireNET L@titude 16:12:25
alerts
status Trouble 16:12:25
status Normal 16:12:25
Zones 16:12:25
status Normal 16:12:25
status Carbon Monoxide 16:12:25
Alarm View Summary: Total: 7, Unacknowledged: 7
Fire 1 Trouble 2 Disablement 1 Test 0
Logged on as: Administrator Workstation ID: box01a Online 5/21/2020 4:12:00 PM

Account Management

The Account Management tab allows the management of all user accounts, permissions, and passwords. Frames and columns are resizable to enable easier reading of long descriptions. For more information on managing user accounts, refer to Accounts and Access.

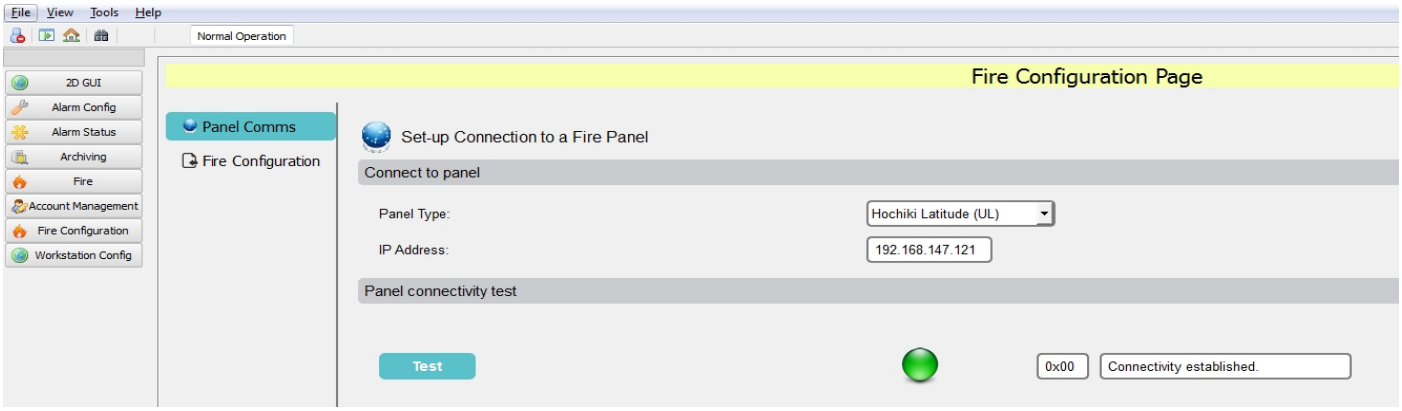


Fire Configuration

The Fire Configuration tab has two tabs - Panel Comms and Fire Configuration.

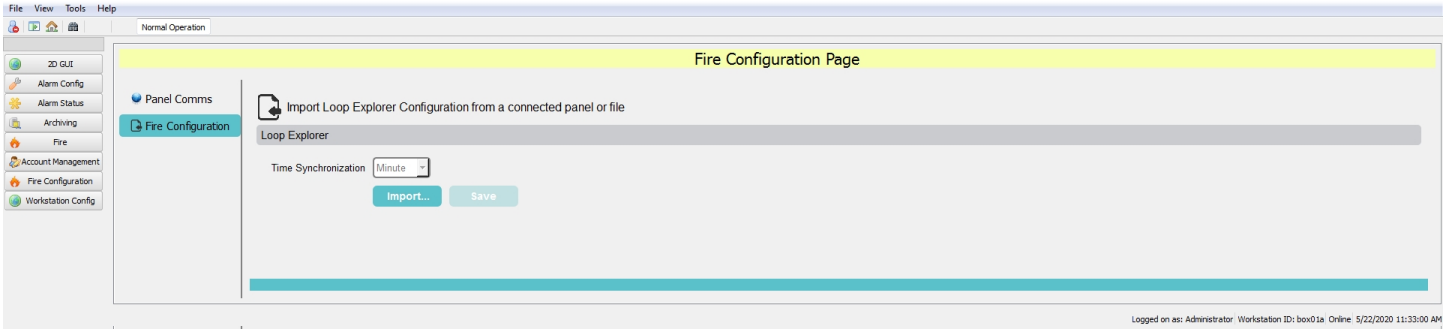
Panel Comms

The Panel Comms page controls the panel, panel communication type (IP or Serial port), and it allows a communication test.



Fire Configuration

The Fire Configuration page allows a user to import a configuration file from LE2.



Workstation Config

The Workstation Config tab allows authorized users to access many configuration options, as shown in the left-hand menu below.

WARNING! Workstation configuration changes can have serious consequences that could affect the L@ti-View system's functionality or security.

To allow configuration recovery, export the current configuration or the entire project before making any configuration changes.

WARNING! Due to the potentially adverse consequences of experimenting with live systems, it is recommended that **Demonstration** mode be enabled for training or project creation scenarios.

Always import or reload the **Operational** configuration or project when finished.

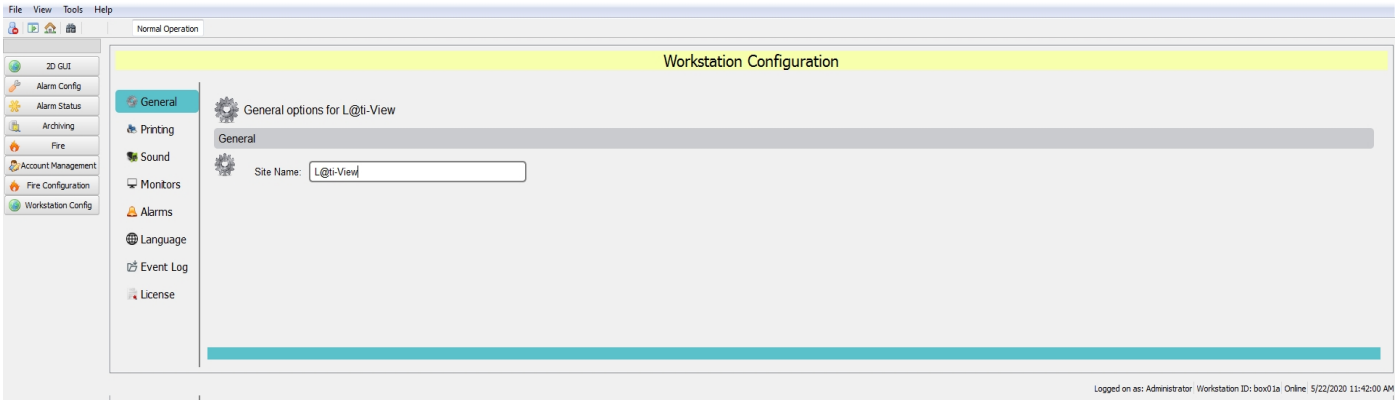
WARNING! Workstation configuration changes can be made in **Control Mode** or **Editing Mode**, so **Operational** configuration changes should be restricted to ***specifically authorized persons*** only.

