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## 1 What is Genie ?

What is Genie ?

- Genie is a software package from Torrens Building Software which provides alarm monitoring, event logging and programming of user access details.
- Genie consists of a set of programs which communicate with one or more Genesis security panels.
- Genie does not require a dedicated PC, but does require a dedicated serial port for its communications, a TCP/IP connection through a Local Area Network, a USB port or a dial up connection. Genie can run along side other applications such as word processors.
- Genie stores its panel and user data in a database. The data base is a dedicated relational database. There is also a data base for the archived event logs.

Genie contains a number of components which can be used for additional functionality.

- Data Centres are used to view and change data, by authorised operators, relating to the site.
- Alarms and Messages display the alarms and messages in the system.
- Archives contain the stored log events, and are used to view and report on what has happened in the past.
- Graphics give graphical layout information of a site using icons and text to provide information relating to the state of points at a site.
- Wizards assist in the installation, configuration and day-to-day use of Genie.

Access to all of these functions are performed by using the Genie main menu, a global menu containing Genie functions that are accessible to Genie operators.

There are three editions of Genie

- Lite for small systems up to 32 doors. This is the entry level system used for small access control systems.
- Standard for medium sized systems.
- Professional for large systems with additional functions

Genie Clubs is a custom version of Genie displaying options required by Clubs administrators, and hiding options not required. It also sets default values for a number of options, simplifying the installation of the system.

An additional option can be added to Genie Classic to provide the Club Access features where Genie is used directly for alarm management, graphics or other functions as well as automatic user and event handling.

### 2 What's New in V3 Release 5

There are a number of enhancements in this release.

#### Users

There is a new version of the Users Centre. New features added include

- the ability to add keys 'on-the-fly'. Previously this was only available in the Users Wizard
- User flags can now be viewed, set or cleared by authorized users
- Selection of users by User Id. This is for Professional and Clubs systems where imported users have a user id associated with the source of data automatically imported in to Genie. Users can also be sorted by User Id.
- Display of recent key presentations. Genie Professional Only

The Users Wizard has also been revised so that the Users Centre and Wizard work consistently.

### **User Types Centre**

There is a new version of this function. New features added include

- Customizing the display to hide fields that are not used, such as PIN Door Access.
- Group flags can now be viewed, set or cleared by authorized users.
- Commands to Suspend and Activate groups has been added.
- Swipe 3 settings can be viewed, set or cleared by authorized users.

### **Timeblock Centre**

There is a new version of this function. New features added include

• When setting times, it is possible to set only Monday-Friday as well as all days

### **Points Centre**

- Points Centre now includes panel configuration options from the Configuration wizard, which has been deprecated.
- Programming of Text Messages and Device Ports as been added to the Configure option.
- Securitel has been removed from the Configure option.

#### Reports

• New reporting engine. Some new reports have been added. Export to PDF and CSV formats are supported.

### Graphics

#### 14 Genie Installer Manual

• Changed handling of sharing drawing backgrounds and underlays due to changes to Windows® security enhancements.

### Main Menu

- New icons and displays for the main menu
- Displays a warning when a commissioning or evaluation licence is about to expire.

#### Licences

• A new commissioning licence has been created. This is designed for installers who need limited access to the panel for programming prior to converting to a client licence on project hand-over.

### **Other Changes**

- Numerous minor changes in different options
- Revised context sensitive help and manual

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PNG Images Support is provided by PNGDelphi Component by Gustavo Daud.

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## 4 Support

Support is provided from several sources.

As well as this manual, information can be obtained from your dealer, and from Torrens Web site.

### **Torrens Web Site**

Torrens has a web site for providing information to customers. The areas on this site include:

- Company information
- Product information
- What's new and changed
- Product List
- Technical Frequently Asked Questions (FAQ)
- Product updates

Visit us at http://www.torrensbs.com.au

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## 5 Main Menu and Logging On

### The Main Menu

The Genie main menu contains a menu of Buttons which, when selected, will display menus. The options available through using the buttons and menus depends on the operator logged onto the system.

The options on the main menu are

- Alarms display the Message History and Alarms.
- Access functions related to access control and programming.
- Control functions related to controlling equipment at the site.
- Reports functions related to generating informative reports.
- Points functions related to editing and programming points.
- Configure functions related to configuring site parameters.
- Help for Genie. This includes the Manual and the details About Genie.

These options are explained in detail in later sections of this document.

The Main Menu can be displayed in different ways.

- Task Bar style places the Main Menu at the top of the Main Screen. This bar is always visible and cannot be moved.
- Floating Bar style allows the Main Menu to be moved on the screen, and to be hidden behind other applications if required.

The floating task bar is recommended for Genie so it can be minimized to the lcon Tray on the main task bar.

Alarms	Access	A Control	Reports	Points	Configure	🕜 Help
		Genie Mai	in Menu - Tas	sk Bar Menu		
Genie Main Menu						×
						A Installer
Alarms	Access		Reports	Points	Configure	C Help

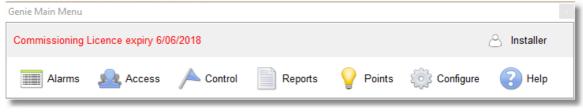
Genie Main Menu - Floating Menu

Changing the configuration is selected using a popup menu that is displayed when an operator right clicks on the Main Menu, or right clicks on the Main Menu tray icon. The options displayed depend on which operator is currently logged on.

Genie Access and Security	
Hide Menu	
<u>C</u> onfigure Menu	>
Closedown Workstation	
Cl <u>o</u> sedown Genie	
Restart Panel Comms	>
Restart Action Server	
Restart Event Server	
Restart Archive Server	
Terminate Action Server	
Terminate Event Server	
Terminate Archive Server	

#### **Genie Main Menu Options**

Sometimes a status message may be displayed.



Main Menu Showing Licence Expiry

### 5.2 Logging On to Genie

After Genie has been installed on a computer and is running for the first time, a Genie login screen is displayed whenever Genie is restarted or an operator logs off.

To log on to Genie, enter a valid Operator Id and Password. If you have not been issued with an Id and password then see the system administrator to obtain one. Installers and system administrators logging on for the first time can use one of the default operators provided with Genie.

There does not need to be any operator logged on to Genie to have the data exchanges occur.

🚳 Logoi	n/Logoff
Logon	Change Password
Genie Lo	igon
	n, enter your Operator Id and Password and click on the Logon button. ff, click on the Logoff button.
Operato	r
Passwor	rd
	Logon Logoff
_	

Logon Screen

Enter a valid Operator Id and password, and click on Log On. The Genie main menu will reconfigure to show the current operator id, and the menu options for which this operator has authorisation.

Logon/Logoff is located under the Control item on the Main Menu.

## 5.3 Genie Server Icons

A number of Genie tasks place their icons in the icon tray.

### Main Menu Icon

Once the Main Menu is running after Genie has started up, this icon can be seen.



#### Genie Main Menu Icon

#### Archive Server Icon

This icon indicates that the archive server is running. If this is not visible the system will not be saving history to the archives data base. If this icon disappears, Genie will need to be restarted.

Note that this icon only appears on the Genie Master PC.



#### **Genie Archive Server Icon**

#### Genesis panel Server Icon

This icon indicates that the communications server for the Genesis panel is running. If this is not visible, Genie will not be able to communicate with the panel.

This icon should always appear on the master workstation, which connects to the Genesis. It will not appear on computers that are workstations only. If this icon disappears, Genie will need to be restarted.

Note that the communications server is not included with all demonstration systems.

When Genie is communicating with the Genesis this icon will flash green as it sends messages to the panel.



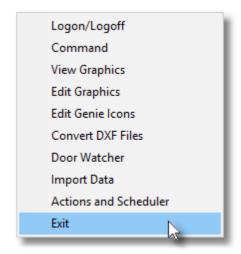
**Genesis Panel Server Icon** 

### 5.4 Closing Down Genie

Authorised operators can close down Genie by several means.

As well as clicking on the close icon when the floating menu is displayed, there are menu items for closing down Genie.

Select the Exit item of the Control option on the Main Menu



Selecting Exit on the Control Menu

Selecting Closedown Genie or Closedown Workstation on the popup menu from the tray icon or main menu. The options in this menu depend on the permissions of the currently signed on operator.

Genie Access and Security	
Hide Menu	
Configure Menu	>
Closedown Workstation	
Closedown Genie	
Restart Panel Comms	
Restart Action Server	
Restart Archive Server	
Terminate Action Server	
Terminate Archive Server	_

Main Menu Popup Menu

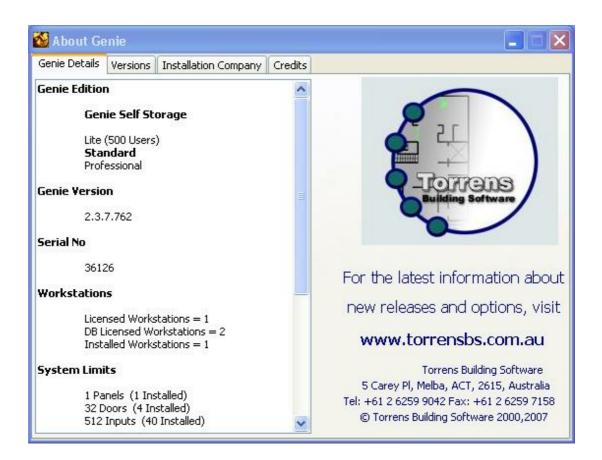
### 6 Genie Options

Details of installed System Configuration Options of Genie are displayed from the About item found under the Help option of the Main Menu.

This shows

- Details of the license, panels and options enabled in the system
- Contact details for the Installer of the system

### **Genie Classic Details**



Genie License Details

The details displayed are contained in the licenses for Genie Classic.

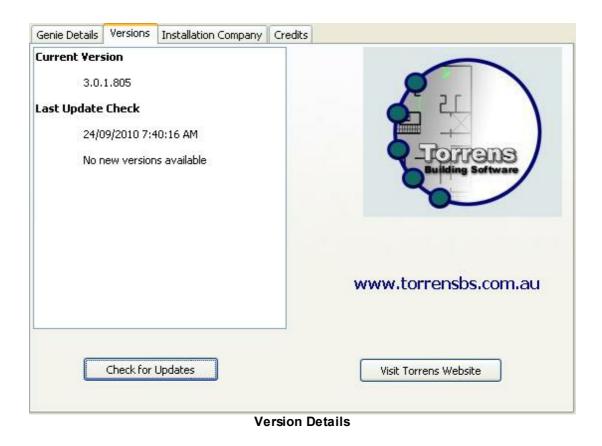
Maximum Inputs shows the maximum number of enabled inputs that may be connected to Genie. An enabled input is one which has been assigned to a device, and a position on the device. The inputs can be on any panel.

Maximum Doors shows the maximum number of enabled doors that may be connected to Genie. An enabled door is one which has been assigned to a device, and a position on the device. The doors can be on any panel.

Additional options can be installed into Genie Standard and Genie Professional. These include

- Door Watcher, for automatically displaying user images as they are authorised for access at selected doors.
- Time Attendance, for recording times in and out for users, and generating reports and exporting data from the recorded times.
- Partitioning, for limiting access to information to specific locations within the site, to selected operator groups.

## 6.2 Version Details



This page shows the version of Genie Classic currently installed. From here, you can check for updates or open a browser linking to Torrens web site.

### 6.3 Installer Details

Details Versions Installation Company	Credits	
Your Installer	-Telephone No	
xcellent Installations	07 3891 9999	
Installer Address		
37 Main St Prisbane	Fax No	
	-Web Address	
	www.excellent.com	
ohn Smith	- Email Address	
	support@excellent.com	
Contact Details Iohn Smith	www.excellent.com	

### Installer Details

When an operator with Installer privileges is logged on to Genie, the details on this page can be modified and saved.

When the operator does not have installer privileges, no changes can be made.

## 7 Alarms and Points - An Introduction

Genie allows users to receive information about alarms and events that happen at the site. Typical alarms include such events as a secured movement detector or reed switch going into alarm.

### What Happens When An Alarm Occurs ?

An alarm within Genie is an event that requires operator attention. It is generally an unauthorised activity at a site, such as a door being opened when it should not be, but may also occur if an an operator types an incorrect password, or a piece of equipment loses communications with the main system.

### All alarms must be Acknowledged.

Genie can be configured to alert operators of alarm events in a number of ways. The first thing that occurs is an audible tone is made by the computer. It is also possible to configure Genie so that a site graphic containing the alarm point will be automatically selected for an alarm when the operator requests the graphic display for an alarm. The point that has just gone into alarm will have a flashing red box around it. From within the site graphic screen, further details about the point are displayed by clicking the mouse on the icon or text with the red box. An information box is displayed giving the point's description, current state and other information. This box will also have any commands the current operator is authorised to perform on this point, such as isolating an input that is faulty or locking a door.

Most alarms relate to Points.

### What is a Point?

Point is a general term used within Genie to describe a part of the system to which an event or alarm relates. Generally, they are the physical devices monitored by the Genesis equipment, but can also include status information about the system.

The Point State represents the condition of the point. It is used, for example, in determining whether there is an alarm, indicating if a door is locked or unlocked and monitoring that equipment is functioning correctly.

There are a number of different point types.

### Inputs

Inputs are such things as door reed switches or movement sensors that are connected to a Genesis panel. An input within Genie will generally be in one of a number of states.

- Normal The point is in a normal, non-alarmed state.
- Alarm The point is in alarm, eg a door has been opened.

#### Genie Installer Manual

- Tamper The input or its wiring has been tampered with or damaged in some way.
- Isolate The Input has been placed into isolation. This means that the panel will ignore the alarm state of the point until it has been de-isolated.
- Bypassed The Input is currently being bypassed. This means that the panel will ignore the any change of state of the point until it has been re-enabled. An alarm is generated when a point is bypassed.

Points are bypassed within a system if there is a technician working on them or if the input appears faulty until a technician can investigate the fault. When a point is bypassed an alarm is generated so that Genie operators are aware that the point will not report alarm conditions, that is, it is NOT being monitored.

With many sites, there are areas of the site where there are people moving about during the day. It is not desirable to generate alarms from inputs, such as movement sensors, in these areas during business hours. It is common for the inputs to be grouped into Areas (described below) so that monitoring for alarms can be turned on and off, depending on the time of day. If an input is in an area that is turned off, that is, no alarms are required from the area, then the input will show that it is in its normal state.

The status of an input point reflects whether or not alarms have been suppressed temporarily, generally as a result of the switching of an area to which the input belongs. The status can be one of :

- Secure indicating that alarms will be generated for this point when it changes state
- Access indicating that alarms will not be generated.

Note that Genie generally uses context sensitive text to describe these states. For example, text that reflects the type of input that is connected, such as Open and Closed are used and not just the words Alarm or Normal.

### Outputs

Outputs are typically used for switching things such as sirens, lights and door locks. An output can be in one of the following states, depending on the type of output.

- On The output is On. For doors, this may be shown as Unlocked
- Off The output is Off. For doors, this may be shown as Locked.
- Slow Flash indicates that a Light is flashing slowly
- Fast Flash indicates that a Light is flashing quickly

#### Areas

Genesis panels group inputs into areas so that controlling the alarms in the panel can be simplified. A group of inputs can be turned off or on for alarm monitoring much more quickly and easily than having to do each point individually.

An area within Genie refers to a point that is associated with an area created in the Genesis panel, so that commands may be issued by operators to the panel to control the processing of inputs in that area. A typical area may include all the inputs within the foyer area of a particular building.

Genie uses the following terms for the state of an area, and the commands relating to an area.

- Secure The area is On. Other terms used for On are Secured and Armed. If any inputs within this Area go into alarm or tamper then the Genesis panel will trigger an alarm event to be processed by Genie.
- Access The area is Off. Other terms used for Off are Accessed or Disarmed. If any inputs within this Area go into alarm then the Genesis panel will not trigger an alarm event. If any inputs within this area go into tamper, then the Genesis panel will trigger an alarm to be processed by Genie.

Areas can also report whether there is currently an input in the area that is

- Alarm
- Isolated
- Bypassed
- Tamper

### **Access Points**

Access points refer to such items as a door or gate that has a card reader or keypad associated with it so that it can be opened by authorised users. Lifts are another type of access point.

Access points that relate to doors can have the following states.

- Secure A secure door requires users to present their card, enter their PIN or use the Request To Exit (REX) button to pass through the door. The door is locked to unauthorised users, but is available to authorised users.
- Entry Locked The door cannot be used for entry using a card or PIN, but users inside the door may use the REX button (if installed) to exit through the door.
- Exit Locked The door cannot be used for exit using the REX button (if installed) but users outside the door may use their card or PIN to enter through the door.
- Locked The door is currently locked. Access is denied to all users trying to enter or exit using the door, that is, their user access is temporarily suspended.
- Unlocked The door is currently unlocked and users may obtain free access through the door.

#### Genie Installer Manual

- Forced The door has raised a door forced alarm condition because somebody has tried to force it open.
- Open Too Long This state is also known as Held Open.

When access points relate to doors, they can have other points associated with them, which the panel knows are related, and are used for monitoring and controlling the doors. Doors can have inputs associated with them which tell the panel when the door is open. These are commonly 'Reed Switches', but can be other sorts of devices. Access points can also have outputs associated with them so that when a user presents a valid card at a reader, the panel can unlock the door and let the user through. As the Genesis panel knows when it has let a user through, it knows if the door has been opened because of the user access, or has been opened without authorisation. This enables the panel to generate Door Forced alarms which indicate that the door has been opened when it should not have been, and Too Long alarms when the door has not been closed quickly enough after being opened by a user.

When a door is set up in your Genesis panel, one of the details stored for the door is how long a user may hold the door open while going through it. A Door Open Too Long alarm will be generated if the door is open longer than this time after a user has been granted access.

Another point that can be associated with an Access Point is an input, often used for a button, which when pressed, momentarily unlocks the door to allow a user through. These points are often referred to as Egress, or Request to Exit (REX) points. They are used when access into a region needs to limited to authorised users, but once in, users may freely exit.

REX points are also used for doors, such as Main Entry doors, where anyone can come in during Business Hours, so that people who are not allowed entry at night, can leave the site after hours without needing to be issued with a card, or have the door specially unlocked for them.

### **Field Equipment**

Field Equipment refers to equipment that exists on your site, such as Genesis panels or paging equipment.

The state of field equipment is described with the following terms:

- Online The device is available for use and functioning correctly
- Offline The device is currently not responding correctly or the communications has been shut down at user request.

### Devices

Devices are the different types of units that can be connected to the Master Unit of your Genesis.

States for Point Devices include

- Online The device is available for use and functioning correctly
- Offline The device is currently not responding correctly or the communications has been shut down at user request.

Status Points

Status points tell you information about the devices connected to your Genesis.

The state texts for Status points reflect the type of status recorded.

### System Equipment

System Equipment refers to such things as a computer (workstation) within the Genie network (for a multi workstation Genie system).

- Online The workstation is connected to the master and Genie is running.
- Offline The workstation is not connected, or is connected by Genie is not running. This may also indicate a failure in the network connecting computers.

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## 8 Logging On and Changing Passwords

The *Logon/Logoff* option is used for changing passwords as well as logging on and off **Genie**.

This option is found under the *Control* item on the Main Menu.

## Logging On

To log on to **Genie**, enter a valid Operator Id and Password. Each operator has their own password. This should not be disclosed to anyone, so that operators log on using their own operator id.

🚰 Logon/Logoff								
Logon Change Password								
Genie Logon								
To Logon, enter your Operator Id and Password and click on the Logon button. To Logoff, click on the Logoff button.								
Operator								
Password								
	Logon Logoff							

Logon Screen

Enter a valid Operator Id and password, and click on *Log On*. The **Genie** main menu will reconfigure to show the current operator id, and the menu options for which this operator has authorisation.

Changes made to the data in **Genie**, and actions taken such as alarm acknowledgement and point commands, are stored in the archives with the Operator Id of the operator who made the change, or issued the command.

### 8.2 Logging Off

When the Log Off button is clicked, the currently signed on operator is logged off, and the Main Menu will reconfigure itself to reflect this.

If an operator logs on when there is an operator currently logged on, then the previous operator is automatically logged off.

### 8.3 Changing Password

Operators can change their password without being logged on.

Select the Log On/Off option, and then click on Change Password.

🚳 Logon/Logoff								
Logon Change Password								
Change Genie Password								
Enter all the fields and click on the Save button. You will need to enter your new password twice.								
Operator	New Password							
Password	Confirm Password							
	Save							

The Genie Change Password Screen

After entering the Operator Id and current password, the new password is entered twice to confirm that it has been typed correctly.

The password must be a minimum of 6 characters.

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Click on OK to save the new password.

## 9 Alarms

An important part of **Genie** is the display of the messages being received from the security panel, and handling of those messages that relate to alarms.

From the Main Menu, chose the Alarms option to bring up a submenu for Alarms and History.

Alarms are events that require operator action, or must be brought to the operators attention.

### 9.1 Alarms Window

The Alarm screen shows all of the current non-restored and unacknowledged alarms. An alarm generally relates to a Point within **Genie**.

🚰 Alarms File View Configu	re Help						_		×
Highest Priority = 2	Unackno	owledged Count = 14	4	Unackn	owledge	d Total = 36	Alarn	n Count :	= 22
Acknowledged	Alarm State	Alarm Time	Prior	Alarm	Count	Alarm Text			
🖌 🖌 🖌	Alarm	17/01/2018 9:18:	2	151	2	P1 D1MN 5,I5 : Alarm	On		
Outstand	Alarm	17/01/2018 9:18:	2	157	2	P1 D1MN12,I12 : Alar	m On		
Outstand	Alarm	17/01/2018 9:18:	2	154	2	P1 D1MN 8,I8 : Alarm	On		
Outstand	Alarm	17/01/2018 9:18:	2	156	2	P1 D1MN11,I11 : Alar	m On		
Outstand	Alarm	17/01/2018 9:18:	2	159	2	P1 D1MN15,I15 : Alar	m On		
Outstand	Alarm	17/01/2018 9:18:	2	153	2	P1 D1MN 7,I7 : Alarm	On		
Outstand	Alarm	17/01/2018 9:18:	2	152	2	P1 D1MN 6,I6 : Alarm	On		
Outstand	Alarm	17/01/2018 9:18:	2	155	2	P1 D1MN10,I10 : Alari	m On		
🖌 🖌 Acknowled		17/01/2018 9:18:	2	150	2	P1 D1MN 2,I2 : Alarm	On		
Outstand	Alarm	17/01/2018 9:18:	2	158	2	P1 D1MN14,I14 : Alar	m On		
Outstand	Alarm	17/01/2018 9:11:	2	145	3	P1 D1MN 3,I3 : Alarm			
Outstand	Alarm	17/01/2018 9:11:	2	148	3	P1 D1MN13,I13 : Alar	m On		
Description						m Time			
P1 D1MN 7,17					17/	01/2018 9:18:16 AM			
Point Type		Graphic			Ackr	nowledgedBy			
Input									
Response					State	•			
No Response Defined					Ala	rm - 17/01/2018 9:24:05	5 AM		
					Statu				
						<b>us</b> ure - 17/01/2018 9:24:0	7 AM		
							7 AM		
							7 AM		
					Sec	ure - 17/01/2018 9:24:0	7 AM		
							07 AM		



### Figure 7.1: Alarms in the Alarm Window

#### At the top of the screen, there is a count of the unacknowledged alarms.

Highest Priority = 2	Unacknowledged Count = 14	Unacknowledged Total = 36	Alarm Count = 22			
Alarm Counts						

The body of the screen shows the list of alarms.

Ackno	wledged	Alarm State	Alarm Time	Prior	Alarm	Count	Alarm Text	
- 🎸	Acknowled	Alarm	17/01/2018 9:18:	2	151	2	P1 D1MN 5,I5 : Alarm On	^
	Outstand	Alarm	17/01/2018 9:18:	2	157	2	P1 D1MN12,I12 : Alarm On	
	Outstand	Alarm	17/01/2018 9:18:	2	154	2	P1 D1MN 8,I8 : Alarm On	
	Outstand	Alarm	17/01/2018 9:18:	2	156	2	P1 D1MN11,I11 : Alarm On	
	Outstand	Alarm	17/01/2018 9:18:	2	159	2	P1 D1MN15,I15 : Alarm On	
	Outstand	Alarm	17/01/2018 9:18:	2	153	2	P1 D1MN 7,I7 : Alarm On	
	Outstand	Alarm	17/01/2018 9:18:	2	152	2	P1 D1MN 6,16 : Alarm On	
	Outstand	Alarm	17/01/2018 9:18:	2	155	2	P1 D1MN10,I10 : Alarm On	

Alarms List

Acknowledge Status This is either

- a red exclamation mark, indicating that the alarm needs to be acknowledged
- a green tick, indicating that the alarm has been acknowledged

Alarm State This is either

- OK, indicating that the alarm has restored, or is not an alarm that expects a restore event
- Alarm, indicating that a restore is expected and has not yet occurred

Date and Time that the alarm occurred are displayed.

Alarm Priority shows the priority of this alarm.

*Alarm Number* for this alarm. This starts at 1 when the system is installed and keeps going up to 32000. When it reaches 32000, it starts at 1 again. The Alarm Number is allocated by **Genie** to numerically identify the Alarm so that history messages for other related events, such as alarm restores and operator actions, can be linked.

*Alarm Count* is the number of times that this alarm has occurred without being acknowledged. An alarm can occur more than once within a system. For example if an input goes into alarm and is then restored and then goes into alarm again without the

**Genie** operator acknowledging the alarm, the count would be 2. This avoids multiple, identical messages on the Alarm screen making the display more concise. (See below for a description of Alarm Acknowledgment).

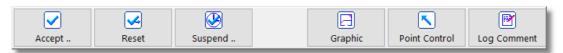
Finally, the text of the alarm is displayed. The alarm text is simply a short description (maximum of about 120 characters) giving the operator a description of the alarm and where the alarm has occurred. The display can be moved so that any hidden text on the right of the screen can be seen.

The next part of the screen shows details of the alarm.

Description P1 D1MN 7,17		Alarm Time 17/01/2018 9:18:16 AM
Point Type Input	Graphic	AcknowledgedBy
Response No Response Defined		<b>State</b> Alarm - 17/01/2018 9:24:05 AM
		<b>Status</b> Secure - 17/01/2018 9:24:07 AM
	•	D - ( - 1) -

**Alarm Details** 

Buttons at the bottom of the screen provide quick access to commonly used actions.



**Alarm Screen Button Actions** 

These buttons are used when Acknowledging Alarms, and performing other functions relating to alarms.

NOTE: Not all options are available in Genie Standard.

## 9.2 Alarm Command Buttons

There are commands available in the Alarms section. They can be selected using the row of buttons along the bottom.



#### Accept Alarm

This button can be pressed to acknowledge the selected alarm. Acknowledging an alarm means the operator is telling **Genie** that he/she knows about the alarm and is doing something about it. When an Alarm is acknowledged an event message will be inserted into **Genie** History detailing who acknowledged the alarm and at what time. If there are no further outstanding alarms requiring acknowledgement, the alarm sound will cease.



#### Reset - Acknowledge

This button can be pressed to reset and acknowledge the selected alarm. Resetting an alarm may be required for Inputs which have been programmed to trigger special actions in the *Genesis* panel when the Input is reset. Reset-Acknowledge also acknowledges the alarm in **Genie** (see above). If an input is reset that does not require it, the reset request will be ignored.



#### **Display Graphic**

Clicking on the Graphic button when an alarm in the alarm list is selected, will cause the associated graphic for the point to be displayed, with a red, flashing box around the selected point icon or text. If there is no graphic assigned for the point, the button is not shown.

Graphics are not available in Genie Lite.



**Point Details** 

When the selected alarm relates to a point, this button brings up a window showing state details, and if the operator is authorised, commands that may be requested for the point.

Selected Alarm Details

State		
Alarm	17/01/2018 9:	24:05 AM
Status		
Secure 17/01/2018 9:24:07 AM		24:07 AM
Input States		
Alarm	_	
Select Command		
Recall Input State		$\sim$
E	Execute Command	
Event Time	Event	State
Event Time 17/01/2018 9:18:1		State
	16 Alarm Off	
17/01/2018 9:18:1 17/01/2018 9:18:1	16 Alarm Off	Norr
17/01/2018 9:18:1 17/01/2018 9:18:1	16 Alarm Off 16 Alarm On 16 Input Reset	Norr Alarr
17/01/2018 9:18:1 17/01/2018 9:18:1 17/01/2018 9:18:1 17/01/2018 9:18:1	16 Alarm Off 16 Alarm On 16 Input Reset	Norr Alarr Inpu
17/01/2018 9:18:1 17/01/2018 9:18:1 17/01/2018 9:18:1 17/01/2018 9:18:1	16 Alarm Off 16 Alarm On 16 Input Reset 16 Input Access 40 Input Secure	Norr Alarr Inpu Norr
17/01/2018 9:18:1 17/01/2018 9:18:1 17/01/2018 9:18:1 17/01/2018 9:18:1 17/01/2018 9:18:4 17/01/2018 9:18:4	16 Alarm Off 16 Alarm On 16 Input Reset 16 Input Access 40 Input Secure	Norr Alarr Inpu Norr Alarr
17/01/2018 9:18:1 17/01/2018 9:18:1 17/01/2018 9:18:1 17/01/2018 9:18:1 17/01/2018 9:18:1 17/01/2018 9:18:4 17/01/2018 9:24:0 17/01/2018 9:24:0	16 Alarm Off 16 Alarm On 16 Input Reset 16 Input Access 40 Input Secure 05 Alarm On	Norr Alarr Inpu Norr Alarr Alarr
17/01/2018 9:18:1 17/01/2018 9:18:1 17/01/2018 9:18:1 17/01/2018 9:18:1 17/01/2018 9:18:1 17/01/2018 9:18:4 17/01/2018 9:24:0 17/01/2018 9:24:0	16 Alarm Off 16 Alarm On 16 Input Reset 16 Input Access 40 Input Secure 05 Alarm On 05 Input Access 05 Input Reset	Norr Alarr Inpu Norr Alarr Alarr Norr

### **Alarm Point Window**



### Log Comment

This button displays a window for saving a text note to the history log file. This function is useful for recording information about a particular alarm or event that will then be stored in the archives. Text can be selected from a pre-defined list, or typed in by the operator.

Logging Comments is available in **Genie Lite**.

### Entering Alarm Actions

Actions can be selected from the drop down list

Log Comment	×
Operator	
Installer	
Description	
P1 D1MN 7,17	
Select Action	
Enter Text Below	
Enter Text Below	· · · · · · · · · · · · · · · · · · ·
Installer sent guard to investigate P1 D1MN 7,17	
Installer Called Building Manager re P1 D1MN 7,17 Installer Called Building Engineer re P1 D1MN 7,17	
Installer Called Contractor re P1 D1MN 7,17	
Cleaners activated P1 D1MN 7,17	
Guards activated P1 D1MN 7,17	tel 🚺

#### Selecting from the Predefined Actions

or typed in

Log Comment	×
Operator	
Installer	
Description	
P1 D1MN 7,17	
Select Action	
Enter Text Below	~
Enter Text	
Faulty - call technician	
Save 🤡	Cancel 😣

Entering a Comment for an Alarm



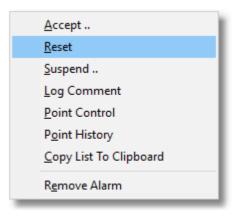
### Suspend

This button is used to suspend the currently selected alarm. Suspended alarms can be raised again at a later time, depending on the Suspend time set in the System Configuration, if they have not been restored in the mean time. When an alarm is reinstated, it may have its priority increased. This is also set in the System Configuration.

Suspending Alarms is available in Genie Professional.

## 9.3 Alarm Command Menu

As well as the commands available at the bottom of the alarm screen there is a pop up menu that is displayed when the right button is clicked on an alarm in the list. Most of the items in this menu provide the same options as the buttons at the bottom of the screen.



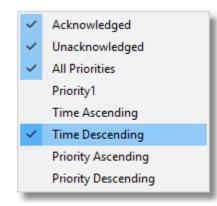
The options that appear in the menu are :

- Accept
- Reset
- Log Action
- Details and Commands
- Remove. Remove is used to delete alarms from the alarm queue. This is generally only required during commissioning, or if there is an error relating to an alarm such that a restore is not received when it should have been, and there is no other way to clear the alarm.

### 9.4 Alarm Views

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The Alarm Window can be set up to display alarms in different ways.



Options for the Alarms List

The options selected above are the defaults.

Check or uncheck selections to set the list to show the required alarms.

## 9.5 Alarm Configuration

The Alarm Screen can be configured in different ways. There a number of different layout options that can be configured.

- Text colour of the alarms list display
- Font Size for the Display
- Show / Hide the Selected Alarm Details

### **Text Colour**

Colour for the Alarm List can be

- Colour selected according to alarm priority, on a blue background
- Black on a white background

Tick the display required.

The priority is listed in the alarm display. If Black Text is chosen, the priority can still be determined.

### Font Size

Font size can be 8, 10 or 12. Tick the required size.

### **Display Details**

This option determines whether the alarm details are displayed between the alarm list and the command buttons at the bottom of the screen.

Select the option required, and then resize the screen to produce the desired layout.

# 10 History Display

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The History Display shows events that have occurred during the previous 24 hours.

/iew	Events	Configure	Scrolling	g Help		
vent	Time		Priority	Alarm No	Event Text	
11	/06/2012	8:00:00 AM			Genesis Panel : P1	Office Hours Clock On
11	/06/2012	9:15:03 AM		11	Installer accepted a	alarm 11 Genesis Panel
11	/06/2012	9:15:07 AM	2	8	Installer accepted a	alarm 8 P1 TDC 010
11	/06/2012	9:15:10 AM	2	7	Installer accepted a	alarm 7 P1 Warehouse TDC 2
11	/06/2012	9:15:24 AM	2	6	Installer accepted a	alarm 6 P1 FLOOR
11	1/06/2012	9:15:28 AM	2	5	Installer accepted a	alarm 5 P1 OC 4
11	/06/2012	9:34:14 AM	2	8	Installer suspende	d alarm 8 P1 TDC 010
11	/06/2012	9:37:37 AM			Installer added tes	t to Drwgs
11	/06/2012	9:45:30 AM			Installer requested	Restart Connection Genesis Panel
11	/06/2012	9:45:30 AM	2	1	Genesis Panel : Off	line
11	/06/2012	9:45:30 AM			Genesis Panel : No	t Polling
11	/06/2012	9:45:37 AM	2	1	Genesis Panel : On	line
11	/06/2012	9:45:37 AM			Genesis001 added	Check panel for switches to Actions
- 11	/06/2012	9:45:37 AM			Genesis001 added	to Sched
11	/06/2012	9:45:58 AM			Action Check pane	I for switches Started by Action Server
11	/06/2012	9:45:58 AM			Genie requested R	ecall,List Units Online Genesis Panel
11	/06/2012	9:45:58 AM			Action Check pane	For switches Completed by Action Server
11	/06/2012	9:46:13 AM			Genesis Panel : Loo	ate Unread
11	/06/2012	9:46:16 AM			Genesis Panel : Old	I Events
11	/06/2012	9:46:17 AM			Genesis Panel : Ne	w Events
						4

**History Window** 

The status bar at the bottom of the screen shows

- current date and time
- whether the panels are currently reporting new events, or still emptying the event buffer from the panel after the communications has been restarted
- scrolling status

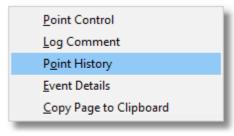
When scrolling is off, new events are not displayed on the screen. This gives operators the opportunity to examine old events when required. Scrolling status is changed in several ways.

- clicking on the Status bar toggles the scrolling status
- setting scrolling on or off using the Scrolling option on the menu
- left clicking on an event in the list will turn scrolling off

Remember to turn scrolling on after looking at selected events.

# **10.1 History Command Menu**

When an operator right clicks a highlighted event, depending on the event and permissions of the operator, a menu may be displayed relating to the currently selected event containing some or all of the following options.



**Commands for Events** 

# **Point and Command Details**

Click on this option to display a window with details of the point and its current state, and a list of the commands that can be requested for the point.

P1 D1MN 7,I7		
State		
Alarm	17/01/2018 9:24	4:05 AM
Status		
Secure 17/01/2018 9:24:07 AM		
Input States		
Alarm		
Select Command		
Recall Input State		~
Execut	te Command	
Event Time	Event	State
17/01/2018 9:18:16	Alarm Off	Norn
17/01/2018 9:18:16	Alarm On	Alarr
17/01/2018 9:18:16	Input Reset	Inpu
17/01/2018 9:18:16	Input Access	Norn
17/01/2018 9:18:40	Input Secure	Alarr
17/01/2018 9:24:05	Alarm On	Alarr
17/01/2018 9:24:05	Input Access	Norn
17/01/2018 9:24:05		Inpu
17/01/2018 9:24:05		Norn
17/01/2018 9:24:07	Input Secure	Alarr
<		>

Point State and Command Menu

# Log Comment

Click on this option to display a window in which comments can be logged about the event to the history.

Log Comment	x
Operator	
Installer	
Description	
P1 D1MN 7,17	
Select Action	
Enter Text Below	~
Enter Text	
Faulty - call technician	
Save 🧭	Cancel 🔞

Entering a Comment for an Event

# **Point History**

Professional Only.

Event Time	Event	State
17/01/2018 9:18:16	Input Access	Normal
17/01/2018 9:18:16	Alarm Off	Normal
17/01/2018 9:18:40	Input Secure	Alarm
17/01/2018 9:24:05	Alarm On	Alarm
17/01/2018 9:24:05	Input Access	Normal
17/01/2018 9:24:05	Alarm Off	Normal
17/01/2018 9:24:05	Input Reset	Input Reset
17/01/2018 9:24:07	Input Secure	Alarm
19/01/2018 3:26:12	Input Access	Normal
19/01/2018 3:26:12	Alarm Off	Normal

Click on this option to display the last ten events that have been recorded for this point.

# **User History**

Professional Only.

Click on this option to display the last ten events that have been recorded for this user.

### **Event Details**

Click on this option to display the additional information about the event.

Access Event	<b>X</b>
User Name	
Unknown User	
Point	
P1 Garage	
Details	
19001 Card Denied	
Key Number	
19001	
Site Code	
15	
	Close

Event Details in the History

## 10.2 History Views

Different view are available in Professional Only.



Selections for Events to List

The display can be set to view

• All events

- Access events only
- All events, except access events

Tick the required view.

## **10.3 History Configuration**



Options

The History Screen can be configured in different ways. There a number of different layout options that can be configured.

- Text colour of the events list display
- Font Size for the Display
- Colour Selection for priorities

## **Text Colour**

Colour for the Event List can be

- Colour selected according to alarm priority, on a blue background
- Black on a white background

Tick the display required.

The priority is listed in the history display. If Black Text is chosen, the priority can still be determined.

## Font Size

Font size can be 8, 10 or 12. Tick the required size.

## **Colour Selection**

Professional Only.

Set the colours and background as required for the different priorities.

# **11 Point Commands**

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As well as receiving information from the *Genesis* panel about the current state of a point, **Genie** can send *Point Commands* to the panel to cause different actions or changes in processing.

The commands that may be sent depend on the type of point being commanded. Commands perform the following types of actions:

- Control equipment, such as opening a door
- Request information, such as requesting the current state of a door, list of online units or values stored
- Uploading information from the panel about how something has been programmed, such as door details
- Downloading information to the panel to change panel programming
- Control of the **Genie** communications with the panel, such as connecting to a dialup panel

Which commands can be issued also depends on the authorizations for the current operator. The list of commands for a point is limited to the commands the operators is authorized to request.

### NOTE: Genie Lite has a reduced command set.

Commands can be sent from a number of different windows in **Genie**. These include:

- Command Centre
- Graphics
- History Screen
- Alarm Screen
- Points Centre
- Scheduler (limited commands available for scheduled execution)

## 11.1 Area Commands

Commands relating to Areas include:

- *Recall Area State* The current area state and status is requested from the *Genesis* panel by issuing this command.
- *Reset Area* An Area reset command will reset all the inputs in the area. Depending on the programming of the *Genesis* panel, this can cause events to be initiated at the *Genesis* panel.
- *Switch Area Access* requests the panel to switch all inputs in the area to access. Generally this will cause suppression of alarms for these inputs.

- *Switch Area Secure* requests the panel to switch all inputs in the area to secure. This generally resumes alarm reporting for inputs in the area.
- *Toggle Area* requests the panel to access the area if it is secure, and to secure the area if it is in access. The state requested depends on the state known to **Genie**. If the panel is not sending through events to inform **Genie** of the current state, the command will not work as required.
- Upload from Panel reads programming information from the point from the panel and stores it in **Genie**.
- Download to Panel sends programming information from Genie to the panel.
- *Recall, List Inputs Access* recalls a list of inputs in access in the area.
- *Recall, List Inputs Alarm* recalls a list of inputs in the area with the alarm flag currently set.
- *Recall, List Inputs Tamper* recalls a list of inputs in the area that are currently in tamper.
- Recall, List Inputs Isolate recalls a list of inputs in the area that are currently isolated.
- *Recall, List Inputs Bypass* recalls a list of inputs in the area that are currently bypassed for processing.
- Recall, List Inputs Assigned recalls a list of the inputs assigned to the area.

Note that if an input is in more than one area, all areas must generally be secure for an alarm to be raised.

Note also that inputs will still report tamper alarms when in an area in access.

NOTE: Genie Lite supports Recall Area State.

