

# StarNeT-1000

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## Control Program Operator's Guide

J4DA0302-001 Rev D

First edition

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**Senstar**  **Stellar**

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Manufactured in accordance with ISO 9002 standards.

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# Introduction

The Senstar-Stellar Control Program is a Windows® based application program that displays status information about your facility and allows you to control many aspects of your facility. Your security system installer configures the Control Program for your facility. This document describes the operational features of the Control Program that are common to every installation. For specific details about your configuration contact your security system installer.

The Control Program takes up the entire screen area of your computer system. While the Control Program is running, your computer system is dedicated to running only the Control Program. It is not possible to resize the Control Program window; it always takes up the entire display. While the Control Program is running, you can not access the Windows Desktop or run any other programs.

## 1 Starting the Control Program

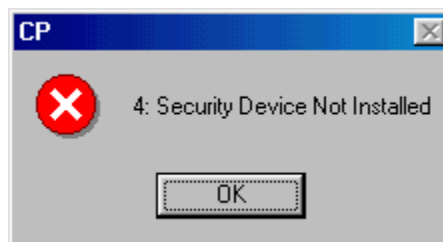
The Control Program is a 32 bit Windows based application that will run on the following platforms:

Windows NT® v3.51 or later

Windows 95

Windows 98

Installed on the desktop of your computer system, you should find an icon for the Control Program. To start the Control Program, double click on this icon. The Control Program requires a security device attached to the parallel port of your computer. If this security device is not installed, the following message will be displayed:



If this message is displayed, contact maintenance personnel to correct the problem. The Control Program will not run until the security device is correctly installed.

If there is no icon on your desktop for the Control Program, you may be able to run it from the *Start* menu. The *Start* menu can be displayed by clicking the left mouse button on the *Start* button in the lower left corner of your computer screen. On the *Start* menu there is a *Programs* entry. Move the mouse cursor over the *Programs* entry and another menu is displayed. If the Control Program

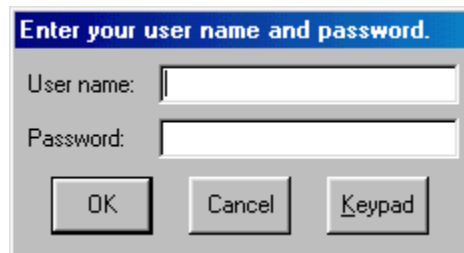
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is in this list, move the mouse cursor over the entry and click the left mouse button to start the Control Program.

If you can not find the Control Program in the *Start* menu, use Windows Explorer to find CP.EXE. Double click on CP.EXE to run the Control Program or create a shortcut and place the icon on your desktop for CP.EXE.


## 2 The Login Window

When the Control Program is run, you are asked to login. The following window is displayed:



Use the keyboard to enter your user name and password, then press *OK* or press the *Enter* key on the keyboard. The user name and password are case sensitive, so check the *Caps Lock* key on your keyboard. If the entered user name or password is not recognized, the following error message will be displayed:



The Control Program will continue to operate but you will not be logged in. To login again, press the yellow right arrow button on the control bar . The login window will be displayed.

If you do not successfully login, any operation attempted that requires a password will display the login window. You must login successfully before the secure operation will be performed.

If your user name and password are entered correctly, your user name and security level is displayed at the bottom of the Control Program.

If the *Cancel* button is pressed, the Login window will be removed but you will not be logged in. The Control Program will operate without the user being logged in. However, the Login window will be displayed every time an action is attempted that requires login security. You must login successfully before the secure operation will be performed.

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# The Login Window Keypad

A keypad is available to enter your user name and password. To display the keypad, press the *Keypad* button on the login window. This window is designed for touch screen input but may also be used with a mouse. When the *Keypad* button is pressed, the following window is displayed.



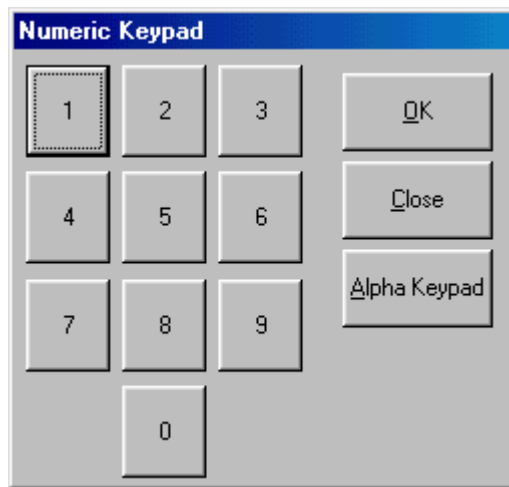
Press the button that corresponds to the letter or digit you want to enter. The selected character will be entered in the current field of the Login window.