NOTE Configurations and projects are not the same thing. A typical configuration file export is about 12 Kb, while an exported project folder holds many files.

Training and development projects can be exported, and then imported if they require further work. Although it is not recommended, configuration files can be directly edited at the source using an appropriate text-only editing tool.

General

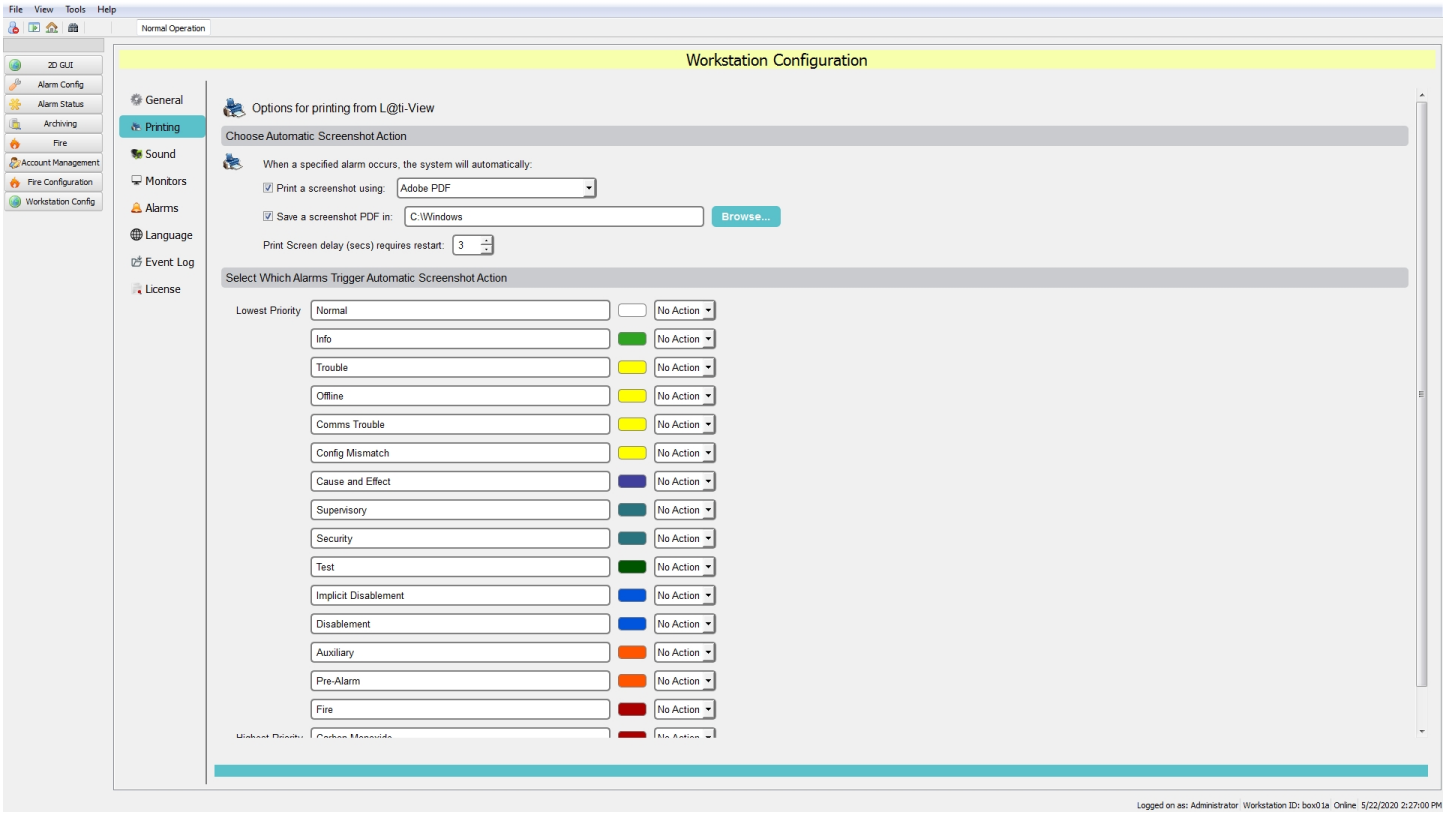
Use this tab to add a site name to the project.



Printing

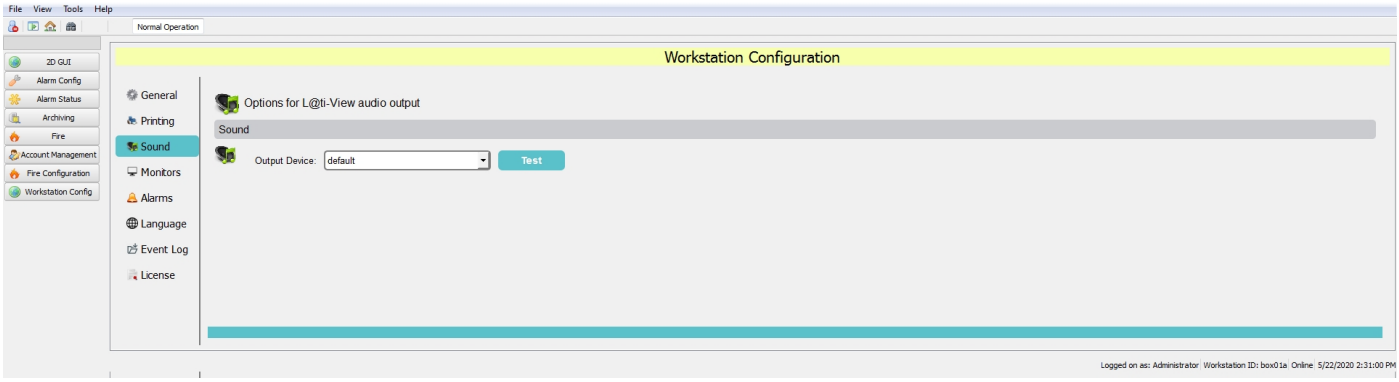
Use this page to change or confirm the L@ti-View default print settings. The printer drop-down menu shows the printers already installed on the workstation.