## 11.2 Input Commands

The commands available for inputs include

- *Recall* The recall command asks the *Genesis* panel to tell **Genie** what the current state of the point is. This can be handy if the panel has been offline for some time, and it is necessary to check the state of a particular point. **Genie** automatically recalls points from panels to make sure that any state changes are not missed due to communications errors.
- *Reset Alarm* sends a message to the *Genesis* panel to clear the alarm condition for the input.
- *Isolate On and Off* Isolating a point tells the panel that changes of alarm state are not to be sent through to **Genie**. This means that **Genie** will no longer receive alarms for the point. When a point is isolated, any outstanding alarms for the point will be cleared from the alarm list, and the state of the point in **Genie** will become **Isolated**. This command will itself generate an alarm which must be acknowledged, so that inputs are not isolated inadvertently. Tamper alarms are still received.
- *Enable / Bypass* When an input is Bypassed, no processing is done by the *Genesis* panel for the point.
- Upload from Panel reads programming information from the point from the panel and stores it in **Genie**.
- Download to Panel sends programming information from Genie to the panel.

NOTE: Genie Lite supports Recall Input State.

## 11.3 Output Commands

Commands relating to outputs include:

- *Recall Point State* As with inputs, output states can be recalled from the *Genesis* panel by issuing this command.
- *Switch* A switch request may be to switch *on* or *off*. This command is sent through to the *Genesis* panel. When the switch request succeeds a separate message will be received from the panel indicating the new state of the point. **Genie** will display this on the Messages screen.
- *Flash* For appropriately configured points, the Flash commands are used to control the way in which the output flashes. This can be *Fast* or *Slow*
- *Toggle Output* requests the panel to switch the output on if it is off, and to switch the output off if it is in on. The state requested depends on the state known to **Genie**. If the panel is not sending through events to inform **Genie** of the current state, the command will not work as required.
- Upload from Panel reads programming information from the point from the panel and stores it in **Genie**.
- Download to Panel sends programming information from Genie to the panel.

NOTE: Genie Lite supports Recall Output State.

## **11.4 Door Commands**

Commands relating to Doors include:

- *Recall Door State* A message is sent to the panel to request the current state of the door.
- *Release Door* A message is sent to the panel to request the door lock to be released in the same way that it allows access when a valid user presents a card, or enters a PIN. This is a short release of the door followed by an automatic secure after a time period.
- Secure Door Securing a door requires users to use their card or PIN to gain access, and the Request to Exit button or device (if installed) to exit.
- Unlock Door When this command is issued, the door will remain unlocked until another request is received relating to the door lock state. When a door is unlocked, users do not need to use cards, PINs or exit buttons to enter and exit.
- Lock Door for Entry and Exit When this command is issued, the door will remain locked until another request is received relating to the door lock state. When a door is locked, no users can enter or exit using either cards, pins or exit buttons.
- *Lock Door for Entry* Use this command to stop users gaining access with the card or PIN, but allow them to exit using the exit button (if installed).

**—** 

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- Lock Door for Exit Use this command to stop users exiting using the exit button, but continue to allow entry with a valid card/key or PIN.
- *Toggle Door* requests the panel to secure the door if it is unlocked, and to unlock the door if it is secure. The state requested depends on the state known to **Genie**. If the panel is not sending through events to inform **Genie** of the current state, the command will not work as required.
- Upload from Panel reads programming information from the point from the panel and stores it in **Genie**.
- Download to Panel sends programming information from Genie to the panel.

Reed Bypass is set/unset when programming the door and cannot be changed through the list of commands.

NOTE: **Genie Lite** only supports Recall Door State, Release Door, Secure Door and Unlock Door.

## 11.5 Counters and Global Variables

Counters are provided as a separate option or as part of **Genie Professional**. They provide additional processing within **Genie** for global variables. Values are recorded relating to the Counter point.

Commands relating to Counters are reached through Counter options. Global variable commands are included in the list of commands for Panels. Values are logged to the history only.

- Recall Global Variable recalls the value of the variable from the panel.
- Set Global Variable sets the value of the variable in the panel to the value requested by the operator.
- *Reset Global Variable* sets the value of the variable in the panel to 0. (Counters enabled only)
- *Reset and Recall Global Variable* recalls the value of the variable and logs a special event recording the value and thens sets the value of the variable to 0.

## 11.6 Panel Commands

There are many commands available for the panel so they have been grouped.

Note when selecting panel commands, the windows for selecting the command has a setting to set the command list to Standard commands or List commands.

### **Communications Task Commands**

• *Restart Connection* closes the link with the panel and then restarts it. This can also be used to start the link if it is not currently running.

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- Check Connection starts the link if it is not currently running.
- *Terminate Connection* stops the link to the panel. It does not stop the communications task. This is normally used if the Installer wishes to connect to the panel using Technician Software for programming some element of the *Genesis* panel.
- *Dial Remote Panel* requests the communications task to dial a panel. Only one dial up panel is connected at one time, so if there is currently another panel connected, this request will be queued until the modem is available.

### **Upload and Download Commands**

Generating data is the process whereby data is reformatted to be suitable for downloading to the *Genesis* panel to which it relates.

- Upload and Expand Data requests information from the panel and establishes or changes data in **Genie** for use by operators.
- Generate and Download Data reformats information stored in Genie so that it is suitable to downloading to the Genesis panel and then downloads it.
- Generate Only creates the generated data but does not download the data.
- Download All downloads data that has been previously generated.

Note that there are commands relating to Downloading and Uploading available to authorised operators through the Upload/Download Wizard. The wizard allows specific data to be selected, where appropriate.

### **Recall Point State Commands**

These commands recall information about the states of points connected to the *Genesis* network.

- *Recall Points* recalls the state of each enabled input, output, area and door.
- Recall Inputs recalls the state of each enabled input.
- Recall Outputs recalls the state of each enabled output.
- Recall Areas recalls the state of each enabled area.
- *Recall Doors* recalls the state of each enabled door.
- Recall Units Online recalls the online/offline state for programmed units.

### **Recall Lists Commands**

These commands recall lists of items with a required condition that can be viewed as a list. The state recall commands store the states with other point details.

- Recall Online Units
- Recall Assigned Units
- Recall Enabled Units
- Recall Unsealed Inputs
- Recall Assigned Inputs
- Recall Inputs in Access
- Recall Inputs in Tamper

- Recall Isolated Inputs
- Recall Inputs Bypassed
- Recall Assigned Outputs
- Recall Active Outputs
- Recall Assigned Doors
- Recall Doors Locked for Entry
- Recall Doors Locked for Exit
- Recall Doors Locked for Entry and Exit
- Recall Doors Unlocked
- Recall Doors Reed Bypassed
- Recall Doors DOTL or Forced
- Recall Areas Assigned
- Recall Areas in Access
- Recall Areas in Alarm
- Recall Areas with Tampers
- Recall Areas with Unseals
- Recall Areas with Isolated Inputs
- Recall Areas with Bypassed Inputs
- Recall Clocks Assigned
- Recall Clocks Enabled
- Recall Clocks Valid
- Recall Clock Lists Valid
- Recall ACLs Secure Areas
- Recall ACLs Access Areas
- Recall ACLs Doors

### **Miscellaneous Panel Commands**

- Recall Global Variable
- Set Global Variable
- Recall Access Zone Count/Limit
- Set Access Zone Count/Limit
- Empty Event Buffer

## 11.7 Device Commands

The following commands are common to most units. Some of the recalls will not be applicable to all units, for example, there are no doors attached to a Master Unit, so Recall Device Doors will not apply.

• Recall Device State determines whether the device is currently online or offline.

- Switch Enable Off/On switches a device offline/online.
- *Buzzer Off/On* switches the buzzer. This can be a timed command.
- Upload Device Details uploads device programming details from the Genesis panel.
- Recall Device Points recalls the state/status of all points connected to the unit.
- Recall Device Inputs recalls the state and status of all inputs connected to the unit.
- Recall Device Outputs recalls the state of all outputs connected to the unit.
- Recall Device Areas recalls the areas for the inputs connected to the unit.
- Recall Device Doors recalls the doors connected to the RAS or TDC.

Commands applicable only to RAS devices are :

- Unlock/Lock RAS unlocks or locks the RAS, allowing or preventing access.
- Reader 1 Card or PIN/Card and PIN applies to V2 firmware in the Genesis panel only, and changes the setting between providing access using Card or PIN, or requiring both.
- *Reader 2 Card or PIN/Card and PIN* applies to V2 firmware in the *Genesis* panel only, and changes the setting between providing access using Card or PIN, or requiring both.

Changing the Card/PIN settings for V4 firmware and later is achieved through the Reader programming in the Points Centre.

Commands applicable only to Master Units are:

- *Dialler Off/On* enables or disables the dialer for sending alarms to a remote monitoring station.
- *Network Statistics Off/On* enables or disables network statistics in the *Genesis* panel. This applies to some version of the *Genesis* panel only.

### **11.8 Status Point Commands**

Status Points have been created in **Genie** to store information relating to a unit, such as whether a Battery Low alarm has been received.

If this information can be requested from the *Genesis* panel, recalls are available to make this request.

• Recall Status recalls the current setting from the Genesis panel.

### 11.9 Miscellaneous Commands

As well as the point commands described above, there are some commands that can be sent to the *Genesis* panel for other types of data.

#### **User Commands**

User Commands are available from the Users Centre.

- *Recall User* requests the panel to give information about the current access zone for the user, and whether their access is currently active or suspended.
- Suspend/Reinstate User changes whether they can gain access or not without changing any of their other details such as expiry date.
- Set/Clear User Flag can be used when special programming has been setup during installation.
- Set Access Zone allows an operator to change the currently recorded access zone for a user.

#### User Type Commands

User Type commands correspond to User Group commands for a specific panel.

- *Recall User Group* requests the panel to give information about whether the user group is current active or suspended.
- *Suspend/Activate Group* changes the status of the group. Users cannot gain access if their group is suspended.
- Swipe 3 Disable/Enable changes the setting for the group which allows users in the group to access a secure area by swiping their key three times.

### **Timeblock Commands**

Timeblocks relate to Clocks in the *Genesis* panel. These commands are available from the Timeblock centre.

- *Recall Clock* requests the panel to give information indicating whether the clock is enabled, and whether events relating to it are being logged.
- *Clock Disable/Enable*. Disabled clocks are not processed. Enabled clocks are processed. This command selects whether or not processing is enabled.
- Logging Off/On changes whether events relating to the clock created or not. It is recommened that Logging is set On.

## 12 Command Centre

The Command Centre gives operators lists of different types of points showing their description, state and if applicable, status. The lists of points are grouped by point type, for example, inputs, and can also be filtered to match on state or description.

The commands that may be sent depend on the type of point being commanded.

Which commands can be issued also depends on the authorizations for the current operator. The list of commands for a point is limited to the commands the operators is authorized to request.

🚳 Com	imand			- 0	×
<u>F</u> ile <u>V</u> ie	w <u>S</u> earch <u>C</u> onfigure				
	_				
Doors	Description		State	Status	
Areas	P1 D1MN1,O1		Off	Off	
Inputs	P1 D1MN2,02				
Outputs	P1 D1MN3,O3		Off	Off	
	PTDTMIN4,04		Off	Off	
Panels	P1 D2RN1,O5				
Devices	P1 D2RN2,06				
Status	P1 D2RN3,07				
System	P1 D2RN4,08		04	Off	
Counters	P1 D8TN1,O11 P1 D8TN2,O12		Off Off	Off	
	P1 D8TN3,O10		Off	Off	
	P1 D8TN4,O9		Off	Off	
	1100111,00				
	<				>
Total in list	t = 12	Sorted by Description			

Select the point type to display by selecting from the list on the left.

See the Panel Commands Chapter for a list of different commands available within **Genie**.

NOTE: Genie Lite has a reduced command set.

## 12.1 Areas

### Areas

A list of areas is displayed. From this list, particular points can be chosen for issuing point commands.

Beside the description of the points in the list are shown the current state and status of the area.

🚳 Command			— 🗆	$\times$
<u>File View Search Confi</u>	gure			
🛍 👬 🔼 🖻				
Doors Description		State	Status	
Areas P1 Area 002				
Inputs P1 Area 1				
Outputs				
Panels				
Devices				
Status				
System				
Counters				
<				>
Total in list = 2	Sorted by Description			

Figure 10.1: Areas in the Command Centre

State can be

- Secure indicating that alarm reporting is currently On for inputs in the area.
- Access indicating that alarm reporting is currently Off for inputs in the area.

Status can be

- Sealed indicating that the most recently received message from the *Genesis* panel reported that all the inputs in the area are currently sealed.
- Unsealed indicating that the most recently received message from the *Genesis* panel reported some unsealed inputs in the area
- Alarm indicating that the most recently received message from the *Genesis* panel reported that there was at least one input in the area in alarm.
- Alert indicating that the most recently received message from the *Genesis* panel reported that one or more inputs are in tamper, have been isolated or have been bypassed.

Note that if an input is in more than one area, all areas must generally be secure for an alarm to be raised.

Note also that inputs will still report tamper alarms when in an area in access.

NOTE: Genie Lite supports Recall Area State.

The list of areas can be limited by entering filters for either the description or the state of the point.

Find				•
Description		State		
		Show All Area States	~ 🔾	
Panel				
All Panels	~			



## 12.2 Access Doors

A list of doors is displayed. From this list, particular points can be chosen for issuing point commands.

🚳 Com	mand				_		×
<u>F</u> ile <u>V</u> ie	w <u>S</u> earch <u>C</u> onfigure						
	) 🔨 🖻						
Doors	Description			State	Statu	IS	
Areas	P1 Door 001			ReedBypassed	Unic	ocked	
Inputs	P1 Door 003			ReedBypassed	Secu	ire	
Outputs	P1 Door 004			ReedBypassed	Secu	ire	
Panels							
Devices							
Status							
System							
Counters	<						>
Find							•
Description	n		State			_	
			Show All Door States		~ C	)	
Panel							
All Panels		~					
Total in list	t = 3	Sorted by Descr	iption				

**Doors in the Command Centre** 

The list of doors can be limited by entering filters for either the description or the state of the point.

Beside the description of the points in the list are shown the current state and status of the door.

State can be

- Closed indicates that there are no alarms outstanding for the door.
- Forced indicates that the door has been opened without authorization.
- Open Too Long indicates that although the door was opened with authority, it has been held open longer than it should.
- Tamper indicates that there is a tamper condition on the door reed switch (or similar device monitoring the open/close status of the door).
- Reed Bypass indicates that the door reed is not used. Door Forced and Open Too Long alarms cannot be generated.

Status can be

- Secure indicating that access through the door can be granted using a card, key, PIN or other mechanism for entry, and the REX button for exit, if installed.
- Unlocked indicating that users may freely enter and exit the door.
- EntryLock indicating that users may exit through the door, but that they cannot enter. Their cards, PINs or other mechanism for entry will not allow them in until the Entry Lock condition is lifted.
- ExitLock is similar to Entry Lock, except that exit cannot be obtained through the door.
- AccessDeny indicates that that the door is locked for both entry and exit. No access can be gained through the door in either direction.

The way in which commands to doors are interpreted by the *Genesis* panel is influenced by how the door has been set up in the panel. There is a time parameter for doors that indicates how long a door is to be unlocked when a valid user access request is made. This time is used when a card is presented, or a Request to Exit is triggered.

Reed Bypass is set/unset when programming the door and cannot be changed through the list of commands.

## 12.3 Inputs

A list of inputs is displayed. From this list, particular points can be chosen for issued point commands.

🚳 Com	imanu		>	$\times$
<u>F</u> ile <u>V</u> ie	ew <u>S</u> earch <u>C</u> onfigure			
M 🗄	) 🔨 🖻			
Doors	Description	State	Status	
Areas	P1 D1MN 1,11	Normal	Access	1
Inputs	P1 D1MN 2,12			
	P1 D1MN 3,13			
Outputs	P1 D1MN 4,14			
Panels	P1 D1MN 5,15			
Devices	P1 D1MN 6,16			
Status	P1 D1MN 7,17			
System	P1 D1MN 8,18			
Counters	P1 D1MN 9,19			
Journers	P1 D1MN10,110			
	P1 D1MN11,111			
	P1 D1MN12,112			
	P1 D1MN13,113			
	P1 D1MN14,114			
	P1 D1MN15,115			
	<		>	,
				_
otal in lis	t = 20 Sor	by Description		

#### Inputs in the Command Centre

The list of inputs can be limited by entering filters for either the description or the state of the point.

Beside the description of the points in the list are shown the current state and status of the input.

State can be

- Normal
- Alarm
- Tamper
- Isolated
- Bypassed

Status can be

- Secure
- Access

## 12.4 Outputs

#### Outputs

A list of outputs is displayed. From this list, particular points can be chosen for issuing point commands.

🚳 Com	mand			– 🗆 X
<u>F</u> ile <u>V</u> ie	w <u>S</u> earch <u>C</u> onfigure	e		
	) 🔨 🖻			
Doors	Description		State	Status
Areas	P1 D1MN1,O1		Off	Off
Inputs	P1 D1MN2,02			
Outputs	P1 D1MN3,O3		Off	Off
Panels	P1 D1MN4,O4		Off	Off
	P1 D2RN1,O5			
Devices	P1 D2RN2,O6			
Status	P1 D2RN3,07			
System	P1 D2RN4,O8			
Counters	P1 D8TN1,O11		Off	Off
	P1 D8TN2,O12		Off	Off
	P1 D8TN3,O10		Off	Off
	P1 D8TN4,O9		Off	Off
	<			>
otal in list	t = 12	Sorted by Description		

#### **Outputs in the Command Centre**

The list of outputs can be limited by entering filters for either the description or the state of the point.

Beside the description of the points in the list, the current state is shown.

State can be

- On
- Off
- Fast Flash
- Slow Flash

## 12.5 Panels

Panels relates to the state and control of the Genesis itself.

🚳 Command				×
<u>F</u> ile <u>V</u> iew <u>S</u> earch	<u>C</u> onfigure			
M 👬 🔨 🖻				
Doors Description		State		
Areas Genesis Pa	nei 1	Onlir	ie	
Inputs				
Outputs				
Panels				
Devices				
Status				
System				
Counters				
<				>
Total in list = 1	Sorted by Description			

#### Panels in the Command Centre

The state of the panel will either be

- Online indicating that Genie is communicating successfully with the panel
- Offline indicating that Genie is not communicating successfully with the panel

When selecting a command, note that the commands are grouped as either Standard commands or List commands. The list of commands from which to select is different depending on what has been selected. When a list command is selected, the list will be displayed at the bottom of the command windows.

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Genesis Panel 1				x
State		Devices		
Online	19/01/2018 10:09:34 AM	Device	Description	
CommandType				
Standard	Lists	1	P1 Master001	
Select Command		2	P1 Ras 2 P1 EU003	
		4	P1 E0003 P1 TDC 37017	
Recall,List Units Online	~		P1 TDC 1234	
Evecut	te Command	1 °	F110C 1254	
LXECU	te command			
Log	Comment			
Event Time	State	-		
18/01/2018 5:31:42	Offline			
18/01/2018 5:31:59	Online			
18/01/2018 5:32:08	Online			
18/01/2018 5:32:11	Online			
18/01/2018 5:32:13	Online			
19/01/2018 10:07:03	Offline			
19/01/2018 10:09:34	Online			
19/01/2018 10:09:42				
19/01/2018 10:09:44				
19/01/2018 10:09:46	Online			
<	>			

### List of Online Units in the Command Centre

Other commands may require additional input.

Genesis Panel	1				x
State					^
Online			19/01/201	8 10:09:34 AM	
CommandType					
Standard			○ Lists		
0			0		
Select Comma	nd				
Set Access Zo	ne			~	
Select Access	Zone				
	Lone				
				`	
User L	.imit		Use	r Count	
ß	-	<b>+</b>	0	<b>+</b>	
	_				
	Execut	te C	ommand		
	Log	Co	mment		
	LUG	0	millent		
Event Time		St	ate		
18/01/2018 5	:31:42	01	ffline		
18/01/2018 5	:31:59	0	nline		
18/01/2018 5	:32:08	0	nline		
18/01/2018 5	:32:11	0	nline		
18/01/2018 5	:32:13	0	nline		
19/01/2018 1	0:07:03	01	ffline		
		-			~

Set Access Zone in the Command Centre

## 12.6 Devices

### Devices

Devices relate to the devices on the Genesis network.

66

		Command Centre	67
		l	
🚳 Com	mand	- 0	×
<u>F</u> ile <u>V</u> ie	w <u>S</u> earch <u>C</u> onfigure		
	) 🔨 🖻		
Doors	Description	State	
Areas	P1 EU003	Online	
Inputs		Offline	
Outputs	P1 Master001	Online	
Panels		Offline	
	P1 Ras 2	Online	
Devices	P1 TDC 005	Offline	
Status	P1 TDC 1234	Online	
System	P1 TDC 37017	Online Offline	
Counters			
	<		>
Total in list	t = 9	Sorted by Description	

### **Devices in the Command Centre**

The state of the device will either be

- Online indicating that Master Unit is communicating successfully with the device
- Offline indicating that Master Unit is not communicating successfully with the device
- Offline if the panel is offline.

## 12.7 Status Points

### **Status Points**

Status points relate to information associated with devices on the Genesis network.

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🚳 Com	mand	-		×
<u>F</u> ile <u>V</u> ie	w <u>S</u> earch <u>C</u> onfigure			
	) 🔨 🖻			
Doors	Description	Stat	e	
Areas	P1 EU003 Battery High	OK		^
Inputs	P1 EU003 Battery Low	ОК		
	P1 EU003 Battery Test Fail			
Outputs	P1 EU003 Mains Fail			
Panels	P1 EU003 Power Fuse 1			
Devices	P1 EU003 Power Fuse 2			
Status	P1 EU003 Siren Fuse 1			
System	P1 EU003 Siren Fuse 2			
Counters	P1 EU003 Strobe Fuse 1			
counters	P1 EU003 Strobe Fuse 2			
	P1 EU003 Tamper	ОК		
	P1 EU007 Battery High			
	P1 EU007 Battery Low			
	P1 EU007 Battery Test Fail			
	P1 EU007 Mains Fail			×
	<			>
Total in list	t = 74	Sorted by Description		.:

#### **Device Status in the Command Centre**

The status points give information for each device, indicating details such as the status of the tamper input for the device.

Generally an alarm is associated with a status point changing state. The exceptions to this are :

- RAS Locked / Unlocked events
- Card Pin Status changing between card, and card plus pin, for RAS access control.

The filter on description can be used effectively here to view, for example, the status of the batteries for all the devices on the network.

				Command Centre	69
🚳 Com	mand				×
<u>F</u> ile <u>V</u> ie	w <u>S</u> earch <u>C</u> onfigure				
	🔨 🖻				
Doors	Description			State	
Areas	P1 EU003 Battery Low			OK	^
Inputs Outputs	P1 EU007 Battery Low P1 Master001 Battery Low P1 OC006 Battery Low			ок	
Panels	P1 Ras 2 Battery Low			ОК	
Devices	P1 TDC 005 Battery Low				
Status System	P1 TDC 008 Battery Low P1 TDC 37017 Battery Low			OK OK	
Counters	P3 Master001 Battery Low <			Offline	> `
Find					
Description			State		
Battery Lo	W		Show All Status States	<b>∨</b>   <b>○</b>	
Panel					
All Panels		~			
Total in list	= 9	Sorted by Descri	iption		

Device Status Description Filter in the Command Centre

# 12.8 System Points

System points relate to information associated with workstations on the Genie network.

🚳 Com	mand			- 0	×
<u>F</u> ile <u>V</u> ie	w <u>S</u> earch <u>C</u> onfigure				
	) 🔼 📴				
Doors	Description		State	Status	
Areas	Genie Master Workstation	1	Online		
Inputs	Genie Workstation 2		Offline		
Outputs	Middle Rock		Online		
Panels	Operator Status Genie Ma		Logged On	Installer	
	Operator Status Workstat		Logged Off	NoOperator	
Devices	Operator Status Workstat	ion 3	Logged On	Installer	
Status					
System					
Counters					
	<				>
	•				
Total in list	t = 6	Sorted by Description			

#### System Points in the Command Centre

The system points give information for each workstation, indicating details such as whether the workstation is online, and who is currently logged on to the workstation.

# 12.9 Selecting Points for Display

Click on the button for the type of point to command.

This figure shows a list of inputs.

			Comm	and Centre	71
🔯 Com	imand			- 0	×
File Vie	w <u>S</u> earch <u>C</u> onfigu	re			
Doors	Description		State	Status	
Areas	P1 D1MN 1,I1		Normal	Access	^
Inputs	P1 D1MN 2,12				
	P1 D1MN 3,I3				
Outputs	P1 D1MN 4,14				
Panels	P1 D1MN 5,15				
Devices	P1 D1MN 6,16				
Status	P1 D1MN 7,17				
System	P1 D1MN 8,18				
Counters	P1 D1MN 9,19				
counters	P1 D1MN10,110				
	P1 D1MN11,I11				
	P1 D1MN12,112				
	P1 D1MN13,113				
	P1 D1MN14,114				
	P1 D1MN15,115				
	<				>
Total in lis	t = 20	Sorted by Description			

### Selecting Inputs in the Command Centre

The Points are displayed in a table with the description of the point and the current state of that point. The text is also coloured differently depending on the state of the point, so it is easy to spot points that are not normal.

### The Genie Command Centre Toolbar

The buttons on the tool bar are

- Find represented by binoculars. This shows or hides the filter panel.
- Order represented by 1,2,3,A,B,C. This toggles between displaying the points in numerical order or alphabetical order of description.
- *Details* represented by an Arrow. Clicking on this displays a floating window with point details and commands to execute.
- *History* represented by 1-10. Clicking on this displays a floating window with the last events for the point, up to 10 events. **Genie Professional** only.

To show the filter fields, click on the Find button indicated by the binocular icon on the toolbar.

This button toggles the display of the filter fields.

	Show All Input States	~ 0	
Panel			
All Panels	~		

#### **Command Centre Input Filter Selection**

To filter by Point Description, type the required filter in to the Description box. The point list will change as characters are typed in the box.

Points can be selected by their state by selecting the required state from the drop down list.

Points can be selected by panel by selecting the required panel from the drop down list.

To clear the filters, click on the clear button on the filter panel.

To hide the filter panel, click on the binocular icon again.

🔯 Command					_		×
<u>File View Search Configure</u>							
Doors	Description			State	Statu	IS	
Areas	P1 D1MN 1,I1			Normal	Acce		
Inputs	P1 D3LN7,I18			Normal	Acce	ss	
Outputs							
Panels							
Devices							
Status							
System							
Counters	<						>
Find							
Description			State			_	
			Show Inputs Normal		<u>~</u> 0	)	
Panel							
All Panels ~							
Total in list = 2 Sorted by De		Sorted by Desc	ription				

State Filter in the Command Centre

Command Centre	73
----------------	----

To filter on the state, select the state to be viewed from the drop down list. For example if the Command Centre to only show panels that are Online, select Online from the drop down list. To view all points regardless of state select *Show All States* from the drop down list.

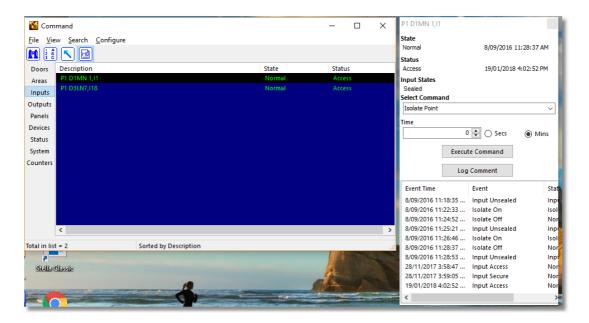
🚳 Com	mand —		×
	w <u>S</u> earch <u>C</u> onfigure		
Doors	Description	State	
Areas	Genesis Panel 1	Online	
Inputs			
Outputs			
Panels			
Devices			
Status			
System			
Counters			
	<		>
Find			•
Description			
	Show Panels Online	~	$\cup$
Panel			
All Panels	~		
Total in list	= 1 Sorted by Description		

Figure 10.17: State Filter in the Command Centre

# 12.10 Commanding a Point

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Commands are issued from the Point Details window. If this is not displayed, click on the Arrow button.



**Command Window with the Command Centre List** 

To issue a command, select the point with the mouse (selected points will be highlighted black) and then choose the command to perform from the drop down list at the bottom of the Point Details window. Once the choice is made, click the *Execute Command* button. The action will then be performed on the point(s) and an audit message will be added to the History containing the id of the operator who requested the command.

Note that for some point types, actions can be performed on more than one point at a time. Just hold down the Control key on your keyboard and click, one at a time, on each point to be commanded. The points will show they are selected by being highlighted in black. Once the selection is complete, release the Control key and do the command on those points.

If multiple commands are not enabled for the particular type, then multiple selections will not be possible. For example, multiple selections are not possible on the Devices page.

# **12.11 Command Centre Configuration**

There are a number of configuration options that control the way the Command Centre displays its information. These are available from *Configure* on the Command Centre main menu.

- *Text Colour* selects whether to display the points in black text on a white background, or coloured text depending on the point status on a blue background.
- Font Size allows operators to select between different font sizes.
- *Details Point Window* selects showing point details in a separate window, and whether history is shown is the same window
- *Details Below List* selects showing point details in the same window as the list, below the list, and whether history details are also shown in this area
- *Display History* can be checked to display the last events for a point in their own window. If this is not checked, the window can be displayed by clicking on the History icon on the toolbar. **Genie Professional** only.

🚳 Comma	ind				_		×	:
<u>F</u> ile <u>V</u> iew	<u>S</u> earch <u>C</u> onfigure							
Doors D	escription			State	Statu	5		
Alcus	1 D1MN 1,I1			Normal	Acces			
Inputs	1 D3LN7,118			Normal	Acces			
Outputs								
Panels								
Devices								
Status								
System								
Counters								
Counters								
<								>
	▲ ·····			·····				÷
State		P P	1 D1MN	1,11				^
Normal	8/09/2016 11:28:37 AM		Input	Description			^	
Status	20/11/2017 2:50:05 24		2	P1 D1MN 2,I2				
Secure	28/11/2017 3:59:05 PM		3	P1 D1MN 3,I3				
Input States Sealed		•	4	P1 D1MN 4,14				
Select Comm	and		5	P1 D1MN 5,I5				
Recall Input			6	P1 D1MN 6,I6				
· · ·			7 8	P1 D1MN 7,I7 P1 D1MN 8,I8				
Time		1	9	P1D1MN 9,19				
	0 🚔 🔿 Secs 💿 Mins		10	P1 D1MN10,I10	)			
	Execute Command		11	P1D1MN11,I11				
	Execute command		12	P1 D1MN12,I12	2			
	Log Comment		13	P1D1MN13,I13	}		~	¥
Total in list =	2 Sorted by Description	n						

Figure 10.19: Alternative Area Display in the Command Centre

This window shows

- Text as Black Text
- Embedded Point Details
- List of inputs assigned to the area

# **13 Graphics Viewer**

The most commonly used part of the graphics system is the Graphics Viewer. This shows graphics and the points on them.

The graphics viewer can be reached by

- Selecting View Graphics from the Control option of the Main Genie menu
- Selecting the Graphics button on the alarm screen. Note that this will only display a graphic if the alarm currently selected is shown on a graphic drawing.

NOTE: Graphics are available in Genie Standard and Genie Professional.

The Graphics Viewer has options for selecting displays, as well as showing the selected drawing. The drawing can be zoomed to make it bigger or smaller as required.

Fie Torrens House	Graphic Viewer	
	Torrens House	

Graphics Viewer

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At the bottom of the screen, the name of the currently displayed drawings is shown in the status bar. This also shows the current scaling of the drawing.

1:1.00000	test 1	

Graphics Viewer Status Bar

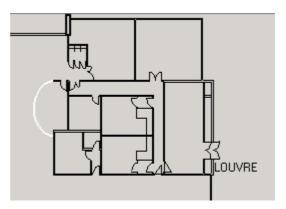
At the top of the screen is a tool bar for selecting and moving between drawings, and for resizing the drawing.



Viewer Tool Bar

The Open Icon displays a list from which a drawing can be selected.

Once a second drawing has been displayed, the arrows are enabled to indicate that a list of displayed drawings is available for quick selection. The arrows can be used to go backwards and forwards through recently selected drawings. A drawing can be specifically selected by clicking on the small down arrow to the right of the open icon.



Background for a Drawing

The background of a drawing contains different lines and shapes, and text. Other elements, know as live elements, show the state of points, and allow selection of other graphics separately from the list of drawings above.

Points in the system may be represented by an icon, or by text.



Icon and Text Representing Normal State

Icons are shapes that may use different colours to highlight their state.

Text can also be used. In both cases, if the point changes state, the display will change.



Icon and Text Representing Alarm State

The colours that are most commonly used by the graphics are

- Green is generally used to represent a secure or safe state.
- Red is generally used to represent an alarm, an open door or an output that is on.
- Yellow is used to show a point that has registered a tamper alarm.
- Blue is used to show a point that is bypassed or disabled.
- Aqua is used for access control doors to show that they are unlocked

There are some instances where the colours are reversed. Areas are often shown the other way around, that is green is used to represent an area in access, and red to represent an area that is secure.

As well as the colour of the icon, there can be a red outline for the point. This indicates that there is an unacknowledged alarm for the point.

Note: Printing Drawings is available in Genie Professional Only.

# Alarms in the Graphics Viewer



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#### The **Genie** Graphics Screen Showing an Unacknowledged Alarm

An unacknowledged alarm for a point is indicated by a red box around the icon or text.

- *Box is flashing* indicates that the graphic has been displayed after a request from the Alarm screen, and the point displayed in the box is the point that was selected on the alarm screen when the Graphic display was requested. The box will flash for several seconds after the graphic is first displayed.
- *Box is steady* indicates that the point in the box as one or more unacknowledged alarms.
- *Icon or Text is flashing* indicates that the point is currently in an alarm state. This can be configured on a per point basis from the Graphics Editor. **Genie Professional Only**.

It is possible to automatically display new alarms in the Graphics Viewer as they occur. This is available in **Genie Professional Only**.

The Graphics Viewer must be running for the graphic for an alarm to be displayed. This option is configured for each Operator Group. By default, it is not enabled. For further details of configuring the option, read the section on Operator Groups.

# **Point Details**

Point details and commands are available to authorised operators from the Graphics. A double left click or a right click while the mouse is over the icon or text state for a point will display a window showing the current state of the point. This window shows current state details, and has a drop down list of commands valid for the point.

**Genie Professional** also has a button for the operator to log comments relating to the point.

P1 D1MN 7,17				x
State				
Alarm		23/01/2018	10:09:52	PM
Status				
Secure		23/01/2018	10:09:52	PM
Input States				
Alarm				
Select Comma				
Recall Input S	tate			$\sim$
Time				
	0	🜲 🔿 Secs	O Mir	15
			0	
	Execut	e Command		
	Execut	e Command		
		e Command Comment		
Event Time				State
Event Time 19/01/2018 3	Log	Comment		State
	Log	Comment Event		Norr
19/01/2018 3	Log :26:12 :26:12	Comment Event Input Access		Norr Norr
19/01/2018 3 19/01/2018 3	Log :26:12 :26:12 :26:12	Comment Event Input Access Alarm Off Alarm On		Norr Norr Alar
19/01/2018 3 19/01/2018 3 19/01/2018 3	Log :26:12 :26:12 :26:12 :26:12	Comment Event Input Access Alarm Off Alarm On		Norr Norr Alar Inpu
19/01/2018 3 19/01/2018 3 19/01/2018 3 19/01/2018 3	Log :26:12 :26:12 :26:12 :26:12 :26:21	Comment Event Input Access Alarm Off Alarm On Input Reset Input Secure		Norr Norr Alar Inpu Alar
19/01/2018 3 19/01/2018 3 19/01/2018 3 19/01/2018 3 19/01/2018 3	Log :26:12 :26:12 :26:12 :26:21 0:09:52	Comment Event Input Access Alarm Off Alarm On Input Reset Input Secure Alarm On		Norr Norr Alarr Inpu Alarr Alarr
19/01/2018 3 19/01/2018 3 19/01/2018 3 19/01/2018 3 19/01/2018 3 23/01/2018 1	Log :26:12 :26:12 :26:12 :26:12 :26:21 0:09:52 0:09:52	Comment Event Input Access Alarm Off Alarm On Input Reset Input Secure Alarm On Input Secure		
19/01/2018 3 19/01/2018 3 19/01/2018 3 19/01/2018 3 19/01/2018 3 23/01/2018 1 23/01/2018 1	Log :26:12 :26:12 :26:12 :26:21 0:09:52 0:09:52 0:09:52	Comment Event Input Access Alarm Off Alarm On Input Reset Input Secure Alarm On Input Secure Input Access		Norr Alar Inpu Alar Alar Alar Norr
19/01/2018 3 19/01/2018 3 19/01/2018 3 19/01/2018 3 19/01/2018 3 23/01/2018 1 23/01/2018 1 23/01/2018 1	Log :26:12 :26:12 :26:12 :26:21 0:09:52 0:09:52 0:09:52	Comment Event Input Access Alarm Off Alarm On Input Reset Input Secure Alarm On Input Secure Input Access Input Reset		Norr Norr Alar Inpu Alar Alar

Point Details on the Graphic Viewer

To request a command, select the command from the list, and then click on the Command Button just below the selected command at the bottom of the window.

A full list of the different values that can be displayed in this window, and the commands that may be requested, is found in the Command Centre section.

When the point for display is a door, the name of the last user through the door and their time of access are displayed in the Point Details window.

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Front Door				
State ReedBypassed		13/09/201	6 3:11:13 P	м
Status Unlocked		20/04/201	8 5:03:38 P	м
Last User Scent, Gail Select Comma Recall Door St		19/12/201	7 9:58:19 A	M
Time	C	🚔 🔿 Secs	⊖ Mi	ns
	Execut	te Command		
	Log	Comment		
Event Time		Event		User
16/04/2018 9	:04:03	Door Secure		·
16/04/2018 9	:04:44	Door Unlock		
16/04/2018 4	:15:08	Door Secure		
16/04/2018 4	:16:07	Door Unlock		
17/04/2018 4	:15:11	Door Secure		
17/04/2018 4	:16:11	Door Unlock		
18/04/2018 4	:15:02	Door Secure		
		Door Unlock		
		Door Secure		
20/04/2018 5	:03:38	Door Unlock		
<				>

Door with User Details on the Graphic Viewer

# 14 Door Watcher

Door Watcher is an option with Genie that allows an operator to view the stored images for users as they gain access at a selected door.

Up to 4 Door Watcher windows can be open on a workstation at any one time.

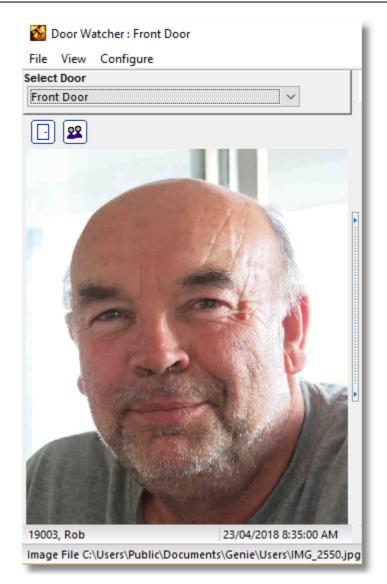
### Location of Images for Display

Images for display are set for users in the Users Centre. The location of the images is set in the File Allocation Wizard. By default, the images will be read from the Genie directory for Images.

When using the Door Watcher in a network, the images are read from the master workstation. It is important that the directory be configured for shared access so that any client workstations can have access to the images. The share name must be set to *UserImages*.

# 14.1 Viewing Users in Door Watcher

The Door Watcher has a number of different configuration options. It also has a queue of users and events that have been recorded so that operators can view recently displayed images.

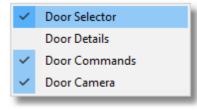


This display shows the description of the selected door on the window caption at the top. It also shows

- Door selector, which is the drop down list of doors that can be watched
- Last user details, showing the name, time of access
- User image if available, and the file name of the image

The View option from the menu can change which of these items are displayed. The user details are always displayed. The other options can be hidden by deselecting them from the View menu item.

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**Door Watcher View Menu** 

### **Door selector**

Select Door	
Front Door	~
Front Door	
P1 Door 003	
P1 Door 004	

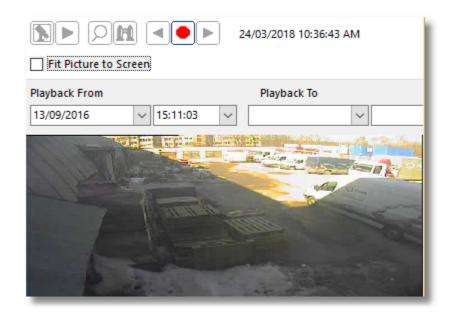
#### **Door details**

State ReedBypassed	13/09/2016 3:11:13 PM
Status Unlocked	23/04/2018 4:16:10 PM
Last User 19003, Rob	23/04/2018 8:35:00 AM

#### **Door commands**

Select Command	l i i i i i i i i i i i i i i i i i i i	
Recall Door State	2	$\sim$
Time		
	0 🌲 🔿 Secs	Mins
	Execute Command	
	Log Comment	

#### Door camera view



Note : Camera view is only available with CCTV option.

List of users through the door



List of last doors accessed for this user



# 15 Introduction to Users and Access

### What is a Genie User?

In Genie people who are granted access permission at access control points are known as Users. A User within Genie has a record which stores their general user details (such as the user name, address, phone number etc) and one or more user access details.

Genie users are not to be confused with Genie operators. Genie Operators are people who actually use Genie, such as system administrators and control room operators, that is, people who use the computer to view and program details.

All operations on Users within Genie refer to the User information. When an access granted message appears on the History screen, the name that appears will be the name from the Genie user record, not the name from the Genesis panel.

A way to view and edit the User information is through the User Centre. This is accessed from the Main Menu by selecting Access and then Users.

This section describes some of the information that is stored about users.

User information consists of

- information that relates to the person
- the access permissions that they were given when they were issued with an access card or PIN.

The general user details include information such as the name and phone numbers for the user.