When the button in the lower right displays *Caps Unlocked*, characters are entered in lower case. When this button displays *Caps Locked*, characters will be entered in upper case. Pressing this button will cause it to toggle between *Caps Unlocked* and *Caps Locked*.

The *OK* button acts like the *Enter* key on the keyboard. When *OK* is pressed, the cursor moves to the next field of the Login window. If both fields have been filled in, pressing the *OK* button on the keypad is the same as pressing *OK* on the Login window.

The *Close* button removes the keypad window and returns you to the Login window.

When the *Numeric Keypad* button is pressed, the alphanumeric keypad window is removed and the numeric keypad window is displayed. The numeric keypad window is shown below.





The buttons on the numeric keypad operate the same way as the buttons on the alphanumeric keypad. Pressing a button with a digit enters that digit into the current field of the Login window. To remove the keypad window, press the *Close* button. To return to the alphanumeric keypad, press the *Alpha Keypad* button.


## 3 The Control Bar

The Control Program contains no menu. The only commands available are accessed via the control bar. To select a control bar command, point the mouse cursor at the desired command and click the left mouse button. The selected command will be invoked.

The control bar is displayed on top of the facility images configured by your security system installer. The control bar can be moved to any location on your screen. To move the control bar, point the mouse cursor at the vertical bar at the right end of the control bar. Press and hold the left mouse button. As the mouse is moved, the control bar window will move. When the control bar has been moved to the desired location, release the left mouse button.





The Login command button  displays the login window. The operation of the Login window is discussed above. See Section (2 The Login Window) above.


A typical configuration of the Control Program has many screens. Some or all of these screens will display active alarms. The Control Program can be instructed to display the screen containing the active alarm when that alarm occurs. When  is displayed in the control bar, the Control Program will automatically switch screens to the screen where the active alarm is displayed when that alarm is activated.





The Control Program can also be instructed to not change screens when an alarm occurs. When  is displayed in the control bar, the Control Program will not change the screen display when an alarm occurs.



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Press  to change from switching screens on alarm to , not changing screens. Press  to change from not switching screens on alarm to , switching screens on alarm.

Events that occur in your facility include alarms, doors opening and closing, intercoms being activated, etc. When events occur in your facility, a record of these events is stored in a database. The Control Program can display a history of these events in a window that is displayed on top of the images configured for your facility. To display the event window, press the  button on the control bar. When the event window is first displayed, the events that have occurred in the previous day are listed. As events occur, they are added to the end of the list. The most recent events are displayed at the bottom of the event window.

When  is pressed to display the event window, the button changes to . To close the event window, press the  button. The event window will be removed and the button will change back to .

See the discussion below for details about the operation of the event window.

## 4 Control Program Icons

The Control Program displays one or more images that represent your facility. Your security system installer created these images for your site. Displayed on these images are icons that show status information and provide a means for you to control your facility. An icon is a small rectangular image such as an alarm bell or a door. To operate an icon, point the mouse cursor at the icon then click the left mouse button. The action that is taken when you click on an icon depends on the icon. The specific operation performed by each icon is described below. An icon may have a text label that indicates the purpose of the icon. The text label is not part of the icon so clicking on the text label will do nothing. To operate the icon, the mouse cursor must point at the icon when the left mouse button is pressed.

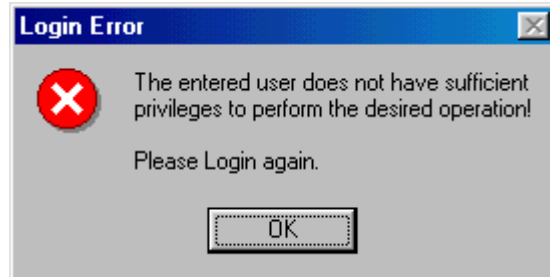
The Control Program displays icons to indicate the status of your facility and to indicate the action that will be taken if you click on the icon. The Control Program obtains this status information and performs operations by communicating with transponders connected to alarm inputs, switch outputs, etc. For example, there may be door icons displayed on your screen. The door will be displayed green if it is closed, red if it is open, and gray if the Control Program can not communicate with the transponder to which the door controls and status inputs are attached. The door may be displayed as shown below:

		
Closed	Open	Door in
Door	Door	Comm Fail
Green	Red	Gray

In most configurations an LED is used to indicate that the communication facility to a transponder has failed. In addition to the LED indicator, all icons associated with that transponder will be displayed in gray if it is not possible for the Control Program to communicate with the transponder.