NOTE Choose **Print a screenshot** to automatically print screenshots of specified alarms for emergency responders, or **Save a screenshot PDF** to save a PDF of the screens.



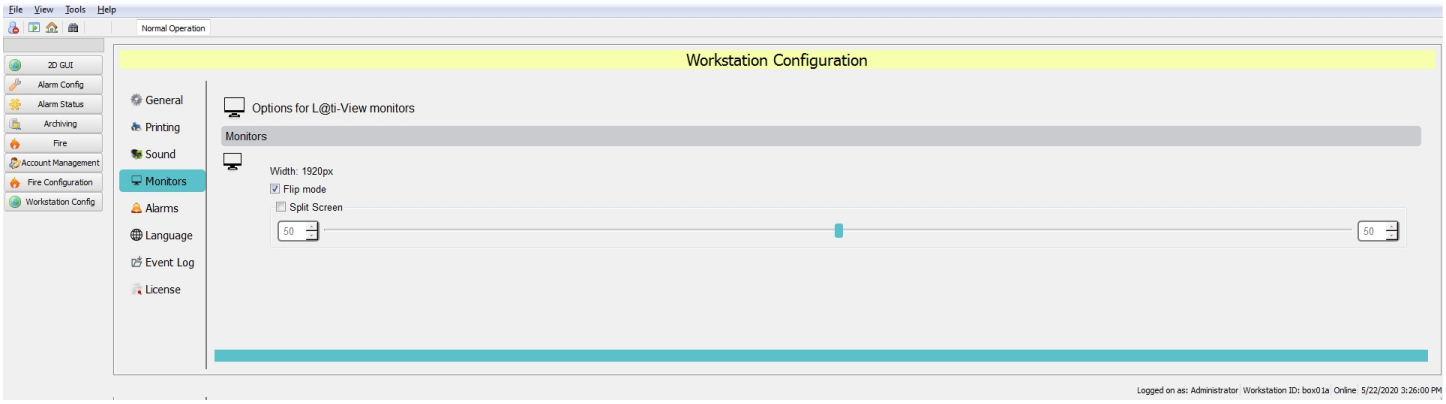
Sound

For audible warnings, select the output device from the drop-down list. Click **Test** to verify the output.



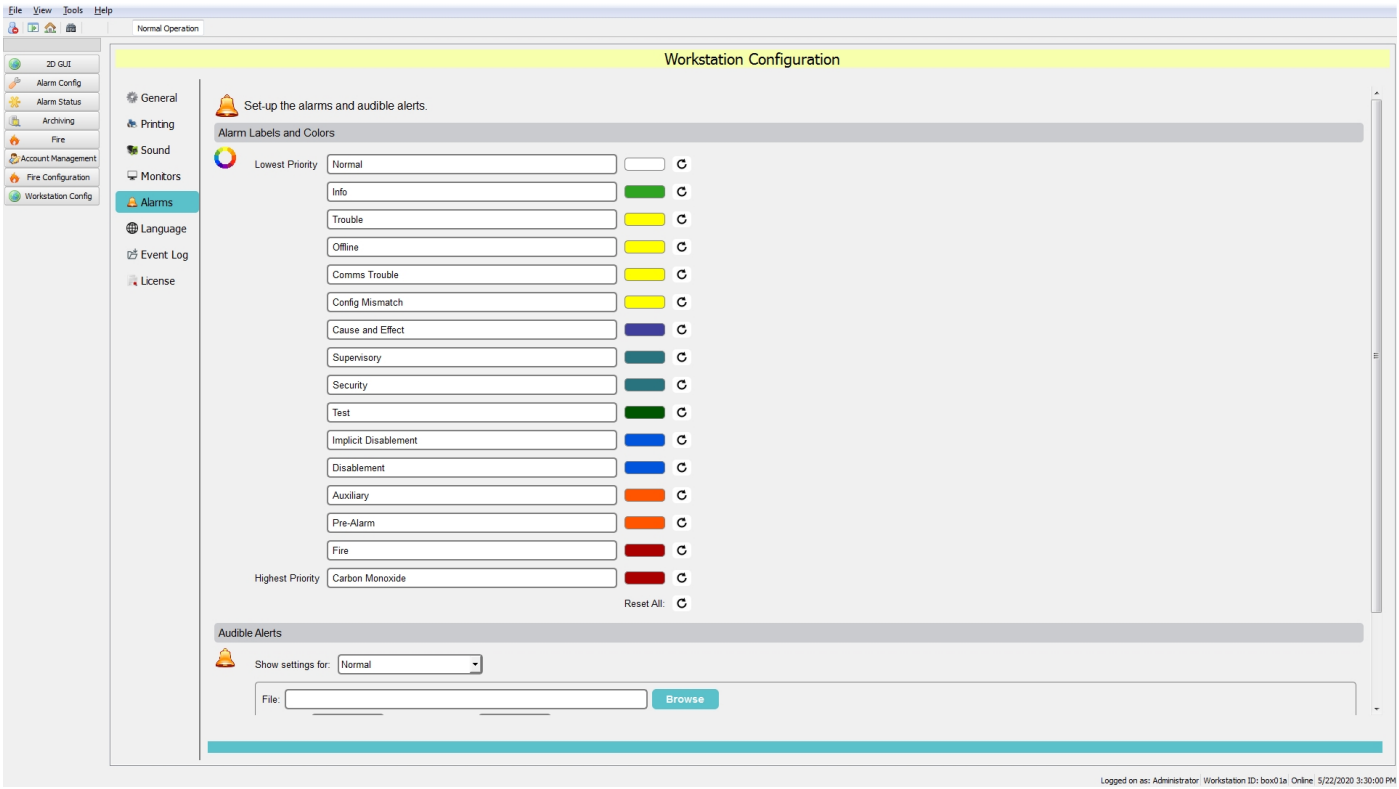
Monitors

Use this page to change or confirm the L@ti-View monitor settings. Select **Split Screen** and move the slider to control how much of the available monitor screen width is used by L@ti-View.



Alarms

Use this page to configure the L@ti-View alarms. Alarms are organized in order of priority and Alarm labels and colors can be edited by name and color.