These details can be viewed and edited on the main Users screen. For Professional Edition, there are more fields available by selecting the details window.

### 15.2 What are User Access Details ?

Access Details are details of a particular access token that is associated with a user. An access token is something like a swipe or proximity card, or a user's PIN for access to a keypad. Associated with the access token is a user type. This contains the details of where a user can go, and what they can do using the security equipment at a site.

As well as defining where a user can go, user access details can include

- an expiry date and time for the token
- what sort of token it is; a site may have both cards and fobs for use at proximity readers
- whether there is a duress code associated with the PIN
- what functions a user may access at a keypad, if they have a PIN for use at that keypad

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# 15.3 What is a User Type ?

A **Genie** User Type is a record that contains the access information that can be associated with an Access Detail. User Types are handy because in a typical site it is usual for a number of users to share access to particular areas. For example, the staff that work in the pharmacy at a hospital probably need access to a particular set of doors and only that particular set of doors during particular periods of time. So in this case we would be set up a User Type with the name Pharmacy Staff. They would then be given access to a door group (See Door Access Group), set up with the set of doors they require.

The user type allows programming of

- doors that can be accessed by users, using cards or pins, and the times that they may be accessed
- areas that the users may enter, and the times they may be entered
- which options on the keypad a user may access after entering a valid pin

A full description of programming User Types is found in User Types

### 15.4 What is a User Class ?

A Genie User Class allows users to be grouped in a way that is independent of where they can go at the site, but in a way that relates why they have access.

When the system is first installed, there are two user classes available

- Permanent
- Visitor

A user class contains the default period for access for a user. For example, permanent users can be set to have access for two years. This will tell Genie to set the valid to date for the user to two years from the current date, when access details are first added for a user, or access details are Activated. Similarly, visitors can be set so that they default to having access only on the day their details are programmed.

A full description of programming User Classes is found in User Classes

### 15.5 What is an Access Type ?

Access Types are used to set common data for many cards at one time, and then link the cards to a panel or panels in the system.

They can also be used to link users who only have keypad access to particular panels at the site.

Every user access detail relates a user to an access type, so that the system knows what validation is required when entering card or token details, and the details of of the token that are required by the panel for granting access to a user.

Programming Access Types is limited to operators with installer permissions. A full description of programming Access Types is found in Access Types

### 15.6 What is a Door Access Group ?

A door access group is a group of access control doors at a site. Access control doors are grouped so that they can be associated with a particular user type and hence with a particular group of users.

A time limit can be placed on each door in the group, so that access through the doors is limited to specific times.

There are two types of Door Access Groups.

• Reader door groups, at which users must present a card / key to gain access.

• Keypad door groups, at which users enter their PIN at a keypad to gain access. Genie is a multi panel access control system. That means that doors can be grouped even if they are physically connected to separate access control panels and Genie will decide the appropriate information to download to each panel so that the people that are associated with that door group can obtain access.

Door Access Groups are added and changed using the Door Access Group Wizard. How to program door groups with the wizard is described in Door Access Groups.

### 15.7 What is an Area Access Group?

An area access group is a group of areas at a site that are associated with a user type. They are used to group areas to be accessed or secured when a valid user access request is made at a door using a reader or keypad.

A time limit can be placed on each area in the group, so that accessing and securing the areas is limited to specific times.

Before granting access to a user, the Genesis panel checks that they have permission for both the door and area associated with the reader / keypad at the current tiem.

Accessing and securing is performed only if areas are programmed for both the reader and the user, and the current time is within the times specified.

Areas themselves are discussed in another section. Briefly, they are used to group lnputs so that when the Area is On (Secure) alarms are received, and when the Area is Off alarms are not created.

For example, if users of a particular User Type are able to turn off Area 1, 2 and 7 on a particular panel then construct a Area Group containing those three areas.

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# 15.8 What is a Time Group ?

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A Time Group is created in Genie to specify a range of times when events are permitted. For example a Time Group that expresses Working Hours would be something like the days Monday to Friday between the hours of 9AM to 5PM, and can be used to allow users access to keypads during these times only.

Time groups are created from time blocks, in which the hours for a particular day or days is set. By linking different time blocks into a time group, a wide range of different combinations of hours and days can be achieved.

Different times can be given for different days of the week, and for holidays.

Time blocks can be given a holiday group, which gives a group of dates which are to be regarded as holidays, ie, days on which the times programmed for holidays will override the times programmed for the day of the week which would normally apply.

# 16 User Classes

A **Genie** User Class allows users to be grouped in a way that is independent of where they can go at the site, but in a way that relates to why they have access.

User Classes		
This wizard is for	<b>Jser Classes Wizard</b> viewing, adding, changing and deleting of user classes. Ind click Next to continue.	
	Select an Action <ul> <li>View User Classes</li> <li>Change User Classes</li> <li>Add New User Classes</li> <li>Delete Unused User Classes</li> <li>Extend User Validity</li> </ul>	
	Next 🕥	Cancel 这

**Options for Users Classes** 

A user class contains the default period for access for a user. For example, permanent users can be set to have access for two years. This will tell **Genie** to set the valid to date for the user to two years from the current date, when access details are first added for a user, or access details are Activated. Similarly, visitors can be set so that they default to having access only on the day their details are programmed.

The information that is recorded for User Class consists of:

- *Description* of the class. This will be used by operators for selecting a userclass for a user
- *Class Default* is set with a Check Box. One class can be set as the default. When a new user is added, they will automatically be given this class. If they are being added

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through the Users Centre, the operator can change this to another class if appropriate.

- Notes can be added giving more information for operators about the class.
- *Validity Type* indicates whether the default validity period for the class is set in days or months. If the box is checked, the period is months, otherwise it is days.
- Validity Period gives the number of days or months that they users in this class are valid for, by default. Note that this can be manually changed for a particular operator. Setting values here provides a quick way of setting the validity period when adding a number of users
- End Time gives the time of day that the user access will expire.
- *End Of Month* can be checked when the validity period is in months, to automatically select an end validity date as the last day of the month.
- *Valid To Date and Time* is set when Date is checked to specify a particular date and time after which access is not valid.

🚳 User Classes		
User Class Details:		<u>^</u>
Description is used in Notes may be added a The Description must b	lists of user classes. bout the purpose of the user class, for your own information. be entered. Notes are optional	E
	Description	
	Class is Default	
	Enabled	
	Notes	
	G Back Next 🔾	Cancel

User Class Properties

When Partitioning is enabled for a system, a Default User Class can be created for each Building.

# 16.1 User Class Validity Periods

There are many ways that the validity periods for users can be set.

Some examples are :

- Set number of months from the current date
- Number of days with an end time
- A specific date with an end time

🐱 User Classes		_ <b>D</b> _ X
Validity Period: Select between enteri Set the period for wh Set the Valid Period e		r Date.
	Validity Period Type Months Days Date	
	Validity End Time 12:00:00 AM	
	Validity Ends on Last Day of the Month	
	G Back Next S	😮 Cancel

User Class Validity by Months

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실 User Classes		×
Validity Period: Select between enteri Set the period for whi Set the Valid Period er		•
	Validity Period Type Months   Days  Date	
	Validity End Time 5:59:00 PM	
	G Back Next G Canc	el

Setting a Short User Validity

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User Classes Validity Period: Select between enter Set the period for wh Set the Valid Period of		
	Validity Period Type Months Days O Date Valid To Date and Time	
	25/03/2014 🗐 🔻 11:59:00 PM	
	G Back Next 🔾 Cancel	

User Class with Valid To Date Set

# 16.2 Default User Classes

When the system is first installed, there are two user classes available

- Permanent
- Visitor

NOTE: Genie Lite is limited to these User Classes.

# 16.3 Extending User Validity

It is possible for Genie to extend the validity period for a number of users in one action. This is based on the User Class for the user.

🚳 User Classes			×	
Welcome to the User Classes Wizard This wizard is for viewing, adding, changing and deleting of user classes. Select an action and click Next to continue.				
<ul> <li>Chang</li> <li>Add N</li> <li>Delete</li> </ul>	Action Jser Classes e User Classes ew User Classes Unused User Classes I User Validity	Select Extend User Valio	ity	
		Next 🔾	Cancel 😣	

Selecting User Validty Exten in the User Classes Wizard

The next step is to select which users to extend. This can be all users in the class, or it could be, for example, only the users who will expire within the next month.

The new expiry date is set according to the rules set for the Class.

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User Classes	
	ers be setting the 'Update All Users' option. e for current validity period of the Users you want to update.
	Select Users Users Expiring in Date Range   All Users in Class
	Expire From 25/03/2014
	ExpireTo 30/05/2014
	S Cancel

Selecting Users to Extend their Validity Period

# 17 User Types

User Types are established to group access permissions so that a set of user permissions can be created and assigned to many users. This reduces the amount of programming required for users. The permissions for all users in the user type can be modified by changing the user type instead of changing each individual user.

The User Type window contains a number of different fields.

🚵 User Type Centre File Edit Find Sort Reports View		– 🗆 X
Active Member Office Staff P1 ImportTest P1 Members P1 Members 2 P1 Staff	General Keypad Options Panels Description Active Member Building All Buildings	Special Processing P1 Access Script
P TA Test P1 yenn	Key Access Door Access Active Member Access	PIN Access Door Access Active Member Access
	Area Access	Area Access None
	Floor Access	Dual Card No Dual Card Can Self Authorise
		 ii.

Selecting a User Type for Editing

Note : Special processing should be set for all User Types, even if there is no special processing required. If it is not set, there will be an error message displayed 'Invalid Script No', whenever a user with the user type presents a credential at a reader, or enters their PIN at a keypad.

# 17.1 Access Control Parameters

Some of the fields that can be set up within the User Type screen are

• *Description* A general description of the User Type. This is the description that will be displayed throughout Genie to indicate this particular user type.

- Doors for Card Access The name of the Door Access Group containing a list of doors and times that users of this user type will be able to obtain access through using their card/key.
- *Doors for PIN Access* The name of the Door Access Group containing a list of doors and times that users of this user type will be able to obtain access through using their PIN.
- Areas for Card Access The name of an Area Group listing Areas that users can turn on at specially programmed card / key readers at the site
- Areas for PIN Access The name of an Area Group listing Areas that users can turn on at specially programmed keypads using their PIN
- *Special Programming* allows permitted operators to select a script to be associated in the Genesis panel with this user type.
- *Menu Options* determine which menus a user may access at a keypad once they have entered their PIN.

Extra information is available in Genie Standard about what access this user type provides by clicking on the buttons next to some of the items.

Key Access		1
Door Access		
Active Member Access	~	



The buttons for Door Access groups include an option to view a list of the doors and times in the group.

Key Access Door Access Active Membe	r Access	~		Door	N Access Access Member	Access			~	
			7	Area	Vecess					_
Doors and Times	for Active Membe	er Access								x
Doors ∃ P1 Door 001	Timegroup 24 X 7 ACCESS	Timeblock	Sunday	Mon	Tues	Wed	Thurs	Friday	Satur	Holid
		24 X 7 ACCESS								
		Start Time	00:00	00:00	00:00	00:00	00:00	00:00	00:00	00:00
		Stop Time	24:00	24:00	24:00	24:00	24:00	24:00	24:00	24:00

#### List of Doors in a Door Group

In addition, for authorised operators, there is an option to launch the Door Access Group Wizard to edit door access groups.

These buttons and options are also provided for

- Doors for PIN access
- Areas for Card access
- Areas for PIN access
- Special Processing
- Floor Access

### 17.2 Menu Options at a RAS

As well as options relating to moving around a site, there are fields that can be set to control what access a user has to the key pad functions at the Genesis Remote Access Stations (RAS). These permissions, as well as some default values for the permissions given when a user is added at a RAS, are called Menu Options.

General Keypad Options Panels				
User Expire Days	Times for Menu Access			
0 হ	None			
Code Change Days	Menu Options			
0 🛓	All Menus			
Code Warning Days	Display Menu			
0 🖨	Inputs Menu			
	Control Menu			
	User Menu Settings Menu			
	Test Menu			
	Service Menu			
	User Can Change Own Code			

#### Menu Options for Keypads

The fields displayed in this window are :

• *Times for Menu Access* defines when users may access the keypad options checked in the check boxes. If not times are set, the check boxes are disabled.

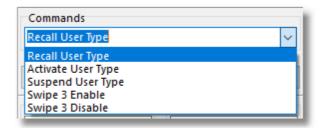
- *Keypad Options* are checked to allow the corresponding function at the RAS for users of this type, during the times specified.
- Code Change Days sets the default number of days until a user must change the PIN code, when that user is added at a RAS.
- Code Warning Days sets the default number of days before a user PIN expires after which warnings will be given to the user that the PIN needs to be changed.
- User Expire Days sets the default number of days until a user belonging to this type will expire, when the user is added at a RAS.

### 17.3 Suspending User Types

For authorized operators, a Panels button is shown. When this button is clicked a window is displayed which shows the user groups in the Genesiss that correspond to this user type in Genie.

The group commands such as Suspend and Re-activate are available in a commands menu.

General Keypad Options Panels					
Group No	Panel Description	Group Status	Swipe 3		
7	Genesis Panel 1	Active			
Commands					
Recall User 1	lype	~			
	Execute Command				
Current Number New Number					
7 7 ~					
Renumber					



NOTE: Genie Lite does not allow User Type Suspending.

# 18 Users Centre

The Users Centre is available in Genie Standard and Genie Professional.

In Genie Lite , users are added and changed through the Users Wizard.

Information stored for Users include general details, access details and status information.

🚳 Genie Users Centre		– 🗆 X
File Edit Find Sort	Reports View	Tools
	(	
Name	Credential	
19003	19003	
306-7, k NelteĐ	19001	
Abbott, Janine	19002	General Access Extras Panels History Time Attendance
Brown, Ian	25001	Family Name
CAA, BBB	234567	19003
Card, 1234		Given Name
Key 00231456	00231456	
Key 00525264	00525264	
Key 02584633	02584633	User Comments
Key 19005	19005 52526455	
Key 52526455 Key Number 234568	234568	Tenant
Key Number 234569	234569	None
Key Number 234509	234570	IMC 2550 inc
Scent, Gail	19004	IMG_2550.jpg
sportas+parking	12339	Clear Select
test, card	02338	Phone BH Phone Mobile
WEBB, Tony	22817	Phone BH Phone Mobile
		Employee
<	>	
Last Access : Unknown		User is Off Site Users No : 2

Different information is shown in the different windows. Which windows are available depends on the version of Genie installed.

General information shows basic information about users.

**Access** shows the access related details such as users type, key and validity periods. If a user has more than one credential, there are multiple entries in the list, one for each credential.

Extras includes additional information such as email address. (Genie Professional only).

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**Panels** provides information on the users status in each Genesis in the system. Users are only listed for a panel when their access details are valid.

**History** shows the most recent activity for the user at the site. This is limited to 10 events.

Time Attendance shows the latest Sign In and Out events for the user.

The Status bar at the bottom of the Window shows User Access details.

Last Access : P1 Door 001 At 2/04/2014 11:17:27 AM

Status details record information such as

- Last door through which a user gained access
- Date and time of last valid access request
- Current access zone, where access zones are used

The Users Wizard provides a step by step method for processing users.

# 18.1 User Details

### **General Details**

Family Name	
19003	
Given Name	
User Comments	
Tenant	
None ~	
	IMG_2550.jpg
	Clear Select
Phone BH	Phone Mobile
Employee	Position

The general user details include information such as

- Family Name of the user. This field must be entered.
- First Name of the user. This is an optional field.
- Tenant or Department to which the user belongs
- Phone No during Business hours
- Mobile Phone No

Note: Some fields are available Genie Professional only.

### 18.2 User Access

#### **Access Details**

General Access Extras Panels History Time Attendance	
User Type	PIN
P1 Members 2 v …	PIN Only, No Card
User Class	PIN Change Date Accept Duress PIN
Permanent 🗸	1/01/2000 ~
Access Type	Valid From
26b Weigand, Site Code 15 $\checkmark$	27/02/2017 🗸 11:25 🗸
Key Number     Add Key       19003     Re-assign Key	Valid To 27/02/2027 V 11:25 V
Activate Void Key Returned	Options User Suspended on Add
User Trace Enabled	User Status Access permissions current

Access details include information such as

- User Type This is selected from the user types already created for the site, and records information such as what doors the User is allowed access through. User types contain details for defining the doors and areas for which access is valid, areas that users may enter, and options available using the keypad for operators with PIN codes. Select a user type from the drop down list.
- User Class The User Class allows grouping of users for setting default access details. The validity period for the user is determined by the User Class to which they belong. Examples of user class are Permanent and Visitor. User class details are set using the User Class Wizard. All users must belong to user class. Select a User class from the drop down list.
- Access Type This generally selects a type of token, such as a swipe or proximity card, which is also related to security equipment at the site. It can also be used to indicate that users have access via a keypad only, and do not have any form of token to use. Depending on the access mode chosen, the fields for entering card and PIN details will be enabled of disabled.
- *Card or Key Number* The number of the access control card or key. This is optional. This is selected from a drop down list of available numbers.*User PIN* The PIN that is issued to the user for keypad access and functions. This is optional.

- User PIN The PIN that is issued to the user for keypad access and functions. This is optional.
- *PIN Only, No Code* PIN Only Users are users who do not have to enter their user number at a keypad, just their PIN. This function is specific to *Genesis* panels. When a PIN Only user is created, their PIN is checked against other PIN codes already in use, and will be disallowed if already selected for another user. Note that in multipanel systems, the PIN for a PIN only user must be unique across ALL panels, and will be the same for all panels to which the user has access.
- *PIN Change Date* This is the date on which the user must change their PIN. It is optional. If it is not specified, the user will be able to use this PIN for as long as their other user details are valid.
- *Duress PIN* indicates that this PIN has an associated Duress PIN. When the duress pin is entered at the keypad, a Duress alarm is generated.
- Valid From The date from which these access details are valid.
- Valid To The date from which these access details are now longer valid. That is, this is the first day that the key or PIN is invalid. It is **NOT** the last day that they are valid.

There are three short cut buttons which update more than one field when clicked.

- Activate a user to make their details current, and download them to the access control panels so that the user can now be able to obtain access at the site. Clicking this button will automatically set the user access to Current, and adjust the validity period so that the valid from date is the current date, and the valid to date is set according to the values for the User Class.
- *Void* causes **Genie** cancel user access by changing the status to No Access, and the valid to date to the current date. This information is then downloaded to the *Genesis* panels. If the user has a card, it will not change the status of the card, that is, it remains assigned to this user.
- *Returned* is similar to Void, except that it records that the card or key has been returned, as well as canceling the access for the user. If the user has a card, it will change the status of the card to Spare, allowing it to be assigned to another user.

Note : The user details must be saved after clicking on the short cut, for the changes to be completed.

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## 18.3 User Extras

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Extra details may be provided in Genie Professional only.

General Access Extras Panels History Time Attendance	
Email Address	Phone AH
Address1	Title
	~
Address2	
State Post Code	
×	

These details are for managing users and are not used for access control.

## 18.4 User Panels Status

Panel status details are displayed for active users. If there are panel details for a user, that user is not currently permitted access to the site.

General	Access Extras Pan	els History	Time Attendan	ce			
User No	Panel Description	User Status	Access Zone	User Flags On			
102	Genesis Panel 1	Active	2	1,2			
Command	ls		Select Fl	ag			
Recall Use	ir	~	0 🔺				
	Execute Comman	nd					
Current N	umber New	Number					
	102 102		~				

**User Panel Status** 

There is one line for each panel connected to the system, to which the user has access permission.

- User No is the number in a panel for this user access record
- Panel Description shows the panel description
- User Status is generally Active, but may be Suspended.
- Access Zone is set when Anti Passback Access Zones are programmed, and a user has entered a zone
- User Flags lists any user flags that may be set.

Commands	
Recall User	$\sim$
Recall User	
Suspend User	
Re-Instate User	
Set User Flag	E III
Clear User Flag	
Set User Access Zone	

**User Panel Commands** 

A list of commands is available. Note that when executed, this will relate only to the panel selected in the list above.

Note : If the User Status is 'Suspended', the user is currently not able to gain access using readers connected to the panel, even though all their access parameters indicate that their access is valid.

Note : As well as through these commands, suspending and re-activating users is done • at a keypad

• automatically by the panel under certain conditions, if this has been configured by the installer

To renumber a user within the panel, select a new number from the drop down list of free numbers.

Current Number		New Number	
	102	102	$\sim$
		102	<u>^</u>
	Renum	107	
		117	- 11
		118	H
		119	- 11
		120	- 11
		121	- 11
		122	×

Click on 'Renumber' to select the new number. Only unused numbers will be shown in the list.

Save the record.

This may be required for additional processing within the panel, and would normally only be used by your installer.

## 18.5 User History

The History window shows the last ten transactions for the user. If a user has more than one access record, the history includes access by all valid credentials.

General Access Extras Panels History Time Attendance				
Recent History Events				
Date and Time	Activity	Access Point		
3/03/2017 8:55:35 AM	TimeAtt Out	P1 TDC 37017 R2		
3/03/2017 8:55:35 AM	Card OK at Door	P1 Door 001		
3/03/2017 8:55:33 AM	TimeAtt In	P1 TDC 37017 R1		
3/03/2017 8:55:33 AM	Card OK at Door	P1 Door 001		
19/12/2016 10:12:46 AM	TimeAtt In	P1 TDC 37017 R1		
19/12/2016 10:12:46 AM	Card OK at Door	P1 Door 001		
19/12/2016 10:12:36 AM	TimeAtt Out	P1 TDC 37017 R2		
19/12/2016 10:12:36 AM	Card OK at Door	P1 Door 001		
19/12/2016 10:12:30 AM	TimeAtt In	P1 TDC 37017 R1		
19/12/2016 10:12:30 AM	Card OK at Door	P1 Door 001		

### 18.6 User Time Attendance

When the time attendance option is installed at a site, this tab shows any unmatched Time Attendance events for the user.

If the screen is empty, all in and out events have been correctly resolved.

## 18.7 Adding a New User

New Users are added through the Users Centre, which is selected from the Access option of the Main Menu.

Select the New User option either by selecting Edit, then Add, or by directly clicking on the New icon.

A window is displayed for entering User details.

Data must be entered into the Family Name field so that the card holder can be identified in some way. This can contain any data such as a *Installer*, if the card has a general use.

The other fields, Given Name, Tenant / Department, and the phone numbers can be left.

New User Details
Family Name Phone (BH)
Given Name  Fred  Phone (Mobile)
Tenant/Dept Employee No
Comments Image Details
User Class       User Class         Permanent          26b Weigand, Site Code 15          Card/Key Number          19004
User Type Staff I II:49 III:49 IIII:49 III:49 III:49 III:49 III:49 III:49 III:49 III:49 III:
Access permissions current
<u>Save</u> <u>Finish</u> E <u>xit</u>

Adding a New User

If there is an image for the user, link this to their record by clicking on the Image button. This allows selection of the image from the directory that has been configured to store user images. Select the correct image and save this in the user details.

<b>Users Centre</b>	113
---------------------	-----

Look in:	🌗 Users		•	] ← 🗈 💣 📰 ▼		
œ.	Name	*		Date modified	Туре	
Recent Places	🔛 1.jpg			6/04/2014 12:51 PM	JPEG ima <u>c</u>	
Desktop						
Libraries						
						(None)
Computer						
Network	•		III		4	
	File name:			•	Open	
	Files of type:	*.jpg		-	Cancel	

Linking an Image to a User

After the record has been saved, this image will automatically be displayed whenever the user details are displayed.

Note that images can be added at a later time, or changed as required.

## 18.8 User Reports

There are a number of reports available that relate to the access details programmed for users. These can be created from the Reports option at the top of the window.

Key Status Report
User Access Details
U <u>s</u> er Assigned Keys
Us <u>e</u> r List
Use <u>r</u> s Access To Doors
Users <u>A</u> ccess To Floors
Users <u>B</u> adged in Last 24 Hours
Users by User Types Summary
Users <u>C</u> ount by Tenant
Users E <u>x</u> pired
Users Last Access Report
Users L <u>i</u> st by Tenant

eview	🗐 🖪 🗊 🖉 🧭 📢 🖣 1 🛛 of 1 🕨 🕅	- D
		Close
Genie V3	User Assigned Keys	24/04/2018 8:56:34 AM
KeyNumber	UserStatus	User Name
	Current	Card, 1234
00231456	Current	Key 00231456
00525264	Current	Key 00525264
01000	Current	test,part
02338	Current	test,card
0234568	Current	Key Number 234568
0234569	Current	Key Number 234569
0234570	Current	Key Number 234570
02584633	Current	Key 02584633
10393	Current	Forge, Ann
12339	Expired	sportas+parking
1234567	Expired	CAA, BBB
19001	Expired	306-7,k NelteĐ
19002	Current	Abbott Janine

		Users Centre
view		
		- L
🗎 🔑 🏦 🔍 100% - 🔍 (	🗐 🔄 🗗 🖉 🖌 📢 1 🛛 of 1 🕨 🕅	Close
Genie V3	Users Last Access Report	24/04/2018 8:51:4
User Name	Last Entry Door	Last Access
19003,Rob	Front Door	23/04/2018 8:35:00 AM
306-7,k NelteĐ	Front Door	23/04/2018 8:33:58 AM
Abbott,Janine	Front Door	7/12/2017 11:00:32 AM
Key 19005	Front Door	23/04/2018 8:33:41 AM
Scent,Gail	Front Door	19/12/2017 9:59:37 AM

## 19 Users Wizard

The Users Wizard provides a simple option for processing user details. Although it does not display all the user fields available in the Users Centre, for many sites it will be a suitable option for User processing.

As with other wizards, the initial option selects the type of operation to be performed.

## 19.1 Adding Users

Select Add New User from the Actions tab.

User details fall into two categories :

- · General details about the user
- Details that control where and when the user gain access at doors

### **User General Details**

🚳 Genie Users Wizard	×
User Details	
All these fields are optional except for Family Name, w	/hich must be given.
Family Name	
19003	
Given Name	
Rob	
Comments	
Tenant	
None v	
	IMG_2550.jpg
	Clear Image Select Image
😮 Help	😮 Back Next 💽 Close 🕞

#### **User Details**

The fields displayed are:

- Family Name This field must be entered.
- Given Name This field is optional. It may be up to 30 characters.
- Comments This field is optional. It may be up to 30 characters.
- User Image This field is optional. Whether images are displayed or not can be set through the Genie Configuration wizard. (Configure->Configure System->Configure Genie).

When these details are correct, click Next to view the access details for the user.

### **User Access Details**

🚳 Genie Users Wizard			$\times$		
Set User Access					
These fields determine user access at the site. Access Type selects the type of card/key. A card/key Users Type determines the doors and areas the user Users Class selects default validity for the user			>		
User Type		PIN PIN OLI NA CAL			
P1 Members 2 🗸		PIN Only, No Code			
User Class		PIN Change Date Accept Duress PIN			
Permanent ~		1/01/2000 🗸			
Access Type		Valid From Date and Time			
26b Weigand, Site Code 15 🛛 🗸		27/02/2017 🗸 11:25 🗸			
Key Number Add Key		Valid To Date and Time			
19003 V Re-assign Key		27/02/2027 🗸 11:25 🗸			
		Options			
Activate Void Returned		User Suspended on Add			
User Trace		User Access Status			
Enabled		Access permissions current			
😮 Help		🔾 Back Next 🔾 Close 🕕			

#### **User Access Details**

The following fields are displayed.

- User Type This is selected from the user types already created for the site, and records information such as what doors the User is allowed access through. User types contain details for defining the doors and areas for which access is valid, areas that users may enter, and options available using the keypad for operators with PIN codes. Select a user type from the drop down list.
- User Class The User Class allows grouping of users for setting default access details. The validity period for the user is determined by the User Class to which they belong. Examples of user class are Permanent and Visitor. User class details are set using the User Class Wizard. All users must belong to user class. Select a User class from the drop down list.
- Access Type This generally selects a type of token, such as a swipe or proximity card, which is also related to security equipment at the site. It can also be used to indicate that users have access via a keypad only, and do not have any form of token to use. Depending on the access mode chosen, the fields for entering card and PIN details will be enabled of disabled.
- *Card or Key Number* The number of the access control card or key. This is optional. This is selected from a drop down list of available numbers.
- User PIN The PIN that is issued to the user for keypad access and functions. This is optional.
  - PIN Only, No Code PIN Only Users are users who do not have to enter their user number at a keypad, just their PIN. This function is specific to *Genesis* panels. When a PIN Only user is created, their PIN is checked against other PIN codes already in use, and will be disallowed if already selected for another user. Note that in multi-panel systems, the PIN for a PIN only user must be unique across ALL panels, and will be the same for all panels to which the user has access.
  - Accept Duress PIN is set when duress PINs can be entered at the keypads.
  - o PIN Change Date sets a date when the PIN will expiry unless changed
- Valid From Date and Time The date from which these access details are valid.
- Valid To Date and Time The date from which these access details are now longer valid. That is, this is the first day that the key or PIN is invalid. It is **NOT** the last day that they are valid.
- *Options* User Suspended on Add. When this user is added to the panel, they are shown as Suspended. They will not gain access until Activated.
- *User Trace* (Genie Professional Only). An alarm is generated whenever the user presents their key at a reader.

The key number can be typed in as well as selected from the list. If the key does not yet exist in the system, it can be added. If the key is currently assigned to another user it can be re-assigned to this user.

There are buttons to simplify common tasks.

- Activate a user to make their details current, and download them to the access control panels so that the user can now be able to obtain access at the site. Clicking this button will automatically set the user access to Current, and adjust the validity period so that the valid from date is the current date, and the valid to date is set according to the values for the User Class.
- *Void* causes **Genie** cancel user access by changing the status to No Access, and the valid to date to the current date. This information is then downloaded to the *Genesis* panels. If the user has a card, it will not change the status of the card, that is, it remains assigned to this user.
- *Returned* is similar to Void, except that it records that the card or key has been returned, as well as canceling the access for the user. If the user has a card, it will change the status of the card to Spare, allowing it to be assigned to another user.

For authorised operators, details relating to the *Genesis* panels as well as commands relating to users can be accessed by clicking on the *Panel* button.

🚳 Genie U	sers Wizard			×			
Panel Details							
	the user number in the umber can be changed b			ess. user numbers in the list.			
User No	Panel Description	User Status	Access Zone	User Flags On			
102	Genesis Panel 1	Active	2	2			
	Commands Recall User						
	Execute Comman	d					
Current N	Current Number 102 V Refresh List						
	Renumber						
0 н	elp		0	Back Next 🕥 Close 🕞			

Panel Details and Commands

### **User Summary**

실 Genie Users Wizard		×
User Details		
Click 'Next' to complete processin	ng, or 'Back' to change any fields or select another user.	
Field Name	Field Value	
Family Name	19003	^
Given Name	Rob	
Comments		
Tenant	None	
Building	All Buildings	
Access Type	26b Weigand, Site Code 15	
Key Number	19003	
User Access Status	Access permissions current	
PIN	****	
PIN Only, No Code	Disabled	
Accept Duress PIN	Disabled	
PIN Change Date	1/01/2000	
User Type	P1 Members 2	
User Class	Permanent	
Valid From Date and Time	27/02/2017 11:25:14 AM	~
<	>	
Help	G Back Save G Close 🕞	

#### **User Summary**

This display shows the details that will be added for the user. If they are correct, click on Next to save them.

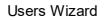
## 19.2 Changing Users

Selecting a user to change can be done in several ways.

- Name
- Card / Key

<b>Users Wizard</b>	121
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Select by User		
⊖ Key	User	
Given Name		
Given Name		
Family Name		
Ab		
Building		
All Buildings		~



Radio buttons at the top of the window select how to find users. If name is selected, the all or part of the first and last name can be entered into the boxes provided.

() Кеу	User		
Given Name			
Family Name Ab			
Building All Buildings		~	
	Family Name Ab Building	Family Name Ab Building	Family Name Ab

Select Users with Part Name

Select User	Select User					
Family Name Abbott	Given Name Janine	Key Number 19002				



As well as selecting by name, users can be found by card / key. Select the 'Keys' option, and the type of key, and optionally specific key number can be entered.

If the key number is not know, selecting an access type will limit the list of users for selection to those with the selected access type.

Select by Us		
Key	🔾 User	
Courd Turns		
Card Type	d, Site Code 15	~
200 Weigan	d, she code is	Ť
Key Number		
		~
Building		
All Buildings	;	~
L		

Select Users by Access Type / Key

A list of users with the selected type is shown.

Family Name	Given Name	Key Number	
19003	Rob	19003	
306-7	k NelteĐ	19001	
Abbott	Janine	19002	
Key 19005		19005	
Scent	Gail	19004	
sportas+parking		12339	
test	card	02338	

Users for Selected Access Type

## 19.3 Deleting Users

As with viewing and changing users, finding a user to delete can be done by entering a name or part name, or an access type, with or without key number.

If more than one user matches the selection criteria, a list is shown from which the user to be deleted is chosen.

After the details of the user are displayed in the Summary window, the user is deleted when the Next button is clicked.

Genie I	Genie Installer Manual		
🚳 Genie Us	rs Wizard		
Welcome to	the Users Wizard		
	; for viewing, adding, changing and deleting user details. ion and click Next to continue.		
Select an ac	on and click Next to continue.		
	Select an Action		
	O View User Details		
	Change User Details		
	O Add Users		

Delete Users

?

Help

Next 🕥

Close 🕕

# 20 Tenants

Tenants / Departments provides a mechanism for grouping users for reporting. Tenants are established using the Tenants Wizard, available to authorised operations from the Access Menu.

📧 Tenants Wizard			×
This wizard is for v	enants/Departments Wizard riewing, adding, changing and deleting of tenants and departments. nd click Next to continue.		
	<ul> <li>Select an Action</li> <li>View Tenants/Departments</li> <li>Change Tenants/Departments</li> <li>Add New Tenants/Departments</li> <li>Delete Unused Tenants/Departments</li> </ul>		
ι	Next 🥥	Cancel <table-cell></table-cell>	3

NOTE: Tenants are not available in Genie Lite.

# **Editing Tenants**

Tenants are added and edited in a manner similar to the other wizards.

## 21 Key Management

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Key Management allows operators access to the key records for keys that are not currently issued to Users.

In Key Management, keys can be made available for selection in the Users Centre after having been marked as *Lost* or *Damaged*. If a *Lost* key is found, it can be marked *Spare* using this wizard.

Authorised operators can also add new keys and users from this wizard.

🚳 Key Managemer	ht	
This wizard provide Keys recorded as Lo	ey Management Wizard es direct access to key details for keys that are not currently issued ost or Damaged can be returned to the system by marking them as dded to the system.	
	Select an Action View Key Status Add New Keys Delete Keys	
	Next 📀	Cancel 😢

Key Management Options

# **Viewing Keys**

When Viewing Keys from this wizard, all keys are listed.

It is possible to check whether a key is in the system, and whether it is currently in use or unavailable for some reason, such as being reported lost.

Key Management		
Select the Access Type These selections are us Click Next to continue.	sed to create a list of keys	
	Access Type 26b Weigand, Site Code 15 Key Status Lost Key Back Next	Cancel

When selecting from all keys, their status is shown.

r <b>ther processing</b> ceys for the status previou s selected, the keys are all		to users for this access type.
Select an Item		
Key Number	Key Status	
19002	Issued	
19003	Issued	
19004	Issued	
19005	Spare	
	<b>Back</b>	Next 🔾 🔞 Cancel

# 21.2 Editing Keys

When Editing Keys from this wizard, only keys that are marked as Spare, Lost or Damaged are listed.

Click Next to continu	ue.		
	Select an Item		
	Key Number	Key Status	
	19005	Spare	
	19006	Spare	
	19007	Spare	
	19008	Spare	
	19009	Spare	
	19010	Spare	

Selecting a Key

The status of the key can be changed, if required.

🚳 Key Managem	nent 📃 🖃 💌
View the details The status of the	s <b>of the Key</b> e key can be modified by selecting from the Status List.
	Access Type
	26b Weigand, Site Code 15
	Key Number
	19008
	Key Status
	Damaged Key
	User Name
	Issued Date
	Unissued Date
	G Back Next S Cancel

Details of a Selected Key

It is not possible to change a key status for an issued key. The key must first be made inactive in the Users Centre before it is available in this wizard.

# 21.3 Adding Keys

There is an option to add a range of new keys to the system from this wizard.

🚳 Key Manageme	nt	
This wizard provid Keys recorded as L	ey Management Wizard les direct access to key details for keys that are not currently issued ost or Damaged can be returned to the system by marking them as idded to the system.	
	Select an Action <ul> <li>View Key Status</li> <li>Change Key Status</li> <li>Add New Keys</li> <li>Delete Keys</li> </ul> Next	Cancel 这

First select the Access Type, and then the range of numbers to add.

∑ Key Management	
system. This	ys to Add played is the number 1 higher than the highest number currently in the t all the numbers before this key have been used. Enter the first number to be
	First Card Number
	19014
	Add Users       Add Users       Add Users
	S Back Next S Cancel

Key Range when Adding Keys

When this screen is displayed, the wizard will get the number of the highest key currently known for the Access Type, and add one to this to set the First Number.

This does not mean that all the numbers before this have already been added.

Adjust this number if a range below a currently existing range is to be added.

Note that adding new cards will NOT change details of any cards that may already exist in the range supplied.

Genie will attempt to add the first and last numbers given, as well as numbers in between.

If users are to be added for each key, check the box to indicate that this is required.

🚳 Key Management		
Set the User Type and	User Class for the users being added.	
The User Name will be	of the form 'Key Number nnnnn', where nnnnn is the key nur	nber.
	User Type	
	Staff -	
	User Class	
	Permanent -	
	User Status	
	Activate     Activate	
	Do NOT Activate	
	G Back Next G	Cancel

Selecting User Type and User Class

When adding users for the keys, this window is displayed for selecting the User Class and User Type for the new users.

Select whether to automatically activate the cards or not.

## 22 Door Access Groups

A door access group is a group of access control doors at a site. Access control doors are grouped together so that they can be associated with a particular user type and hence with a particular group of users.

A time limit can be placed on each door in the group, so that access through the doors is limited to specific times.

When programming a door access group, the following information is entered.

- Description of the group
- Notes relating to the group
- List of doors in the group
- Times associated with the doors in the group

If the system supports multiple buildings, operators may also optionally set

- Building to limit this group to
- Site to limit this group to

### 22.1 Using the Door Group Wizard

The Door Access Group Wizard provides an easy way of editing door access groups. It has option to create new groups, change the doors in existing groups, and delete unwanted groups.

Launch the Door Access Group Wizard by selecting Access from the Main Menu, and then selecting the Wizard from the submenu. Operators must have authority to modify door access groups, or the item will not appear in the submenu.

The first thing to do is select whether to

- Add a new group
- Edit an existing group
- Delete an existing group

Frequently when adding a new group, it will be similar to an existing group. **Genie** provides a *Duplicate* option when adding groups, that will copy an existing group to a new name, including all the doors in that group. All that needs to be done then, is to adjust the list of doors and times in the group to suit the new requirements.

Highlight an option, and click on Next. Remember that if necessary, Cancel will exit the wizard without changing anything. To check something already added, or change a detail, go back to previous screens by clicking on Back.

🚳 Users Door Acces	5	
This wizard is for vie	or Access Group Wizard ewing, adding, changing and deleting door access groups. d click Next to continue.	
	Select Action Over the second seco	
	Change Door Access Groups	
	<ul> <li>Add New Door Access Groups</li> <li>Delete Unused Access Groups</li> </ul>	
	Next 💽	Cancel

The Genie Door Groups Wizard

#### 22.1.1 Adding a new Door Access Group

Depending on the setup for the site, a window may appear to select which building this groups relates to.

Building Sites are divided into buildings. Small sites may only have one building. When a security panel is added to a system, the building in which it is located will also be set. In a

multi-building site doors that can be added to a door group can be limited by setting the building. A building may have more than one panel installed in it. Chose doors from either panel, and make up a group for the whole building, rather than programming each panel independently.

Click on Next.

Users Door Acces	
existing Door Acces Notes may be adde	Group is used in lists of door access groups. This must be different from all the ss groups. I about the purpose of the group, for your own information. Is the entered Notes are optional
	Description
	All Doors
	Notes
	Full Access
	Duplicate
	G Back Next G Cancel

Creating a new Door Group

Firstly enter a description of the new group. This must not be the same as any other description, as it will be displayed in lists of groups, and operators need to be able to tell which is which.

Notes can be added about the door group. These could be details of who created the group, when and why. They can be anything that needs recording about the group. The notes are not used for granting access, but to provide extra information for operators of Genie.

added to the group.	currently in the group. 1	The doors in the right hand list can be s in Group and move it to the Available	•
∼Items in Group		Items for Selection P1 Door 001 P1 Door 002	]
	>		
	<		

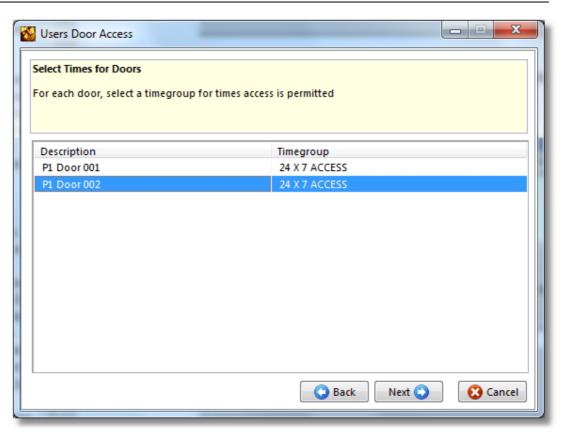
Adding Doors to the Door Group

There are two boxes for lists of doors. The box on the left is for the doors selected for the group. The box on the right contains all the doors that remain for selection.

The figure above shows the doors in the group (on the left) and those that can be put into the group (on the right).