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Your security system installer has specified the security level required to operate each icon. If you are not logged in or if your security level is less than that required by the icon you are trying to operate, the Login window is displayed. If you are asked to login as a result of attempting to operate an icon and the entered user name and password are invalid or have insufficient security to operate the icon, the following window is displayed:



When *OK* is pressed the Login window is again displayed. Either enter a user name and password with sufficient security to perform the selected operation or press *Cancel*. If *Cancel* is pressed, the operation is aborted.

Logging in to operate a specific icon does not change the current logged in user name or security level. The security level is increased only to perform the selected operation. When the operation is complete, the security level returns to the security level of the currently logged in user. The current user name and security level is displayed at the bottom of the Control Program.

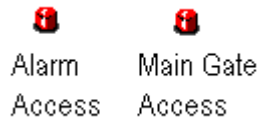
## Pushbutton

A variety of icons are available for use as pushbuttons. These icons are the following:



The security system installer chooses the icon that he wants to use for each pushbutton required for your site. There may or may not be a text label associated with each pushbutton. Each pushbutton is associated with an output point. The output point can be in one of three states: off, on, or blinking. The pushbutton is displayed to indicate the state of the output point. So, each pushbutton can be displayed as 3 different icons or the pushbutton may not be displayed at all when the output point is in a particular state. The same icon may also be used for each state of the associated output point, so the icon on your screen may not change. The icon(s) to use for each pushbutton state is determined by your security system installer.

For example, an alarm typically can be disabled so that maintenance can be done to the area covered by the alarm. This is called "accessing the alarm zone". A common way to implement the ability to disable an alarm is to create two pushbuttons. One pushbutton is used to indicate that you want to disable an alarm and the second pushbutton is used to select the specific alarm to disable. On your screen this may look like the following:



To disable the *Main Gate* alarm, you would click the left mouse button on the *Alarm Access* pushbutton. The *Alarm Access* pushbutton will change to a green pushbutton for 10 seconds. While the *Alarm Access* pushbutton is green, you can click on the red *Main Gate* access pushbutton. This will disable the alarm. The *Main Gate* access pushbutton would then turn yellow and will remain yellow as long as the alarm is accessed or disabled.

To enable an accessed alarm, you would click on the *Alarm Access* pushbutton. It will again turn green for 10 seconds. While the *Alarm Access* pushbutton is green, click on the green *Main Gate* access pushbutton. The alarm will be enabled and the *Main Gate* access pushbutton will change to red.

Please note that this is only an example of how the pushbutton icon operates. There are many ways to implement the alarm access feature and it is up to your security system installer to determine the best way to provide this capability to your facility. Contact your security system installer for specific details about the operation of your facility.

## Emergency Release

The emergency release icon is used to open and close a set of doors in your facility. The first time you click on the emergency release icon the doors associated with the icon are opened. The next time you click on the icon, the doors will close. The next time the doors will open, and so on.

The emergency release icon does not change. It is always displayed as the big red button. However, as each door is opened or closed, the action taken for each door is flashed on the bottom of the Control Program screen.

All doors associated with the emergency release are not opened instantaneously. The electrical characteristics will not allow this. The security system installer specifies a brief delay time before opening each door. This is usually only a couple of seconds but it does prevent damage to your electrical system. As each door is opened or closed, you will see the icon for the door change from red to green or green to red, indicating the operation has been performed.

## Alarm Zone

The alarm zone is not displayed as an icon. It is displayed as a line that represents the region covered by an alarm. The alarm zone is displayed in conjunction with an alarm that the alarm zone is associated with. The following table shows the color of the alarm zone for each state of its associated alarm.