1. Click in the field to rename an alarm label.
2. Click on a color swatch to open the **Select Color** window.

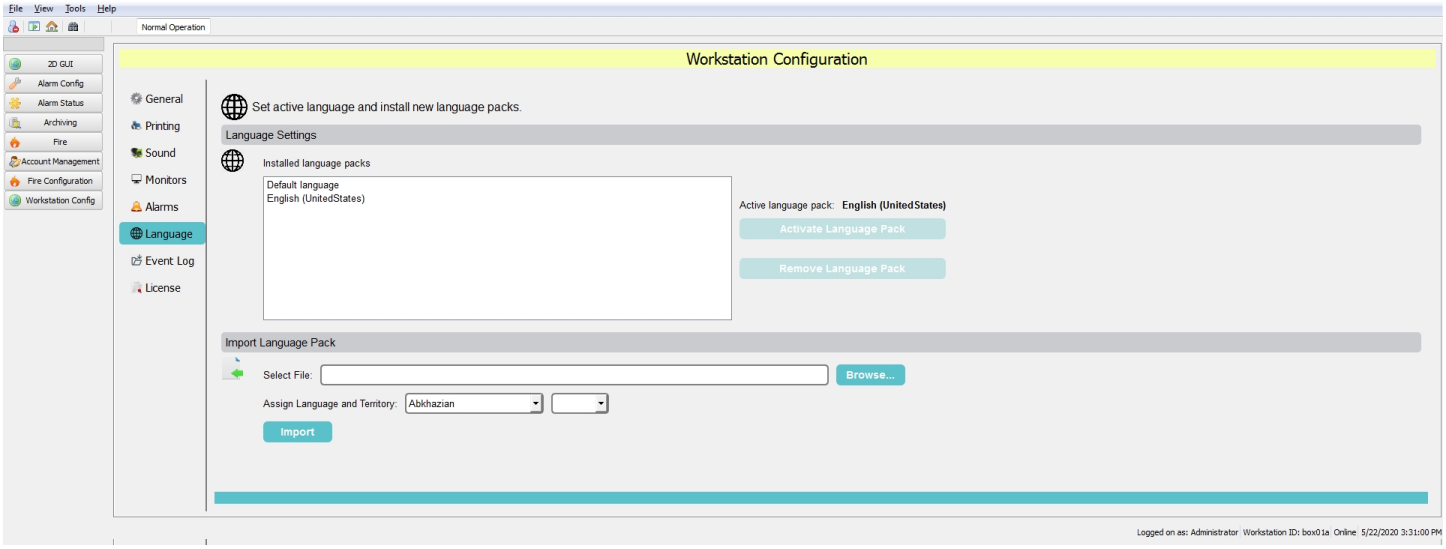
The alarm color can be changed by using the palette of basic colors, by selecting from the color picker, or entering specific numerical values. Any generated colors can be added to the custom colors palette.

Audible Alerts

Audible alerts can be assigned to alarm events by locating the desired .wav audio file. The Deadband (sound off) and Interval (sound on) periods can be set in milliseconds (ms) by entering values in the relevant boxes. Audible Alerts can be previewed by clicking the preview button.

Language

Import and assign language packs relevant to the country or base of operations. Language files must be the *.qm file type. L@ti-View will be supplied with a default language for the region or country of first use, and additional languages can be purchased on request. Contact the local distributor or sales person for more information.



To import a language pack,

1. Save the language pack file (*.qm) into the **Languages** folder in the chosen directory.
2. From **Workstation Config** > **Language**, click **Browse**.
3. Find and select the desired language pack file and click **Open**.
4. Use the drop-down boxes to select the appropriate language and region.
5. Click **Import** and follow the instructions for activating a language pack.

To activate a language pack,

1. From **Workstation Config** > **Language**, confirm that the required language is installed.
2. Select the desired language and click **Activate Language Pack**.

To remove a language pack,

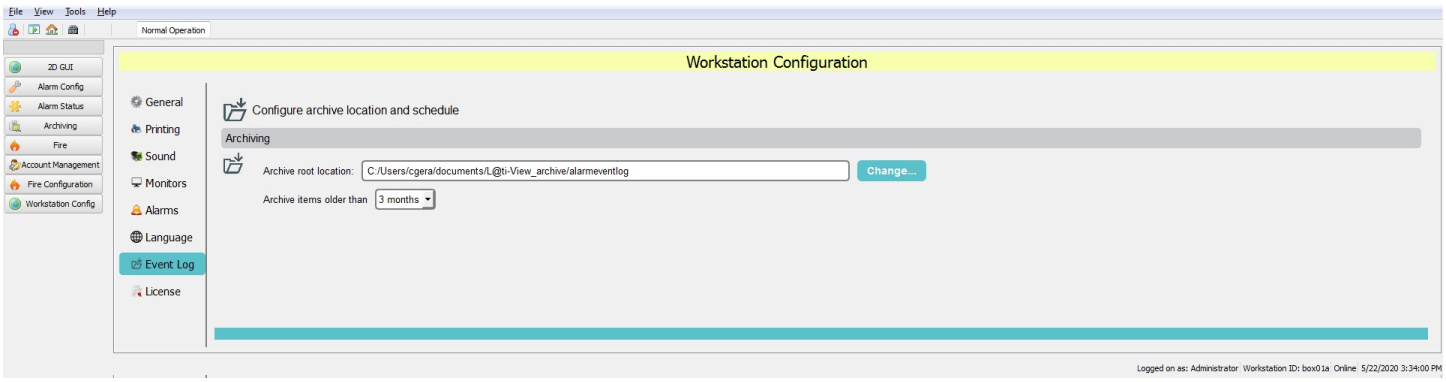
NOTE The default language cannot be uninstalled.

1. From **Workstation Config** > **Language**, select the desired language.
2. Click **Remove Language Pack**.

Event Log

The Event Log page is used to configure and schedule the archiving of events. By default, archive events are saved on the workstation, typically at: C:/users/<username>/documents/L@tiView_archive/alarmeventlog. If necessary, the archive location can be changed by clicking **Change…** and specifying another location.