Find the doors required for in the group, and click on them. Then click on the left arrows to move them from the right box to the left box. If the wrong door is selected, highlight it in the left box and click on the right arrows to take it out of the selected list.

Once all the doors required are selected, click on Next to assign times access can be granted through the doors.



#### **Assigning Times to Doors**

The figure above shows the doors that have been selected, and the times access will be permitted.

When a new door is added to a group, Genie will grant access at all times unless specified otherwise. This is done by automatically assigning the 24 Hour time group to the door.

Changing times for doors can be done in several ways.

- An individual door can have its time changed.
- All doors can be set to the same time group.

Users Door Access Select Times for Doors For each door, select a timegroup for	times access is permitted	
Description	Timegroup	
P1 Door 001 P1 Door 002	24 X 7 ACCESS 24 X 7 ACCESS	Show Times Select Times
	G Back	Next 🔾 🕄 Cancel

Popup Menu for Assigning/Viewing Times

To change just one door, right click on the time group for the door to change, to bring up a menu and Select Times.

Select a Timegroup from the list.

To change more than one door, multi-select the doors to change and repeat the above steps.

Description			Timegrou	-					
P1 Door 001 P1 Door 002			24 X 7 AC Office Ho						
P1 Door 002									8
Timegroup Office Hours	Timeblock P1 Office Hours Start Time Stop Time	08:00 17:00	08:00 17:00	08:00 17:00	Wed 08:00 17:00	08:00 17:00	08:00 17:00	08:00 17:00	Holid 08:00 17:00

Times for a Time Group

The actual times in the time groups can be viewed. After right clicking on a Time Group, select Show Times.

Expand the list to see the times for each time block in the group.

Once the time groups have been set, click on Next to view a summary of the group just programmed.

This last window gives a summary of the details set for the new door group. Check that it is correct. To change anything, click on Back, and go to the window where the incorrect data is displayed, and change it. When the details are correct, click on Next.

#### 22.1.2 Copying a Door Access Group

When creating new Door Access Groups, it is often easiest to copy an existing group and adjust the door list. To do this, click on the *Duplicate* button after entering the Description and optional Notes, and select the existing group to copy.

A list of existing groups is displayed.

🚳 Genie Door Access	s Wizard	—		×
Select a Door Access ( Select a group from th Click Next to continue	ne list below.			
	Select a Group Active Member Access Door 2 special Group 2 new door group P1 Access Group 1			
	Sack Next	٢	Cance	8

Selecting a Group to Copy

Select a group to copy. All the doors in the selected group will be added to the new group, along with the times that have been set for the doors.

Click on *Next* to view, and a list of the doors in the new group, and a list of the doors that may be added to the group.

Adjust the door lists, so that the new group contains the doors required.

As with adding a new group without copying an existing one, adjustments can be made to the times for each door.

When this is complete, a summary window is displayed containing details of the group being adding. When the details are correct, click on *Finish* to save the new group.

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#### 22.1.3 Editing an Existing Door Access Group

After selecting Edit, a list of existing door groups is displayed. Select the group to edit, and click on Next.

A list of the doors currently in the door group is displayed, along with doors not in the group. Adjust the doors in the group by highlighting doors to be added or deleted, and clicking on the arrows in the middle of the window to either remove them from the selected list, or add them to the selected list.

🚳 Genie Door Access Wizard		×
added to the group.	e group. The doors in the right hand list can be	^
To take a door out of a group, select it from Doors	the Doors in Group and move it to the Available	~
Items in Group	Items for Selection	
P1 Door 004	Front Door P1 Door 003	
	<	
	G Back Next G Canc	el 🔞

When the list of selected doors is as required, click on Next.

A summary window of details is displayed. If the changes are correct, click on Finish.

Otherwise click on Back to change the incorrect details, or Cancel to leave the wizard without making any changes.

Further information on adding doors and times is given for Adding a new Door Access Group.

#### 22.1.4 Deleting a Door Access Group

Door Groups can be deleted if they are not used in user types. Deleting a door group that is used would effectively remove access permissions for all the users in that type.

Select the door group to delete and click on Next.

When the correct group has been selected for deletion, click on Finish.

### 22.2 Door Access Groups and Partitioning

When the Partitioning Option has been installed in **Genie**, an additional window may be shown allowing operators to select the building for which they which to process Door Access Groups.

If an operator is authorised to process door access groups in more than one region, the building is first selected, and then the list of available door groups is limited to groups for that building.

The list of doors available for selection is also limited to doors whose region belongs to the building selected.

## 23 Area Access Groups

An area access group is a group of areas at a site that are associated with a user type. They are used to group areas to be automatically accessed or secured when a valid user access request is made at a door or reader.

A time limit can be placed on each area in the group, so that accessing and securing the areas is limited to specific times.

Programming area access groups with the wizard follows the steps described for programming door access groups. Refer to the Section, Door Access Groups.

When programming a area access group, the following information is entered.

- Description of the group
- Notes relating to the group
- List of areas in the group
- Times associated with the areas in the group

If the system supports multiple buildings, operators may also optionally set

- Building to limit this group to
- Site to limit this group to

# **Using the Area Access Group Wizard**

For details of using the Area Access Group Wizard, refer to section Door Access Groups, which describes using the Door Access Group Wizard.

These wizards are used in the same way.

# 24 Floor Access Groups

The Floor Access Wizard allows authorised operators to change the floor buttons in a floor access group. This changes the floors available to which operators whose user type references the floor access group.

### NOTE: Floor Access Groups are not available in Genie Lite.

When programming a floor access group, the following information is entered.

- Description of the group
- Notes relating to the group
- List of floor access buttons in the group

# Using the Floor Access Group Wizard

The Floor Access Group Wizard provides an easy way of viewing and editing floor access groups. It has option to create new groups, change the doors in existing groups, and delete unwanted groups.

Launch the Floor Access Group Wizard by selecting Access from the Main Menu, and then selecting the Wizard from the submenu. Operators must have authority to view or modify floor access groups, or the item will not appear in the submenu.

The first thing to do is select whether to

- View an existing group
- Add a new group
- Change an existing group
- Delete an unused group

### Viewing an Existing Floor Access Group

After selecting View and clicking on the Next button, a list of groups is displayed. Select a group, then click Next to view a Summary of the details of the group, and the floor access buttons it contains.

### **Changing an Existing Floor Access Group**

After selecting Change, a list of existing floor access groups is displayed. Select the group to change, and click on Next.

The description of the group, and Notes relating to the group are displayed. Modify these as required, and click Next to view the floor access buttons in the group.

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A list of the floor buttons currently in the floor access group is displayed, along with floor buttons not in the group. Adjust the floor buttons in the group by highlighting floor buttons to be added or deleted, and clicking on the arrows in the middle of the window to either remove them from the selected list, or add them to the selected list.

Floor Access Wizard : Level 1 Access		×
are the buttons you can add to the group.	Group currently in the group. The buttons in the right hand list e Buttons in Group and move it to the Available Buttons.	
Floor Buttons In Group Lift 1 Floor 1 Lift 1 Floor 4 Lift 1 Floor 5	Available Floor Buttons	
	Back Next	

Selecting Floor Access Buttons for a Floor Access Group

When the list of selected floor buttons is as required, click on Next.

A summary window of details is displayed. If the changes are correct, click on Next to save these details.

Otherwise click on Back to change the incorrect details, or Cancel to leave the wizard without making any changes.

## Adding a new Floor Access Group

Floor Access D	etails:		^
existing Floor Ac	eGroup is used in lists of floor access group cess groups. ded about the purpose of the group, for your		~
	Description	//	
	Level 1 Access		
	Notes		
	0	🖲 Back 🛛 Next 🕑 🛛 🕱	<u>C</u> ancel

The Genie Floor Access Groups Wizard

Firstly enter a description of the new group. This must not be the same as any other description, as it will be displayed in lists of groups, and operators need to be able to tell which is which.

Notes can be added about the floor access group. These could be details of who created the group, when and why. They can be anything that needs recording about the group. The notes are not used for granting access, but to provide extra information for operators of **Genie**.

e buttons yo	u can add to the gro	buttons currently in the group. The buttons in the right hand up. it from the Buttons in Group and move it to the Available Butt
Plea	ase Select Output Lis	sts for this Floor Access Group
Key	1	Value
Bui	lding B Panel	Floor 2
Bui	lding A Panel	None
V2	Panel	None
∀4	Panel	None

Adding Output Lists to a new Floor Access Group

Select an output list for each panel, and click on Next to move to the next window.

A summary of the details added is displayed. Click on Next to save these details.

## **Configuring Floor Access Groups**

This option allows authorised operators to change the output lists that are connected to the floor access group. This would be appropriate if the output list refered to in a group script has been changed.

A window is displayed showing the output lists for each panel for the floor access group.

The User type for the group can be determined using the Panel Link Wizard to view the user types and their associated groups. Once the type is known, the Floor access group used by the user type can be determined from the User Type Centre by viewing the details for the user type. The Floor Access Group will be shown, and this can then be reconfigured using this option.

## **Deleting an Unused Floor Access Group**

Floor Access Groups can be deleted if they are not used in user types.

Select the floor access group to delete and continue through the pages by clicking on Next until the action is complete.

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## 25 Graphics Editor

The Graphics Editor is used to create the graphics drawings used in Genie.

Graphics displays consists of several components :

- Background
- Underlay
- Points for display and control
- Links to other graphics

NOTE: Graphics are available in Genie Standard and Genie Professional.

## 25.1 Components of a Drawing

#### Background

The background of a drawing consists of static elements such as lines, shapes and text. Points and links to other drawings can be placed on the background.

The background may be drawn using the Genie drawing editor, or created from DXF files using the DXF converter. The DXF converter reads DXF files converting supported drawing elements into their corresponding Genie drawing element.

Backgrounds are stored as files in the Drawings directory of the Genie directory. They may be used by more than one drawing.

The elements of the background include :

- lines
- ellipses, filled and hollow
- rectangles, filled and hollow
- text

Different colours, line thicknesses and text sizes are supported.

Genie Professional also supports

- images, such as a company logo
- fill patterns other than solid for filled shapes
- line styles other than solid

### Underlay

An underlay may optionally be added to a drawing to provide an image used 'under' the background of the drawing. This image may be a .bmp, .png, .dxf, .jpg or .jpeg file. If the image provides all the static details required for the drawing, the background can be left empty.

DXF files used as underlays have advantages and disadvantages over DXF files converted to Genie format.

The advantages are

- Arcs can be drawn in a DXF underlay but are not supported in Genie format.
- Angled text can be drawn in a DXF underlay but is not supported in Genie format. The disadvantages are
- DXF files can be very large and take a long time to load
- It is not possible to modify the DXF file

The DXF file contains elements grouped into layers. Genie will only draw layers that have been marked as visible. Invisible layers will be read and ignored, which results in a longer time to be taken to load the file than is necessary.

However if the DXF file is created containing only the layers required, and is a 'lean' file, using a DXF file as an underlay is a reliable way to get a good layout into the graphics.

The DXF converter in Genie Professional allows operators to select the layers they wish to view and save the visible layers to a DXF file for use as an underlay.

#### Points

Points such as alarm points and doors can be displayed on a drawing to easily display details of the point state.

Points can be represented by:

- icons
- state text
- lines
- rectangles (Genie Professional only)

When an icon is used, the colour of the icon, and its shape are used to provide current state information.

When a line is used, the colour of the line indicates the current state or the point.

Genie Professional includes an Icon Editor allowing additional custom icons to be created.

Authorised operators may click on points to view more details and to issue commands.

In Genie Professional a point may be configured to flash when in alarm.

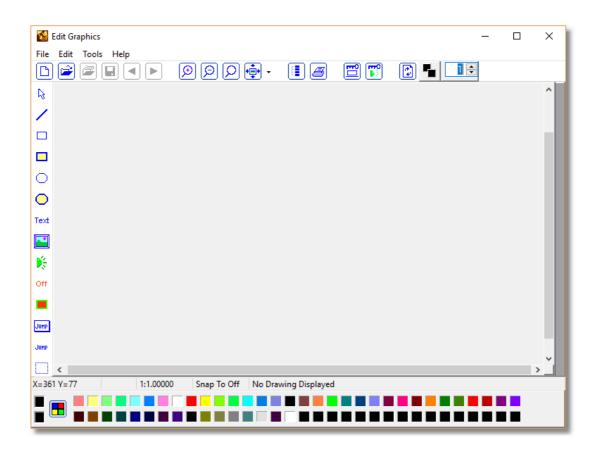
Graphics drawings will allow at least 50 dynamic (live) points.

#### Links to other Graphics

lcons, buttons and 'invisible' areas can be used by operators to change the current display to a different predefined drawing.

### 25.2 Editor Window

When the Graphics Editor is opened, there is a an empty window displayed.



#### **Graphics Editor Screen Professional**

The editor has several tool bars.

- Main Tool Bar is across the top and contains tools for opening, saving and other actions related to drawings
- Drawing Tool Bar is on the left of the screen and contains tools for adding new elements to drawings
- Colour Tool Bar is at the bottom of the screen and is used to set different colours for text and shapes.

In addition to the tool bars, there is a menu at the top which contains a number of options for working with drawings.

The workspace for editing consists of

- Drawing area, where the drawing is displayed. This is the smaller area with the scroll bars.
- Display area, which contains the drawing area, but may be larger than the drawing area. If a small drawing is opened after a large drawing, the drawing area will automatically resize to fit the drawing, but the display area will remain the same. If the drawing area is not completely visible, the display area can be resized to fit the drawing. The default size of a drawing is 700 pixels wide by 500 pixels high.

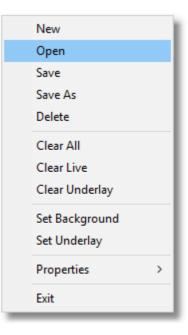
A new graphic can be created, or an existing graphic can be edited.

The Tools menu has options to control

- Display of the Colour Tool Bar. This tool bar can also be
- Grid on the drawing area. The grid can be turned on and off, its size can be set, and the Snap option can be enabled or disabled.

### 25.3 File Menu

There are a number of options in the file menu.



#### New

Select New to clear the current drawing prior to creating a new drawing

#### Open

Select open to edit an existing drawing selected from the list of drawings. Once a drawing has been selected, it is displayed and changes can be made to it.

#### Save

This options saves both the background of the drawing and the live points and pointers that have been added to it.

If this is a new drawing, a description, and a name for the background must be provided.

#### Save As

This option provides an easy way to copy or backup a drawing. A complete copy of the drawing is saved to a new name, and a new background file.

This is useful to back up a drawing prior to major changes being made.

It is also useful for creating new drawings that are similar to existing drawings. For example, in a multi storey building, the layout of the different floors may be very similar, and the location of the majority of the points the same. Fire stairs are typically in the same place on each floor. After the first drawing has been created, it can be copied and adjusted for the other floors in the building.

#### Delete

Select Delete, to delete a drawing and remove its references.

#### **Clear All**

This option is provided to allow sites to customise the Main Menu. This is a special drawing that is displayed when the Viewer is first selected from the Menu. If a different drawing from that provided with Genie is required, this graphic must be cleared and the new elements added.

#### **Clear Live**

This option will delete all live elements, that is point and drawing pointer information from a drawing, while keeping the background intact.

It can be used to copy a drawing, as new point and pointer details can be added and the drawing then saved with a new name.

The background may be the same, where the background is the same for more than one drawing, or the background could be saved with a new name and then the background elements modified to give a similar background for the new drawing.

This can be useful where a building outline can be used for several floors of a building.

#### **Clear Underlay**

This option is used to remove a reference to an underlay for a drawing. The background and other drawing elements will not be effected by clearing the underlay.

#### Set Background

Set background changes the background of a drawing. This can be used when creating a new drawing, or if the existing background needs to be replaced with another one.

When selected, the background is redrawn to show the elements of the newly selected background. Changes can then be made.

Note that if the background is changed and saved to its original name, and it is used by another drawing, then that drawing will also have its background changed. Save As can be used to save the drawing and give the background a new name if there are changes to be made to the background that are not applicable to other drawings that are currently using the background.

#### **Set Underlay**

The underlay can be changed using this option.

An underlay is optional. An underlay can be set through Set Underlay, and cleared using Clear Underlay.

To view the name of the current underlay, select Properties -> Drawing.

#### **Properties**

The description of a drawing, the name of its background file and the name of the underlay, when used, can be viewed using this option.

This is also used to set the default System Drawing. This is displayed when the Viewer is started and there is no overriding drawing set for the operator group of the current operator.

Description	x		
The Description of the drawing is displayed. This is	^		
used to select drawings for display and editing.			
It is also used in the Points Centre to adjust the default			
drawing for a point.	¥		
Description	_		
Test1			
Background Test1			
Underlay			
Default Drawing			
⊘ OK Cancel 😢			

**Graphics Editor Drawing Properties** 

## 25.4 Main Tool Bar

The drawing tool bar contains tools for adding elements to drawings. Different tools are available for Genie Standard and Genie Professional.



#### **Graphics Editor Main Tool Bar**

### **New Drawing**



Clear the drawing area and any underlays that might be set to create a new drawing.

### **Open Drawing**



Open a drawing from a list of all drawings.

### **Reopen Drawing**



Open a drawing from a list of recently opened drawings.

#### Save Drawing



Save the currently open drawing.

#### **Open Previous Drawing**



Open the previous drawing in the list of recently opened drawings.

### **Open Next Drawing**

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Open the next drawing in the list of recently opened drawings.

#### Zoom In



Zoom in to make the elements of the drawing larger.

#### Zoom Out



Zoom out to make the elements of the drawing smaller.

#### Zoom Reset



Restore drawing to make elements their original size.

#### **Resize Tool**



This tool brings up a menu different resizing options.

- *Resize Underlay to Drawing Area.* If the drawing size required is not the same as the size of the underlay, this can be used to change the size of the underlay to that of the drawing.
- *Resize Drawing to Drawing Area*. This allows a drawing to be resized from the default size. Change the size of the drawing area to the required drawing size and then select this option.
- *Fit Drawing Area to Drawing*. This will change the size of the drawing area to fit the drawing. This can be used to show the actual size of the drawing.
- *Fit Display to Drawing Area*. The size of the Editor window will change to fit the drawing area if the display is larger than the drawing area.
- *Fit Display to Drawing*. The size of the drawing area, and the display area will be changed to fit the size of the drawing.
- Set Drawing to Original Size. If the size of the drawing has been changed during editing, this will change it back to its original size.
- Set Drawing to Default Size. This will change a drawing to the default drawing size.

#### **Colours Button**



This icon shows the currently selected pen (foreground) and fill (background) colours. Click on this icon to toggle displaying the colour tool.

#### Line Width



Change the width of lines and shape outlines using this tool.

#### **Editor Locks**



These tools are used to 'lock' parts of the drawing while editing.

The left tool locks the static elements on the drawing, so that live elements can be chosen and moved close to static elements without inadvertently selecting a static element.

The right tool locks the live elements on the drawing, so that static elements can be chosen and moved without inadvertently selecting a live element.

## 25.5 Drawing Tool Bar

The drawing tool bar contains tools for adding elements to drawings. Different tools are available for Genie Standard and Genie Professional.



#### **Graphics Editor Drawing Tool Bar**

#### **Pointer Tool**



Use this tool to select an item. Once an item has been selected it can be moved, resized, deleted or changed in other ways depending on the item.

#### Line Tool



Use this tool to select add a new static line. Set the width of the line is set using the pull down list of line thicknesses on the right of the tool bar.

Set the color of the line using the Color tool bar.

Genie Professional allows different line styles to be used.

#### **Rectangle Tool**



Use this tool to select add a new hollow rectangle. Move the mouse while holding the left button down. The rectangle will be drawn using the point at which the button was pressed and the point at which the button was released.

#### Filled Rectangle Tool

Use this tool to select add a new filled rectangle. The colour of the border and fill can be set separately.

Genie Professional allows different fill patterns to be used.

#### **Ellipse Tool**



Use this tool to select add a new ellipse.

### Filled Ellipse Tool



Use this tool to select add a new filled ellipse. The colour of the border and fill can be set separately.

### Static Text Tool



Use this tool to select add new text to the background.

#### Image Tool



Use this tool to select add a new image to a drawing. This is used for images such as logos, and is not the same as using an image for a drawing underlay.

Images can only be drawn in Genie Professional.

#### Live Icon Tool



Use this tool to add a new point to the drawing, with the point shown using an icon. Colour can be used to show the state of the point.

### Live Text Tool



Use this tool to add a new point to the drawing, with the point shown using the text of the current state of the point in the colour representing its state.

Genie Professional also allows live text to display

- State of the point, with text colour also representing the state
- Description of the point, with text colour representing the state
- Preset text, with text colour representing the state

#### Live Line Tool



Use this tool to create a live line for a point. The width of the line can also be set.

Genie Professional also allows selection of the line type to use. Note that different line types will only display if the line width = 1.

#### Live Rectangle Tool



This is available in Genie Professional only.

Live rectangles can be used for point display in several ways.

- Rectangle outline with the outline colour indicating the state
- Solid rectangle, with the fill colour showing the point state, and the outline colour being either a set colour or the point state colour. The fill style can be chosen, eg hatched lines instead of solid colour.
- Outline rectangle showing operator set text. The outline of the rectangle shows the point state.

The width of the outline can also be set.

#### Live Jump Button Tool



Use this tool to add a drawing jump button to a drawing. When the mouse is clicked on the button in the Viewer, the drawing associated with the button will be displayed.

#### **Selector Tool**



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Use this tool to select a number of items on a drawing that need to be deleted. Any item that is partly or wholly within the area drawn by the selector, and shown with a red outline, will be deleted.

This can also be used to set to black the colour of all items within the selected area, if colour change is applicable. This can be useful if a file has been converted from a DXF file, and other colours have been used in the original file.

# 26 Advanced Graphics

Genie provides options to convert simple 2D DXF files into Genie format.

In higher editions of Genie, Icons can also be created and edited.

## 26.1 DXF Conversion

Genie Graphic files can be created from supported elements of DXF files.

The DXF converter creates files in the following formats

- Genie format (tgf)
- PNG format
- DXF format (Genie Professional only)

When deciding which format to use, several aspects of the files need to be considered.

- Files in Genie format can be loaded as backgrounds in the Editor and modified. This format does not support arcs and angled text. If these are in the original drawing and wish to be retained, this is not a suitable format to use.
- PNG files are quick to load. However if it is possible to get a PNG file from the CAD package that produced the DXF file, it will probably be a better image. PNG files created from the DXF file will retain arcs and angled text.
- DXF files can be large and slow to load. Creating a DXF file from the Converter will drop all the elements that are not displayed. DXF files will retain arcs and angled text.

Elements that can be converted to Genie format are

- Lines
- Ellipses/Circles
- Rectangles
- Text

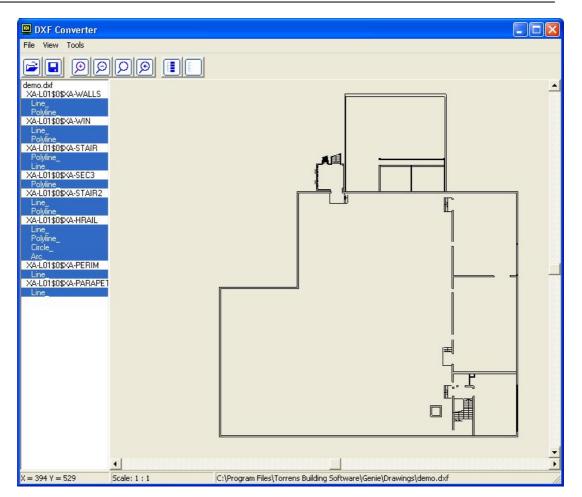
Elements that can be saved to DXF and PNG format files for use as underlays are

- Lines
- Ellipses/Circles
- Rectangles
- Text and Angled Text
- Arcs

## **About Converting DXF Files**

DXF files are ASCII files containing elements of drawings arranged in layers. Depending on the source and content of the files, Genie may or may not be able to convert all the elements in the files.

## **File Menu**



DXF Converter

The options in the File menu include :

- Open a DXF File. This file may reside anywhere on the computer.
- Save will save the file with its current file name.
- Save File As. Files may be saved with a new name.
- Properties shows information about the drawing.

#### Note

In <**%GSTD**%>, files may only be saved as Genie drawing files using V3 of the background format, or as PNG files. In <**%GNAME**%>, files may be saved as DXF or PNG files, or as Genie background files using either V2 or V3 of the background format. The currently supported format is V3. V2 is provided for backwards compatability and is not recommended.

Note

When saving drawings, the background is created containing only those elements currently visible at the time the save command is issued. If the file is saved in Genie format, unsupported elements will also be removed.

## **Drawing Properties**

Properties	$\mathbf{X}$
File Properties	~
This window gives you information about converting the current DXF file. You may also need to delete undefined references to blocks in this DXF file. A list of undefined blocks can be viewed by clicking on the 'Details'	
Details	
DXF file size: 639.73 MB	
Total convertable items in DXF file: 902	
Total text items in DXF file: 0	
Estimated items in Genie graphic file: 948	
Clos	e

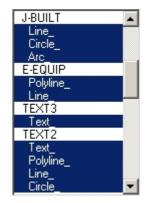
#### **Drawing Properties**

## View Menu

The View Options menu is used to determine how the DXF file is displayed. There are two possible formats.

- DXF format is the default format.
- TGF format can be selected to show which items will remain in the drawing if it is converted to Genie format.

## **Tools Menu**



#### **Drawing Layer List**

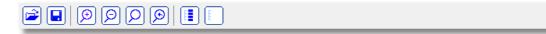
The layer list shows all the layers in the drawing, and the items in that layer. Individual groups of elements in the layer can be selected for display.

The layer list is only available in Genie Professional. Use the Tools->Layers to manipulate laysers in <**%GSTD%**>.

### **Options Menu**

- Items to Black. When this is checked, all non-black items are drawn in black. If a file is saved while this is checked, the items will be black in the saved file.
- Remove Text. If this is checked, text is removed from the drawing. This can make drawing much quicker, as text takes a long time to draw relative to other drawing elements.
- Hide Layer 0. Depending on how the DXF file has been created, this may be required.

## **Tool Bar**



#### **DXF** Converter Tool Bar

There are a number of tools on the tool bar.



File Open is another option for selecting a file to open.

File Save is another option for selecting a file to open.

*Save* saves the current dxf file back to disk. Any changes made to the file prior to converting it to a background are saved.



Zoom in makes the elements of the drawing larger.



Last zoom displays the previous zoom setting.



Zoom reset displays the drawing in its original size.



Zoom previous displays the drawing at the previously selected zoom setting.



Select all layers causes all layers to be selected for display.



**Deselect all layers** causes all layers to be deselected for a drawing. Individual layers can then be selected from the layer list.

## **Converter Tools**

As well as using the zoom tools, the size of the drawing display, and the portion of the drawing can be modified by selecting a portion of the display with the left mouse button

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held down. When the button is released, the drawing centres the selected area and may resize it depending on the size of the area selected.

Layers	×
Visible	Description
	SYMB2
	B_RCP3
	HOSE
	DISABLED
<u>S</u> S S S S S S S S S S S S S	WALL1
	B-HIDDEN
	B-WINDOW
	DOOR2
	TEXT2
	E-EQUIP
	J-BUILT
	B-PERIM
	B-COREDET
Delete	All Visible All In Visible
	🖉 Apply 🕞 Ok 🚫 Cancel

#### **DXF** Layers List

By checking layers in this list, the layer is displayed. If the layer is unchecked, the layer is hidden. This allows some of the drawing to be removed when the converted drawing is saved. Hidden layers are not saved in the new drawing file.

When closing this option click on

- OK to keep the changes to the displayed drawing
- Cancel to restore the drawing to its state when the option was opened

### **Status Bar**

X = 321 Y = 445 Scale: 1 : 1 C:\Users\Public\Documents\Genie\Drawings\WING A PLAN.dxf

#### **DXF Converter Status Bar**

Information displayed in the status bar includes

- Co-ordinates of the current mouse position
- Scale currently used for the drawing. When a drawing is initially loaded, this will be 1:1. It changes to reflect the requests for zoom in and zoom out.
- File name of the DXF file currently being processed, including the file path.

## 26.2 Icon Editor

# Introduction

The Icon Editor allows operators to create custom icons for using in Genie Drawings.

Although the term 'icon' has a specific meaning as a special type of file, the term 'icon' in Genie refers to a symbol shown on the Graphics that can have different colours or shapes depending on the state of the point it represents.

lcons in Genie are implemented using from one to three bitmap files. If there is more than one bitmap file, the files must all be the same size.

Once the bitmaps have been drawn, or copied from an outside source, they must be linked together with a description so that they can be referenced in Genie. The Genie reference consists of the Description of the icon, and the name(s) of the bitmaps that are used for the icon.

These functions are carried out by the lcon Editor. Once the icons have been added to Genie using this editor, they are available to the Graphics Editor and Graphics Viewer for use.

## What is a Genie Icon?

A Genie icon is a set of bitmaps that are used to display different states for the point being represented.

There are three categories of state.

- Normal
- Alarm
- Other, eg fault

The bitmaps are made up of pixels that can be set to different colour types.

- Static Static pixel colours will always be displayed in the colour in which they have been drawn, eg, blue.
- State colour State colour pixels will be displayed in a colour selected by Genie to represent the current state of the point. This is the same colour that is used when displaying a point in the Command Centre, when colour display is enabled.
- Transparent Transparent colour pixels will show the pixel beneath the bitmap.

The bitmaps that can be set for an icon are:

- 1. *Default bitmap* This must always be given. If State colour pixels are included in the bitmap, this can show all the states differently by the different colours.
- 2. *Alarm bitmap* When present, this is used for the alarm condition. It may contain state colour pixels. For example, the shape of the icon may need to be different for normal and alarm, even though state colours are used for both states. Using an alarm bitmap provides this capability.
- 3. *Other states bitmap* When defined, this bitmap is used for all states except normal and alarm. Like the other bitmaps it can contain state colour pixels.

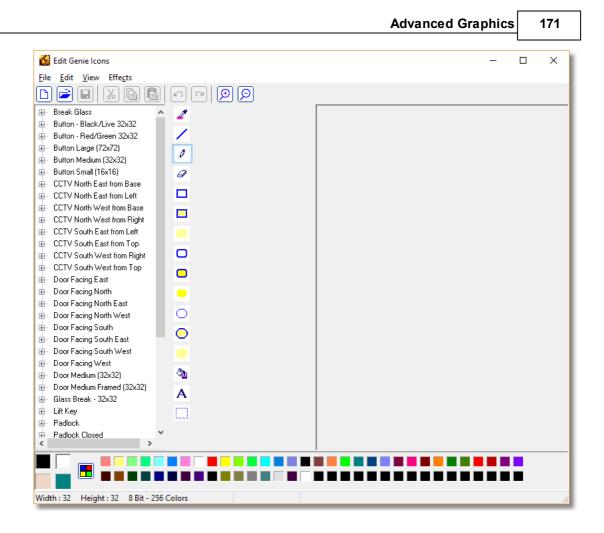
Note: If more than one bitmap are defined for an icon, they MUST be the same dimensions. If the default bitmap is 32x32 pixels, then the alarm and other states bitmaps must also be 32x32 pixels.

## Implementations of Genie Icons

lcons that can be used in Genie use a variety of combinations of shapes and colours to represent states. These include

- Single bitmap icons with state colour
- Multiple bitmap icons where the state colour required is not the colour set by Genie. For example, Genie will set Normal = Green and Alarm = red. For areas, this means Secure = Green and Access = Red. If a site requires Secure = Red and Access = Green, a Default bitmap can be created showing Red, and Alarm bitmap showing Green, and Other States bitmap can use state colours to show the other states. Another example is where only the Alarm state is to show a colour. The Default bitmap can be set to a Static colour, and the Alarm bitmap can be set to the required colour.
- Multiple bitmap icons where the shapes shown are different for the different states. For example, for an output, it is possible by changing the way the bitmap is drawn to make the icon look like a button that is pressed in or not pressed in. The state colour can be used, but the outline of the icon is different.

## Using the Icon Editor



#### Icon Editor

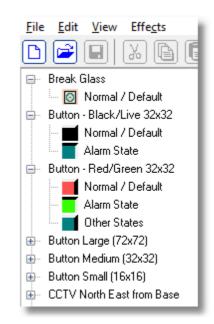
When the Editor is opened, the main areas are.

- Main menu items and tools
- List of icons known to Genie
- Colour and drawing tools
- Drawing area for the bitmap
- Status bar with information about the currently selected icon

There are two main steps required to create an icon

- 1. Create the bitmaps that make up the icon
- 2. Create the icon reference in Genie to link the bitmaps

## **Icon List**



Icon List in the Icon Editor

This list shows some of the icons in Genie, and is expanded to show a portion of the bitmap that is associated with each icon.

The icon labeled 'Button Red/Green 32x32' uses three bitmaps.

- 1. Default icon is set to red
- 2. Alarm icon is set to green
- 3. Other states icon is set to states colour, which is represented in the bitmap by the dull green colour. This is the colour that is shown in the graphics when the state of a point is unknown.

The icon labeled 'Break Glass' uses one bitmap. The dull green pixels will show the state colour. The soft pink pixels are transparent. The result is displayed as a black outline with a coloured shape inside.

### **Colour Toolbar**



Colour Toolbar in the Icon Editor

The Colour Toolbar shows the currently selected colours for the outline and fill, and the colours that can be selected. Custom colours added to this palette are saved and are available in the Graphics Editor as well.

### **Selected Colours for Drawing**



This image shows that black has been selected for the drawing colour, and white for fill. If a line is drawn, it will be black. If an empty shape is drawn, it will have a black outline and a white centre.

### **Colours for Transparent and State Colour Selection**



This image shows the colours to select for transparent and state colour pixels.

For Transparent pixels, select the soft pink colour.

For State colour pixels, select the dull green colour.

To use any other colour, select from the colour palette below.

Left mouse click on the colour palette to select the drawing colour. Right mouse click on the colour palette to select the fill colour.

If the colour required is not displayed in the palette, click on the custom colour selector to display the windows which allows custom colours to be selected.

### **Custom Colour Select Tool**



In this image, shapes will be drawn with a black outline, and state colour centre.

## **Drawing Toolbar**

This shows the tools that can be used when drawing bitmaps for icons.

## **Colour Selector Icon**



Select this tool to select a colour for drawing from the bitmap instead of selecting from the colour palette. This is useful to make sure the same colour is being used when redrawing a part of a bitmap.

#### **Colour Flood Fill**



Select this tool to do a bulk change of colours in the bitmap. When you click on a pixel in the bitmap with this selected, it and all touching pixels of the same colour will be changed to the fill colour selected.

### **Free Form Drawing**



Select this tool to change pixels to the selected outline colour. The pixels are changed while the mouse moves over the image and the left mouse button is held down.

#### Line Tool



Select this tool to draw a line between the first and last pixels selected while the left mouse button is held down. An attempt is made to draw the line as straight as possible given the limitations of the start and end positions.

#### Text Too



Select this tool to insert text into the image. Left click on the top left pixel for the text area. Note however, that depending on the font and letter, this may not be the top left pixel of the first character.

Once the position has been selected, a window appears in which to type the required text, and to select the font and its properties, such as size.





Select one of these tools to draw a shape. The shape may be outline only, outline plus fill or fill only. Shapes supported are rectangles, ellipses and rounded rectangles.

### **Select Pixels**



This tool enables the Cut, Copy and Paste functions for pixels in the bitmap being edited. Select this tool, then using the right mouse button select pixels in the drawing window. Cut, Copy and Paste are enabled or disabled depending on whether there is something to cut, copy or paste.

Tools for cut, copy and paste are on the main menu.

### **Tools on the Menu**



#### Menu Tool Bar

These icons are to

- Create a new bitmap or Genie icon
- Open and existing bitmap
- Save a bitmap and Genie icon details

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- Undo an edit action
- Redo an edit action
- Enlarge the drawing work space. A larger display makes it easier to select pixels when drawing on a pixel by pixel basis.
- Shrink the drawing work space.

As well as these tools, there are a number of menu items.

### Effects

Options under effects allow bitmaps to be

- Rotated 90 degrees
- Rotated 180 degrees
- Rotated 270 degrees
- Converted to grey scale
- Converted to negative
- Bulk colour changed

Change Colour	x
Change Colour From	Change Colour To
C	Apply 😧 Cancel

Bulk Colour Change

Bulk colour change prompts the operator to choose a colour from the bitmap and a colour on the colour palette. All pixels with the *from* colour will be changed to the *to* colour.

### **Bitmap Properties**

When a new bitmap is created, its properties need to be set. The properties are

- Size. This defaults to 32x32 pixels.
- Colours. This defaults to 8 bit colour, giving a possible selection of 256 colours. Other palettes can be used.

### 26.2.4 Working with Genie Icons

### **Creating a New Icon**

Creating a new icon consists of adding information to the Genie giving the name of the icon to be displayed, and the names of the bitmap files used for the different states of a point.

New Genie Icon	x
Genie Icon Details	^
Please enter a Description for this icon. A default / normal state icon filename must be entered. An alarm state icon and an icon for all other states may also be entered	~
Description	
Width (Pixels)     Height (Pixels)       32     32	
Normal / Default	
	~
Alarm State	
None	~
Other States	
None	~
Save Save	ancel

Setting Properties for a New Icon

The properties window is displayed.

- Description of the icon must be entered. It should be unique.
- Size of the icon is set. All the bitmaps for an icon must be the same size.
- Default / normal bitmap must be selected. If this is the only bitmap set, this will be used for all states. State will be indicated by colour if the bitmap contains pixels set to the 'live state' colour. This will be used when a point is in its 'normal' state.
- Alarm bitmap is optional. If set, this will be used when a point is in an alarm state.
- Other bitmap is optional. If set, this will be used when a point state is other than normal or alarm. For example, an input in tamper will use this bitmap if it is set.

The bitmaps used for an icon can be changed after the icon has been added.

Icon Properties	x
Genie Icon Details	^
Please enter a Description for this icon.	
A default / normal state icon filename must be entered. An alarm state icon and an icon for all	
other states may also be entered	×
Description	
Button - Red/Green 32x32	
Width (Pixels) Height (Pixels)	
32 32	
Normal / Default	
ButtonRed	~
Alarm State	
ButtonGreen	$\sim$
Other States	
Button	~
Save 🔞 C	ancel
Save Save	ancer

**Icon Properties** 

This icon uses two different bitmaps, one for the normal/default states, and one for the alarm state. The state colour will replace the areas painted with the dull green colour, which is used for the 'live state' colour.

# 27 Action Centre

The Action Centre is for managing actions. Actions are commands that Genie executes in response to different situations.

Actions include different sorts of commands:

- Housekeeping events such as database backups
- Panel commands such as switching points
- Running reports. Genie Professional Only
- Running external tasks. Genie Professional Only Option

There are also some actions that are part of the Genie housekeeping which can be run by the system but cannot be requested by operators. These actions include commands such as daily checking for expired user access.

Actions can be run in different ways:

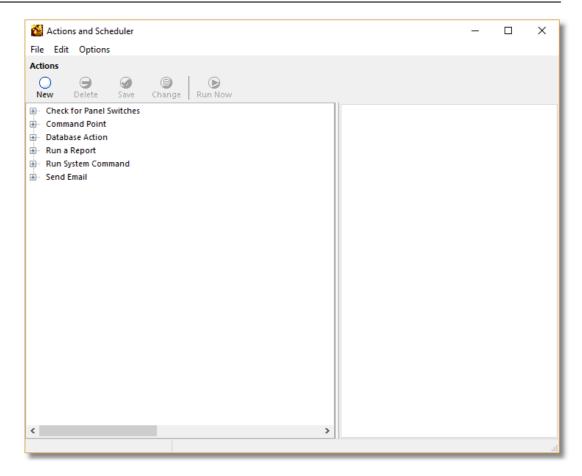
- Scheduled actions done once or on a regular basis
- Operator requested actions run from the Actions Centre
- Point trigger actions can be configured to execute on selected point events. Genie Professional Only

Another list of actions that can be viewed in the Action Centre is the queue of Panel Commands.

## Actions

Actions are created so that they can be executed by other tasks. When Genie is installed, there are actions defined for the automatic database backups that are run each night.

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Actions List

An action must be defined before it can be executed. Then it can be referenced in other areas, for example, the Scheduled Actions List and run when required.

The information needed for all actions is:

- Description of the Action, for use in lists when selecting an action to be executed
- Command Request. The list of requests available depends on the version of Genie installed.

Some commands require additional information in order to be executed. For example, if the action is a point switch request, the point and the switch command are also required.

As well as being able to define Actions, the Actions Centre provides the option to run the action. This can be used to test the action prior to using it in another area of the system.

Although points can be switched by running an action, the Command Centre, Graphics and other screen still provide for switching the point directly.

### **Using Actions**

Actions can be requested under different conditions.

- Actions can generally be run from the Action Centre.
- Scheduled actions can be requested to be run once or regularly. They are added to the Schedule in the Action Centre.
- Point Trigger Actions can be requested when a selected point event occurs. These are defined in the Points Centre.

Further details about where actions can be run are given in the section that describes adding and editing actions.

# **Scheduled Actions**

Schedule actions are actions that have been added to the Scheduler with a date and time for execution. If the action is to be performed on a regular basis, a new entry will automatically be created when the action is executed, with the date and time changed to fit with the frequency requested.

Actions and Scheduler View Edit Options			
edules			
ew Delete Save Change	Run Now Suspend		
nedule Request Status	Scheduled Time	Fr	
Command Point			
Database Action			
Run a Report			
Run System Command			
System User Validi Action com	plete 24/04/2018 2:20:00 AM	Pe	
System User Validi Action com	plete 24/04/2018 2:20:00 AM	Pe	
System Time Evalu Action com		Pe	
System Time Evalu Action com		Pe	
System User Validi Action pene	-	Pe	
System User Validi Action pene		Pe	
System Time Evalu Action pene	-	Pe	
System Time Evalu Action pene	ding 25/04/2018 2:30:00 AM	Pé	
		>	
Events			
			_

**Scheduled Actions List** 

There are a number of scheduled actions created by Genie as part of its housekeeping functions.