Alarm State	Color of Alarm Zone
Secure	Color specified by the security system installer
Acknowledged Alarm	Red
Acknowledged Tamper	Purple
Access	Yellow
Audio	Blue
Alarm	Flashing red and yellow
Tamper	Flashing purple and yellow

The alarm zone does not accept operator input. Clicking on the alarm zone will do nothing. The alarm zone only displays status information about the state of the associated alarm.

## Intercom

The intercom icon shows the current state of an intercom and allows you to operate the intercom. When the intercom is inactive, the blue intercom symbol is displayed. When the intercom is active, a yellow intercom icon is displayed.





Clicking the left mouse button on the inactive intercom icon will activate that intercom. All other intercoms in the group will remain inactive or be deactivated.

Clicking on the active intercom icon will inactivate that intercom. This will have no effect on any other intercom.

Intercoms are usually grouped together in a set. Your security system installer will organize your intercoms into one or more groups. Only one intercom in a group can be active at any one time. Activating one intercom will deactivate all other intercoms in the group.

When an intercom is activated or inactivated, a message is displayed at the bottom of the Control Program screen. An event is also logged in the event window and database when an intercom is activated or inactivated.

## Output LED

The output LED icon indicates the state of an output point. The output point can be in one of three states: off, on, or blinking. When the output point is off, a red LED icon  is displayed. When the output point is on, a green LED  is displayed. When the output point is blinking, the icon is changed between the red and green icons giving the impression of a flashing icon.

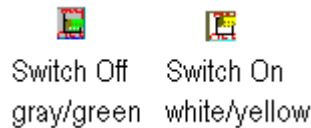
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The output LED icon shows status information only. Clicking on the icon will do nothing.

A typical usage for an output LED is to indicate the communication status of one or more transponders. An output point can be turned on when communication with a transponder has failed. If communication with the transponder is intact, the output point will be off. Your security system installer can configure the Control Program to only display the output LED icon when the output point is on. In that case no icon will be displayed if communications with that transponder is ok.

## Switch

The switch icon shows the current state of a switch and provides a means to operate the switch. When the switch is off, a gray icon with a green switch is displayed. When the switch is on, a white icon with a yellow switch is displayed. These icons are shown below:



Clicking the left mouse button on the *Switch Off* icon will turn the switch on. Clicking on the *Switch On* icon will turn the switch off.

## Alarm

An alarm can be in one of 7 states. Your security system installer can choose the icon to display for the alarm in each of the 7 states or he can choose to not display any alarm icon for a particular state. The icons that can be used for an alarm are shown below:



Any of these icons can be used to display the alarm status. When the alarm is active or the tamper is active, the alarm icon will flash. Contact your security system installer to determine which icons he has chosen for the various states of each alarm.

Each alarm may also be associated with up to 10 alarm zones. The alarm zone is a line that indicates the region covered by the alarm. The alarm zone(s) associated with an alarm are displayed as indicated by the state of the alarm. See the alarm zone section above for more information about the alarm zone display.

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The following table shows the action that is taken when the left mouse button is clicked on the alarm icon:

<b>Alarm State</b>	<b>Clicking on the alarm icon</b>
Secure	Sets the access pushbutton
Acknowledged Alarm	Secures the alarm
Acknowledged Tamper	Secures the tamper
Access	Sets the access pushbutton
Audio	Sets the access pushbutton
Alarm	Acknowledges the alarm
Tamper	Acknowledges the tamper

When an alarm icon is flashing it means an alarm has occurred and the alarm is currently active. When an alarm occurs the Sonalert<sup>®</sup> output is turned on and the speakers on your computer may be used to generate an audible signal. Click the left mouse button on the alarm icon to acknowledge the alarm. This will turn off the Sonalert and turn off the audible indicator generated by your computer. When acknowledged, the alarm icon will stop flashing and is normally displayed as one of the icons shown above.

When an alarm has been acknowledged, clicking on the alarm icon will secure the alarm. When secure, the alarm icon is displayed as one of the icons shown above or it may be removed from the screen.

The access pushbutton is used to access the alarm and remove the access from the alarm. When accessed, the alarm is disabled. When the access is removed, the alarm is enabled and operates normally.