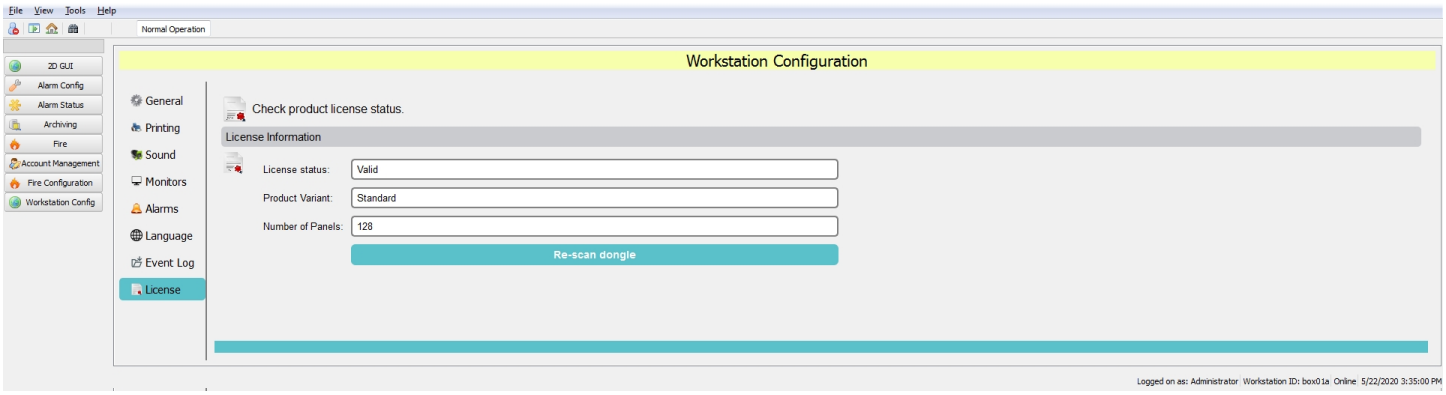
Archive items are retained for the period specified, selected from the 'Archive items older than' option.



License

This page is used to check the dongle's license details.

IMPORTANT! L@ti-View cannot be started without a valid dongle license.



APPENDIX A: KEYBOARD SHORTCUTS

These are the most useful keyboard shortcuts, but other Windows key combinations may also work. Some of these key combinations are restricted to Editor mode.

All Modes	
Alt-F	Opens the File menu
Alt-F, X	Opens the Exit dialog
Alt-[F4]	Closes the active window
Alt-H	Opens the Help menu
Alt-H, A	Opens the 'About L@ti-View' window
Alt-H, Q	Opens The Quick Guide in Foxit Reader
Alt-H, U	Opens The User Manual in Foxit Reader
Alt-V	Opens the View menu
Alt-V, S	Save Settings
Alt-Tab	Tab through applications (useful when L@ti-View is in front of other windows)
[Del]	Delete selected items
[Esc]	Closes the currently open dialog
[F3]	Opens the Search window
[F5]	Show / Hide Main GUI
Windows + L	Lock the screen (prevents logging out or closing L@ti-View)
Windows + M	Minimize all windows
Editor mode	
Ctrl-A	Select All
Ctrl-A, Del	Delete All Selected items
Ctrl-C	Copy the selected item
Ctrl-G	Group the selected items
Ctrl-Shift, G	Ungroup the selected items
Ctrl-L	Lock the selected items
Ctrl-Shift, L	Unlock all items
Ctrl-V	Paste the last copied item
Ctrl-S	Save Settings
Ctrl-X	Cut the selected item
Ctrl-Y	Redo the last Undo
Ctrl-Z	Undo the last change
Ctrl-Left Click	Add to a selection
Ctrl-Page Up	Send to front
Ctrl-Page Down	Send to back

All Modes	
Page Up	Send forward
Page Down	Send backward
Alt-Up arrow	Align top
Alt-V	Align vertical centers
Alt-C	Align horizontal centers
Alt-Down arrow	Align bottom
Alt-Left arrow	Align left
Alt-Right arrow	Align right
Alt-Shift + Up arrow	Distribute vertically
Alt-Shift + Left arrow	Distribute horizontally

APPENDIX B: MANAGE GROUPS GLOSSARY

Default User Group permissions follow the rules below, although users can add additional customized groups if required. Individual users can belong to multiple groups.

Default Group Name	Description
Administrators	Users who administer the L@ti-View system and its components
Maintainers	Users who maintain the L@ti-View system and its components
Managers	Users who supervise Operators, but with additional powers
Operators	Ordinary users of the system, dealing with the day-to-day operation and alerts
ClearAlarmsGroup	Users who can clear alarms
ClearHardAlarmsGroup	Users who can clear ‘hard’ alarms
EnableDisableAlertsGroup	Users who can enable and disable alarm reporting
<Add Group Name>	User defined additional groups

Manage Tokens Menu

The Tokens listed below have checkboxes that allow authorized users to assign or remove permissions from individual system group names (see above) when they are installed. They can also be filtered to show the assigned items only.

Selecting the top-level box for each token selects every component. Selecting and deselecting the top-level box deselects everything. Expanding the group allows the user to select or deselect individual components in that group.

NOTE Unavailable tokens are denoted by 'TBD' at the top level (in software), and their listed components are currently unavailable (although selectable). L@ti-View is supplied with many items selected by default, even if that option is not available. These selections are suggestions only, and are intended to be used as a starting point for further editing.

Token	Components	Description
2D GUI	TBD	Adds/Removes full access to the 2D GUI functions
2D GUI	2D GUI Editor	Allows the user to launch the 2D Editor
2D GUI	2D GUI Project Settings	Allows the user to change the project settings
2D GUI	2D GUI Symbol Library	Allows access to the symbol library
2D GUI	Edit 2D GUI System Symbols	Allows the user to change the system symbol library
ACS	TBD	Adds/Removes full access to the ACS functions
ACS	Access Control GUI	Allows the user access to the basic Access Control System Functions. Several functions require additional permissions.
Administration	Database Management Editing	Allows the user to modify the database management schedules
Administration	User Permissions GUI	Allows the user to access the User Permissions GUI
Administration	Database Management GUI	Allows the user access to the database management schedules, where the routine (scheduled) archival and clean up of system databases is controlled
Administration	Account Management GUI	Allows users access to the Account Management GUI
Administration	Alarm Configuration GUI	Allows the user access to the alarm configuration tables, where the behavior of individual alarms or groups of alarms can be tailored to match site requirements
Administration	Group point permissions	Allows Group point permissions to be managed
Administration		Adds/Removes full access to the Administration functions
Administration	Per-user permissions	Allows permissions to be set on a per-user basis, in addition to being granted to groups
BMS	TBD	Adds/Removes full access to the BMS functions
BMS	Building Management GUI	Allows the user access to the basic Building Management System GUI
CCTV	Load Monitor Layout	Allows the user to load a previously saved CCTV monitor setup
CCTV	Tracker Mode	Allows the user access to CCTV tracker mode
CCTV	Save Monitor Layout	Allows the user to save the current CCTV monitor setup for later recall