Operators can add actions to the list of Scheduled Actions to be executed once, or on a regular basis.

A Scheduled Action consists of:

- Schedule date and time for the action
- Frequency for the action
- Action
- Requested by, showing either the operator or part of the system which created the scheduled action
- Status, indicating whether the action is pending, processing or done.

Scheduled actions remain in the list for 24 hours after they have been executed. This allows operators to check on whether actions have been requested/executed if it appears the scheduled action is not occurring correctly.

# **Panel Command Queue**

The Panel Command queue is used when

- an operator wishes to send a command to a panel that is offline. The operator can queue the command to be executed when the panel comes online.
- an operator requests a command that is made up of a number of other commands. For example, if the operator requests a recall of all points on a unit, the panel command queue contains a recall request for each point on that unit.

Panel	Point Description	Command	Requested By
🖃 Genesis Panel 1			
	P1 Global Variable 001	Reset Global V	Genie
	P1 Global Variable 002	Reset Global V	Genie
	Genesis Panel 1	Recall, List Unit	Genie
	Genesis Panel 1	Recall, List Unit	Genie
c			>
<			_

#### Panel Command Queue

Generally there are no events in this queue. If events are displayed, then the panel is offline, and these are the events which will be executed when the panel comes online.

If a panel command has been queued, and is no longer required, it can be deleted before the panel comes online.

# **Action Centre**

🚳 Actions and Scheduler	_	×
File Edit Options		
Actions		
O 🕞 🥥 📵 🕟 New Delete Save Change Run Now		
<ul> <li>Check for Panel Switches</li> <li>Command Point</li> <li>Database Action</li> <li>Run a Report</li> <li>Run System Command</li> <li>System Time Evaluations</li> <li>Process Times for Download</li> <li>System User Validity Check</li> <li>Check User Validity</li> <li>Send Email</li> </ul>		
< >>		

### **Action Centre**

When the Action Centre is opened, the list of actions is first displayed.

The File menu provides options to view the Scheduled Actions and the Panel Command Queue.

The list of actions is grouped according to the type of action. These are

- Database Actions, such as creating and copying backups.
- Command Points, for sending commands to the panel.
- Check for Panel Switches, which is executed when a panel goes online.
- Run System Command. These are housekeeping commands and include actions such as checking for whether users valid to date requires that their access is canceled.
- Run Report, **Genie Professional** only. A number of reports can be run automatically and from the Scheduler, such as a List of Areas in access, or a List of Users On Site.
- Run External Task, **Genie Professional** only, Option. This allows a non-Genie task to be run by request from within Genie. This needs to be a console task, that is a task that does not open a window.



- Run System Command
- 🗄 🛛 Send Email

#### **Action Types List**

Expand the list to show the actions for a type.

🕀 Check for Panel Switches		
Em Command Point		
Database Action		
- Archive Compress	Archive File Compress	Archive Database
- Archive Create	Archive File Creation	Archive Database
Archive Delete	Archive File Backup	Archive Database
Backup Archive Database	Backup Database	Archive Database
Backup Main Database	Backup Database	Main Database
🗄 – Run a Report		
🗄 🛛 Run System Command		
🗄 - Send Email		

#### Actions List for Database Action

#### **Action Properties**

Actions have a number of properties, some of which apply to all actions, and some of which are specific to the action.

The common properties are

- Description of the Action, which appears in lists of actions for selection in other parts of Genie.
- Command, which defines what the action is going to do.
- Context, which is used to select where the action can be requested.

The Action Context can be one or more of the following

- Action Centre. The action can be requested from the Action Centre.
- Schedule Action. The action can be requested by the Scheduler.

• Point Trigger. The action can be requested in response to a point event.

# **Database Actions**

Some of these actions are housekeeping tasks such as the regular database backups that are performed each night.

It is also possible to copy the database backup to a directory not used by Genie, or to another computer.

Command	
Copy Database Backup	$\sim$
Description	
Copy Main Database	
Select Database	
Genie Main Database	~
Destination	
\\AnotherPC\GenieBackups	
Context	
Action Centre	
Schedule Action	
Point Trigger	

#### **Database Copy Action Details**

The database actions are

- **Backup Main Database**. This is a housekeeping task and is performed regularly by Genie. It can be run at other times on request.
- **Backup Archive Database**. This is a housekeeping task and is performed regularly by Genie. It can be run at other times on request.
- Copy Database Backup. This action can be added to the Action Centre if copying a database backup is required.

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- Archive Compress (Genie Professional Only). Where multiple files are used for archiving, old archives are compressed to save disk space.
- Archive Create (Genie Professional Only). When multiple files are used for archiving, Genie regularly checks to see if a new archive will be needed within the next few days. If so it will be created just before it is needed so that archiving is not delayed unnecessarily.
- Archive Delete (Genie Professional Only). When multiple files are used for archiving, Genie will delete old archives after they have been compressed. The data is not lost. This saves disk space, as compressed files can take up much less space than uncompressed files.

### **Command Point Actions**

Command point actions can be added by operators. There are no command point actions when a system is first installed.

The point to switch is selected and a command to request. Not all commands available for a point can be requested for an action. Command point actions are not used in other applications such as Command Centre and Graphics. These applications send the command point request directly to the panel.

Command	
Switch Point	$\sim$
Description	
Door Lock	
Point Type	
Door	~
Point Description	
Front Door	~
Select Command	
Secure Door	~
Context	
Action Centre	
Schedule Action	
Point Trigger	

#### **Point Command Action Details**

# **Check for Panel Switches**

These actions are created automatically and deleted once they have been performed.

### **Run System Command**

These actions are housekeeping actions and may not be deleted.

### Run a Report

Genie Professional Only.

A number of reports can be run as actions. An action is created which selects a report and a printer to be run, for example as a scheduled action.

Command	
Run a Report	$\sim$
Description	
Daily Archive	
Select Report	
Archive Summary	(1 v
ReportTo Printer Destination	Export File
	Documents\Genie\Export\Arch
Context	
Action Cent	tion
Point Trigge	ir.

#### **Report Action Details**

The contexts for the action are also selected. For example, if a report produced by a scheduled action needs to be printed at a different printer from one created by a point trigger, two actions can be created, one with the Scheduler as its context, and the other with Point Triggers.

After setting the required fields, Click on Save to add the action to the list, or save any altered fields.

# **Run External Task**

Genie Professional Only option.

This action is provided to support actions that may be needed to interface to third part packages. An executable can be provided which is run with up to three parameters.

Description	
Action Test	
Command	
Run external task	*
Select Task	
C:\Program Files\Torrens Building S	oftware\Genie\bin\S/
	Select
Parameters %pname% %ptext%	
Trigger Variables %pname% = Point Description %pstate% = Point State Text %ptext% = Point Trigger Text	
%pname% = Point Description %pstate% = Point State Text %ptext% = Point Trigger Text Context	
%pname% = Point Description %pstate% = Point State Text	

**Task Action Details** 

When these actions are performed, it is possible to provide command line parameters to the task created. The parameters that can be created are

- %pname% Point Description will be given as a parameter. It is enclosed by double quotes (").
- %pevent%. This is the text for the event that was used when selecting an event in defining the Point Trigger Action. It is enclosed by double quotes (").
- %ptime%. This is the timestamp of the event that triggered the email. It is enclosed by double quotes (").
- %ptext%. This can be any text required and is saved with the point trigger details.

The parameters are optional. All, some or none may be used.

# Send Email Task

Genie Professional Only option.

This action is provided to send emails for in Point Triggers.

Command
Send an Email v
Description
Email to Manager
To Email Address
manager@mycompany.com
From Email Address
genie@mycompany.com
Email Subject Header = Body Genie Alarm Email Message %pname% %pevent% %ptime%
Trigger Variables %pname% = Point Description %ptext% = Point Trigger Text %pevent% = Point Event %ptime% = Event Time
Context
Action Centre
Schedule Action
Point Trigger

#### **Email Action Details**

When an email is sent, it is possible to use trigger variables in both the Header and Body of the email. Both a Header and Body must be given. If required, they can be the same. Check *Header=Body* to automatically set the Header to the Body defined. The trigger variables that can be used are

- %pname% Point Description will be given as a parameter.
- %pevent%. This is the text for the event that was used when selecting an event in defining the Point Trigger Action.
- %ptime%. This is the timestamp of the event that triggered the email.
- %ptext%. This can be any text required and is saved with the point trigger details.

The parameters are optional. All, some or none may be used.

# 28 Importing Data

# Introduction

Data for users can be imported into Genie to automatically add user and access information.

The data can be created from other systems and must contain the key number and name of the user.

As well as adding keys and users, this utility can be used to Void or Delete users from the user import file.

There are several formats the file can take.

- 1. Simple format, containing Key and User Name details only
- 2. Extended format, Genie Professional Only.
- 3. StorMan format, Genie Self Storage Only.

All formats are text files. However the layout and columns contained in the files vary for the different formats.

The Key Number may optionally be enclosed in double quotes ("). The name fields must be enclosed in double quotes.

As well as importing users, a list of existing users can be created and saved. The fields listed depend on edition of Genie. The simple format is used in Genie Standard, and the extended format in Genie Professional.

# Importing in Genie Standard

Genie Standard uses a simple format which allows three columns for each user.

- Card / Key Number. This is a numeric field, and must be given.
- User Last / Family Name. This is a 30 character field and is enclosed in double quotes. It must not be empty.
- User First / Given Name. This is a 30 character field and is enclosed in double quotes. It may be empty.

The maximum size for a key number depends on the access type chosen. If there are more digits than have been defined in Genie for that access type, the record will not be processed. If there are less digits than have been defined, the number will be left filled with 0 to make the number the correct length when the record is added to Genie.

Each of the family name and given name may be a maximum of 30 characters. If either name is longer, it will be truncated to 30 characters.

The following example shows valid data where the Access Type selected has a key number length of 5.

12345, "Smith", "Jane"

```
12346,"Contractor",
12347,"Installer",""
"12344","Smith","Joe"
12348,"O'Neill","Jim"
```

The following data will be rejected. Line 1 has no comma after the name. Line 2 has a key number that is too big. Line 3 uses tabs instead of commas to separate the fields.

```
12345,"Smith"
123468,"Contractor",
12347 "Installer" ""
```

A file is opened using File, Open. The keys and user names are listed.

The actions that can be performed for these users are

- Adding the user and key
- Voiding the key for the user
- Deleting the user
- Deleting the user and key

The action is performed by selecting from the options displayed below the list of users.

User Action Add New	1
Cancel Access	1
O Delete User	1
O Delete User and Keys	
	_

**User Import Actions** 

#### Adding Users

Select the Users Type, Users Class and Access Type for the users in the list.

A new user and access details are added for each line of valid user details. If the key number does not already exist in the Genie keys list, it will be added. If the key number does exist, the line will not be processed.

			Importing Data	193
🚳 Import Data			- 0	×
<u>File List</u>				
Result	User Action	Key Number	Data	
			Family Name; Given Name; Key Number; Ac	
	Add New		Paliaduonis;Lukas;7398975;Genesis Form	
	Add New Add New		Malyőkinas; Nikita; 7443651; Genesis Form	
	Add New		Balèiûnas;Paulius;7118931;Genesis Forma	асртуе
<				>
		A	access Action	
		(	Activate Access	
			Cancel Access	
		Pr	roperties	
			er Type	
				~
User Action			-	
Add New		Us	ser Class	
Cancel Access				
O Delete User		Ac	cess Type	
O Delete User and Keys				~
			Process Data	
C:\Users\Public\Documents	s\Genie\Import\	ImpUsersUTF1	.CSV	

#### User Import

After adding the user, details will be downloaded to panels if appropriate.

If a request is made to add/change a user who is currently cancelled, Genie will attempt to activate the user.

### **Voiding Users**

The users in the list will have their access cancelled when Void is selected. The Access Type must be selected.

Users Type and Users Class are not required.

### **Deleting Users**

Users will be deleted for the key numbers in the file. If the user has two keys, only the key listed will be deleted, and the user will also not be deleted.

After the user has been deleted, the key will also be deleted from Genie. If the key is still valid in any panels, it will be automatically removed as part of the deletion process.

### **Data Error Messages**

If an attempt is made to import a file in extended format in a Genie Standard system, a message is displayed indicating that the format is not supported.

### **Listing Users**

Users can be listed by clicking on the List button. They will be displayed on the screen, and can be saved by clicking the Save button, or selecting Export from the File menu.

# Importing in Genie Professional

The extended file format is available in Genie Professional Only.

This format contains more information than the Standard format.

The data must be preceded by a header line which contains the names of the data columns. This allows for some columns to be omitted if they contain information that is not mandatory or required, or it can be determined from other data. All column header names are enclosed in double quotes and are given on one line in the file.

"Key Number", "Access Type", "Users Type", "Users Class", "Family Name", "Given

The following columns are supported.

- *Key Number* This field must be given. It can be enclosed in double quotes, but this is not required.
- Access Type This field is optional. It must be given if there is no Access Type set as default for Importing. It is the description of the Access Type for the Key Number, as it appears in Genie. It can be up to 30 characters and must be enclosed in double quotes.
- Users Type This field must be given. It is the description of the Users Type for the user, as it appears in Genie. It can be up to 30 characters and must be enclosed in double quotes.
- Users Class This field is optional. It is the description of the Users Class for the user, as it appears in Genie. It can be up to 30 characters and must be enclosed in double quotes. If not given, the system default is used.
- *Family Name* This field must be given. It can be up to 30 characters and must be enclosed in double quotes. If the action required is to change, activate, void or delete a user, the name must match the name in Genie.
- *Given Name* This field is optional. A user can be added with a Family Name only. If a change is being made to an existing user, and the existing user has a Given Name in

Genie , the given name in the file must match. It can be up to 30 characters and must be enclosed in double quotes if the name is provided.

- *Tenant* This field is optional. If given, it is the description of the tenant for the user, as it appears in Genie. It can be up to 30 characters and must be enclosed in double quotes.
- *Valid From* This field is optional. The date format is described in more detail below. When adding a user, if there is no valid from date given, the valid from date will be the current date. If the valid from date is given, it must be prior to the valid to date, if this is given. When changing a user, the valid from will remain unchanged if no date is given in the file.
- Valid To This field is optional. The date format is described in more detail below. When adding a user, if there is no date given, the valid to date will be determined by the User Class. When voiding or deleting a user, the valid to date is ignored. When changing a user, the valid to date will not be changed if no date is given in the file. If a date is given, the user access will be updated with the date. This allows the import data to change details such as the Users Type without changing the period when their access is valid.
- *Comments* This field is optional. The value of this field will be stored in the Users Comments field. It can be up to 30 characters and must be enclosed in double quotes.
- User PIN This field is optional. The value of the field will be stored as the User PIN, providing the value does not clash with any existing PIN.
- *Image Filename* This field is optional. The value of the field will be stored as the Image for the User. The field may not contain the path for the file. Only *jpg* and <u>jpeg</u> files will be processed. The filename can be up to 255 characters and must be enclosed in double quotes.

# Note : All User images must be stored in the same directory. If this is not the default directory for Genie, it can be set using the File Allocation Wizard.

When the file is opened, the data is scanned and any data that cannot be processed is shown by a message in the Results column. Providing the format is recognised, the file can still be processed. The lines showing error messages will be ignored.

Result	User Action	Key Number	Data
			Family Name; Given Name; Key Number; Access Type; Users Type;
	Add / Chan		Paliaduonis;Lukas;7398975;Genesis Format;P1 ImportTest;Per
	Add / Chan		Malyōkinas;Nikita;7443651;Genesis Format;P1 Staff;Permanen
Users Type Not Found 'P1 yenn'	Add / Chan		Balèiûnas;Paulius;7118931;Genesis Format;P1 yenn;Permanen

#### Import List Showing Errors

After processing the file, the result column will be updated with a message showing whether the user updating has succeeded or failed. If an error was detected during loading of the file, the user import data will be ignored.

There are a number of different formats for the Valid To date that are supported. If a format in the file is not supported, a message will be displayed when the file is loaded for each line for which the date cannot be processed.

The Valid To date is given as a date and a time. This field is expected in the date and time format used by the computer. If Genie cannot process Valid To using this format, it will attempt to process the date portion as either YYYY/MWDD or DD/MMYYYY.

#### **Extended Format Examples**

"Key Number", "Access Type", "Users Type", "Users Class", "Family Name", "Given 1,"26 bit Mifare", "P1 MasterGroup24/7", "Permanent", "Joe", "Browne", 27/04/20 6,"26b Weigand, Site Code 15", "P1 MasterGroup24/7", "Permanent", "Manager", 6030,"26b Weigand, Site Code 15", "P1 Level 1 24/7", "Permanent", "Key", "Numb "`06031", "26b Weigand, Site Code 15", "P1 Level 1 24/7", "Permanent", "Key", "

### Data Error Messages

There are a number of error messages that can be display. Some of these are listed in the user list, while others are displayed in a message box.

- Access Type not found
- Users Type not found
- Users Class not found
- Valid To Date Passed. Records will not be processed if this date has passed.
- Valid To Date Format Error. This could be caused by a an error in the date itself, for example if the month=13, or by using a format other than the computer default, which is not supported.
- Key Number invalid. This occurs if the key number is not a number.
- Data contains references to unknown items. An unknown Access Type, Users Type or Users Class has been detected in the data. The line with the unreferenced item will show a message.
- Data does not contain enough information for the operation. A required field is missing from the data and it cannot be processed.

### Add/Change Users

The list of users will be processed and the action taken will depend on the status for the user and key.

- If the key does not exist in Genie, the key and user will be added.
- If the key exists the name will be updated if different. The user will also be updated with the Users Type, Users Class, Access Type and Valid To values given. If the Valid To field is not given or is empty, the user valid to date will not be changed. The other fields will still be updated. The default valid to date calculated from the User Class is only used when adding a user.

### Void Users

The users in the list will have their access canceled when Void is selected.

### **Delete Users**

Users will be deleted for the key numbers in the file. If the user has two keys, only the key listed will be deleted, and the user will also not be deleted.

After the user has been deleted, the key will also be deleted from Genie. If the key is still valid in any panels, it will be automatically removed as part of the deletion process.

### **Exporting User Lists from Genie**

The Import utility has an option to save a list of users from Genie. First Select List, Users from the Import Menu. A list of users in name sequence is displayed, giving columns that can be used when importing user data.

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When the users are listed, an option is given to select which columns are required in the export file. Columns checked are exported.

#### Selecting Columns to Export for a List of Users

There are several options that can be set. These relate to

- How the data is formatted
- Which columns are exported

The data is exported to a text file. The formatting that can be set is

- Field delimiter. This defaults to ',' and can be set to other values, such as ';'.
- Quote character. This is used for surrounding character strings, such as names.
- Quote Strings Only. Generally numbers are not quoted. This can be unchecked if quotes are required around numbers as well as character fields.

The list of columns that can be saved is shown. If you do not wish to save one of the shown columns, uncheck its name.

Note that the exported file does not contain all the fields that may be imported. The current values of Tenant, Comments, Valid From and User PIN are not included.

Text delimiter is referred to by some systems as Quote Character.

### **Using Data from Third Party Applications**

User lists can be updated using applications such as spread sheets. The updated list can then be imported into Genie to automatically update the user details that have changed.

When using a third party application, make sure that the Field Delimiter and Text Delimiter used for CSV file processing are the same as those used by Genie, as listed above.

# 29 Reports

Reports in Genie available through the report options are previewed to screen prior to being printed or saved to disk.

There are several different types of reports that can be generated. Those available depend on which edition of Genie is installed.

- Archives
- System Status
- Panel Data

For **Genie Lite**, there is a single report option under the Report Main Menu Option.

Some other options, such as the Users Centre, also generate reports.

When the Time Attendance option is enabled, an additional menu option for Time Attendance is found under the Report Menu Item of the Main Menu.

# 29.1 Report Options

When a report is displayed, the Report tool bar is located at the top of the report.

🚔 🚔 ≽ 👫 🔍 100% - 🔍 🗐 🔄 🗊 🖉 🧭 🖌 4 1 of 1 🕨 🕅 Close

Send the report to a printer

Open a saved report



Save a report to disk. When clicked, a list of supported format is displayed.



Save a report to disk in PDF format.

**#**1

Find text in a report.

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Zoom in to the report, that is, make the text larger.

200	Genie Installer Manual
	Z5% ▼ Current zoom factor.
	Zoom out from the report, that is, make the text smaller.
	Display the report using the Full Screen.
	Toggle display of the report outline.
	Toggle display of the report thumbnails, that is, small images of the pages of the report.
	Display and optionally change, the report page settings.
	Display the report from the first page.
	Display the previous page of the report.
	Display showing the current page number, and number of pages. Change the page number to jump to that page.
	Display the next page of the report.
	Display the last page of the report.

# 29.1.1 Saving a Report

Once a report has been generated, the information can be saved to a disk file. This option is available through the Save option for the report.

#### **Reports Save**

When Save is Selected, options are available,

<u>P</u> repared Report	١
P <u>D</u> F file	I
<u>C</u> SV Custom Export	I

#### Reports Data Save Menu

These formats are

- Report File. The report is written to a file that can be read back into the report utility and reprinted at a later date.
- PDF file. This generates a pdf form of the report.
- CSV file. It contains the data of each report line, and may optionally contain the column headings. Formatting is set in the configure option. Note that although CSV stands for Comma Separated Variables, the field delimiter may be a tab.

# 29.2 Archive Reports

The Archive Reports wizard quickly creates different reports from the stored archive events.

NOTE: In **Genie Lite**, a selection of Archive reports are available through the Report Generation option.

If you are running Genie Professional, please also read the chapter on Custom Reports.

To create an Archive report, select Report from the Main Menu, and then Archive. The first window lists different types of archive reports that have been created.

When a report is selected, a number of selection choices can be made.

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🚳 Archive	- 🗆 X
File Configure Access Event Details Access Events Alarm Summary Archive Summary Archive Summary with Log Time Counter Totals Counters Events Global Variables Operator Activity Point Activity System Activity User Access Denied User Access Events User Access Events Custom	Image: Start       Finish         6/09/2016       Image: Oo:OO         Between       OR         O0:OO       Image: OR
User Access Events Custom User Access Granted User Access OK User Access Status User Site Entry User Site Exit User Valid Access	Select Fields  Point Description User / Operator
< >>	SortSequence Event Time ~

#### The Genie Archive Reports

These report include

- Archive Summary This report allows selection of any message from the archives.
- Alarm Summary The Alarm Summary will only display events relating to alarms.
- Access Messages An Access Messages report is limited to events relating to Access Granted or Access Denied events. These are the events that are created when a user presents a card, or enters a PIN at a keypad, in order to request the system to open a door for them. The Granted messages are created when the request is successful. The Denied messages are created when the request is denied. This can occur because the user does not have access for the particular door where they made the request, they are not allowed through at the time the request was made, and other reasons.
- Access Granted Messages The Access Granted messages report is limited to access requests that were successful.
- Access Denied Messages The Access Denied Messsages report is limited to access requests that were denied.

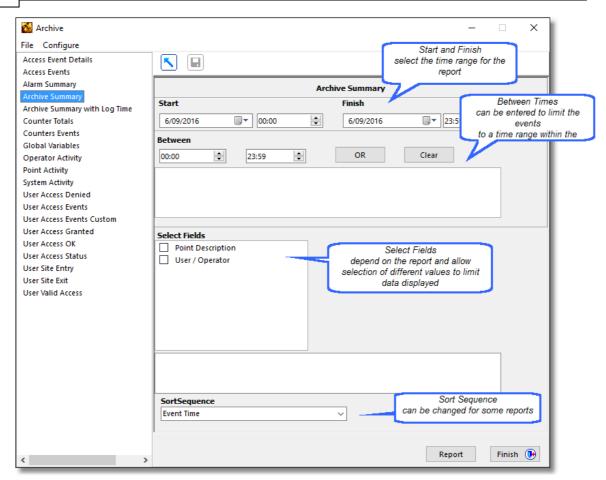
- **Operator Activity** The Operator Activity Report lists only events that relate to operators performing actions on the PC. These actions may be requests to commands points, such as opening doors, and acknowledging alarms.
- **System Activity** The System Activity report shows events such as data base backups, and other housekeeping events that occur.
- **Point Activity** The Point Activity Report will show events relating to equipment connected to the security panels, such as inputs, doors and auxiliaries.
- Users Site Entry This report lists all users have have gained access through doors designated as 'ln' doors for the site during the time interval specified. This report lists the date and time of entry, with the user name, door name and direction.
- Users Site Exit This report lists all users have have gained access through doors designated as 'Out' doors for the site during the time interval specified. This report lists the date and time of entry, with the user name, door name and direction.

To leave the wizard at any time, click on Finish.

Select the report to generate by highlighting it, and click on Next. The wizard needs a bit more information about the report to create.

The area on the right of the list of reports will contain fields where report selections can be entered.





Selecting Records for an Archive Report

The fields displayed will depend on the report selected.

The only information that must be given is the From and To Dates for the report. As an Archive Report shows events for a Date and Time Range, this must be entered. However the wizard assumes events for the current day, so if this is the case, no changes the default range are required.

Although events can be selected on the basis of different fields for different reports, many of the fields are the same or similar. These are described here, with report specific information given under the report heading.

When entering character fields, such as id's or descriptions, the wild card character '%' can be used to search for a group of records with a common pattern to their data.

The most commonly used fields are described first. The sequence of these descriptions does not match the sequence of the fields in the report windows.

Remember that if nothing is entered in a field, the all the values that are found in that field will be selected.

Also note that if a window allows entering an id or a description, it may only be necessary to put in one or the other. For example, if the report is for user access requests, the card number, or the user name is sufficient if looking for an individual.

For all reports, all the events for the period can be listed. If no records appear in a report, and that report has special selections, it is a good idea to take out the selection, and observe the records selected, and then start putting the selections in again until the report contains the required data.

- From and To Dates and Times These give the start and end points for the records to be searched when generating the report.
- **Between Times** The report can be limited to events within a limited time range of the day. For example, to report only on events between 10:00 am and 12:00 am for a week, the From and To dates and times define the week period range to search, and the between times limits the records to only those within those times for the range.
- **Controller** When there is more than one security panel installed at a site, select events relating to a particular panel, by using this field.

# **Archive Summary Report**

The Archive Summary Report contains similar information to the Message displayed in the History option of the Alarms window.

- Operator Id This can be the id of an operator who has acknowledged an alarm.
- **Point State / Action** This field can be used to select a particular state of a point for the report.
- **Point Description** This is the description of the point for which the report is required. Use the '%' character as a wild card character to search for multiple similar values.
- **Operator / User Name** The name of the user or operator for which events are to be reported

# **Alarm Summary Report**

The Alarm Summary Report has been set to only report on alarm related events. The following find fields are available:

- Point Description The description of the alarm point
- Operator Id The id of the operator who actioned the alarm.
- Point State / Action The state of the alarm, or the action by the operator
- **Operator / User Name** The name of the operator or user to whom the required archive events relate

# **User Access Reports**

There are a number of User Access Reports. These include

- User Access Denied
- User Access Events, which covers all
- User Access Granted
- User Access OK

M Archive	- 0	×
		~
File Configure Access Event Details Access Events Alarm Summary Archive Summary Archive Summary with Log Time Counter Totals Counters Events Global Variables Operator Activity Point Activity System Activity User Access Denied User Access Events User Access Events User Access Events User Access Events	Start       Finish         6/09/2016       ▼       00:00       6/09/2016       ▼       23:59       ●         Between       OR       Clear         00:00       ●       0R       Clear	
User Access Granted User Access OK User Access Status User Site Entry User Site Exit User Valid Access	Select Fields         Door Description         User Name         Panel         Card / Key Number         Tenant / Department	
	SortSequence Event Time	
< >	Report Finis	h 💽

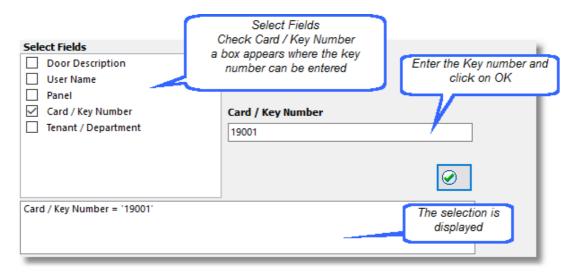
Selection Criteria for Access Reports

Further selections are available which allow, for example, only messages for a particular door or user, or both. The following find fields are available:

- **Door Description** The description of the door or lift at which a user made an access request
- User Name The name of the user who made the access request.

- Card Number The card number that a user has
- **Panel Description** The description of the panel to which doors and lifts are connected, and for which a report is required.

Often the easiest way to find records for user is to give their key number.



#### User Access Granted

The Access Granted Messages Report is preset to list only Access Granted related messages. These are events where not only does the user have valid access for the door or reader, but the doors has been opened as well.

#### **User Access Denied**

The Access Denied Messages Report is preset to list only Access denied related messages.

### **User Access OK**

This reports lists valid user key presentations, for which the door does not need to be opened to register an Access Granted.

#### **Users Site Entry and Exit**

These reports will list events relating to users entry or exit from the site.

Further selections are available. As well as the date and time range, and time range during a day, the following fields may be set.

- Point Description The description of the entry or exit point, if the report is to be limited.
- User Name The name of the user for whom entry / exit details are required, if the report is not to include all entry or exit events

### **Operator Activity**

The Operator Activity Report is preset to list only Operator related messages. These may be requests to switch points and alarm actions.

Further selections are available which allow, for example, only messages for a particular point. The following find fields are available:

- Operator Id The id of the operator if events for a particular operator are required
- **Point Description** The description of the point whose activity is required, if the report is to be limited.
- Operator Name The name of the operator if events for a particular operator are required

# 29.3 System Reports

The System Reports wizard is for creating system reports.

NOTE: In **Genie Lite**, a selection of System reports are available through the Report Generation option.

Select the System report to run, and then click on the *Report* button.

	I		
🚳 System			×
File Configure			
Area Access Group Details 🔺 🥄 📳			
Card and Key Listing			
Door Access Details			
Door Access Export			
Panels Downloads Waiting			
Points - Area States			
Points - Areas not Secure			
Points - Areas Secure			
Points - Counter Values			
Points - Device States			
Points - Device Status States			
Points - Door States			
Points - Doors In Alarm			
Points - Doors Unlocked			
Points - Input States			
Points - Inputs Bypassed			
Points - Inputs In Alarm			
Points - Inputs In Tamper			
Points - Inputs Isolated			
Points - Output States			
User Access Details			
User Door Access			
Users : Not Badged in 3 Months			
Users : Not Badged in 6 Months			
Users Access List			
Users Access To Doors			
Users Access To Floors			
Users Access Zone Report			
Users Area Activity			
Users Badged in Last 24 Hours			
Users Expired			
Users Expiring Today			
Users Expiring within 14 days			
Users Expiring within 24 Hours			
Users On Site			
Users On Site, Today			
< >	Report	Finish	•

Reports

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System Reports

# List of Reports

- Area Point States lists current state of the Areas in the system
- *Card Listing* lists all cards in the system, their status, and the user to whom they have been issued
- Door Point States lists current state of the Doors in the system
- Doors in Alarm lists doors for which there is currently an alarm condition recorded
- Device States lists current state of the devices on the Genesis LAN
- Input Point States lists current state of the inputs in the system
- Inputs in Alarm lists inputs currently in alarm
- Inputs in Tamper lists inputs currently in tamper
- Inputs Isolated lists inputs currently isolated
- Output Point States lists current state of the outputs in the system
- *Status Point States* lists current state of the status points for the devices on the *Genesis* panel LAN
- User Access on Door lists the last user at each door

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- Users Access Zone Report lists users who are currently in an access zone defined in a Genesis panel.
- Users Expiring in 14 Days lists users whose access permissions are due to expire within the next 14 days.
- Users Expiring Today lists users whose access permissions are due to expire today.
- Users Expiring in 24 Hours lists users whose access permissions are due to expire within the next 24 hours.
- Users On Site When a site has been configured to record site entry and exit, this report will list the users on site at the time the report is run. Whether or not a user is On Site is determined from the Entry/Exit parameters defined for readers in **Genie**.

To leave the wizard at any time, click on Finish or close the window.

Select the report to generate by highlighting it, and click on Report.

# 29.4 Panel Data Reports

The Installer Reports wizard is for creating predefined installer and diagnostic reports.

NOTE: In **Genie Lite**, a selection of Installer reports are available through the Report Generation option.

Select the Installer report to run, and then click on the *Report* button.

🚳 Panel Data	-	×
File Configure		
Area List		
Area Lists		
Clock Lists	Device List	<u>^</u>
Clocks		
Device List	Select Fields	
Door List	Panel	
EOL List		
Holiday Lists		
Holidays		
Input List		
Input States List		
Inputs in Areas List		
Inputs Unsealed		
Output List		
Output Lists		
User Group List		
User Groups : Users		
Users	SortSequence	
Users by Key	Device No V	
		~
< 2	> Report F	inish 🕕

Reports

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### Installer Reports

# List of Reports

- Users by Key Number provides a cross reference between users and their entries in the panels.
- Users Details This report lists the details downloaded to the panel for users who have access at that panel.
- User Group Details lists user group parameters that have been downloaded to the panel.
- Panel Input Details lists parameters relating to input programming in the panel.
- Panel Output Details lists parameters relating to output programming in the panel.
- Panel Area Details lists parameters relating to area programming in the panel
- Panel Door Details lists parameters relating to door programming in the panel.
- *Panel Device List* lists the units connected to the Master Unit, together with their address, item name and serial number.
- Panel EOL Settings lists the EOL settings and their descriptions
- Area Input List lists panel areas and the inputs in each area.
- *Inputs Unsealed* lists unsealed inputs for a panel and the date and time at which this state was recorded. Note that for this information to be up to date, the command 'Recall Inputs Unsealed' must first have been issued for the panel.

To leave the wizard at any time, click on Finish or close the window.

Select the report to generate by highlighting it, and click on Report.

# 29.5 Report Wizard

The Reports wizard creates report for different types in **Genie Lite**. It is not available in **Genie Standard**.

# **Selecting a Report**

🐱 Reports	
Archive Summary	
Card / Key Listing	
Operator Activity	
Point Activity	
Points - Area States	
Points - Device States	
Points - Device Status States	
Points - Door States	
Points - Input States	
Points - Output States	
Jser Access Events	
Jser List	
Jsers by Key	
Jsers by User Number	
	Report 🛛 🕕 Finish
>	

Reports

Select a report to run, and then click on the *Report* button.

Archive and Events reports will display another windows to limit the period for the report, or the point or user to be selected.

Archive Summary Card / Key Listing Operator Activity Point Activity Points - Area States Points - Device States Points - Device Status States Points - Door States Points - Input States Points - Output States User Access Events User List Users by Key Users by User Number	User Accor	ess Events To Date and	l Time	
	21.Sep.05     00:00       After     Before       00:00     23:59       Door Description       User Name	21.Sep.05	23:59	*
	Panel Description All Panels Key Number			
	00000	Rej	port	( Finish

#### **User Access Events**

Archive and Event reports must have a date range for the events to be listed. Other fields are optional.

The fields on the window are:

- *Report From* is the date and time from which the report starts.
- Until is the date and time of the last event to be reported.
- *Door Description* may be left blank, or part of all of the description may be entered to limit the report to a particular door, or group of doors that contain the characters entered.
- User Name may be left blank or part or all of the user name may be entered to limit the report to a particular user or group of users that contain the characters entered.

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• *Key Number* limits the events to those for the specified key number. This is probably the best way to identify a particular user.

# 30 Custom Reports

Custom Archive Reports are available in Genie Professional Only.

When **Genie** is installed there are default reports included. In **Genie Professional** it is possible to add reports that are customised version of the default reports.

Reports can be customised in different ways.

- The columns in the report can have different headings, or different columns selections
- Archive reports can have selection values saved to make it quicker to run the report for the same selections

Marchive	_		×
File Configure			
Access Event Details Access Events			
Alarm Summary Archive Summary	Archive Summary		
Archive Summary with Log Time	Start Finish		
Counter Totals	6/09/2016 🔍 00:00 🚖 6/09/2016 🔍 23:59	* *	
Counters Events	Between		
Global Variables			
Operator Activity	00:00 23:59 OR Clear		
Point Activity System Activity			
User Access Denied			
User Access Events			
User Access Events Custom			
User Access Granted	Select Fields		
User Access OK	Point Description		
User Access Status	User / Operator		
User Site Entry User Site Exit			
User Valid Access			
	SortSequence		
	Event Time V		
		_	
< >	Report	Finish	•

**Genie Professional Archive Reports** 

# **Selecting Data for the Report**

	Point Description is set to find events for Foyer Door Point Description %Foyer Door% Click on the Tick to finish setting
Point Description contains 'Foyer Door'	the field selection
SortSequence	
Event Time	~

### Selecting Records for an Archive Report

The fields displayed will depend on the report selected. There are common areas for all archive reports.

Start Finish					
7/09/2016		* *	7/09/2016	23:59	×

Selecting Date and Time Range

		Custom Reports	217
		Click OR to select the first time interval Set a new time interval and	
Between	16:59	OR Clear	
Between 08:00 AND 09 OR Between 13:00 AN			

### Limiting the Time Range During the Day

This example shows two time ranges in the day.

To remove an item from the selection, uncheck the tick box for the field in the list.

The wild card characters for selections are '\*' or '%'. Entering one of these characters will change the search from an 'equals' to a 'contains'.

# **Creating a Custom Report**

To save any selections a custom report needs to be created. Default reports cannot be changed.

A new report can be created from the Report Properties button, indicated by the arrow.

Clicking on this brings up another window.

Report Export Format	Report Title should be set to a unique name						
Report Details							
Default Report							
ReportTitle							
Archive Summary Foyer	r						
Orientation							
Portrait	~						
Use in Actions							
C Enabled							
Print Total Records at End of Report  Enabled Sort Sequence							
Event Time							
Delete Ad	ld Save 🧿						

**Properties for a Default Report** 

The Save button is disabled as default reports cannot be saved.

Enter a new Report Title and adjust any other fields that are required.

- Report Title
- Report Orientation, Portrait or Landscape. This the default orientation, which is used for the initial preview and for scheduled reports.
- Use in Actions. Check this box to allow the report to be used in Actions. Reports that are scheduled are used to create new Actions and then the Action is scheduled.

Click on Add to create a new report that can be customised. Then close the window and the new report will appear in the list on the left.

# **Custom Report Selections**

When a custom report is selected, the Save icon on the tool bar is enabled.

Selections for Date and Time Ranges, Times Between and Fields can now be saved for the report.

# **Custom Report Properties**

Click on the new report to display the Properties of the report.

When the Properties are displayed for a Custom report, there are three tabs displayed.

- Details
- CSV Settings
- Columns Selection

Report Export Format	×	1
Report Details CSV Settings Column Se	lection	
Custom Report		
ReportTitle		abs
Archive Summary Foyer		available to set
Orientation	-	ort settings
Portrait	-	nd
Use in Actions	Columns	to display
Enabled		
Print Total Records at End of Report		
Sort Sequence		
Event Time	~	
Delete Add Si	ave 📀	

Properties for a Custom Report

# 30.1 Custom Report Settings

Report Export Format	×
Report Details CSV Settings Column Se	lection
Custom Report	
ReportTitle	Tabs
Archive Summary Foyer	are now available to set
Orientation	CSV export settings
Portrait	and
Use in Actions	Columns to display
Enabled	
Print Total Records at End of Report Enabled	
Sort Sequence	
Event Time	~
Delete Add Sa	ave 📀

Enter topic text here.

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# 30.2 Custom Report CSV Settings

Report Details CSV Settings Colum	nn Selection
Export Field Delimiter	
Delimiter = ,	~
Export Quote Character	
Double Quote = "	~
Export Options	
Quote Strings Only	
🗹 Include Headings in Data	
	Save 🤡

# 30.3 Custom Report Columns

Report Details CSV Settings	Column Selection
Select Columns for Report	
Select Columns for Report          Event Time         Alarm No         Event Text	
	Save 🧿

# 31 Time Attendance

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Time Attendance is an option provided in **Genie** for producing reports and export data relating to user access at selected readers.

This time data is broadly grouped:

- times users have presented their key at *In* or *Out* readers, showing time on site where these events can be matched
- lists of users showing when they presented their key, and optionally giving a count of the presentations
- details of in and out events for users

Readers must be programmed in **Genie** for use as time and attendance readers. This is described in the chapter *Points Centre*.

Data for Time Attendance reports and exports is taken from the **Genie** Archives. To view and export this information, select Time Attendance from the Reports menu option.

# 31.1 Time Attendance Reports

### Time Attendance Reports

There are a number of Time Attendance reports available in Genie.

- Time Attendance Details lists users and shows the times for each entry and exit with the time on site shown in minutes
- Time Attendance Details Hours is similar to the Time Attendance Details report but shows times in hours instead of minutes with decimal representation of part hours.
- Time Attendance Summary lists users and totals their time on site for the time range of the report, instead of showing each entry/exit pair. Time on site is shown in minutes.
- Time Attendance Summary Hours is similar to the Time Attendance Summary report but shows the time in hours (with decimals for part hours) instead of minutes.
- Time Attendance Errors lists all entry events following entry events, or exit events following exit events.
- Time Attendance Events lists the events in the Archive Report format, that is, Date and Time, Alarm No and Event text.

- User Presentation Count lists users giving the number of times their key has been presented during the date and time range selected. A total of all presentations is displayed at the end of the report.
- User Attendance shows the user name and employee code, and the date and time of the last presentation within the date and time range for the report
- User Presentation List shows each user presentation with the date and time of the presentation. No direction or door details are given.
- Check Roster Data (Employee) lists each time the user has presented at a Time Attendance reader giving the employee code to identify the user.
- Check Roster Data (Users Number) lists each time the user has presented at a Time Attendance reader giving the **Genie** Users Number to identify the user.
- In/Out Matched Transations provides two lines per user, the first being when they entered the site, and the second being when they exited the site.