The security system installer has many options to configure the alarm operation. When an alarm is secure or acknowledged, it may be accessed. The method for accessing the alarm is determined by your security system installer. Typically the access function requires that an enable button be set before an alarm can be enabled or disabled. In this configuration an access enable pushbutton is used in conjunction with the alarm icon. To disable an alarm, the access enable pushbutton must be pressed then the alarm icon must be pressed within 10 seconds. If this is done when the alarm is in the secure or acknowledge state, the alarm will be disabled (put into the access state). If this is done when the alarm is in the access state, the alarm will return to the secure or acknowledge state and the access will be removed.

If the alarm is not displayed when it is secure, a separate pushbutton must be used to enable and disable the alarm. If your system is configured in this way, you will not click on the alarm to enable or disable the alarm. You will click the pushbutton icon that corresponds to the access pushbutton for the alarm.

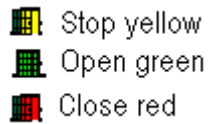
If your system is not setup to use an access enable pushbutton, then clicking on the alarm icon when it is secure will disable the alarm. If the alarm is disabled, clicking on the alarm icon will enable the alarm.

## Slider Door

The slider door icon shows the current state of the door and allows you to open, stop, and close the door. Since the slider door can be open, stopped, or closed, three icons are used to operate the slider door. Your security system installer

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specifies the relative position of each icon, but each slider door will have 3 icons associated with it. The slider door icons are shown below:



Each of the 3 door icons is always displayed. If a particular operation is not available, the corresponding door is displayed in gray. For example, if the door is closed, the close door icon will be gray. If the door is stopped, the stop icon will be gray, etc.

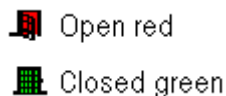
To operate the door, click the left mouse button on the icon that corresponds to the action you want to take. To stop the door, click on the yellow door icon. To open the door, click on the green door icon. To close the door, click on the red door icon. If the door is moving, either opening or closing, both the open and close icons will be gray. The door must be stopped before it can be opened or closed.

When you click on one of the door icons to operate the door, a message is displayed at the bottom of the Control Program screen and an event is stored in the event window and in the event database.

## Swinger Door

The swinger door shows the current state of the door and allows you to open the door. The Control Program determines the state of the door by reading the door position switch. A swinger door can be opened electronically but must be manually closed. Therefore, clicking the left mouse button on the door when it is closed will open the door. Clicking on the door when it is open will do nothing.

The icons displayed for the swinger door are shown below:



Only one of these icons will be displayed at a time. The icon displayed indicates the current state of the swinger door. If the red door is displayed, the door is open. Clicking on the red door will do nothing.

If the green door is displayed, the door is closed. Clicking on the green door will open the door.



When you click on the green door to open the door, the door's open relay is set to open the door. A message is displayed at the bottom of the Control Program screen indicating the door is now open. This event is also stored in the database and displayed in the event window. The door open relay will be cleared after a short time period specified by your security system installer.

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When the door is closed, a message is displayed at the bottom of the Control Program screen and the event is stored in the database and displayed in the event window.

## Random Watch Tour

The random watch tour icon provides a means to initiate and supervise a watch tour in your facility. A watch tour consists of a number of watch tour stations throughout your facility. During the watch tour security personnel must activate each station. Your security system installer may specify a window of time in which each watch tour station must be activated. If a station is activated too soon or too late, an alarm occurs.

When the watch tour is inactive, the blue watch tour icon is displayed . To begin the watch tour, click the left mouse button on the blue watch tour icon. The watch tour is initiated. While the watch tour is active, a red watch tour icon is displayed . Until the watch tour is completed, clicking on the red watch tour icon will do nothing.

Typically an output LED is displayed for each watch tour station. As each station is activated the corresponding output LED will change from red to green. Your security system installer configures the visual indication for the watch tour stations. The output LED may not be displayed when it is off or the activation of each station may be done in a different way.

When all watch tour stations have been activated, the watch tour is complete. Clicking on the red watch tour icon will conclude the watch tour.

If a watch tour station is not activated in the time window specified by your security system installer, an alarm occurs. When the alarm is activated, the Sonalert output is turned on and the watch tour icon behaves like an alarm icon. While the alarm is active, the watch tour icon will change between the red icon and the blue icon giving the impression of a flashing icon. Clicking on the flashing icon will acknowledge the alarm and turn off the Sonalert. When the alarm is acknowledged the watch tour icon returns to normal operation and the blue watch tour icon is displayed.