Token	Components	Description
CCTV	Play Sequences	Allows the user to recall and play back a previously saved CCTV sequence (either personal or shared)
CCTV	CCTV PA Integration	Allows the user to trigger PA announcements to the zone covered by a given CCTV camera view
CCTV	Modify Monitor Layout	Allows the user to save the current CCTV monitor setup for later recall, overwriting an existing named setup
CCTV	Shared Sequence Editing	Allows the user to save changes to shared CCTV sequences
CCTV	User Sequence Editing	Allows the user to save changes to their own personal CCTV sequences
CCTV	Full Sequence Editing	Allows the user to save changes to any CCTV sequence
CCTV	Edit Sequence	Allows the user access to the CCTV Sequence Editor
CCTV	Full screen / Split screen	Allows the user to change a CCTV Monitor between full screen or quad screen modes
CCTV	Cancel Primary CCTV Alarm Event	Allows the user to all alarm events from a CCTV alarm monitor
CCTV	TBD	Adds/Removes full access to the CCTV functions
CCTV	CCTV GUI	Allows the user access to the basic CCTV functions. Several functions require additional permissions.
CCTV	Full Camera Access	Allows the user to view all CCTV cameras
CCTV	Full Monitor Access	Allows the user to control all CCTV displays associated with their current workstation
CCTV	Delete Shared Sequences	Allows the user to delete shared CCTV sequences
CCTV	Create Shared Sequence	Allows the user to create new shared CCTV Sequences
CCTV	Cancel all CCTV Alarm Events	Allows the user to delete the current alarm event from a CCTV alarm monitor
CCTV	Delete Any Sequence	Allows the user to delete any CCTV sequence, including shared sequences and personal sequences created by other users
CCTV	Delete Monitor Layout	Allows the user to delete saved monitor setups
CCTV	CCTV Coverage Mode	Allows the user access to CCTV coverage mode
Fire	Maintenance Log	Allows the user to view the maintenance logs of the Fire System
Fire	Zone Certificates	Allows the user to view the stored certificates (documents) for zone testing on the Fire System
Fire	Fire Mode	Allows the user access to Fire Mode in the 2D GUI
Fire	Acknowledge Events	Allows the user to acknowledge general events
Fire	Manual Evacuation	Allows the user to manually evacuate zones from the GUI
Fire	Acknowledge Fire Events	Allows the user to acknowledge fire events on the Fire System itself from the GUI
Fire	Operational Zone Strategies	Allows the user to view the stored Operational Zone Strategy documents within the Fire GUI
Fire	Print Procedures	Allows the user to send stored documents to the printer from the onscreen document viewer
Fire	Reset Fire Devices	Allows the user to reset equipment on the Fire System (usually the panels) from the GUI
Fire	Fire System Schematics	Allows the user to view the configured schematic pages in the Fire GUI
Fire	Silence Fire Device	Allows the user to silence the alarms on a device (usually a panel) in the Fire System from the GUI
Fire	Historical Events	Allows the user to view historical events on the Fire System
Fire	Simulate Fire	Allows the user to trigger simulated fires, if this function is supported by the Fire Alarm System
Fire	System Information Page	Allows the user to access system information in the Fire GUI
Fire	Test Fire Zone	Allows the user to access the Test Zone function
Fire	Fire GUI	Allows the user access to the basic Fire Management GUI. Many functions require additional permissions.
Fire	Reception Points	Allows the user to view the stored reception points in the Fire GUI

Token	Components	Description
Fire	Silenced Buzzer	Allows the user to silence the buzzer on a device (usually a panel) in the Fire System from the GUI
Fire	Find Mode	Allows the user to place a device into Find Mode and remove it from that mode.
Fire	Fire System Topology View	Allows the user to view a graphical tree of the Fire System devices in their logical hierarchy
Fire	TBD	Adds/Removes full access to the Fire functions
Fire	Fire Maintenance Functions	Allows the user to access the Maintenance pages within the Fire GUI
Fire	Operational Procedures	Allows the user to view the stored Operational Procedure documents within the Fire GUI
Fire	Generate Reports	Allows the user to generate reports from tables in the GUI
Fire	View Active Events	Allows the user to view all active events on the Fire System
Fire	View Active Fires	Allows the user to view the list of active fire events on the Fire System
Fire	View All Fire Management Info	Allows the user to access all fire management information pages, the list of active fire events, and all strategy and policy pages
Fire	View Imported Diagrams	Allows the user to view the imported evacuation policy diagrams (as pdfs)
Fire	Output Control	Allows the user to set the state of contacts (or digital outputs) in the Fire System if these have been configured
Fire	Poll Analog Value	Allows the user to poll an analog value from a device
Fire	Manual Refresh	Allows the user to trigger a discrete read from a device
Fire	Enable and Disable Equipment	Allows the user to enable and disable fire devices within the Fire System. This is distinct from disabling them only within the GUI.
Fire	Enable and Disable Zones	Allows the user to enable and disable entire zones within the Fire System, if the system supports this operation
Fire	Evacuation Strategy GUI	Allows the user to view the installed Zonal Evacuation strategies
Fire	Export Tables	Allows the user to export the data from tables in the Fire GUI to a file
Fire	Cause and Effect Strategy GUI	Allows the user to view the installed Cause and Effect strategies
General	Save Subsystem Filter	Allows the user to save a selected filter set of subsystems in the main alarm list GUI for later recall
General	Select Mode	Allows the user to access Select Mode in the 2D GUI
General	Local Alert Volume Control	Allows the user to access the local volume control for audible alerts generated by the GUI
General	Suppress Alarm	Allows the user to suppress an alarm from the main alarm list
General	Change Password	Allows the user to change their own password through the GUI
General	Alarm unacknowledgement	Allows the user to 'unacknowledge' alarms
General	Unsuppress Alarm	Allows the user to 'unsuppress' an alarm from the main alarm list
General	Save Column Widths	Allows the user to save the current table column widths in the GUI via the save settings menu option
General	Export tables to CSV	Allows the user to export the text of standard tables in the GUI to .csv files
General	Pause Alarm History Updates	Allows the user to pause automatic updates of the Alarm History View
General	General Table Write Access	Allows the user to edit database tables that do not have a specific access permission
General	Exit GUI	Allows the user to exit from the GUI
General	Delete Subsystem Filter	Allows the user to delete custom subsystem filters from the main alarm list GUI
General	Operator Alarms Only	If set to >99, the user will not see low-level trouble reports
General	Clear Alarm Caches	Allows the user to clear the cache of alarm data, which must be done to enable the 'Unsuppress Alarm' option