These reports can be broadly grouped as follows:

- Times Collection reports
- Attendance Counting reports
- Attendance Lists for Roster checking
- Matched In/Out transactions

## 31.1.1 Times Collection Reports

### **Times Collection Reports**

Times Collection reports are generated from data which accumulates the time a user has been on site. The *IN* and *OUT* events for a user are matched, and the time the user has been on site is calculated. The reports are generated from these matched records.

Different reports can be generated showing the time on site by minutes, or by hours, using decimals for the minutes for part hours.

Detail reports can also be generated showing each IN/OUT pair, or Summary reports showing the total time for the period of the report.

When generating Summary reports, the times shown are the first time of entry for the reporting period, and the last time of exit.

If events are received that do not match up, that is an IN event is received for a User who is already in, **Genie** will generate an alarm. As OUT events are received, **Genie** attempts to match these with stored IN events. The Time collection reports do not use information from unmatched events.

Unmatched events can be viewed for users from the Users Centre by pressing the Time Attendance button.

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Unmatched events can be cleared from the system by selecting Options->Reset Users from the Time Attendance option.

# 31.1.2 Attendance Reports and Lists

#### **Attendance Counting Reports**

Attendance Counting reports provide a way to count the number of times users present at readers over a period of time. Readers used for user counting are set by selecting a different function from that for Time Collection Reports. For these reports, there is no IN/OUT distinction.

#### Attendance Lists for Roster Checking

Attendance Lists are lists of users and the times at which they have presented their key at Time Attendance readers. The reader for the presentation is not included.

Users can be identified by their Employee Code or **Genie** Users Number.

The Employee Code is entered for users through the Users Centre. If there is no employee code, the field is left blank.

The **Genie** Users Number is a unique, automatically allocated number for each user, and is displayed in the bar at the bottom or the Users Centre screen. This number cannot be changed. It is not the same as the *Genesis* panel User No. A list of users showing their Users Number is available through the Reports option of the Users Centre.

### 31.1.3 Matched Transactions

#### **Matched In/Out Transactions**

These reports/exports create one record per transaction. The first is the ln event, which is followed by the Out event. Event time details, key number, optional employee details, ln/Out indication and name are also listed.

# 31.2 Reporting Time Attendance

For all reports, selection the date and time range required.

Start		Finish	 	
29/01/2018	 <b>•</b>	29/01/2018	 23:59	▲ ▼
Sort Sequence				
User Name		~		

#### **Time Attendance Utility**

For some reports, the Sort Sequence may also be set. If there is only one option, this is shown for information.

# 31.3 Exporting Time Attendance Data

Once a report has been generated for time attendance, the information can be saved to a disk file. This option is available through the Save option for the report.

	Time Attendance Save Icon			
When Save is Selected, options are available,				
	Prepared Report			

P<u>D</u>F file... <u>C</u>SV Custom Export...

Time Attendance Data Save Menu

These formats are

#### Genie Installer Manual

- Report File. The report is written to a file that can be read back into the report utility and reprinted at a later date.
- PDF file. This generates a pdf form of the report.
- CSV file. It contains the data of each report line, and may optionally contain the column headings. Formatting is set in the configure option. Note that although CSV stands for Comma Separated Variables, the field delimiter may be a tab.

# 31.4 Export Configuration

Export Format		×.
In/Out Transactions Presentation/Roster (Key Number) Presentation/Roster (Employee) Presentation/Roster (Users Number) Time Attendance Details Time Attendance Details Hours Time Attendance Errors Time Attendance Events Time Attendance Summary Time Attendance Summary Hours User Attendance User Presentation Count	Field Delimiter          Delimiter = ,         Quote Character         Double Quote = "         Export Options         Quote Strings Only         Include Headings in Data	
	Save 📀	Close 🕞

**Time Attendance Data Configuration** 

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Genie uses commonly uses different default parameters for exporting data to CSV format. These parameters are

- Delimiter to use between fields
- Character to use when quoting fields
- Whether strings only are quoted
- Whether heading names are included as the first line of the file

The Configure option in Time Attendance allows these parameters to be changed from default settings. The new parameters can be saved so that next time the data is exported, the required settings are remembered.

Configuration options are saved for each of the different reports/exports listed.

# 31.5 Options

### **Reset Users**

When IN events are received **for** users at time attendance readers, they are stored to be matched at a later time with an OUT event. If **this** OUT event is never received, the IN event will be left in the system. Similarly, **if** an OUT event has been received when a user is already recorded as being off site, the OUT event is stored in **case** an IN event is received out of sequence.

The Reset Users option will **delete** all the unmatched transactions stored **for** a user.

#### Genie Installer Manual

# 32 Points Centre

The Points Centre is used to

- View information about point programming in the Genesis panel and to change this if required
- View information about point programming relating to Genie processing of point events, and to change this if required
- Generate Reports on Points
- Commands points, such as area securing and door opening
- Recall information from the panel, such as lists of online units

Information about the different commands for the different points on the panel is given in the section on the Command Centre.

The Points option of the Main menu contains the Points Centre sub-option.

Examples of customising of points includes

- Changing the description of a point
- Setting whether or not the point will generate an alarm when it changes state. This generally relates to inputs, but can also be used for outputs and doors.
- Assigning a free input to a free address on the Genesis panel so that it can be used monitor equipment at the site.

When the Points Centre is first opened, there is a tree structure on the left which groups the points according to their type and relationship with the panel.

If there is more than one panel in the system, the panels will be listed.

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	Points Centre	231
<mark></mark> Points <u>F</u> ile <u>V</u> iew <u>S</u> ort <u>R</u> eport <u>C</u> onfigure <u>H</u> elp	- 0	×
Save Revert New Delete		

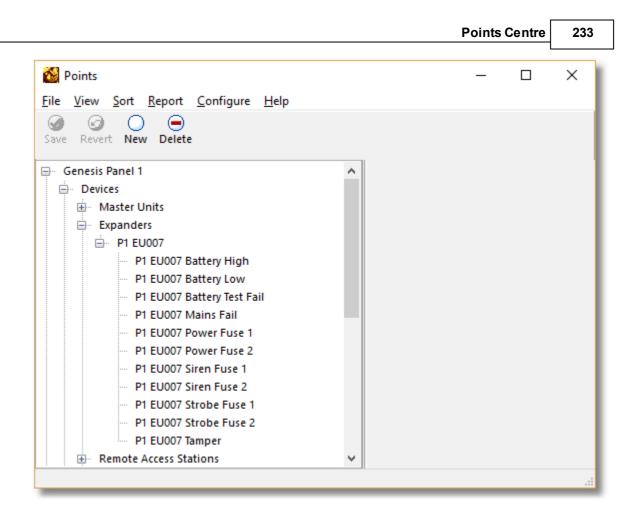
The Points Centre - List of Panels

After selecting a panel, the devices and their status points are grouped together, and then the monitored and controlled equipment connected to the Genesis network is listed.

2	Genie Installer Manual		
	<mark>ile ⊻</mark> iew <u>S</u> ort <u>R</u> eport <u>C</u> onfigure <u>H</u> elp	-	×
	Save Revert New Delete		
	Genesis Panel 1     Genesis Panel 1     Devices     Inputs     Outputs     Doors     Areas     Counters		
	· Genesis Panel 2		

# The Points Centre

The ``+" symbol indicates that there are items of that type in the list. Clicking on the item in the tree structure will expand that branch of the tree.



Points Centre with Expander Unit Expanded

When points are expanded, there are two sub windows that may be displayed. One of these windows is to view and program point parameters relating to the Genesis panel. The other window is to view and program parameters that relate to the way Genie processes information from the panel about the point.

Some points, for example the Device Status points, described later, have only a Genie related window.

The display of these windows is dependent on the authorisations for the operator. If an operator does not have permission to change or view the Genesis related data, then that sub window will not be displayed.

# 32.1 Inputs

**Genie Details** 

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P1 D1MN 1,11 Genesis Panel 1	<b>Input</b> P1 Master00	<b>1</b> 1 [MU1,1]		
General State Triggers				
Description		Report Priority		
P1 D1MN 1,I1		Default Priority		~
Drawing		Alarm Priority		
testf	~	Default Priority		~
Response Instructions		Processing Flags		
None	~	No Alarm on Isolate	Process Unseals	
Building Region				
Offices	~			

#### **Genie Input Details**

At the top of the address information is displayed.

- Input Description
- Input is the number assigned to this input in the Genesis network.
- Panel Description
- Address on the panel showing the unit in the Genesis network to which this point has been connected, and the node on the unit.

The fields that are displayed are

- Description of the point. This is displayed in events for the point, and is used in the Command Centre and Graphics and other areas of the system to identify the particular point. This can be changed by authorised operators.
- Drawing shows the name of the drawing on which this point is displayed. This is normally set by the Graphics Editor when a point is placed on a drawing, but can be modified here if the point is on more than one drawing to determine the drawing selected by the Alarm Screen when the point is in alarm.
- Response is used to assign alarm response instructions to be displayed when the point goes into alarm. (Professional Genie).
- Report Priority is used when an event for a point is not an alarm. Genie will assign a default priority which is set in the parameters for the event. This can be overridden by changing the priority value here.
- Alarm Priority is used for alarm events relating to the point. As with report priority, the default priority is the priority that has been assigned to the event.

#### **Genesis Details**

General State	Triggers	
State		
Normal	8/09/2016 11:28:37 AM	
Status Access	19/01/2018 4:02:52 PM	
Input States Sealed		
Select Command Recall Input Stat		
Time		
0	Secs Mins	
Log Commen	t	
Select Action		
Enter Text Below	v ~	
Text		
	Execute Command	

## **Genesis Input Details**

The fields are

- Item Name is the name that is stored in the Genesis panel for the input.
- Unit shows the description of the unit to which the input is assigned.
- Position on Unit in the Genesis network to which this point has been connected.
- Input Script is the name of the script that is run for this input.
- EOL Setting is the name of the EOL setting to be used in processing this input. The EOL settings determine whether tamper alarms are generated and other details related to the physical wiring of the input.
- Area List is the name of the area list to which this input belongs.
- Ignore Unseal Flag that can be set to ignore the unseal condition for the input.
- Logging Flag to determine whether events relating to this input are automatically reported to Genie or not. When this flag is on, Genie receives many events from the panel which are unnecessary during normal operations, such as seal/unseal events. It is recommended that Logging be turned off, and the script for the input send through events which need to be brought to the operator's attention, such as alarm, tamper, isolate and so on.

If any of these fields are changed, the new data is immediate sent to the Genesis panel providing it is online.

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If an input is not in use, the Unit and Unit Position will show that the input is unassigned. Drop down lists can be used to select the device to which the input is being assigned, and then a free position on that device.

NOTE: Genesis panel details may not be modified in Genie Lite.

#### State and Commands

General State	Triggers
State Normal	8/09/2016 11:28:37 AM
Status Access	19/01/2018 4:02:52 PM
Input States Sealed	
Select Command Recall Input Stat	e v
0	Secs O Mins
Log Comment	t
Enter Text Below	· ~
Text	
	Execute Command

### **Genesis Input State and Commands**

The state and status of the input displayed. Select from the list of commands to issue a command to the panel for the input.

# 32.2 Outputs

**Genie Details** 

P1 D1MN1,01 Genesis Panel 1	<b>Output</b> P1 Master00	<b>1</b> 1 [MU1,1]
General State Triggers		
Description		Report Priority
P1 D1MN1,01		Default Priority 🗸
Drawing None	~	Alarm Priority Disable Alarms
Response Instructions None	~	
Building Region Offices	~	

#### **Genie Output Details**

At the top of the address information is displayed.

- Output Description
- Output is the number assigned to this output in the Genesis network.
- Panel Description
- Address on the panel showing the unit in the Genesis network to which this point has been connected, and the node on the unit.

The fields are

- Description of the point. This is displayed in events for the point, and is used in the Command Centre and Graphics and other areas of the system to identify the particular point. This can be changed by authorised operators.
- Drawing shows the name of the drawing on which this point is displayed. This is normally set by the Graphics Editor when a point is placed on a drawing, but can be modified here if the point is on more than one drawing to determine the drawing selected by the Alarm Screen when the point is in alarm.
- Response is used to assign alarm response instructions to be displayed when the point goes into alarm. (Professional only).
- Report Priority is used when an event for a point is not an alarm. Genie will assign a default priority which is set in the parameters for the event. This can be overridden by changing the priority value here.
- Alarm Priority is used for alarm events relating to the point. As with report priority, the default priority is the priority that has been assigned to the event. NOTE that by default, outputs do not generate alarms.

#### **Genesis Details**

Panel	
Name in Panel	Flags
D1MN1,01	Logging
	Floor Access
Unit	
P1 Master001	~
Position on Unit	
Output 1 on Master	~

#### **Genesis Output Details**

The fields are

- Name In Panel is the name that is stored in the Genesis panel for the output.
- Unit shows the description of the unit to which the output is assigned.
- Position on Unit in the Genesis network to which this point has been connected.
- Logging Flag is set to determine whether events relating to this output are automatically reported to Genie or not.
- Floor Access Flag is set to indicate that this output is used to control access to a floor via a list. The field is disabled if the output is in list of such outputs. Outputs may be enabled for use as floor access buttons, or disabled if they are not currently referenced. Only enabled buttons are available to operators when changing the buttons in a floor access group.

If any of these fields are changed, the new data is immediate sent to the Genesis panel providing it is online.

If an output is not in use, the Unit and Unit Position will show that the output is unassigned. Drop down lists can be used to select the device to which the output is being assigned, and then a free position on that device.

NOTE: Genesis panel details may not be modified in Genie Lite.

#### State and Commands

General	State	Triggers
State Off		23/01/2018 10:19:55 PM
Status Off		
Select Co	mmand	
Recall C	Output Sta	ate 🗸 🗸
Time		
. 0		Secs Mins
	Comment	
Select Ac		
Enter Te	ext Below	~
Text		
	E	Execute Command
Event T	ïme	Event ^
17/01/2	2018 9:24:0	05 Output Off
17/01/2	2018 9:34:0	05 Output Off
17/01/2	2018 11:50	34 Output Off
17/01/2	010 11.00	NAT OUR DATE OF

# **Genesis Output State and Commands**

The state and status of the output are displayed. Select from the list of commands to issue a command to the panel for the output.

# 32.3 Doors

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#### **Genie Details**

Front Door	Door	1		
Genesis Panel 1	P1 TDC 3701	7 [TDC4,1]		
General State Triggers				
Description		Report Priority		
Front Door		Default Priority	~	
Drawing		Alarm Priority		
Test1	~	Default Priority	~	
Response Instructions		Suppress Access Messages		
None	~	Granted	Process Unseals	
Building Region				
Offices	~			

#### Genie Door Details

At the top of the window, address information is displayed.

- Door Description
- Door is the number assigned to this door in the Genesis network.
- Panel Description
- Address on the panel showing the unit in the Genesis network to which this point has been connected, and the node on the unit.

The fields that are displayed are

- Description of the point. This is displayed in events for the point, and is used in the Command Centre and Graphics and other areas of the system to identify the particular point. This can be changed by authorised operators.
- Drawing shows the name of the drawing on which this point is displayed. This is normally set by the Graphics Editor when a point is placed on a drawing, but can be modified here if the point is on more than one drawing to change the drawing selected by the Alarm Screen when the point is in alarm.
- Response is used to assign alarm response instructions to be displayed when the point goes into alarm. (Professional Edition).
- Report Priority is used when an event for a point is not an alarm. Genie will assign a default priority which is set in the parameters for the event. This can be overridden by changing the priority value here.

- Alarm Priority is used for alarm events relating to the point. As with report priority, the default priority is the priority that has been assigned to the event.
- Building Region is used to indicate which region of the site contains this door. This allows partitioning of the site to limit which doors an operator may view and control. Refer to the chapter on Partitioning for details of how this is implemented.

This box will only be available the the Partitioning option has been installed.

- Suppress Messages Granted If this box is checked, Genie will not display access granted messages relating to this door in history or save them to the archives.
- Suppress Messages Denied If this box is checked, Genie will not display access denied messages relating to this door in history or save them to the archives.

Suppression of access messages is provided for sites where lift systems are implemented using doors and door access groups.

Direction of a door, indicating whether the door is used as a Site Entry or Exit reader, may be programmed in the Reader details for the door. Note that this is a Genie extension, and that the information is not downloaded to the panel.

#### **Genesis Details**

Panel	
Name in Panel	Flags
Door 001	✓ Logging
11-3	✓ Ignore Unseal
Unit	Reed Bypass
P1 TDC 37017	<u> </u>
Position on Unit	EOL Setting
Door 1 on TDC	✓ Door 3 ✓
Door Script	DOTL Position
Door Script	✓ Unassigned ✓
Log Card when Door Open	Unlock Secs DOTL Secs
Enabled	6 🛓 10 🖨

#### **Genesis Door Details**

The fields that are displayed are

- Name in Panel is stored in the Genesis panel for the door.
- Door Script is the name of the script that is run for processing this door.

#### Genie Installer Manual

- EOL Setting is the name of the EOL setting to be used for the reed switch for this door. Note that there is a default EOL setting for Reed switches.
- DOTL Output Position is the position of the output which is switched when a DOTL is detected.
- Unlock Seconds shows sets how long the door will be unlocked when a valid access request is made, or a RELEASE DOOR command is issued.
- Door Open Too Long Seconds shows the time the door is permitted to remain open after a valid access request. After this time, an Open Too Long alarm will be generated. This is an optional field for door programming.
- Reed Bypass Flag If this is checked, a valid card presentation followed by a door open and close will generate an Access Granted message. If this is not checked, a Creditial OK mesage is generated on a valid card presentation. The door does not need to be opened. In Versions of Genie prior to Version 3, an Access Granted message was reported in History and Archives for both events.
- Ignore Unseal Flag is set if unseal events are not to be reported.
- Logging Flag is set to determine whether events relating to this door are automatically reported to Genie or not. This flag must be set for alarm monitoring to occur properly.
- Log Card when Door Open only applies for Genesis panel firmware 4.72+. This results in the panel generating Credential OK events while a door is open from an Access Granted event.

If any of these fields are changed, the new data is immediate sent to the Genesis panel providing it is online.

If a door is not in use, the Unit and Unit Position will show that the door is unassigned. Drop down lists can be used to select the device to which the door is being assigned, and then a free position on that device.

NOTE: Genesis panel details may not be modified in Genie Lite.

#### State and Commands

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General	State	Triggers			
State ReedByp Status	bassed				
Unlocke	d		23/04/2018 4	:16:10 PM	
Last User 19003, Rob 23/04/2018 8:35:00 AM					
Select Co	mmand				
Recall D	oor State			~	
Time 0		A V	O Secs	○ Mins	
Log	Comment <b>tion</b>				
Enter Te	ext Below			~	
Text					
Execute Command					
Event T	ïme	Eve	nt	^	
18/04/2	2018 4:16:0	02 Do	or Unlock		
		58 Do			
20/04/2	018 5:03:	38 Do	or Unlock		

# **Genesis Door State and Commands**

The state and status of the door are displayed. Select from the list of commands to issue a command to the panel for the door.

# 32.4 Areas

**Genie Details** 

Genesis I	1 <b>02</b> Panel 1		Area	2	
General	State	Inputs In Area	Triggers		
Descript	ion			Report Priority	
P1 Area	002			Default Priority	
				Alarm Priority	
Drawing None			•	Disable Alarms	
None	e Instruc	tions		Disable Alarms	

### Genie Area Details

At the top of the address information is displayed.

- Area Description
- Area is the number assigned to this area in the Genesis network.
- Panel Description

The fields are

- Description of the point. This is displayed in events for the point, and is used in the Command Centre and Graphics and other areas of the system to identify the particular point. This can be changed by authorised operators.
- Drawing shows the name of the drawing on which this point is displayed. This is normally set by the Graphics Editor when a point is placed on a drawing, but can be modified here if the point is on more than one drawing to change the drawing selected by the Alarm Screen when the point is in alarm.
- Response is used to assign alarm response instructions to be displayed when the point goes into alarm. (Genie Professional).
- Report Priority is used when an event for a point is not an alarm. Genie will assign a default priority which is set in the parameters for the event. This can be overridden by changing the priority value here.
- Alarm Priority is used for alarm events relating to the point. As with report priority, the default priority is the priority that has been assigned to the event.
- Building Region is used to indicate which region of the site contains this area. This allows partitioning of the site to limit which areas an operator may view and control. Refer to the chapter on Partitioning for details of how this is implemented.

This box will only be available the the Partitioning option has been installed.

### **Genesis Details**

Panel	
Name in Panel	Flags
Area 002	
Area Script	
Area Script	~

#### **Genesis Area Details**

The fields that are displayed are

- Name In Panel is stored in the Genesis panel for the area.
- Area Script is the name of the script that is run for processing this area.
- Logging Flag is set to determine whether events relating to this area are automatically reported to Genie or not. When Logging is turned on, Genie will receive details of inputs changing within the area. It is recommended that events which need to be reported to Genie are logged using Event commands in the Area Script, instead of using Logging. For Genie to know whether an area is secure (sealed) or not, the access/secure events should be logged, along with any other important events such as alarm in area.

If any of these fields are changed, the new data is immediately sent to the Genesis panel providing it is online.

NOTE: Genesis panel details may not be modified in Genie Lite.

#### State and Commands

P1 Area 002		Ar	ea	2			
Genesis Panel 1							
General State In	nputs In Area	Triggers					
State Access	19/01	/2018 4:02	:52 PM				
Status Unsealed	28/11	/2017 3:58	:47 PM				
Area Status Alarm Unsealed							
Switched By Genie							
Select Command							
Recall Area State			~				
Time							
0	🚖 🔿 Se	cs 🤇	Mins				
Log Comment							
Select Action							
Enter Text Below			~				
Text							
Execute Command							
Event Time	Event		^				
4/04/2017 3:43:15 P	M Area Tamp	ber					
11/05/2017 2:52:34							
26/07/2017 1:59:01	Area Tamp	ber					

# **Genesis Area State and Commands**

The state and status of the door are displayed. Select from the list of commands to issue a command to the panel for the door.

### Inputs in Area

P1 Area 002 Genesis Panel 1			Area	3	2
General	State	Inputs In Area	Triggers		
Input		Description			
17		P1 D3LN1,117			
18		P1 D3LN7,118			

#### Inputs in Area

This gives a list of the inputs in an area, determined by the area lists that have been uploaded from the panel into Genie.

Hint : To recall a list of inputs in an area, or inputs in a particular state in an area, go to the State tab and select the recall from the list of commands.

# 32.5 Devices

The main unit of the Genesis equipment is referred to as the Master Unit. Generally, this will be the unit which connects to the PC running Genie, although other units can be used for this function.

To provide additional alarm monitoring, output control and access control functions, other units can be connected to the Genesis network.

These are

- Expander Units (EU), which provide additional inputs for alarm monitoring
- Remote Access Stations (RAS), which are keypads through which authorised users can perform some limited user programming as well as door and area control. Card reader type devices can be attached to RAS units to provide additional security.
- Open Collector Units (OC) which provide additional outputs for processing control.
- Two Door Controllers (TDC) to which card readers and other access control devices are attached.

#### 32.5.1 Master Unit

The Master Unit is the controlling unit for the Genesis LAN. It is also the unit to which Genie connects.

#### **Genie Details**

P1 Maste	r001	Device 1	
Genesis F	anel 1		
General	State		
Descripti	on	Report P	riority
P1 Mast	er001	Default	Priority
Drawing		Alarm Pri	iority
None		✓ Default I	Priority

 $\sim$ 

#### **Genie Master Unit Details**

At the top of the window, address information is displayed.

• Unit Description

Building Region Offices

- Device is the number assigned to this unit in the Genesis network.
- Panel Description

The fields are

- Description of the point. This is displayed in events for the point, and is used in the Command Centre and Graphics and other areas of the system to identify the particular point. This can be changed by authorised operators.
- Drawing shows the name of the drawing on which this point is displayed. This is normally set by the Graphics Editor when a point is placed on a drawing, but can be modified here if the point is on more than one drawing to change the drawing selected by the Alarm Screen when the point is in alarm.
- Response is used to assign alarm response instructions to be displayed when the point goes into alarm. (Genie Professional).
- Report Priority is used when an event for a point is not an alarm. Genie will assign a default priority which is set in the parameters for the event. This can be overridden by changing the priority value here.
- Alarm Priority is used for alarm events relating to the point. As with report priority, the default priority is the priority that has been assigned to the event.

Genesis Details

			Points Centre	249
			L	
Panel				
Name in Panel		Serial No	Build No	
Master 1		36126 韋	73	
Alarm Script		Alert Script		
Alarm Script	~	Alert Script		~
Battery Low		Master User Script		
45=10.3 Volts	~	Access Script		~
Battery High				
32=14.6 Volts	~			

## **Genesis Master Unit Details**

The fields are

- Name in Panel is stored in the Genesis panel for the unit.
- Alarm Script is the name of the script that handles alarm event processing for this unit.
- Alert Script is the name of the script that handles alert event processing for this unit.
- Master Access Script is the name of the script that handles master access processing for this unit.
- Serial Number of the unit. If this does not match the serial number of the Master Unit, Genie will not be able to communicate with the Genesis panel.
- Build Number of the firmware in the unit. This is read from the unit and cannot be modified.
- Battery Low Setting is a value used in determining when to generate a battery low event.
- Battery High Setting is a value used in determining when to generate a battery high event.

For further details of these fields, refer to the Genesis Manual.

NOTE: Genesis panel details may not be modified in Genie Lite.

### State and Commands

P1 Master001	Device 1						
Genesis Panel 1							
General State							
State Online	7/03/2017 3:43:51 PM						
	Select Command						
Comment Only	Y						
Log Comment							
Select Action							
Enter Text Below							
Text							
Execute Command							
Event Time	State ^						
12/08/2015 1:27:32	Online						
1/02/2017 12:33:12	Online						
7/03/2017 2:30:42 PM	Online						

#### **Genesis Master Unit State and Commands**

The state of the unit and panel are displayed. Select from the list of commands to issue a command to the panel for the unit.

#### 32.5.2 Expander Units

Expanders are used to increase the number of inputs used in a system. When there are a large number of inputs required, or when the inputs are spread out over a wide area, the inputs on the Master unit will be insufficient.

# **Genie Details**

	Report Priority
	Default Priority 🗸
	Alarm Priority
~	Default Priority $\checkmark$
~	
~	

#### **Genie Expander Unit Details**

At the top of the window, address information is displayed.

- Unit Description
- Device is the number assigned to this unit in the Genesis network.
- Panel Description

The fields are

- Description of the point. This is displayed in events for the point, and is used in the Command Centre and Graphics and other areas of the system to identify the particular point. This can be changed by authorised operators.
- Drawing shows the name of the drawing on which this point is displayed. This is normally set by the Graphics Editor when a point is placed on a drawing, but can be modified here if the point is on more than one drawing to change the drawing selected by the Alarm Screen when the point is in alarm.
- Response is used to assign alarm response instructions to be displayed when the point goes into alarm. (Genie Professional).
- Report Priority is used when an event for a point is not an alarm. Genie will assign a default priority which is set in the parameters for the event. This can be overridden by changing the priority value here.
- Alarm Priority is used for alarm events relating to the point. As with report priority, the default priority is the priority that has been assigned to the event.

#### **Genesis Details**

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Panel	_		
Name in Panel		Serial No	Build No
EU007		1007 🚔	0
Alarm Script			
None	~		
Battery Low			
45=10.3 Volts	~		
Battery High			
32=14.6 Volts	~		

#### **Genesis Expander Unit Details**

The fields are

- Name in Pane is stored in the Genesis panel for the unit.
- Alarm Script is the name of the script that handles alarm event processing for this unit.
- Battery Low Setting is a value used in determining when to generate a battery low event.
- Battery High Setting is a value used in determining when to generate a battery high event.
- Serial Number of the unit. If this does not match the serial number of the Expander Unit, the Genesis panel will not be able to communicate with the unit.
- Build Number of the firmware in the unit. This is read from the unit and cannot be modified.

For further details of these fields, refer to the Genesis Manual.

NOTE: Genesis panel details may not be modified in Genie Lite.

#### State and Commands

P1 EU007	Device	7
Genesis Panel 1		
General State Trig	gers	
State Offline	24/04/2018 2:04:45 PM	
Select Command		_
Comment Only	~	*
Log Comment		
Select Action		_
Enter Text Below	`	/
Text		_
Execu	te Command	-
Event Time	State	^
13/04/2018 9:33:16	Offline	
13/04/2018 2:12:56	Offline	
16/04/2018 9:13:43	Offline	
40/04/2040 0 40 20	0.00	

# **Genesis Expander Unit State and Commands**

The state of the unit and panel are displayed. Select from the list of commands to issue a command to the panel for the unit.

# 32.5.3 RAS Units

Remote Arming Stations are used to manage alarms as well as for access control.

# **Genie Details**

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	P1 Ras 2			Device	2	
	Genesis F	Panel 1				
	General	State	Triggers			

General State Triggers	
Description	Report Priority
P1 Ras 2	Default Priority 🗸
Drawing	Alarm Priority
None ~	Default Priority $\checkmark$
Response Instructions	User Area Access
None ~	P1 Area Access Group 1 🗸 🗸
Building Region Offices	

### **Genie RAS Unit Details**

At the top of the window, address information is displayed.

- Unit Description
- Device is the number assigned to this unit in the Genesis network.
- Panel Description

The fields are

- Description of the point. This is displayed in events for the point, and is used in the Command Centre and Graphics and other areas of the system to identify the particular point. This can be changed by authorised operators.
- Drawing shows the name of the drawing on which this point is displayed. This is normally set by the Graphics Editor when a point is placed on a drawing, but can be modified here if the point is on more than one drawing to change the drawing selected by the Alarm Screen when the point is in alarm.
- Response is used to assign alarm response instructions to be displayed when the point goes into alarm. (Genie Professional).
- User Area Access is a group of areas that limit the areas to which this RAS can grant access on a valid user access request.
- Report Priority is used when an event for a point is not an alarm. Genie will assign a default priority which is set in the parameters for the event. This can be overridden by changing the priority value here.
- Alarm Priority is used for alarm events relating to the point. As with report priority, the default priority is the priority that has been assigned to the event.

#### **Genesis Details**

Panel Reader1 Reader2	
Name in Panel Ras 2	Serial No Build No 34214 58
Alarm Script	Lockout Delay Secs Entry Lockout Secs
Alarm Script ~	20 0
Battery Low	PIN Error Attempts PIN Minimum Length
45=10.3 Volts ~	3
Battery High	Backlight Secs
32=14.6 Volts ~	5
Online Message	LCDContrast
*** Genesis ***	,

#### **Genesis RAS Details**

- Name in Panel is stored in the Genesis panel for the unit.
- Alarm Script is the name of the script that handles alarm event processing for this unit.
- Battery Low Setting is a value used in determining when to send a Battery Low event.
- Battery High Setting is a value used in determining when to send a Battery High event.
- Online Message contains the text displayed on the keypad when it is online, and there is no user performing keypad functions.
- Serial Number of the unit. If this does not match the serial number of the Expander Unit, the Genesis panel will not be able to communicate with the unit.
- Lock Out Delay gives the number of seconds to lock out the reader after a PIN has been entered. (This depends on the version of the Genesis installed.)
- PIN Entry Attempts gives the number of times a user may attempt to gain entry unsuccessfully before the RAS 'locks' for a defined time.
- Backlight Timeout gives the number of seconds that the lighting is intensified on the keypad after a key has been pressed.
- Build Number of the firmware in the unit. This is read from the unit and cannot be modified.
- Lockout Time (Seconds) gives the number of seconds that the RAS will be locked after the maximum number of invalid entry attempts have been made.
- PIN Minimum Length sets the minimum length for a valid pin when a pint is added at the keypad.
- Contrast sets the contrast between the background and the text on the keypad. The slide bar provides minimum contrast on the left, and maximum contrast on the right.

NOTE: Genesis panel details may not be modified in Genie Lite.

### State and Commands

P1 Ras 2		Device		2				
Genesis Panel 1								
General State T	riggers							
State Online		25/01/2018 10:28:13	AM					
Select Command								
Comment Only			~					
Log Comment								
Select Action								
Enter Text Below			$\sim$					
Text	Text							
Exe	ecute Co	mmand						
Event Time	Sta	te	^					
20/12/2017 5:15:15	Off	line						
20/12/2017 5:15:16	Off	line						
20/12/2017 5:15:16	On	ine						

# Genesis RAS Unit State and Commands

The state of the unit and panel are displayed. Select from the list of commands to issue a command to the panel for the unit.

### **Card Reader Settings**

Select the reader settings to view or configure by selecting the tab for the required reader.

Panel	Reader1	Reader2				
Descrip	tion					
P1 Ras	2 R1					
Functio	n			Direction		Card Timeout (Seconds)
Access	Reader		~	In and Out	$\sim$	5
Door				Access Zone From		Cache Off (Minutes)
Unassi	gned		~	None	$\sim$	0
Card Fo	ormat			Access Zone To		PIN Source
Genesi	s Format		~	None	$\sim$	No PIN Required 🗸 🗸
Card A	rea Access			Valid Output		Dual Card
None			~	Unassigned	$\sim$	No Dual Card 🗸 🗸
Genie Z	Zone			Error Output		Can Self Authorise
Off Sit	e		~	Unassigned	$\sim$	Sets User Flags

#### **Genesis RAS Reader Details**

- Function identifies for Genie the use for the reader. This may be Access, Time Attendance, or other values depending on the installed options.
- Door sets the door associated with the reader. This depends on the Function above.
- Card Format determines the type of card the reader can process. If this has not been assigned, the value will be ``Keypad Only", and any access requests will be based on the user PIN only.
- Card Area Access determines the areas permitted by the reader for valid access requests.
- Direction is used by Genie to log Site Entry and Exit of users for On Site Reports, Muster Reports and Time and Attendance details.
- Access Zone From is used in Anti Passback to define the access zone that the user is leaving when they are granted access at the reader or keypad.
- Access Zone To is used in Anti Passback to define the access zone that the user is entering when they are granted access at the reader or keypad.
- Valid Output sets the output to be activated when a valid access request has been processed.
- Error Output sets the output to be activated when an invalid access request has been processed.
- Card Timeout is the delay in seconds after the card has been read before another transaction will be processed.
- Cache Off determines how long, in minutes, the RAS will remember this card and its access details.
- PIN Source indicates whether the PIN is entered from a keypad on a RAS or proximity reader, or whether no PIN is required.
- Dual Card sets the dual card method used at this reader.
- Can Self Authorise sets whether users can self authorise at this reader. This is only available if the Dual Custody method supports self authorisation.

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• Sets User Flags indicates that valid access at this reader will set user flags in a script that need to be reset using a Scheduled Action. This is used, for example, when readers are used for issuing meals and the flags count the meals. The action can reset the flags overnight to allows meals to be provided on the next day.

For further details of these fields, refer to the Genesis Manual.

NOTE: Genesis panel details may not be modified in Genie Lite.

# 32.5.4 TDC Units

Two Door Controllers are used to connect to different types of key readers.

#### **Genie Details**

P1 TDC 37017	Device	4
Genesis Panel 1		
General State Triggers		
Description		Report Priority
P1 TDC 37017		Default Priority 🗸
Drawing		Alarm Priority
None	~	Default Priority 🗸
Response Instructions		
None	~	
Building Region		
Offices	~	

#### **Genie Two Door Controller Details**

At the top of the window, address information is displayed.

- Unit Description
- Device is the number assigned to this unit in the Genesis network.
- Panel Description

- Description of the point. This is displayed in events for the point, and is used in the Command Centre and Graphics and other areas of the system to identify the particular point. This can be changed by authorised operators.
- Drawing shows the name of the drawing on which this point is displayed. This is normally set by the Graphics Editor when a point is placed on a drawing, but can be modified here if the point is on more than one drawing to change the drawing selected by the Alarm Screen when the point is in alarm.
- Response is used to assign alarm response instructions to be displayed when the point goes into alarm. (Future use).
- Report Priority is used when an event for a point is not an alarm. Genie will assign a default priority which is set in the parameters for the event. This can be overridden by changing the priority value here.
- Alarm Priority is used for alarm events relating to the point. As with report priority, the default priority is the priority that has been assigned to the event.

### **Genesis Details**

Panel Reader1 Reader2		
Name in Panel	Serial No	Build No
TDC 37017	3701	7 ≑ 58
Alarm Script		
Alarm Script	~	
Battery Low		
45=10.3 Volts	~	
Battery High		
32=14.6 Volts	~	

### **Genesis Two Door Controller Details**

- Item Name is the name that is stored in the Genesis panel for the unit.
- Alarm Script is the name of the script that handles alarm event processing for this unit.
- Battery Low Setting is a value used in determining when to generate a battery low event.
- Battery High Setting is a value used in determining when to generate a battery high event.
- Serial Number of the unit. If this does not match the serial number of the Expander Unit, the Genesis panel will not be able to communicate with the unit.
- Build Number of the firmware in the unit. This is read from the unit and cannot be modified.

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• Reader Settings 1 and 2 are buttons which display further windows for programming details of the card readers that are attached to the TDC.

NOTE: Genesis panel details may not be modified in Genie Lite.

State and Commands

P1 TDC 37017	Device 4					
Genesis Panel 1						
General State Trigg	gers					
State Online	25/01/2018 10:28:13 AM					
Select Command						
Comment Only	~					
Log Comment						
Enter Text Below	~					
Text						
Execut	te Command					
Event Time	State ^					
20/12/2017 5:15:16	Offline					
	20/12/2017 5:15:16 Online					
20/12/2017 5:19:50	Online					

#### **Genesis TDC Unit State and Commands**

The state of the unit and panel are displayed. Select from the list of commands to issue a command to the panel for the unit.

## Card Reader Settings

Panel	Reader1	Reader2					
Descrip	tion						
P1 TDC	37017 R1						
Functio	n			Direction		Card Timeout (Secor	ids)
Access	/Time Atten	dance	~	Site Entry Reader	~	4	-
Door				Access Zone From		Cache Off (Minutes)	
Front	Door		~	None	~	10	-
Card Fo	ormat			Access Zone To		PIN Source	
26 bit	Weigand, S	ite Code	~	None	~	No PIN Required	~
Card A	rea Access			Valid Output		Dual Card	
None			~	Unassigned	~	No Dual Card	~
Genie 7	Zone			Error Output		Can Self Authoris	e
On Sit	e		~	Unassigned	~	Sets User Flags	

# **Genesis TDC Reader Details**

These fields are the same as those for RAS readers. Please refer to RAS reader details.

For further details of these fields, refer to the Genesis Manual.

NOTE: Genesis panel details may not be modified in Genie Lite.

# 32.5.5 OC Units

Open Collector Units are used to expand the number of outputs connected to the system.

# **Genie Details**

P1 OC006	Device	6
Genesis Panel 1		
General State Triggers		
Description		Report Priority
P1 OC006		Default Priority ~
Drawing		Alarm Priority
None	~	Default Priority 🗸
Response Instructions None	~	
Building Region		
Offices	~	

### **Genie OC Unit Details**

At the top of the window, address information is displayed.

- Unit Description
- Device is the number assigned to this unit in the Genesis network.
- Panel Description
- The fields are
- Description of the point. This is displayed in events for the point, and is used in the Command Centre and Graphics and other areas of the system to identify the particular point. This can be changed by authorised operators.
- Drawing shows the name of the drawing on which this point is displayed. This is normally set by the Graphics Editor when a point is placed on a drawing, but can be modified here if the point is on more than one drawing to change the drawing selected by the Alarm Screen when the point is in alarm.
- Response is used to assign alarm response instructions to be displayed when the point goes into alarm. (Genie Professional only).
- Report Priority is used when an event for a point is not an alarm. Genie will assign a default priority which is set in the parameters for the event. This can be overridden by changing the priority value here.
- Alarm Priority is used for alarm events relating to the point. As with report priority, the default priority is the priority that has been assigned to the event.

#### **Genesis Details**

Panel		
Name in Panel	Serial No	Build No
OC006	1006	5 📫 🛛 0
Alarm Script		
None	~	
Battery Low		
45=10.3 Volts	~	
Battery High		
32=14.6 Volts	~	

#### **Genesis OC Details**

The fields are

- Name in Panel is the name that is stored in the Genesis panel for the unit.
- Alarm Script is the name of the script that handles alarm event processing for this unit.
- Battery Low Setting is a value used in determining when to generate a battery low event.
- Battery High Setting is a value used in determining when to generate a battery high event.
- Serial Number of the unit. If this does not match the serial number of the Expander Unit, the Genesis panel will not be able to communicate with the unit.
- Build Number of the firmware in the unit. This is read from the unit and cannot be modified.

For further details of these fields, refer to the Genesis Manual.

NOTE: Genesis panel details may not be modified in Genie Lite.

#### State and Commands

P1 OC006	i			Device	6
Genesis I	Panel 1				
General	State	Triggers			
State Offline			24/04/20	18 2:04:45 PM	
Select Co	mmand				
Comme	nt Only			~	,
Select Ac					
Enter Te	ext Below			~	·
Text					
	E	ixecute Co	ommand		
Event T	ïme	Sta	ate		^
13/04/2	2018 9:33:1	16 <sup>'</sup> Of	fline		
13/04/2	2018 2:12:	56 Of	fline		
16/04/2	2018 9:13:4	43 Of	fline		
18/04/2	2018 9:10:3	38 Of	fline		

#### **Genesis OC Unit State and Commands**

The state of the unit and panel are displayed. Select from the list of commands to issue a command to the panel for the unit.

# 32.5.6 Device Status Points

There are a number of status points that are common to all device types. In addition there are some status points that relate to one or several of the devices, but not all.