When a watch tour is initiated by clicking on the blue watch tour icon, a message is displayed at the bottom of the Control Program screen. The message is stored in the event window and in the event database. As the tour progresses and each tour station is input, a message is stored in the event window and in the event database. The conclusion of the watch tour is also displayed on the screen and recorded in the event window and database.

If a watch tour alarm occurs, the alarm is displayed on the screen and recorded in the event window and database.

## Navigation Arrows

The Control Program displays images of your facility. For example, the main screen may be an overview image of your entire facility. Secondary screens may show individual buildings or areas at your site. Your security system installer creates these images and configures the Control Program to display them. The




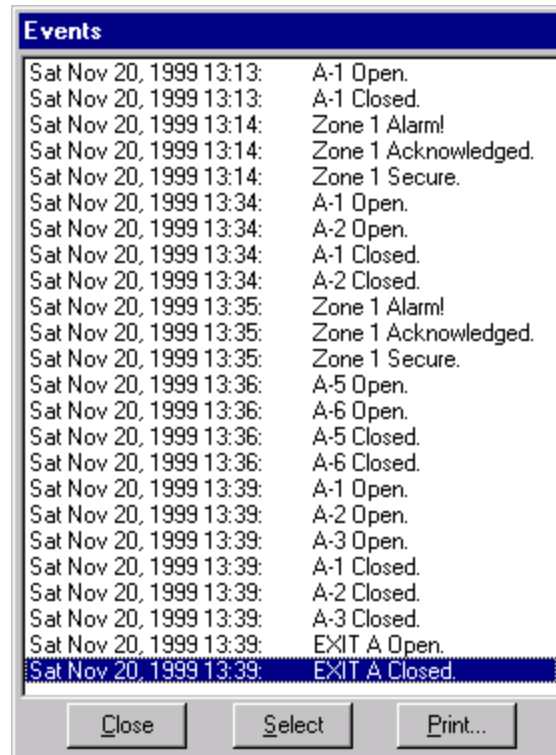
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
navigation icons are used to switch from one image to another. Point the mouse cursor at the navigation icon and click the left mouse button. The image that corresponds to that icon will be displayed.

Usually a text label is displayed next to the navigation icon to indicate the image that will be displayed when you click on the icon. To display the image that corresponds to the icon, you must click on the icon. Clicking on the text label will do nothing.

## 5 Event Window

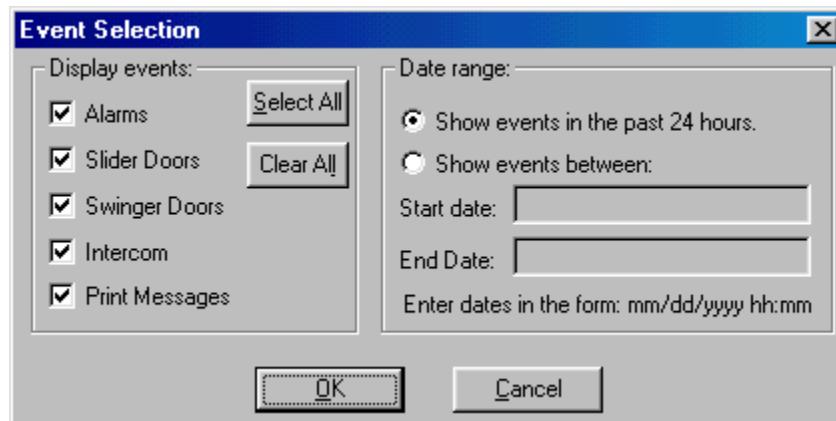
When events occur in your system, they are recorded in a database. These events include alarms activated acknowledged, and secured, doors opened and closed, intercoms activated, etc. The events that are recorded in the database can also be displayed in an event window. To display the event window, press the  button on the control bar. An example of an event window is shown below.



Each line in the event window is one event. The time and date that the event occurred is displayed on the left followed by some text indicating the nature of the event. If the description of the event can not be read, the event window's size can be adjusted. To widen the event window, move the cursor to the edge of the window. The cursor will change to the east-west arrows . Press and hold the left mouse button. As the mouse is moved, the window will get wider or narrower. Release the left mouse button when the window is the desired width.

When the event window is first displayed, all events that have occurred in the past 24 hours are displayed. It is possible to view certain types of events or to

specify a date range of events to view. To do this, press the *Select* button. The following window will be displayed.