Token	Components	Description
General	Clear Alarms	Allows the user to attempt to clear alarms
General	Enable Alarm Reporting	Allows the user to re-enable alarm/trouble reporting from items of equipment. (See Disable Alarm Reporting)
General	Disable Alarm Reporting	Allows the user to disable alarm/trouble reporting from items of equipment. This might be used during maintenance procedures or in response to spurious (nuisance) troubles.
General	Clear Hard Trouble s	Allows the user to attempt to clear troubles that have been defined as 'Hard Troubles', which are troubles that require a higher privilege level to clear as a clearance attempt may have particular side effects that must be understood
General	Alarm acknowledgement	Allows the user to acknowledge alarms
General	TBD	Adds/Removes full access to the General functions
IP Networking	TBD	Adds/Removes full access to the IP Network functions
IP Networking	Network Monitoring GUI	Allows basic access to IP Network monitoring functions
L@ti-View	L@ti-View 2D GUI	Allows the user access to the L@ti-View self-monitoring GUI
Message Board	Message Board Full Access	Grants the user all permissions within the message board GUI. (Has the same effect as ticking all the individual permissions in this section.)
Message Board	Delete Messages	Allows the user to delete posted messages
Message Board	Edit Messages	Allows the user to edit posted messages
Message Board	Post Messages	Allows the user to post new messages on the message board
Message Board	Message Board GUI	Allows the user to access the built-in Message Board GUI, where users can leave messages for each other (e.g. at shift hand-over)
Message Board	View Messages	Allows users to read messages
Message Board	TBD	Adds/Removes full access to the Message Board functions
PA/VA	Ad Hoc Message Trigger	Allows the user to trigger messages (audio or display) from the GUI. Without this permission only live announcements or scheduled messages can be played.
PA/VA	Soft Push-To-Talk (Emergency)	Allows the user to make emergency live PA announcements from the GUI
PA/VA	Audio Message Support	Allows the user to select and trigger audio messages
PA/VA	Zone Overrides Table	Allows the user to access the Zone Overrides Table
PA/VA	Background Music Source Select	Allows the user to access the BGM source column in Zone Overrides
PA/VA	Display Brightness Override	Allows the user to access the Display Brightness column in Zone Overrides
PA/VA	Night Volume Override	Allows the user to access the Night Volume Override column in Zone Overrides
PA/VA	Soft Push-To-Talk	Allows the user to make live PA announcements from the GUI
PA/VA	PA/VA GUI Pin Management	Allows the user to change the security PIN on the PA/VA GUI, if it has been enabled in system configuration
PA/VA	Message Builder Display Messages	Allows the user to build messages for information display units in the Message Builder
PA/VA	Quick Messages	Allows the user to access the 'Quick Message' feature, where messages can be triggered from a single dedicated button
PA/VA	Message Scheduling	Allows the user access to the PA/VA Scheduler GUI
PA/VA	Maximum Scheduled PA Message Priority	Allows the user to prioritize scheduled PA messages (100 = maximum priority)

Token	Components	Description
PA/VA	TTS Messages	Allows the user to create and save Text-to-Speech (TTS) messages
PA/VA	Display Message Support	Allows the user to select and trigger display messages (e.g. on visual information displays)
PA/VA	Message Builder Audio Messages	Allows the user to build audio messages in the Message Builder
PA/VA	Message Management	Allows the user access to PA/VA Message Management to record, rename, and delete messages
PA/VA	2D PA/VA Map support (Legacy)	Allows the user to access the legacy 2D PA map
PA/VA	Message Builder	Allows the user to access the PA/VA Message Builder
PA/VA	TBD	Adds/Removes full access to the PA/VA functions
PA/VA	Advanced PA schedule settings	Allows the user to access all of the advanced settings on a PA/VA schedule
PA/VA	Edit PA Schedules	Allows the user to edit the details of PA/VA schedules
PA/VA	Enable / Disable PA schedules	Allows the user to enable and disable (but not edit) PA/VA schedules
PA/VA	View PA Schedule details	Allows the user to view the details of PA/VA schedules
PA/VA	Modify Messages	Allows the user to modify existing audio or display messages
PA/VA	Listen In Mode	Allows the user to access Listen In Mode in the 2D/3D GUI
PA/VA	BGM Access	Allows the user to control background music (on/off) in the main GUI
PA/VA	Routine Messages Control (legacy)	Allows the user to access the Routine Messages Suppression column in Zone Overrides
PA/VA	PA Coverage Access	Allows the user to view PA coverage in the main GUI
PA/VA	Emergency Message Button	Allows the user to access the Emergency Message button in the 2D GUI
PA/VA	PA Access	Allows the user to access PA Mode. If the user also has access to PIDS mode, then the unified PIS mode is used
PA/VA	PA Mute Access	Allows the user to control PA Mute on/off in the main GUI
PA/VA	Play Message Button	Allows the user to access the Play Message button in the 2D GUI
PA/VA	PA/VA GUI	Allows access to basic PA/VA functions. Advanced functions require additional permissions.
PA/VA	Zone Group Select Button	Allows the user to access the zone group select buttons in the 2D GUI
PA/VA	PIDS Access	Allows the user to access PIDS mode. If the user also has access to PA mode, then the unified PIS mode is used
PHP	Transfer Help Point Calls	Allows the user to transfer a help point call to the external line
PHP	Show All Help Point Call Log Info	Allows the user to see all data columns in the help point call log
PHP	Show All Help Point Address Book Info	Allows the user to see all data columns in the help point Address Book
PHP	Take Help Point Call off Hold	Allows the user to resume a help point call that has been placed on hold
PHP	Make Outgoing Help Point Call	Allows the user to make an outgoing call to a help point
PHP	Help Point Call Log	Allows the user to view the help point call log
PHP	Hang up Help Point Call	Allows the user to hang up an incoming help point call, once answered
PHP	Help Point Outgoing Call Page	Allows the user to view the help point outgoing call page (the 'address book' of help points)
PHP	Answer Help Point Calls	Allows the user to answer incoming help point calls
PHP	Help Point GUI	Allows access to basic Help Point Functions
PHP	TBD	Adds/Removes full access to the PHP functions
PHP	Place Help Point Call on Hold	Allows the user to put a help call on hold