The programming of the status points is similar for all points. They are created by Genie when the device is added. Default parameters are set that should be suitable for most sites.

The fields for status points are only applicable to the way that Genie will handle events from the Genesis panel.

P1 TDC 37017 Tamper	Status
Genesis Panel 1	
General State Triggers	
Description	Report Priority
P1 TDC 37017 Tamper	Default Priority 🗸
Drawing	Alarm Priority
None	✓ Default Priority ✓
Response Instructions	Point Enable
None	✓ Enabled
Building Region	
Offices	~

#### **Genesis Status Point**

- Description of the point. This is displayed in events for the point, and is used in the Command Centre and Graphics and other areas of the system to identify the particular point. This can be changed by authorised operators.
- Drawing shows the name of the drawing on which this point is displayed. This is normally set by the Graphics Editor when a point is placed on a drawing, but can be modified here if the point is on more than one drawing to change the drawing selected by the Alarm Screen when the point is in alarm.
- Response is used to assign alarm response instructions to be displayed when the point goes into alarm. (Future use).
- Report Priority is used when an event for a point is not an alarm. Genie will assign a default priority which is set in the parameters for the event. This can be overridden by changing the priority value here.
- Alarm Priority is used for alarm events relating to the point. As with report priority, the default priority is the priority that has been assigned to the event.

• Point Enabled can be unchecked for status points that are not used, so that alarms are not generated for them by recalling status information from the panel.

The types of status points that are supported are

- Tamper indicates when the tamper input for the units has been activated.
- Battery Low reports alarms when the backup battery for the unit is getting low and needs recharging / replacing.
- Battery High reports alarms when the backup battery for the unit has a voltage reading higher than then Battery High setting.
- Battery Test Fail is generated if a battery test fails.
- RAS Locked reflects the lock status for a RAS. When a RAS is locked, users cannot gain access using their PIN.
- Duress is the alarm point used when a user enters a duress PIN at a RAS.
- Reader Card + Pin indicates whether users must provide their PIN as well as their card or other token, when requesting access through a door at a RAS.
- Mains Fail indicates that there has been a Main power failure on a Master Unit or Expander Unit.
- Fuse Alarms exist for the power, siren and strobe fuses on the Master and Expander Units.
- Securitel related alarms may be generated for the Master or Expander units, depending on which unit the Securitel port is programmed for.
- Dialler related alarms are generated for the Master unit for alarms relating to the Dialler (Contact Id) interface.
- Modem Alarms are generated for the Master Unit if there is an alarm relating to one of the modems associated with the Genesis panel.

# 32.6 Counters

Counters are available as an additional option for Genie Standard, and are included in Genie Professional.

# **Genie Details**

P1 Global Variable 001	1	
Genesis Panel 1		
General State		
Description	Report Priority	
P1 Global Variable 001	Default Priority	
Drawing	Class	
None	✓ Global Variables	
Response Instructions		
None	~	
Building Region		

# **Genie Counter Details**

At the top of the address information is displayed.

- Counter Description
- Count is the number assigned to the global variable for this counter in the Genesis network.
- Panel Description

# State and Commands

P1 Global Variable 001	1
Genesis Panel 1	
General State	
Value 0	24/04/2018 2:03:38 PM
Select Command	
Set Global Variable	~
Value	
0	÷
Log Comment	
Select Action	
Enter Text Below	~
Text	
Execut	te Command
Event Time	Event ^
23/04/2018 2:00:01 23/04/2018 2:00:11	

## **Genesis Counter State and Commands**

The value of the global variable is displayed. Select from the list of commands to issue a command to the panel for the global variable.

# 32.7 Points Reports

Many reports available in Genie relating to Points.

Those available through the Points Centre give lists of different types of points.

See options under the Reports for more Points reports relating to point states and status.

Select a Report from the list shown when the Report Icon is clicked.

Point Details Report Example

268	Genie Installer Manual			 
	📶 Reports		-	×
	000====•••	🛊 🛛 🖌 🕨 🖬 🖬 🚺	🖇 EPSONFCFDB5 (WF-7510 Series)	
				^
	Genie V3	Device Points List	Printed On: 23/05/2016 11:33:49 AM	
	Description	Unit No		
	P1 EU003	3		
	P1 EU007 P1 Master001	7		
	P1 OC006	6		
	P1 Ras 2	2		
	P1 TDC 005 P1 TDC 37017	5 4		
	P3 Master001	1		



When a report is displayed, the Report tool bar is located at the top of the report. This toolbar is described in the Reports Section, Reports Options.

# 32.7.1 Report Options

When a report is displayed, the Report tool bar is located at the top of the report.

**Reports Toolbar** 

The icons displayed, from the left are



This makes the preview larger within the preview window.

Ø

This makes the preview smaller within the preview window.

0

This makes the preview its original display size within the preview window.



This changes the report display between landscape and portrait.



This displays a window for changing printer setup parameters.



Clicking on this icon will print the report on the selected printer.



This makes the report fit across preview window.



This makes the report fit the preview window from top to bottom.



This sizes the report to best fit the preview window.



The first page of the report is displayed when this icon is clicked. If this is greyed out, the report is showing the first page.



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The previous page of the report is displayed when this icon is clicked. If this is greyed out, the report is showing the first page.



The next page of the report is displayed when this icon is clicked. If this is greyed out, the report is showing the last page.



The last page of the report is displayed when this icon is clicked. If this is greyed out, the report is showing the last page.



Click on this icon to save a report to disk. Different report formats may be selected from the Save Menu.

2	l

Click this icon to select a previously created report to be displayed in the preview, and printed if required. Only reports saved in report format can be opened in this way.



Click on this icon to display a window which shows the selections used to generate the report. Click again to hide the window.



This icon closes the preview.

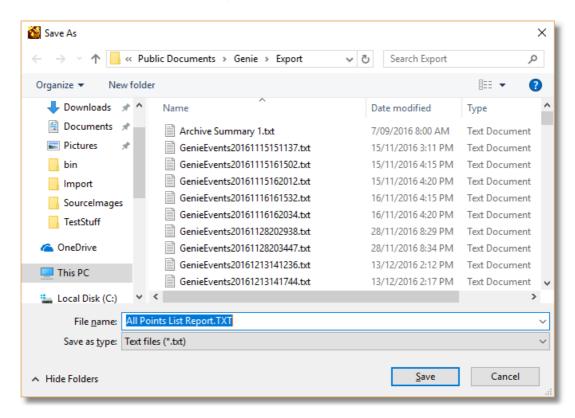
Ŷ	EPSONFCFDB5 (WF-7510 Series) ~	

Select a printer from the printers available from this drop down list.

#### Saving a Report to a File

To save a report in a file,

- Create the report and view the report Preview
- · Click on the disk icon in the report tool bar
- · Select Save Report from the drop down menu
- At the dialog window, decide on the format for the saved report, and enter a name for the report.
- · Click on Save to save the report to file
- Click on Close to return to the report menu



Saving a Report

The different types of file that can be saved from a report are:

- Text Files contain the report in ASCII format with headers and footers, based on 60 print lines per page.
- Print Files are saved in the report system native format, and can be read in again and printed at a later date, without needing to regenerate the report.
- HTML Files are formatted as one page of data for viewing through a browser.
- CSV Files are comma separated variable files, and contain the columns of the report in columns in the data.

# 32.8 Time Attendance Reader Configuration

### Time Attendance Option Only

There are different ways in which readers can be configured for Time Attendance. For all systems readers can be defined for use for Time Attendance only. These readers are NOT associated with doors through which users gain access at the site.

For Genesis panel Firmware Version 4.5 and higher, readers may be used for both Time Attendance and Access Control, providing that the Door reporting mode for the panel is set to 'Unit and Reader'.

When selecting the Reader mode in Genie, the selections provided will be limited to those appropriate for the panel firmware version.

Readers are associated with keypads and door controllers. Select the appropriate reader for the device to program.

The data which relates to Time Attendance readers is:

- Function
- Direction
- Door
- Genie Zone

#### Function

The possible choices are:

- Access : this reader is used for access control, not time attendance
- Time Attendance : this reader is used for recording times for time attendance; this information will be used for generating reports/exports relating to how long a user has been on site
- Access/Time Attendance : this reader is used both for access control and for recording times for user on site times (Panel firmware and processing dependent)
- Location/Time Attendance : this reader is used for recording user access for generating data for counting user presentations

In some cases, the data required is a list of users and the time of their presentation. Calculation of time on site is not required. In this case, it is recommended the reader function is set to Location/Time Attendance. If Time Attendance is chosen and there are not corresponding In and Out events, error events will be logged indicating this.

#### Direction

Points Centre	273
---------------	-----

Direction indicates In and Out for determining the time a user has been on site. It is important to ensure that there are both In and Out readers for Time Attendance Functions relating to the time a user has been on site. If a reader is set for Location/Time Attendance, this field not used.

## Door

The door may only be selected for functions Access and Access/Time Attendance.

## Genie Zone

Zone indicates whether the reader is giving access onto or off the site.

# 32.9 Point Triggers

This section applies to Genie Professional Only.

It is possible to configure Genie to take trigger special actions when a selected event occurs for a selected point. The points for which this can be done are

- Inputs
- Outputs
- Doors
- Areas

Prior to creating a trigger, the action required must be added to the list of actions in the Action Centre. The context for the action must include Point Triggers.

After creating the actions, they can be assigned to points. A single action can be assigned to more than one point. More than one action can be assigned to a single point.

Select the Event and Action required. In Genie Professional or if the system also has the External Task Option supported, data added to the Text field will be used as a command line parameter for the task associated with the action.

Click on the Save button to add the action to the list. Until the details are saved to disk, new actions will be highlighted by bold text. Clicking on the Save icon at the top of the screen will save the action to disk.

Trigger actions can be deleted by highlighting them in the list and then clicking on Delete. The list will show deleted actions with a line through them. The action will not be deleted until the point details are saved.

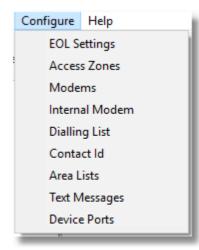
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P1 D1MN 1,11 Genesis Panel 1 General State	Triggers	Input 1 P1 Master001 [M	<b>1</b> IU1,1]
Event Isolate On Isolate Off	Action Door Lock Door unlock	Timegroup None None	Text  Event  Action  Time Group  Limit Times  Action When Invalid  Text  Defete Save

### Input Trigger Action

# 32.10 Configure Panels

A number of options are available for programming data in the panels directly.



Select an item from the menu to program panel data directly.

# 32.10.1 EOL Settings

EOL settings are used when programming the type of EOL used for inputs.

EOL Settings			x
EOL Settings			^
Select a Panel.			
	ates the value above which es testing for Tamper High.	a tamper will register.	
Unceal High Value indic	ster the value shove which a Select Panel	an alarm will register	<b>~</b>
	Genesis Panel 1	~	
	Select EOL Setting		
	Tamper 1	~	
	Item Name		
	Tamper 1		
	Tamper High	Tamper Low	
	180 🌩	120 🜩	
	Unseal High	Unseal Low	
	165 ≑	130 🚔	
		Save	

EOL Settings

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### 32.10.2 Access Zones

Access zones are used for managing user access at a site. They are an optional feature that can track where a user moves within a site, and limit the number of users in zones.

Access Zones		x
Areas in AreaLists Select a Panel.		^
Enter Notes for the Area List, if required. Select the Areas for the list.		~
Select Panel		
Genesis Panel 1	~	
Access Zones		
AZone 4	~	
Description		
AZone 4		
Item Name		
AZone 4		
Maximum Users	AZone No	
Order By		
AZone No	Save	

Access Zones

# 32.10.3 Modems

Select Panel Genesis Panel 1	
Action No	
Modem is disabled $\checkmark$	
Modem Type	
No Modem installed $\sim$	
Initialization String	
Telephone No	

# Programming External Modem Settings

Refer to the Genesis Manual for full details of these parameters.

# 32.10.4 Internal Modems

Internal Modem Parameters				
Select a Panel.				
The internal modem is used for low speed connections. Set the values required when using the internal modem.				
	Select Panel			
	Genesis	Panel 1	$\sim$	
Action Modem is disabled	~	Ring Count	Ring Wait	
Call Back Delay (Min	outes)	Carrier Wait	Carrier Hold	
Report Level Level 0 - No Reportir	ng 🗸	Output for Modem Active	Dial Out Phone No 4321	
			Save	

#### Programming Internal Modem Settings

This window is for *Genesis* Version 4 panels only.

Refer to the Genesis Manual for full details of these parameters.

# 32.10.5 Dialling List

Up to 16 different dialing entries can be created so that different monitoring stations can be used for different alarms connected to the *Genesis* panel.

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	Select Panel Genesis Panel 1 v		
Select Dialler Test Dialler Max Retries Messages Per Call Primary Telephone 123456789	✓ 5 ★ 4 ★ No	Dial Name Test Dialler Reset Time (Minutes) 15 - Message Buffer Size 0 - Secondary Telephone No 123456789	Dial Delay 2 - Retry Time (Seconds) 15 -

### **Programming Dialer Settings**

Refer to the Genesis Manual for full details of these parameters.

# 32.10.6 Contact Id

The Contact Id parameters are used when the Genesis is set to dial a central monitoring station to report selected events, and use the Contact Id protocol to transmit its messages.

Contact Id Settings			
Select a Panel.			
Set the parameters fo	or connections	when using Contact Id.	
Select Panel			
	Genesis Panel	1	~
Dial Tone Hold		Dial Tone Wait	PABX Wait
	2 🌩	3 🜩	3 🛓
Ack 1 Wait		Ack 2 Wait	Handshake Message Delay
	12 🌩	2 🛓	3 🌩
DTMF On/Off D		DTMF On/Off Message Time	Acknowledge Message Dela
	8 🌲	5 🜩	6 🖨
Report Level		Output for Modem Active	
Level 2 Reportin	ng ~	None ~	Set To Default
			Save

#### **Programming Contact Id Settings**

Default values are available for the parameters. Refer to the *Genesis* documentation for explanations of these fields.

The Set Defaults button will restore these values to their defaults.

*Report Level* is used to determine what groups of messages are to be sent to the Central Monitoring Station.

# 32.10.7 Area Lists

Area lists can be programmed for a Genesis from the Configure option.

a Lists	Select Panel			
	Genesis Panel 1		~	
	Area Lists			
	AList 1		~	
	Item Name			
	AList 1			
Areas in List			Areas for Selection	
P1 Area 002 P1 Area 1		]		
PTArea I				
		>		
		<		
Order By				
Area List No				Save

Area Lists

# 32.10.8 Text Messages

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Text messages can be sent to a RAS or a RS-232 Com Port by the Genesis.

Text Messages		x
Text Messages		^
Select a Panel.		
Select whether the mes Add the message text.	sage is for RAS or serial output. Maximum of 40 characters	
		~
	Select Panel Genesis Panel 1	
	Text No	
	Text Message 1 V	
	Text Message Type	
	Com Port Message	
	Message Text	
	%N	
		Save

Text Messages

# 32.10.9 Device Ports

Device Ports can be programmed to send text to different devices using RS-232.

Device Ports		×
Com Port Settings		
Select a Panel and Unit.		
Set the Driver Id and Baud	Rate.	
Se	elect Panel	
G	enesis Panel 1 v	
U	nit	
P1	1 TDC 37017 ~	
-c.	om Port Driver	
Те	xt Output 🗸	
	aud Rate	
96	500 Bits per second 🗸 🗸	
		Save

**Device Port Settings** 

Device Ports are also known as Com Ports.

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# 33 Output Control Groups

An output control group is a group of outputs at a site that are associated with special programming of the panel.

Output control groups are used in scripts. Output control groups can be flagged in Genie as being related to lift and floor access. These groups can then be modified by operators in a limited way that allows modifying the outputs in the list using output also flagged as relating to lift and floor access.

NOTE: Output Control Groups may not be programmed in Genie Lite.

When programming an output control group, the following information is available.

- Description of the group
- Notes relating to the group
- Flag indicating whether the group is for floor access
- List of outputs in the group

If the system supports multiple buildings, operators may also optionally set

• Building to limit this group to

# Using the Output Control Group Wizard

The Output Control Group Wizard provides an easy way of editing output control groups. The Wizard can create new groups, change the outputs in existing groups, and delete unwanted groups.

Launch the Output Control Group Wizard by selecting Points submenu from the Main Menu, and then selecting the Wizard from the submenu. Operators must have authority to modify output control groups, or the item will not appear in the submenu.

The first thing to do is select whether to

- View details of an existing group
- Add a new group
- Edit an existing group
- Delete an existing group

Highlight an option, and click on Next. Remember that Cancel exits the wizard without changing anything. To check something already added, or change a detail, go back to previous steps by clicking on Back.

### Adding a new Output Group

Firstly enter a description of the new group. This must not be the same as any other description, as it will be displayed in lists of groups, and operators need to be able to tell which is which.

The Next button is not enabled until a description has been entered.

Add notes about the output group. These could be details of who created the group, when and why. They can be anything about the group. The notes are not used by the panel processing, but exist to provide extra information for operators of Genie.

Click on *Next* to move to the next window.

Depending on the type of system installed, operators may next see a window that sets whether the group is specific to a particular building and / or site.

If these two boxes are left empty, the group can contain any area in the system. If the system is a multi-site or multi-building system, selecting a site or building will limit areas in this group to that site / building.

#### **Selecting Outputs For a Group**

The next window shows two lists of outputs. Those on the list are currently in the selected. If adding a new group, this list will be empty. The list on the right contains all the outputs that may be added to the group. As outputs are added to the group, they are no longer in the list of available outputs.

Find the outputs required for the group, and click on them. Then click on the  $\neg$  to move them from the right box to the left box. If the wrong area is chosen, highlight it in the left box and click on the  $\circledast$  to take it out of the selected list.

This last window gives a summary of the details set for the new output group. Check that it is correct. To change anything, click on Back, and go to the window where the incorrect data can be changed. When the details are correct, click on Next.

### **Editing an Existing Output Group**

After selecting Edit, a list of existing output groups is displayed. Select the group to edit, and click on Next.

A list of the outputs currently in the output group is display, along with outputs not in the group. Adjust the outputs in the group by highlighting areas to be added or deleted, and clicking on the arrows in the middle of the window to either remove them from the selected list, or add them to the selected list.

When the list of selected outputs is as required, click on Next.

A summary window of details is displayed. If the changes are correct, click on Finish.

Otherwise click on Back to change the incorrect details, or Cancel to leave the wizard without making any changes.

#### Deleting an Output Group

Output Control Groups can be deleted if they are not used in scripts.

Select the output control group to delete and click on Next.

When the correct group has been selected for deletion, click on Finish.

# **34** Times and Holidays

There are four main items that are used for time and holiday processing. These are

- Holidays
- Holiday groups
- Time blocks
- Time groups

# 34.1 Holidays

Each holiday that is required at a site is added to the holidays list in Genie.

🔏 Holidays Wizard		_		×
Holiday Details:				^
Description is used in lists of holidays. Notes may be added about the purpose of the holiday, for y	our own informatior/	n.		
The Description must be entered. Notes are optional				*
Description				
Christmas Day				
Holiday Date				
16/12/2017	Ignore Year			
Notes				
L				
G Ва	ck Next 🕥		Cancel 🌘	
<b>V</b>			cancer	<i>•</i>

#### **Holiday Details**

The following information is stored about holidays.

- Holiday Description
- Holiday Date

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- Every year flag. If this is set, then the year portion of the holiday is "ignored", and the holiday will apply every year. The year will still be displayed. As the date is passed, the year will automatically be incremented to show the next date that the holiday will apply.
- Notes can be added about the holiday for administrative purposes. For example, it might indicate that the holiday is a special holiday for a tenant in a building.

Note that the date of a holiday cannot be changed. If must be deleted and re-added if it has been incorrectly set up.

# 34.2 HolidayGroups

Holiday Groups are created to link the holidays so that they can be used in timeblocks. (Described below)

NOTE: In Genie Lite, there is only one Holiday Group. The Holiday Group wizard is not available for editing groups. All holidays are automatically added to, and deleted from, the holiday group, as they are processed in the Holidays Wizard.

As well as giving a holiday group a description, and a list of holidays, operators can save notes about the holiday group and its uses.

- Description This is a text description used within Genie.
- Notes about the group

When the holiday is described, and any required notes have been entered, the holidays required in the list are selected from all the holidays defined for the site. Note that holidays that have passed will not be available for selection.

elect Holidays for the Group				
he holidays in the left hand list are th and list re the holidays you can add to the gr olidays				it .
Items in Group		Items for Selection		
Christmas Day		Queen's Birthday		
	>			
	<			

Times and Holidays

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Holidays in a Group

## 34.3 Timeblocks

Timeblocks are set up to control different sorts of functions. These include

- Limiting access to users through doors, and into areas
- Defining when unsealed inputs are to be treated as alarms, and when they can be ignored
- Determining when access doors may be automatically unlocked
- Determining when particular functions are to occur

When creating a timeblock, the basic information required is a set of on and off times for different days of the week.

NOTE: **Genie Lite**. Timeblocks are created when Clocks are uploaded from the Genesis panel. Once created, they can be changed but cannot be deleted, and no additional timeblocks can be created. The timeblock corresponding to Clock 1 in the panel will always be set as a 24 X 7 Access clock by **Genie Lite**.

To use these times however, they must be grouped into Time Groups. It will be quite common for a time group to consist of a single timeblock, where a timeblock can adequately describe the on and off times. If more than one block of time is required for a single day, then linking timeblocks in a group provides this facility.

The times are set for each day of the week. An exception to this time can occur if there is a holiday group associated with the timeblock, and the particular day is defined as a holiday. In this instance, the times defined for Holiday will be used, instead of the times used for the particular day of the week. If no time is set for holiday, then no access will be permitted on the holiday.

🚳 Genie Timeblock Centre	e —	- ×
File View Edit Find S	Sort Help	
New Save Revert Delete	e Find	
24 X 7 ACCESS	General Panels	
P1 Office Hours	Description Building	
P1 Weekends PH2	24 X 7 ACCESS All Buildings	~
	Holiday Group	
	None	
	Special Processing	
	P1 Script 010 V 🗸 Operator Change	
	Times for Timeblock	
	Sunday Monday Tuesday Wednesday Thursday Friday Saturday Holidays Set All	
	Start         00:00 <th< td=""><td></td></th<>	
	Stop         24:00         24:00         24:00         24:00         24:00         24:00         00:00	

- Description is the description of the timeblock and must be unique.
- Building may optionally be set in a multi building site to limit the scope of the timeblock.
- Holiday Group for this Timeblock sets the holiday group for the timeblock. This is optional.
- *Special Processing* allows authorised operators to associate a processing script with this timeblock in the Genesis panel. This should always be set for timeblocks used by the panel.
- Operator Change is set to allow operators to change the times in the time block. As timeblocks are used by the Genesis panel in scripts, there may be times that may not be changed by operators. Uncheck this. Note that authorized operators will always be able to change this.

		Times and Holidays	291
Holiday Group			
P1 General Holiday	~ …	View Holiday Groups	11
Special Processing		Edit Holiday Groups	
P1 Script 010	<ul><li>✓</li></ul>	Operator Change	-

Details of holidays in a holiday group can be viewed and / or edited from the Details button next to the holiday group. This option is available to authorised operators

Times f	or Timebloo	:k							-
	Sunday	Monday	Tuesday W	ednesday	Thursday	Friday	Saturday	Holidays	Set All
Start	08:00	08:00	08:00	08:00	08:00	08:00	08:00	08:00	00:00
Stop	17:00	17:00	17:00	17:00	17:00	17:00	17:00	17:00	00:00

The times that the timeblock is valid is defined by the hours for each day of the week, and for holidays. If there is a holiday list defined, and if the current day is in the list, then the holidays start and stop times will be used instead of the times for the corresponding day of the week.

The *Set All* start and stop times provide a short cut to default all start / stop times to that time. Once set using this option, other times can be entered for specific days to override the default. The Set All times are not stored; they can be entered to quickly set all the times to the same value.

When a timeblock is added to Genie, if it is used in the Genesis panel, Logging is not enabled. To set logging on, use the Panels tab and select *Enable Logging* from the command list.

Details of the Genesis panel clock corresponding to the timeblock can be viewed by authorised operators from the Panels tab.

General	Panels				
Clock No	Panel Description	Clock Status	Logging	Clock State	
2	Genesis Panel 1	Enabled	Enabled	Off	
2	Genesis Panel 2	Enabled	Enabled	Unknown	
Commands	Ş				
Enable Clo	ck		~		
	Execute Comman	d			
Current N	lumber New 2	Number	~		
	Renumber				

Items displayed in red relate to panels that are currently not connected to Genie.

There are two sections of the panel

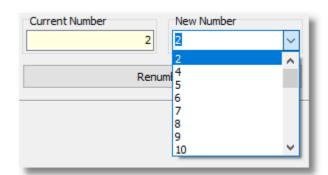
- Command execution
- Clock renumbering

To execute a clock command, select a command from the drop down list.

Commands	
Enable Logging	$\sim$
Recall Clock Disable Clock Enable Clock	
Enable Logging Disable Logging	

Click on the 'Execute Command' button. On the History Screen there will be events

To renumber a clock, select a new number from the drop down list of free numbers.



Click on 'Renumber' to select the new number. Save the record.

## 34.4 TimeGroups

Timegroups consist of one or more timeblocks. In order for timeblocks to be used to limit access and control functions, they must first be grouped into timegroups.

NOTE: Genie Lite. Timegroups are created when Clock Lists are uploaded from the Genesis panel. Once created, they can be changed but cannot be deleted, and no additional timegroups can be created. The timegroup corresponding to Clock List 1 in the panel will always be set as a 24 X 7 Access clock list by Genie Lite.

- **Description** is the unique description of the timegroup
- Notes may be entered about the timegroup for administrative purposes.
- Timeblock List is created from the available timeblocks in the system.

Timegroups cannot be deleted if they are referenced by other parts of the system, such as Door Access Groups.

When entering the general details for a Time group, authorised operators have the option to flag that the Time group is used in scripts in the Genesis panel.

Time groups that are used in programming door and area access for users do not need to have this flag set in order for their details to be programmed in the panel. Genie detects that the time group is referenced in panel programming and will download the details. However as scripts are not currently programmed through Genie the script check box must be set for Genie to know that the time group is required by the panel.

醔 Time Grou	)S	_		×
Time Group [	etails:			^
Description of time groups.	the Group is used in lists of time groups. This must be different fro	m all t	the existi	ng
Notes may be	added about the purpose of the group, for your own information.			~
	Description			
	Office Hours Notes			
	Notes			
	G Back Next G	)	<b>8</b> Ca	ancel

#### **Time Group Details**

Once the details of the group have been entered, the list of time blocks defining the time group is created by selecting time blocks from the list of available time blocks.

	Times and Holidays	29
Time Groups		×
right hand list	neblocks currently in the group. The timeblocks in the To take a timeblock out of a group, select it from	<b>^</b>
P1 Office Hours	<pre>Items Available 24 X 7 ACCESS P1 Weekends PH part tb </pre>	
	G Back Next G Can	cel

Selecting Time Blocks for a Time Group

## 35 Panel Definition

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When a system is first installed, details of the *Genesis* panel must be added to the **Genie** data base. The Panel Definition Wizard is automatically run as part of the installation procedure.

It can be run later from the Configure Menu to add more panels (subject to the licensing limits of the system), and change details if required.

All panels must belong to a Site and Building. On an initial installation, a default Site and Building are added. Site and Building are used when the Partitioning option is installed.

# **Selecting Actions for Panels**

🚳 Define Panel		—		×
	ring, adding, changing and deleting Genesis panels and o those panels. It also sets parameters in Genie which d rom the panel.			
	Select an Action View Panel Definition Change Panel Definition Add a New Panel Delete an Existing Panel Next		😢 Ca	incel

Selecting an Action for Defining Panels

If the total number of panels installed is less than the license allows, there is also an 'Add Panels' option displayed.

The Panel Definition Wizard is used to change parameters relating to how a panel is to operate, how the panel connects to **Genie** and shows how the panel has been initialized, for example, how many users the panel is configured to support.

## 35.2 Panel System Details

🚳 Define Panel			-		×
Select the Time Region The Panel Prefix is used	which the panel is connected for the area in which the pane to distinguish between differ	el is installed rent panels in the descrip	itions of p	points such	Î
	Panel Genesis Panel 1 Time Region Eastern Summer (NSW/ACT/ Panel Version V4 Genesis Panel	<u>vic)</u> ~			
3612	el Serial Number 6	Panel Address			
P1		Sack Nex	t 🔾	😢 Car	ncel

Panel Details

*Panel description* is used to identify the panel in other windows when panel commands and programming are required.

*Time Region* can be set to report the times of events from panels located in different time regions in the time local to the panel, instead of the time local to the computer on which Genie is running.

*Panel Version* identifies whether the panel contains Version 2 firmware or Version 4 firmware.

*Panel Serial Number* identifies the Master Unit of the panel to communications programs, and must match the serial number of the master unit connected for the communications to be successful.

*Panel Address* identifies the panel within the communications, where there is more than one panel connected to a PC. (Multi Panel Systems only)

*Panel Prefix* is used to distinguish default names for items such as inputs and doors, where there is more than one panel in the system. The Panel Prefix may be up to 10 characters long. In a single panel site, the panel prefix may be left empty. In this case, no prefix will be added to the points as they are added to Genie. If there is a possibility that another panel may be added later as the site grows, it is strongly recommended that the first panel be given a prefix. This will simplify finding points when the second panel is added, as it will help in sorting points.

Although the Panel Prefix can be changed, it is NOT possible to automatically change the prefix in point descriptions after the points have added.

## 35.3 Panel Connection Details

🚳 Define Panel		-		×
Panel Connection Det Details required are the rate to use	<b>ails:</b> e type of connection, the serial port for the panel conne	ection a	and the ba	ud
	Computer Panel Connects To Genie Master Workstation			
	Panel Group			
	Connection			
	Dedicated RS-232 Connection $\checkmark$			
	Offices ~ PC Device			
	COM2 ~		Advanced	t
1	G Back Next	0	🕄 Ca	incel

#### **Panel Connection Details**

**Computer Panel Connects To** identifies which PC in the Genie network this panel is physically connected to. This will always be the master workstation.

**Panel Group** may be used in Genie Professional systems where there is more than one panel group for a site. A panel group can contain up to 16 panels, of which 15 may be dedicated RS 232.

**Connection** is used to choose between directly connected RS-232 and dial up connections. If a serial to Ethernet device is used, this will connect using a Virtual serial port on your PC. Choose dedicated RS-232 for this connection.

Building Region is used when the Partitioning option has been installed.

**PC Device** applies to RS-232 communications and is the serial port to which the panel is connected. For panels connected using a serial to Ethernet device, select the Virtual serial port established for the connection.

## 35.4 Dial Up Panels

If the Connection to the panel is using a dial-up link, the parameters for the connection must be established.

🕍 Define Pa	nel — 🗆	)
Dial Conne	tion Details from Genie to Genesis.	
Phone No		
Enter the n	hone no AS IT WILL BE DIALLED. Do not add characters such as dashes	
	Phone No	
	ŀ	
	Call Mode Ring Count	
	Direct Dial V	
	Defeat Timer 1 Defeat Timer 2	
	0	
	Disconnect Delay	
	1 Advanced	
1		
	🕒 Back 🛛 🛛 🔞 🔿	ance

**Panel Dial-up Parameters** 

Phone No contains the telephone number to be rung to dial the panel. Call Mode provides information for the dialing routine relating to whether the panel is directly connected, uses fax defeat and whether call back is implemented. Ring Count, Defeat Timer 1 and Defeat Timer 2 are used when the panel is not directly dialed.

Refer to the Genesis panel Manual for full details.

**Disconnect Delay** is the number of minutes to wait after the last download or upload message, until the call is disconnected. During this time there will also need to be at least one poll for events that returns no new events. This is a Genie parameter used to manage automatic disconnection from the panel.

## 35.5 Panel Data Limits

🚵 Define Panel	- 🗆	×
Genesis Master Configuration There are a number of configurat	tion parameters used by the Genesis panel.	^
Poll Delay		~
Poll Delay          1         Reply Timeout         5         Retries         3         Alive Timeout         20	Panel Settings Devices : 10 Scripts : 200 Dialler Messages : 100 Securitel Messages : 0 Events : 2500 Users : 500 Groups : 32 Access Lists : 128	
	Download / Upload Control	
	G Back Next G Ca	ancel

**Advanced Panel Parameters** 

*Poll Delay* is the delay in seconds between polls when requesting events from the Genesis panel.

*Reply Timeout* is the number of seconds the communications will wait for a reply from the Genesis panel, before timing out.

*Retries* is the number of times a message will be retried. If it does not succeed in being sent after this time, an offline alarm is generated for the Genesis panel.

*Alive Timeout* relates to Version 4 Genesis panel firmware and later and is used to generate an aliveness check if there is no other traffic with the Genesis panel. This value must be 0 for Version 2 panels.

Leave these values at their defaults, unless advised otherwise.

The following values are those used to initialise the memory of the Genesis from Technician Software. They are read from the panel each time a successful connection is made.

Maximum Units is the maximum number of units that will be installed for this panel.

Maximum Users is the maximum number of users that can be added to this panel.

*Maximum Groups* is the maximum number of user groups that can be added to this panel. (Genesis panel Version 4 only).

Maximum Scripts is the maximum number of scripts that this panel will support.

*Maximum Events* is the maximum number of events that can be stored in the event buffer of this panel.

*Maximum Dialer Messages* is the maximum number of messages that can be stored for the Contact Id Dialler, if installed.

*Maximum Securitel Messages* is the maximum number of messages that can be stored for the Securitel, if installed.

*Maximum ACLs* is the maximum number of access control lists for doors and areas. (Genesis panel extended memory and higher versions only)

*Downloading Enabled* is used to turn on automatic downloading of data as it is changed by operators. Downloading must also be enabled for manual downloading to succeed. If adding a panel that has no data in it, then check this box. If adding a panel that has already been programmed, and intended to upload data into the Genie, leave this box unchecked until all the data required is in Genie.

*Uploading Enabled* is used to permit data from the panel to be manually added to Genie by authorised operators. Check this box if the Genesis panel has already been programmed, and the data is to be uploaded into Genie. Once the uploading is complete, it is a good idea to turn uploading off.

## 35.6 Panel Processing Mode

S Define Panel	-	×
Select Processing modes for the Panel Non-Logging mode suppresses event processing an Mode, a Panel will process events but not auto uplo will process events and auto upload of scripts Delete Unknown Users on Access will delete users f	oad scripts.Running the panel in normal mode	*
Processing Mode O Non Polling Mode	Access Reporting Mode	
Commissioning Mode Normal Processing User Name Formatting	Unit and Reader Number Panel Status Inactive	
Last Name First Name   Panel Passwords User 101 (PC) User 100 *****	Unknown Users Delete on Access Delete on Upload	
	Reset Event Polling Current Position Last Event	
	Gack Next 🕤 🔞 Cance	el

#### Panel Processing Modes

The Processing Mode relates to how Genie processes information from the Genesis panel. The processing that is effected is :

- whether events in the panel are processed by Genie
- whether scripts are automatically uploaded when the communications process is started
- whether users are automatically deleted from the Genesis panel if an access granted event is received for a user who is not known in Genie

There are several processing modes:

- Non-Polling Scripts are uploaded, but events are not processed. This is because during installation, the data has not yet been loaded into Genie to enable correct processing of events.
- *Commissioning* Scripts are not automatically uploaded, but events are processed. This is designed for sites were there are a lot of scripts, and the delay in processing events when the communications is restarted is significant, and holds up the commissioning of the site. If there are few scripts, this mode will not be required.

• Normal Operations Scripts are automatically uploaded, and events are processed.

Access Reporting Mode relates to the way in which Access Events are reported from the Genesis panel. In firmware Version 4 Build 56 and later, access events may be reported using the door number, or using the unit and reader number at which the user has made an access request. By default, Genie will use the Unit and Reader number when this is available. This allows readers to be programmed in Genie as In or Out readers on the same door, and allows options such as Time Attendance to be implemented on doors.

*Panel Inactive* allows operators to temporarily disable communications with a panel. The panel details are not deleted. Genie will not connect to an inactive panel.

*User Name Formatting* sets the way in which names are processed in the Genesis panel. If User names have already been added to the Genesis panel, this option allows the installer to indicate to Genie whether the names have the first name first or second. This way, the names will be correctly uploaded into Genie. It also effects the way that names are downloaded to the panel, so that Genie is consistent with whichever convention has been chosen for the site.

*Panel Passwords* The passwords for the PC Link and Master User are changed here. The PC Link password must be correctly set for **Genie** to connect to the panel.

Genie can be configured to take different actions to handle unknown users.

- *Delete on Access* will delete a user from the panel if an access granted message is received for a user not known in the Genie user list. This is the default behaviour for directly connected panels. Dial up panels do not default to deleting unknown users.
- *Delete on Upload* will change the way the upload is performed so that if there are users in Genie that do not exist in the Genesis, their access will be canceled in Genie.

#### Start History on Install

When the processing mode is first changed to Normal or Commissioning mode from Non Polling mode, this determines whether Genie starts reading events from the beginning or the end of the event buffer in the Genesis panel.

Providing the panel is offline, this can be changed to Last Event if there has been an issue with the date and time in the panel, and **Genie** is not correctly processing events due to this.

# 35.7 Panel Access Types

🚵 Define Panel			-		×
Select Card Types for this panel					^
Users with cards belonging to the Access Typ users for this panel. Users with cards belonging to the Access Typ determining users for this panel					ng 🗸
Card Access Types for Panel		Available Card Access	Types		
26b Weigand, Site Code 15 26b Weigand, Site Code 80 Genesis Format	>	Club Access 77 part access			
		Seck Next	0	S Ca	incel

Panel Access Types

In multi-panel systems, access types can be defined in such a way that they are global to the site, or only relate to one or some of the panels connected. This window is used to select the access types for a particular panel. Any users who do not have access types for a panel will not be downloaded to the panel.

This is not used in later versions of Genie.

## 35.8 Panel Details Summary

Define Panel		- 🗆 X
<b>Summary</b> View the details for the panel. Click 'Next' to complete processing, or 'Bad	ck' to ch	ange any fields or select another group.
Panel		Limits
Panel Genesis Panel 1 Panel Version V4 Genesis Panel Memory Size Expanded Memory		Reply Timeout 5 Alive Timeout 20 Poll Delay 1 Retries 3
Downloading to Panel Enabled		
Unloading from Panel	*	
		🔾 Back Next 🕥 😵 Cancel

#### **Panel Details Summary**

The Summary page reviews the details set for the Genesis panel. If they are correct, then continue to complete the action.

When the Next button is clicked, Genie will update the details for the panel. When adding a new panel, this may take some time.

If requesting changes to the panel configuration, a message will automatically be sent to the communications task requesting that it restart with revised parameters. This will generate an Offline alarm for the panel, which will need to be acknowledged.

If a panel is being added as a part of the installation procedure, this will not occur, as the communications task will not start until the installation is complete, and the system restarted.

Note that the summary will show details of the memory installed in a panel and can be used to check Expanded memory.

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## Note about Descriptions and Item Names

Genie uses longer descriptions for Genesis panel items that the panel uses. **Genie** will only put names into its database when adding a new item from the Genesis panel.

# 36 Downloading and Uploading Data

In order to maintain the data in Genie and the *Genesis* panel, data will need to be downloaded to the *Genesis* panel, and possibly some may need to be uploaded as well.

Mata Upload Download	
<b>Upload / Download</b> Please select whether to Upload or Download. Click Next to continue.	
Panel Genesis Panel Select Action © Upload from Panel	
Oownload to Panel     Back     Next      Cancel	

Upload / Download Wizard

**Downloading Data** occurs when data is sent from the **Genie** database to the *Genesis* panel.

**Uploading Data** occurs when data that has already been programmed in the *Genesis* panel is retrieved and stored in the Genie database.

## 36.1 Downloading to the Panel

# Downloading

There are two specific actions required for downloading.

**Generation** of data to download extracts the data in the **Genie** data base and converts it into a form suitable to sending to the *Genesis* panel.

Downloading is the process of sending the generated data to the Genesis panel.

The Data Upload / Download Wizard allows an operator to chose to between several options

Select type of Processing	h I
Generate And Download All Download All Generate Only	

**Options for Downloading** 

*Generate only* would be selected during an initial establishment of data if the panel was not online, so that the data could be prepared for downloading in advance of connecting the panel.

*Download only* would be selected if data has been generated prior to connecting the panel, and it is now required that the data be downloaded.

*Generate and Download* would be selected if there had been a number of changes and it is desired to force a download to ensure all the data required is in the panel.

Under normal operating conditions, data is automatically generated and downloaded to the *Genesis* panelas it is changed in **Genie**. Manual downloading is not generally necessary.

Once an option is chosen, the data to be processed is then selected.

Areas		
Area Lists		
Access Zones		
Master Unit		
Expander Units	E	
Remote Arming Station	-	
Output Controller		
Two Door Controller		
Expander Units 8 Inputs		
Holidays		
Holiday Lists		
Clocks		
Clock Lists		
EOL Settings for Inputs		
Contact Id Details		·
Dial Queues	-	All Data

Select Data to Download to the Panel

Selecting *All Data* allows **Genie**to process all the different types of data required in a logical order. As a general rule, if specific types of data are selected, they should be selected in the order in which they appear in this list.

As each data type is downloaded, messages appear on the History screen indicating that the data type is complete. The last data type to be downloaded when all data is selected, is Users and User PINs.

## 36.2 Uploading from the Panel

# Uploading

Data is uploaded into **Genie** as a result of changes that may be made in the panel that need to be reflected in the **Genie** database.

The most common reason for uploading is that **Genie** is being installed after the *Genesis* panel has been programmed by other means, and is now running.