To select specific events to view, check the corresponding check boxes in the *Display events* section. Only those events that correspond to the selected check boxes will be included in the event window. To check or uncheck a check box, point the mouse cursor at the check box and click the left mouse button.

The default is to display events that have occurred in the past 24 hours. If you want to view other events, click the *Show events between* radio button. When this radio button is checked, the *start date* and *end date* fields are enabled. Enter the start and end date and time of the events you want to see. Make sure to enter the time in a 24 hour format (military time).

When *OK* is pressed the events corresponding to the information selected will be displayed. Only the previous 8000 events that match your criteria will be displayed. If more than 8000 events match your criteria, the most recent 8000 are displayed.

If you want to print the events on your printer, press the *Print* button. The selected events that are displayed in the event window are printed in a 10 point font on your system printer.

To close the event window, press the  button on the control bar.

## Event Database

When events occur in your system, they are stored in a database. One file is created each day for database events. The file name is YYYYMMDD.CPD where YYYY is the year, MM is the month, and DD is the day. So, all events that occur on Nov. 18, 1999 will be stored in a file called 19991118.CPD. All the events that occur on a particular date will be stored in a file with a name created from that date.

The database files are stored in a subdirectory of the directory where the Control Program is stored. The name of the subdirectory is *EVENTS*. For example, if the Control Program is stored in a directory called C:\CP, the event database files will be stored in C:\CP\EVENTS. One file is created per day. If the directory listing is sorted in alphabetical order, the event files will be listed in date order.

The event database files are standard ASCII files that can be easily imported into other applications such as Excel, Access®, FileMaker®, or Lotus® 1-2-3®. The database records are stored in a comma delimited format. Each record has the following fields:

Field	Information
1	Record type
2	Day of the week, a number from 1 to 7, 1= Sunday
3	4 digit year
4	2 digit month, 1 to 12
5	2 digit day of the month, 1 to 31
6	2 digit hour, 0 to 23
7	2 digit minute, 0 to 59
8	Text describing the event

The record type field can contain a value from 0 to 20. The value for the record type field means the following:

Record Type Value	Meaning
0	Pushbutton event
1	Emergency release event
2	Alarm zone event
3	Intercom event
4	Random watch tour event
5	Output LED event
6	Sequential watch tour event
7	Slider door event
8	Swinger door event
9	Station watch tour event
10	Switch event
11	Alarm event
12	Right navigation arrow event
13	Left navigation arrow event
14	Up navigation arrow event
15	Down navigation arrow event
16	Text event
17	Slider door close event
18	Slider door open event
19	Slider door stop event
20	Print message

## Importing the Event Database into Other Applications

To import a database file into Excel, move to the cell where you want to import the file, then do the following:

1. Select File | Open from the Excel menu. The file open dialog will be displayed.
2. Select text files in the File type field.
3. Enter \*.CPD in the File name field.
4. Navigate to the events directory where the Control Program stores the data base files.

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5. Select the database file to open, then press Open.
  6. Excel will then ask you how to import the file. Select delimited then press Next.
  7. In the Delimiters section check the Comma checkbox. Don't check any of the other check boxes. Then press the Next button.
  8. Select the columns you want to import then press Finish. The selected file will then appear in your Excel worksheet.

If you imported the file at column A, the year, month, and day fields will be stored in 3 columns beginning with column C. To convert these three columns to a date field, do the following:

1. Click on an unused column heading field like column J. The column will be highlighted.
2. Type the following: =DATE(C:C,D:D,E:E) then press the Enter key. The date constructed from the record in row 1 will appear in row 1 of column J.
3. Click on cell J1. This cell will be highlighted.
4. Press Ctrl-C to copy the field. Cell J1 will have a blinking border around it.
5. Click on cell J2 and drag the cursor down the column while holding down the left mouse button. This will select all the cells in column J2 and below. When all cells in column J have been selected that correspond to rows in the database file, release the left mouse button.
6. Press Enter. This will paste the cell copied in step 4 to all the cells in the column selected in step 5. The entire column will be displayed as the date corresponding to the year, month, and day fields stored in columns C, D, and E of that record.

Other applications will also be able to import the CPD files. The Control Program database files are a standard format that almost all applications will recognize. For information about importing text files into your application program, see the sections in your application program documentation regarding the opening or importing of text files or comma delimited files.