Token	Components	Description
PHP	Mute Help Point Call	Allows the user to mute/unmute a help point call
PIS	DDU Test Mode	Allows the user to put the DDU into test mode
PIS	Assign DDU Profile	Allows the user to assign a display profile to a Data Display Unit
PIS	TBD	Adds/Removes full access to the PIS functions
Schematics	TBD	
Schematics	Schematics Page Selection	Allows the user to view the drop-down list of schematics in the Schematics GUI
Special	TBD	Adds/Removes full access to the Special functions
Special	Full Control	Allows access to all features and GUIs
Special	Message Builder Diagnostic Panel	Allows the user to see the diagnostic panel in the PA/VA Message Builder GUI
Special	Message Management Information	Allows the user to see the diagnostic panel in the PA/VA Message Management GUI
Telephony	Enable Speed Dialler	Allows the user to access the configurable 'Speed Dial' buttons in the Telephony GUI
Telephony	Address Book Extended View	Allows the user to see all data columns in the Address Book
Telephony	Make Telephone Calls	Allows the user access to the Make Calls page in the Telephony GUI, and thus make calls from the SIP phone associated with their workstation.
Telephony	Delete Telephony Contact	Allows the user to delete contacts from the Telephony Address Book
Telephony	Add Telephony Contact	Allows the user to add new contacts to the Telephony Address Book
Telephony	Telephony GUI	Allows the user access to the basic telephony functions. Advanced functions require additional permissions
Telephony	TBD	Adds/Removes full access to the Telephony functions
Telephony	Edit Telephony Contact	Allows the user to edit contacts in the Telephony Address Book
Voice Recorder	TBD	Adds/Removes full access to the Voice Recorder functions
Voice Recorder	Delete Voice Recordings	Allows the user to delete recordings made by the Voice Recorder System
Voice Recorder	Play Voice Recordings	Allows the user to play recordings made by the Voice Recorder System
Voice Recorder	Save Voice Recordings	Allows the user to save recordings made by the Voice Recorder System to an external or networked drive
Voice Recorder	Voice Recording System GUI	Allows the user access to the Voice Recording System functions

APPENDIX C: TROUBLESHOOTING

L@ti-View will not start.	No dongle, or dongle license is out of date.	Fit a current dongle before launching L@ti-View.
	L@ti-View is not compatible with the OS.	Install L@ti-View on a Windows 7 system or later.
The screen does not appear right.	New installation	Either load a project or create and save a new one.
	Changes were made and saved by the last user.	Load a previously saved version and save it.
	Changes were made and not saved.	Make the changes again and save them.
The desired panel cannot be located.	Panels docked in the same space will be stacked up.	Select the desired panel on the tab at the bottom of the dock area.
L@ti-View closed unexpectedly.	The Bootstrap CMD window was closed by mistake and unsaved changes were lost.	Restart L@ti-View. Save regularly during edits. Save versions if making a lot of changes.
The wrong symbols are displaying in the Symbol Library.	This action cannot be reversed.	Import fresh symbols and their ancillaries from the PC or workstation. Restart L@ti-View without saving the current changes. Load an earlier saved version.
Previously deleted symbols are now duplicated.	The Symbols library wasn't refreshed between Delete and Import.	Close the Symbols Library between tasks.
L@ti-View hangs during symbol loading.	Make a note of the error message and close L@ti-View by closing the CMD window.	Manually delete the offending image file from the directory folder and retry loading the L@ti-View project.

GLOSSARY

2

2D
Two Dimensional on the x-y axis

3

3D
Three Dimensional on the x-y-z axis

A

ACID
Access Control and Intruder Detection

ANS
Ambient Noise Sensor

B

BGM
Background Music

BGU
Break Glass Unit (fire alarm)

BMS
Building Management System

C

CAE
Cause and Effect

CIS
Customer Information Sensor

CSV

Comma Separated Values; the .csv file type allows files to be imported into columns and rows in spreadsheets and databases

D

DDU

Data Display Unit

DIP

Dynamic IP address

E

End-Of-Line Device (EOLD)

An electronic component physically installed as the furthest device from the control panel; whose presence on the circuit is used to monitor the integrity of the circuit.

EOL

End Of Line (e.g. alarms, CCTV, detectors, sounders, speakers)

EOLR

End-of-Line Resistor

F

FACS

Fire Alarm Control System

FAS

Fire Alarm Control System

G

GUI

Graphical User Interface

GUID

Globally Unique Identifier used to identify equipment on a network

I

I/O
Input / Output

IP
Internet Provider (networking)

L

LAN
Local Area Network

LLPA
Long Line Public Address

N

NAC
Notification Appliance Circuit. A supervised output circuit that connects horns, strobes, speakers, etc. to the control panel.

P

PA
Public Address

PIDS
Passenger Information Display System

px
pixel

S

SIP
Static IP Address

SIP2

Session Initiation Protocol (SIP) is a communications protocol for signalling and controlling multimedia communication sessions in applications of Internet telephony for voice and video calls, in private IP telephone systems, as well as in instant messaging over Internet Protocol (IP) networks.

SLC

Signaling Line Circuit. A Signaling Line Circuit (SLC) carries data to and from the field devices for the fire alarm system, and also carries power from the control panel to the devices.

SMS

Station and building Management System / Site Management System

SOP

Site (or Standard) Operating Procedures

T

TCP/IP

Transmission Control Protocol/Internet Protocol

U

UAC

User Account Control (Microsoft)

X

x-y axis

x - y refers to screen pixel coordinates based on the available screen resolution (e.g. 1920 x 1080). X = the horizontal screen axis drawn left-to-right, and Y = the vertical screen axis drawn top-to-bottom. A VDU's nominal point of origin (x = 0, y = 0) is positioned at the top left of the screen, so a screen item's nominal point of origin might be stipulated (in code) as [x = x+100; y = y + 100].

Z

z-axis

z refers to a virtual axis running tangentially to the x-y axes; x-y-z coordinates can be used to create 3D objects that can pan, tilt, and rotate in virtual 3-dimensional space.

z-order

Incident priorities are allocated to default layers arranged, in descending order, on the z-axis. In other words, the highest current priority (e.g. Fire) cannot be obscured by items of lower priority.

z-index

Incident priorities are allocated to default layers arranged, in descending order, on the z-axis. In other words, the highest current priority (e.g. Fire) cannot be obscured by items of lower priority.