When uploading, choices can be made to upload all data (Panel, Points and Access), just point related data (Panel and Points) or a specific data type. Uploading Point related data is intended for multi-panel sites where details of doors, inputs and other points are required for each panel, but user details are not necessarily uploaded as global access programming will be done.

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🚳 Data Upload Download	
Upload Data Please select the data to upload. Select All Data including Users for the first panel in a system Select Panel and Points when Access details such as Use unloaded, or this is the second panel in a system, and a Select Type of Data	r Groups and Users have already been 🖉 🖉
Scripts Texts Holidays Holiday Lists Clocks Clock Lists Areas Area Lists Area Access Lists 1-128 Area Access Lists 129-255 Access Zones EOL Settings for Inputs Devices Contact Id Details Dial Queues Modem - Internal	<ul> <li>Quick Data Select</li> <li>All Data (including Users)</li> <li>Panel and Points Only</li> </ul>
	Sack Next SCancel

Select Data for Uploading from the Panel

When first uploading into a **Genie** database from an already programmed *Genesis* panel, it is recommended that the option to select *All Data (including Users)* is chosen. This will result in the data being uploaded in a sequence that allows the different data relationships to be created correctly. For example, door lists are not uploaded until after the doors they refer to have been uploaded.

If this panel being uploaded is not the first in the system, and if there are users already in **Genie** who are in the panel, it is generally better NOT to upload all data for the second and other panels. In this case, select *Panel and Points Only* so that user data can be programmed from **Genie** using global Door Access and User Types to provide access to the panel using existing data elements.

Note that where the number of records for a data type is limited by the **Genie** license, **Genie** will ignore any programmed items after the license limit has been reached.

Data Upload Download Upload Data Please select the data to upload. Select All Data including Users for the first panel in a Select Panel and Points when Access details such as U unloaded or this is the second panel in a system and	Jser Groups and Users have already been
Select Type of Data Devices Contact Id Details Dial Queues Modem - Internal Modem - External Securitel Details Comms Ports Inputs Outputs Doors Door Log Card Output Lists Door Access Lists 1-128 Door Access Lists 129-255 User Groups Users Cards/PINs	<ul> <li>Quick Data Select</li> <li>All Data (including Users)</li> <li>Panel and Points Only</li> </ul>
	Sack Next Cancel

Selecting Data to Upload

If this is not the first upload for the panel, and only some data types need to be uploaded, select these by highlighting them in the list.

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Data Upload Download	X
Upload All Select the Upload Mode. 'Suppress Event Polling' will make processed from the panel while the upload is occurring. 'Limit Data' will stop uploading a data type, and start the ne read in a row	
User Groups Users Cards/PINs	Upload Mode Suppress Event Polling Limit Upload of Empty Data
	Upload

Starting to Upload

Prior to uploading the data, select the uploading mode required. By default, **Genie** will poll for events while uploading, and will read all data items from the panel.

- Suppress Event Polling can be checked if the site is still being commissioned and it
  is not important that any alarms are received as soon as possible. It can be checked
  at any time, and will make the upload faster, but remember that no event processing
  will take place until the upload is finished. Commands to the panel, such as a door
  unlock, will also be held until the upload is complete
  In a multi-panel site, this will only suppress event processing for the panel being
  uploaded.
- Limit Upload of Empty Data can be checked when the differences between the panel and **Genie** are not great. If the data for a particular data type is scattered over a wide range of item numbers, and high number items have been modified outside **Genie**, they may not be uploaded if the quick option is used. When a quick upload is being done, **Genie** will stop uploading a data type if the panel replies with 5 consecutive 'No Data' replies when requested for that type of data. If you know that this will not happen, then use this option.

Note that Users are uploaded only if they contain data. Hence their numbers can be scattered and they will not be effected by this option.

When uploading all data, click on **Upload** to start the process. As uploading progresses, the task bar will move. This may take some minutes, if there is a lot of data in the panel.

As each data type is uploaded, messages appear on the History screen indicating that the data type is complete. The last data type to be uploaded when all data is selected, is Users and User PINs.

🔂 Data Upload Download	x
Upload Data Please select the range of items to upload. Click on All data to upload all items from the panel. Set values for First and Last item to upload a range of items. Click Next to continue	
Users Cards/PINs First Item 1 Last Item 30 All Data	
Seck Next Seck	ncel

Uploading a Single Data Type

If a single data type is uploaded, the option exists to upload an element, or range of elements, or all data for the data type.

Select which elements are to be uploaded.

Also select the type of upload required. See the previous section for a description of the options.

The window to start the uploading will then appear.

# 37 Operators and Operator Groups

## 37.1 Operators

Operators in Genie are added to allow people to access to the **Genie** Menus. When an operator is added to the system, they are given an Operator Group which determines which menus they can access in **Genie**.

*Genie Lite* provides two operators, Installer and System Administrator. Additional operators may not be added.

## Adding an Operator

🚳 Operators Wizard	- 🗆	×
Operator Details: Description is used in Notes may be added a The Description must	lists of Operators. bout the purpose of the Operator, for your own information. be entered. Notes are optional	^
	Operator Martin	•
	First Name Martin	
	Last Name James	
	Notes	
	G Back Next G Cancel	8

**General Operator Details** 

- Operator Id. This identifies the operator to the system. It maybe up to 10 characters, can be letters or numbers, and is not case sensitive. That is, *FRED* is the same as *fred*. Every operator must have a different operator id.
- Last Name. This is the last name for the operator, or some general string, such as *Guard*, describing the purpose of the operator. It must be given.

- First Name. This does not need to be entered, but will be the used as part of the operator name, if it is entered.
- PIN. The PIN is always 123456 when a new operator is added. Once an operator has been added, the PIN is changed from the Log On -> Change Password option. It is not possible to view or change PINs from the Operator screens.
- Notes. Optional notes may be entered about operators. They can include details such as phone number or addresses, details of shifts, or anything else used in the system management.

🚳 Operators Wizard 🛛 🚽		×
Extra Operator details		^
Allow Auto Logon will enable automatic logon of this Operator if the current Windo is the same as this Operator Id.		me
Allow Multi Logon will enable this Operator to log on to more than one workstation	n at a time.	~
Operator Group		
System Administrator 🗸 🗸		
Allow Auto Logon		
Enabled		
Allow Concurrent Logons to Multiple Workstations		
Time Group		
None		
G Back Next G	Cancel	8

**Setting Operator Permissions** 

- Operator Group. The group links permission to use the different menus to the operator.
- Allow Auto Logon. This allows this operator to be automatically logged on if the logged on WindowsR user name is the same as the Operator Id. Note that the workstation must also be configured for automatic WindowsR user logon.
   Genie Professional only.
- Allow Multi Logon. This allows this operator to be logged on to more than one workstation at the same time, in a multi workstation system.

• Timegroup. Timegroups can be assigned to operators who are in user defined operator groups. This limits the time the operator can log on to **Genie**. If the operator has not logged of at the end of the timegroup, they will be automatically logged off. **Genie Professional** only.

## **Resetting a PIN**

💑 Operators Wizard		×
Operator Details: Description is used in Notes may be added a The Description must	lists of Operators. bout the purpose of the Operator, for your own information. be entered. Notes are optional	<
	Operator	
	test	
	First Name test name	
	Last Name	
	installer	
	Notes	
	Reset PIN	
·	S Back Next S Cancel S	3

**Resetting Operator PINs** 

If an operator forgets their password, it must be Reset by an authorised operator.

This is done by Changing the operator details, and checking the **Reset PIN** box for the operator. This is the only change that needs to be made. After the record is saved, the password will be **123456**. The operator should then change this to their new password from the Logon/Logoff option under Control on the Main Menu.

## 37.2 Operator Groups

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Operator groups are established to group different menu permissions and other system features that are required by a number of different operators.

The options for an operator group will determine :

- which Menu options are displayed for an operator, and which functions they can then perform in those options. If an operator has no permissions for an option, it is not displayed in the menus.
- which version of the Help is displayed when Help is chosen from the Main Menu, or through context sensitive help available by pressing <F1>.
- whether the audible alarm tone beeps while ever there is an outstanding alarm, or only when a new alarm is received by **Genie**.
- *Professional Edition only* whether an operator is permitted to be logged on to more than workstation at the same time.

The selection of menus and options for operators is done using *Menu Items*. For each operator group, a list of operator permissions is created by selecting the menu items that operators in the group may access.

Operator groups may not be changed in Genie Lite.

For each menu item, there is one or more option for which an operator may be given authorization.

Creating operator permissions is done by

- Selecting the Menu items to which the operators will be able to gain access
- Selecting the options within the menu items to reflect the actions they may perform. The options are provided as a list of items to check. Operators have access to options that are checked. They do not have access to items that are not checked.

If permission to create and edit operator groups is granted to user defined operator groups, then operators in that group will only be able to grant access to menu items and options to which they have access.

# System Operator Groups

There are a number of predefined Operator Groups in the system. These cannot be changed, but can be used as templates for user defined operator groups.

• *Installer* has authority for all functions in Genie. There are a number of options that relate directly to programming the *Genesis* panel which are normally limited to Installer privileges.

- System Administrator is designed as the highest level for the site administrator, and covers all functions except those specifically relating to the programming of the panel.
- Security Administrator is intended for the highest level of day to day operation, such as alarm acknowledgment and user programming
- System Operator
- Guard
- Trainee

## **Site Operator Groups**

New groups can be added at a site. These can either be created by specifically choosing the menu items required, but more commonly by duplicating one of the system groups, and then modifying the permissions automatically created.

십 Operator Groups		×	
Operator Group De	ails:	^	
Description of the G existing Operator g	roup is used in lists of operator groups. This must be different from all the roups.		
Notes may be added	about the purpose of the group, for your own information.	~	
	Operator Group		
	Security Management		
	Notes		
	Duplicate		
🕒 Back Next 🜍 🙆 Cancel			

Adding an Operator Group

Set the name of the new group. Click on *Duplicate* to copy from an existing group.

💑 Operator Groups		_		×
Select Action for Data Select which action nee	eds to be performed.			
	Select a Group Guards part2 partition Security Administrator System Administrator System Installer Options System Operator test Trainee Operator			
	G Back Next	t 💽	😮 Ca	incel

Selecting an Operator Group to Duplicate

	Operators and Operator Groups	321
Operator Groups		×
Operator Group Deta	ils:	
et Options for the g	roup as required.	
	Alarm Mode	
	Single Beep on New Alarms	
	Select Manual	
	Security Administrator Manual 🗸	
	Graphic Menu	
	Main Menu ~	
	Logoff Timeout	
	0 Minutes	
	🕒 Back Next 🕥 🔞 Ca	ncel

Set Operator Group Manual and Beep Mode

- Alarm Mode sets whether the alarm sound will repeat until alarms are acknowledged, or only be made when new alarms are received.
- Manual for the Group defaults to the manual for the group being duplicated, but can be changed if required to show less or more detail. If the manual contains less options than the operator has permssion to access, the field context sensitive help will not work for the sections that are not in the selected manual.
- Default Graphic changes the drawing displayed when the Graphics Viewer is started.
- Logoff Timeout gives the number of minutes of inactivity at a workstation after which the operator will be automatically logged off. Note that this is for ANY operator activity at the workstation, not just Genie activity.

Á.

🚳 Operator Groups	-		×
<b>Operator Group Details:</b> Automatic display of new alarms will occur if the count of alarms is less or equa	al to the i	number	^
set. Set to 0 to display Automatic display. If operators are required to log a comment for all commands to the Genesis na			*
Graphics Auto Display New Alarm			
Must Log Comments			
G Back Next	$\bigcirc$	😢 Can	cel

Set Operator Group Professional Options

- *Graphics Auto Display* sets the maximum number of times an alarm is automatically displayed on the Graphics Viewer. This relates directly to the Alarm Count. If this is set to 2, **Genie Professional** will automatically display this alarm when the alarm count = 1, and again when the alarm count = 2. 0 disables the feature. Once a drawing has been displayed, there is a short delay before the next alarm can trigger changing the drawing. *NOTE : The Graphics Viewer must be running for this option to work. Genie Professional will NOT automatically start the Graphics Viewer.*
- *Must Log Comments* can be checked to force operators to log a comment relating to any command they request relating to the *Genesis* panels. *NOTE* : *The System Configuration, Professional Configuration option, Log Comments from Point Control, must be checked for this setting for Operator Groups to take effect.*

🚳 Operator Gro	oups		- 🗆 X		
	Customise Alarm Sounds Alarm Sounds can be set for different priorities. The sound played will be for the highest priority,				
unacknowledged alarm. Sounds can be computer generated, or played from .wav files.					
Alarm Priority	Sound Type	Details	Alarm Mode		
Default	Computer Sound	Default Alarm E	Beep until Acknowledged 🗸 🗸		
1	Computer Sound	Default Alarm E			
2	Computer Sound	Default Alarm E	Sound Type		
3	Computer Sound	Default Alarm E	Wave File 🗸 🗸		
4	Computer Sound	Default Alarm E	Computer Beep		
5	Computer Sound	Default Alarm E			
6	Computer Sound	Default Alarm E			
7	Computer Sound	Default Alarm E	Wave File		
8	Computer Sound	Default Alarm E	metronome.wav		
9	Computer Sound	Default Alarm E			
<		>	Apply		
			😮 Back Next 🕥 🔇 Cancel		

#### Set Operator Group Alarm Sounds

In **Genie Professional**, it is possible to customise the alarm sounds on an operator group basis. Different sounds can be selected for each alarm priority. In addition, the Alarm mode can also be selected on a priority basis.

There is a list of the alarm priorities, and the sounds associated with them. Click on a line to display the fields on the right for editing. Once an item has been editing, click on *Apply* to change the item in the list.

Note that the button with the music symbol can be clicked to hear the currently selected sound. (If you are playing wav files, you may need to ensure that the speakers are connected and the volume is high enough to hear).

The alarm sound is repeated every 3 seconds unless Single Beep or No Sound on Alarms is selected.

- *Alarm Mode* sets whether the alarm sound will repeat until alarms are acknowledged, or only be made when new alarms are received.
- Sound Type determines whether the sound will be made using the computer directly, or a wav file will be played.

• Computer Beep selects the computer beep to use when a computer beep is required.

• Wave File allows selection of a file to use when a wav file is to be played.

Note that if a Wave File is selected, it must be copied to the Genie Sounds directory.

🔏 Operator Groups	-		×
Set Menu Items for Operators in the Group			
Check the menu items operators may access. Uncheck menu items not available for operators in the group.			
🕀 Genie Alarms			^
History Log			
🖶 🗉 Users Centre			
🗄 🗉 Users Wizard			
🖶 🗉 User Type Editor			
Door Group Wizard			
🖶 - Area Groups Wizard			
🖶 🗉 User Class Editor			
🛨 🛛 Tenants Wizard			
🖶 🛛 Key Management			
Hoor Access			
🗄 🗉 Logon/Logoff Genie			
🗄 Status & Commands			
View Genie Granhics			×
G Back Next	0	<b>8</b> C	ancel

Selecting Menu Items for the Group

The Menu Items in the group, and the menu items available for selection are displayed. Where possible, these are arranged under the menu item from the Main Menu. Select or deselect items for the group by checking or unchecking options.

Operators and Operator Groups			
Operator Groups		×	
Set Menu Items for Operators in the Group Check the menu items operators may access. Uncheck menu items not available for operators in t	the group.		
<ul> <li>Genie Alarms</li> <li>History Log</li> <li>View History Details</li> <li>View Local History</li> <li>View System History</li> </ul>		^	
<ul> <li>Users Centre</li> <li>Add Users</li> <li>Change User Details</li> <li>Configure Users for Panel</li> <li>Create User Reports</li> <li>Delete Users</li> <li>View User Details</li> </ul>			
User Wizard      User Type Editor		~	

Setting Permissions for an Menu Item

Back

Next 🔘

🔞 Cancel

Set the particular permissions for each Menu item in the group.

🚳 Operator Groups —		×
<b>Summary</b> View the details for the group. Click 'Next' to complete processing, or 'Back' to change any fields or select another group.		
Operator Group Security Management Alarm Mode Single Beep on New Alarms Graphic Menu Main Menu		^
Logoff Timeout 0 Minutes Alarm Sounds Priority 0 Computer Sound Default Alarm Beep Priority 1 Computer Sound Default Alarm Beep Priority 2 Computer Sound Default Alarm Beep Priority 4 Computer Sound Default Alarm Beep Priority 5 Computer Sound Default Alarm Beep		~
Sack Next S	<b>8</b> C	ancel

Figure 38.11: Summary for the New Operator Group

Details of the group are shown prior to the details being added. Click on *Next* to add the new group. This may take a few moments.

#### 37.2.1 General Menu Items

This section contains a list of the Menu Items available in **Genie**, a description of what they are, and the options that are available. The menu items are listed alphabetically.

#### **Genie Alarms**

- *ViewSystem Alarms* allows operators to view alarms relating to System events such as operator logon errors.
- Acknowledge Alarms allows operators to acknowledge alarms

- *Reset Alarms* allows operators to send the reset alarm command to the *Genesis* to reset alarms in the panel
- *Delete Alarms* allows operators to delete alarms. Under normal circumstances, alarms are automatically deleted. This option allows them to be deleted manually if required.
- ViewLocal Alarms is applicable to systems where Partitioning has been installed, and allows operators to process Alarms relating to events for users and equipment that has been configured as belonging to the Building Regions for which the current operator has access permission.

#### **History Log**

- *View System History* allows operators to view history in the History Screen relating to System events such as data base backups and operator changes.
- *ViewLocal History* relates to systems where Partitioning has been installed, and allows operators to view history in the History Screen relating to events for users and equipment that has been configured as belonging to the Building Regions for which the current operator has permission to access.

## **User Details**

This item provides access to the Users Centre and Users Wizard.

- ViewUser Details allows operators to view general and access information for users.
- *Change User Details* allows operators to change general and access information for users.
- Add Users allows operators to add new users.
- Delete Users allows operators to delete users.
- Create User Reports allows operators access to the Users Reports to view on the screen, or print on the system printer.
- Configure Users for Panel allows operators for perform programming configuration for users. This option is limited to Installers.

## **User Types**

This menu item provides access to the User Types Centre.

- *ViewUser Types* allows operators to view the user types in the system, and their details.
- Change User Types allows operators to change user type details.
- Add NewUser Types allows operators to create new user types.
- Delete User Types allows operators to delete unreferenced user types.
- Create User Type Reports allows operators to create reports to the screen and printer.

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• Configure allows operators to program panel specific parameters relating to user types.

## **Door Groups for Access**

This item provides access to the Door Access Group Wizard.

- ViewDoor Access Groups allows operators to view door access groups, including a list of the doors in the groups, and the times associated with each door.
- Change Door Access Groups allows operators to change door groups, including changing the doors in the group and the times associated with the doors.
- Add NewDoor Access Groups allows operators to create new door access groups.
- *Delete Unused Access Groups* allows operators to delete unused door access groups. Door access groups that are referenced in User types may not be deleted.

### Area Groups for Access

This item provides access to the Area Access Group Wizard.

- ViewArea Access Groups allows operators to view area access groups, including a list of the areas in the groups, and the times associated with each area.
- Change Area Access Groups allows operators to change area groups, including changing the areas in the group and the times associated with the areas.
- Add NewArea Access Groups allows operators to create new area access groups.
- Delete Unused Area Access Groups allows operators to delete unused area access groups. Area access groups that are referenced in User types may not be deleted.
- Configure Future Use

### **User Classes**

This menu item provides access to the User Class Wizard.

- ViewUser Classes allows operators to view details of the user classes in the system.
- Change User Classes allows operators to change user class details.
- Add User Classes allows operators to add new user classes.
- Delete User Classes allows operators to delete unreferenced user classes.

### Tenants

This menu item provides access to the Tenants Wizard.

- *View Tenants/Departments* allows operators to view details of the Tenants/Departments in the system.
- Change Tenants/Departments allows operators to change tenant details.
- Add Tenants/Departments allows operators to add new tenants.
- Delete Tenants/Departments allows operators to delete unreferenced tenants.

### Key Management

This menu item provides access to the Key Management Wizard.

- ViewKeys allows operators to view details of the keys in the system and their status.
- Change Key Status allows operators to change the status of keys that are not currently issued to users.
- Add Keys allows operators to add one or many new keys to the system.

## **Graphics Viewing**

This menu item provides access to the graphics display screen.

• Use Graphics Display allows operators to view graphics.

## **Graphics Editing**

This option provides access to the Graphics Editor options.

- *View Graphic Drawings* allows operators to view the drawings through the editor.
- Change Drawings allows operators to change drawings. This includes changing the background details, such as lines and text, and the live details such as points and drawing pointers.
- Add NewDrawings allows operators to create new drawings.
- Delete Unused Drawings allows operators to delete drawings.

### **Door Watcher**

This menu item allows operators to use the Door Watcher Option, if it is installed.

• Viewimages and activity in the Door Watcher.

• Configure Door Watcher options.

#### Importer

This menu item allows operators to import users into Genie.

### **Action Centre**

This menu item allows operators access to the Action Centre. This defines tasks for housekeeping and in response to other events. Some tasks are initiated by operators, and some can be scheduled for preset times.

- View Actions allows operators to view actions.
- Change Actions allows operators to change details of actions.
- Add NewActions allows operators to create new actions.
- Delete Actions allows operators to delete unreferenced actions.

#### exacqVision Viewer

This menu item allows operators to use the exacqVision Viewer.

#### Genie System Closedown

This menu item allows operators to close down **Genie** and stop monitoring the system.

### **Archive Reports**

• Create Archive Reports allows operators to create archive reports

### **System Reports**

This menu item allows operators access to the System Reports Wizard, from which they can create system reports.

### **Point Details**

This item provides access to the Points Centre.

- View Point Details allows operators to view points
- Change Point Details allows operators to change **Genie** related information about points. These details include fields such as the description, alarm priority and drawing.

- Create Point Reports permits operators to create reports about points
- Configure Points is for installer type updating and allows operators to change details such as the address of a point in the panel network, the script for a point and other fields in the panel configuration window of the point display. It is recommended that this is only available to Installers.

#### Holidays

This option provides access to the Holidays Wizard.

- View Holidays allows operators to view holidays in the system.
- Change Holidays allows operators to change details relating to holidays.
- Add Holidays allows operators to add new holidays to the system.
- Delete Holidays allows operators to delete holidays from the system.

### **Holiday Groups**

This option provides access to the Holiday Groups Wizard.

- ViewHoliday Groups allows operators to view holiday groups and the holidays in them.
- Change Holiday Groups allows operators to change holiday groups.
- Add Holiday Groups allows operators to add new holiday groups to the system.
- *Delete Holiday Groups* allows operators to delete unreferenced holiday groups from the system.

### **Time Blocks**

This option provides access to the time block centre. When timeblocks are created, they may be flagged as available for operator change or not. Only operators with Configure permission may change timeblocks that have not been flagged for operator change. This provides protection for timeblocks associated with special programming in the *Genesis* panel.

- View Timeblocks allows operators to view timeblocks.
- Change Timeblocks allows operators to change timeblocks.
- Add Timeblocks allows operators to add new timeblocks.
- Delete Timeblocks allows operators to delete unreferenced timeblocks.
- Configure Clocks for Panel allows operators access to panel specific details for timeblocks. This option should only be available to Installers.

#### **Time Groups**

This option provides access to the Time Groups Wizard.

- *ViewTime Groups* allows operators to view time groups, and the timeblocks that are in them.
- Change Existing Timegroups allows operators to change time groups, and change which timeblocks are in the time groups.
- Add New Timegroups allows operators to add new time groups.
- *Delete Unused Timegroups* allows operators to delete time groups that are not referenced in any structure, such as door access groups.

### **Operator Details**

This menu item allows operators access to the Operators Wizard.

- View Operator Details allows operators to view operator details.
- Change Operator Details allows operators to change operator details.
- Add New Operators allows operators to add new operators.
- Delete Operators allows operators to delete operators.

## **Operator Groups**

This menu item allows operators access to the Operator Groups wizard, which allows configuration of operator groups and permissions.

- *View Operator Group Details* allows operators to view operator group and menu permission details.
- Change Operator Group Details allows operators to change operator group and menu permission details.
- Add New Operator Groups allows operators to add new operator groups and set the menu permission details.
- Delete Operator Groups allows operators to delete unreferenced operator groups.

### **File Allocations**

This menu item allows operators to modify the locations of files associated with **Genie**. The file allocations that may be edited are limited to those not specifically set for the system.

- ViewFile Allocations allows operators to view the directory names associated with different file types used by **Genie**.
- Change File Allocations allows operators to change the directory where a particular file type is located.

## **Node Configuration**

Node configuration relates to the parameters that are set up for each workstation in the **Genie** system.

The menu item provides access to the Node Configuration Wizard.

- *ViewNode Configurations* allows operators to view the current parameters for the workstation.
- Change Node Configurations allows operators to change the configuration parameters for a workstation.

## Area Commands

Area commands list the different commands available for areas which may be issued by an operator.

- *Recall Areas* requests the current area state and status information from the *Genesis*.
- Switch Areas allows operators to access and secure areas.
- Upload Areas allows operators to upload individual areas from the command lists available through the Command centre, History and Alarm Screen, and Graphics Viewer. This is independent of the Upload / Download Wizard. It is recommended that this is only available to Installers.
- *Download Areas* allows operators to download individual areas from the command lists available through the Command centre, History and Alarm Screen, and Graphics Viewer. This is independent of the Upload / Download Wizard. It is recommended that this is only available to Installers.
- *Simulate Area events* allows operators to simulate Area Access and Secure events within **Genie** only. This is useful for checking graphic displays. It is recommended that this is only available to Installers.

## **Device Commands**

Device commands list the different commands available for devices on the Genesis network, which may be issued by an operator.

- *Recall Device States* requests the state of the device, that is, whether it is online or offline, and the state of different status conditions that may be associated with the device, such as battery status, where the device has a battery connected.
- *Switch Devices* allows operators access to a number of commands such as turning the buzzer on and off (where applicable).
- Lock Devices allows operators to lock and unlock RAS devices.

- Upload Devices allows operators to upload the details for individual devices connected to the Genesis network. This is independent of the Upload / Download Wizard. It is recommended that this is only available to Installers.
- *Download Devices* allows operators to download individual device details from the command lists available through the Command centre, History and Alarm Screen, and Graphics Viewer. This is independent of the Upload / Download Wizard. It is recommended that this is only available to Installers.

#### **Device Status Commands**

Device status commands allow the operator to request that the status information be requested from the panel. Status points are created in **Genie** to store information about the different aspects of the device functions.

Status points include information such as the the status of the Main Power and Battery Status. There are different status points for different devices.

### **Display Configuration**

This menu item allows operators to modify the colours used for different event priorities on the History and Alarm screens.

#### Schedule Tasks

This menu item allows operators access to the Scheduler. This task runs housekeeping and other tasks at preset times.

- View Schedule Events allows operators to view scheduled events.
- Change Schedule Events allows operators to change details of scheduled events.
- Add NewEvents to Scheduler allows operators to create new scheduled events.
- Delete Schedule Events allows operators to delete scheduled events.

Note that **Genie** automatically deletes scheduled events 24 hours after they have been executed.

### **Door Commands**

Door commands list the different commands available for doors which may be issued by an operator.

- Recall Doors requests the current alarm and lock information from the Genesis.
- Secure Doors allows operator to unlock doors, and to secure doors so that they require cards, PINs or exit options for access through the door.
- Open Doors allows operators to open doors temporarily.

- Lock Doors allows operator to Lock doors for Entry, Lock Doors for Exit, and Lock Doors for Entry and Exit
- Upload Doors allows operators to upload individual doors from the command lists available through the Command centre, History and Alarm Screen, and Graphics Viewer. This is independent of the Upload / Download Wizard. It is recommended that this is only available to Installers.
- *Download Doors* allows operators to download individual doors from the command lists available through the Command centre, History and Alarm Screen, and Graphics Viewer. This is independent of the Upload / Download Wizard. It is recommended that this is only available to Installers.
- *Simulate Door events* allows operators to simulate Door Forced and Door Closed events within **Genie** only. This is useful for checking graphic displays. It is recommended that this is only available to Installers.

# Input Commands

Input commands list the different commands available for inputs which may be issued by an operator.

- *Recall Inputs* requests the current state and status information from the *Genesis*.
- Isolate Inputs allows operators to isolate and de-isolate inputs in the Genesis.
- *Reset Inputs* allows operators to issue a reset command to the *Genesis* from the command lists available through the Command centre, History and Alarm Screen, and Graphics Viewer. This is independent of the reset option available from the Alarm screen.
- Enable Inputs allows operators to bypass and re-enable inputs in the Genesis.
- *Upload Inputs* allows operators to upload individual inputs from the command lists available through the Command centre, History and Alarm Screen, and Graphics Viewer. This is independent of the Upload / Download Wizard. It is recommended that this is only available to Installers.
- *Download Inputs* allows operators to download individual inputs from the command lists available through the Command centre, History and Alarm Screen, and Graphics Viewer. This is independent of the Upload / Download Wizard. It is recommended that this is only available to Installers.
- *Simulate Input Alarms* allows operators to simulate an Alarm On and Alarm Off within **Genie** only. This is useful for checking graphic displays. It is recommended that this is only available to Installers.

## **Output Commands**

Output commands list the different commands available for outputs which may be issued by an operator.

• Recall Outputs requests the current state information from the Genesis.

- Switch Outputs allows operators to switch outputs on and off.
- Set Logging allows operators to set Logging On and Off from the command lists available through the Command centre, History and Alarm Screen, and Graphics Viewer. It is recommended that this is only available to Installers.
- *Upload Outputs* allows operators to upload individual outputs from the command lists available through the Command centre, History and Alarm Screen, and Graphics Viewer. This is independent of the Upload / Download Wizard. It is recommended that this is only available to Installers.
- *Download Outputs* allows operators to download individual inputs from the command lists available through the Command centre, History and Alarm Screen, and Graphics Viewer. This is independent of the Upload / Download Wizard. It is recommended that this is only available to Installers.
- Simulate Output events allows operators to simulate an Output On and Output Off within **Genie** only. This is useful for checking graphic displays. It is recommended that this is only available to Installers.

## **Panel Commands**

Panel commands are commands sent to the *Genesis* itself, or related to the communications with the panel.

Commands relating to data types other than points, such as the user group suspend command, are sent using Panel Commands.

- *Restart Communications* requests the communications task to restart it link with the *Genesis*. This includes requesting **Genie** connect to a dial-up panel.
- Reset Master sends a Master reboot command to the Genesis.
- *Initialize Panel* requests an initialize command be sent to the panel. This will reset the memory in the panel, and remove all programming. It is HIGHLY recommended that this is only available to Installers.
- Users Suspend in Panel allows operators to suspend and re-activate users from the Panel option of the Users Centre. Note that operators must also have Configure permission for the Users Centre.
- User Group Suspend in Panel allows operators to suspend and re-activate user groups from the Panel option of the User Types Centre. Note that operators must also have Configure permission for the User Types Centre.
- *Clocks Disable in Panel* allows operators to enable and disable clocks from the Panels option of the Timeblock Centre. It also allows operators to flag that a timeblock is required by the *Genesis* so that it is downloaded. Note that operators must also have Configure permission for the Timeblock Centre.
- Simulate Panel Alarm allows operators to simulate panel offline and panel online events.

### **Point Status and Commands**

This menu item provides access to the Command Centre. The list of commands available is determined by the Command menu permissions for each point type.

This item allows operators to view point states within the Command Centre.

## **Database Backup Utilities**

This menu item allows operators to request database backups through the Scheduler.

#### 37.2.2 Installer Menu Items

The Menu items described in this section should only be given to Installers. They relate to

- functions in **Genie** that allow programming and configuration of the *Genesis* panel
- control of tasks in Genie that should only be executed by trained personnel

## Access Types

This menu item provides access to the Access Types Wizard.

- *ViewAccess Types* allows operators to view the existing access types and their details.
- Change Access Types allows operators to change access type details.
- Add NewAccess Types allows operators to add new access types to the system.
- Delete Unused Access Types allows operators to delete unreferenced access types.

## **Area Groups for Control**

This menu item provides access to the Area Control Group Wizard for programming area lists for the panel.

- *ViewArea Control Groups* allows operators to view area control groups, and the list of areas in the group.
- Change Area Control Groups allows operators to change area control groups.
- Add NewArea Control Groups allows operators to add new area control groups.

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• Delete Area Control Groups allows operators to delete area control groups. Care must be taken not to delete area lists that are referenced in the panel programming.

This option should only be available to Installers.

## **Communications Utilities**

Communications Utilities controls options associated with the *Genesis* communications task.

• ViewLog allows operators to view the log window.

• *Terminate* allows operators to terminate the communications task. This option should only be available to Installers.

## **Output Groups**

This menu item provides access to the Output Group Wizard for programming output lists for the panel.

- *ViewOutput Control Groups* allows operators to view output control groups, and the list of outputs in the group.
- Change Output Control Groups allows operators to change output control groups.
- Add New Output Control Groups allows operators to add new output control groups.
- Delete Output Control Groups allows operators to delete output control groups. Care must be taken not to delete output lists that are referenced in the panel programming.

### **Output Groups**

This menu item provides access to the Output Group Wizard for programming output lists for the panel.

- *View Output Control Groups* allows operators to view output control groups, and the list of outputs in the group.
- Change Output Control Groups allows operators to change output control groups.
- Add New Output Control Groups allows operators to add new output control groups.
- Delete Output Control Groups allows operators to delete output control groups. Care must be taken not to delete output lists that are referenced in the panel programming.

## Panel Add and Edit

This menu item provides access to the Panel Definition Wizard.

- View Panel Configuration allows operators to view **Genie** and communications related panel parameters.
- Change Panel Configuration allows operators to change panel details.
- Add a NewPanel allows operators to add a new Genesis panel to Genie, subject to the license for the system.
- Delete an Existing Panel allows operators to delete a panel from the system.
- *Initialize Panel* allows operators access to additional *Genesis* panel configuration parameters, such as Initializing the panel and downloading scripts.

## **Panel Configuration Programming**

This menu item provides access to the Panel Configuration Wizard.

- Add Devices, Points and Areas allows operators to add new devices, points and areas within **Genie**.
- Change EOL Settings allows operators to modify the EOL settings used by Genesis.
- *Change Access Zones* allows operators to modify the access zones settings for the panel.
- Change Contact Id Settings allows operators to modify the Contact Id settings for the panel.
- Change Securitel Settings allows operators to modify the Securitel settings for the panel.
- Change Dialling Settings allows operators to configure the different dialler options that may be required.
- Change External Modem Settings allows operators to adjust the settings for using external modems.

#### 37.2.3 Operator Views

#### **Partitioning Options Installed**

Operator Views can be created for User Defined Operator Groups that limit which data operators in those groups can view.

View can be created on the basis or

- Building
- User Type

Views created for Buildings are used when partitioning is used to defined different regions of a site, and allow the operators to process alarms and users for that part of the site only.

Views created for User Types are created when limitations to user processing are required, and these can be defined by creating a list of user types that may be processed. For example, a group of operators may only be permitted to issue predefined keys to Visitors, and may not be permitted to view or process any other key holder information.

#### **Selecting Operator View Data**

🚳 Operator Groups	_		×
Welcome to the Operator Groups Wizard This wizard is for viewing, adding, changing and deleting operator group Select an action and click Next to continue.	o data.		
Select Data			
Operator Group Data Views			
	Next 🔾	800	ancel

Selecting Operator View Data

This option is only available if there are User defined operator groups to which view may be allocated.

🚳 Operator Groups	- 🗆	×
Operator Group Details: Description of the Group is used in lists of operato existing Operator groups. Notes may be added about the purpose of the gro The Description must be entered. Notes are option	up, for your own information.	e 🗸
Select Data Type Buildings Drawings Points User Types		
	O Back Next 💽	Cancel

Selecting Data Type for the View

After selecting the group for which view are to be processed, select the type of data for the view.

실 Operator Groups		- 🗆	×
Operator Group Details: Description of the Group is used in lists of operating Operator groups	erator gro	oups. This must be different from all the	^
existing Operator groups. Notes may be added about the purpose of the The Description must be entered. Notes are of	e group, f	or your own information.	~
Items Selected		Items Available	
Shed	×	Main Block	
		😮 Back Next 🕥 🔞 Ca	ncel

Create View Data List

Move the data elements the operator may process to the left list.

After viewing the summary of the data for the view, save the changes as required.

The Chapter on **Genie** Configuration gives more details on establishing a view for Buildings.

# 38 Access Types

Access Types are used to set common data for many keys at one time, and then link the keys to a panel or panels in the system. They can also be used to link users who only have keypad access to particular panels at the site.

Where an Access Type is used to define card / key access, information such as the format of the card and the site code, if used, are stored in the Access Type details. A name for the type can be created which describes the keys physically, for example, *White cards* or *Grey fobs*, to make it easy for operators or office staff to distinguish different types of cards / keys that may be available for issue to users.

The Access Type Wizard is selected from the Configuration option of the Main Menu.

## 38.1 Creating an Access Type

- Access Type is the used to identify the access type, and will be shown when programming user access.
- Notes can be added about the access mode for administrative purposes
- *Card Format* describes the physical format of the keys and is used by the Genesis panel in determining how to interpret the key information when read by the reader. If the site uses keypads rather than key readers, select Keypad Only and ignore the key related details.
- *Site Code* is only applicable to Site code type keys, and is the number of the site code embedded within the key.
- *Key Number Size* is used to determine how to format key numbers for display in **Genie**. Some keys may be printed with four digit numbers, others with five digit numbers. Setting this value will set the way the numbers are displayed within Genie.

📓 Access Types	—	×
Card Number size i	<b>s</b> tes the type of card technology used. is used when formatting the Key Number, so that they are displayed on the way they are printed on the key.	< >
	Key Format 26 bit Weigand, Site Code	
	Site Code Digits in Key Number Settings Default for Import and Upload Generate Keynumber	
·	Seck Next Scance	el

Access Type Details

## 38.2 Adding Keys to the System

Keys can be added in bulk through the Access Types Wizard.

Access Types	—	×
Add Keys for this	Access Type:	^
details will not be		r
Leave the number	s at 0 to suppress adding keys.	~
	First Key Number	
	1000	
	Last Key Number	
	1100	
	S Back Next S Canc	el

Adding Keys for an Access Type

When setting the range for keys to be added, by default the first number will be one more than the highest number key known for the access type.

If the range of keys in the system is not consecutive, keys can be added for a range for which keys already exist. The existing keys will not be changed, and keys will be added for numbers that do not exist.

Keys can also be added to the system using the Key Management Wizard, available from the Access Menu. From the Key Management wizard, it is also possible to add users for the keys.

# 39 Panel Data Linking

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Panel Data Linking refers to the way in which data in Genie is related to data in the Genesis panel.

When adding data to Genie there are often a number of data fields that are not used by the Genesis panel. Genie looks at the data that has been added, and creates generated data for use by the Genesis panel. When new items are added to Genie, the number used in the Genesis panel is automatically created. In some instances, particularly when setting up a multi-panel system, it is necessary to change the relationship between the Genie data and the Genesis data.

An example of when it might be necessary to change a panel link is if a new script is created for a user group in the panel, and this needs to be used by existing groups. A change is required to the Users Type in Genie that already exists for the group that needs its script changed. The new script needs to be uploaded into Genie. Changing script used by the user type can be achieved either by changing the script for the group using Technician Software, and then uploading the group, or by changing the Special Processing selection for the users type to the newly created system script that corresponds to the new panel script.

Sometimes, Genie needs to know that the linking between Genie data and Genesis data must be maintained, and users cannot change these links. When it is the case, a Data Cross Reference Rule is created. This is created in a manner similar to creating a link. However once the rule has been created, it is not possible to change the panel data item(s) that correspond to the system item.

This option allows operators to view or change the data links and rules.

## **Data Linking**

Data types that can be modified include :

- Scripts / Scripts
- Time Blocks / Clocks
- Time Groups / Clock Lists
- User Types / User Groups
- Door Access Groups / Door Access Lists
- Area Access Groups / Area Access Lists

#### Scripts

When scripts are uploading into Genie, a System Script is created. This is shown when editing data that uses scripts. In a single panel system, there is a system script for each panel script that has been uploaded.

In a multi-panel system, it is necessary to ensure that the system script for data such as user types is correctly linked to the each of the appropriate panel user group scripts for that type.

After scripts have been uploaded for the second and subsequent panels, it is necessary to link the newly uploaded scripts to the system script for the user type.

🍯 Panel Data Lir	nker Wizard X
Select Data to P	rocess
The list of data s	hows the Genie data types that can be processed for the selection option.
	Select Data Type to Link with
	Area Access Groups
	Door Access Groups Scripts
	Timeblocks
	Timegroups User Types
	·
	G Back Next 🕤 🙆 Cancel

#### Select Scripts for Data Linking

#### **User Types**

When establishing a multi-panel system, there are different ways to create the user types required.

If the panels used cover a common area, and the operator is meant to see the system as 'one system' rather than two distinct areas, access for the second and subsequent panels can be added to the groups already created for the first panel.

Door access groups can contain doors connected to more than one panel. Add the doors from the second panel to the group already created for the first panel. This will

automatically create a new group in the second panel which is correctly linked to the system group used by the user type.

If the panels are installed at totally separate locations, and programming of users is separate for each location, then uploading the data from the second panel establish the group as a distinct user type in Genie.

## **Types of Data for Rules**

Data types that can have rules assigned to them include :

- Scripts / Scripts
- Time Blocks / Clocks
- Time Groups / Clock Lists
- User Types / User Groups
- Door Access Groups / Door Access Lists
- Area Access Groups / Area Access Lists

# 40 Workstation Configuration

Workstations are the PCs on which Genie is installed.

The Workstation wizard is used in configuring workstations in Genie network.

When a system is first installed, the Master Workstation and clients are installed, depending on the number of workstations in the licences.

The Workstation wizard is automatically run as part of any installation procedure. It can also be run from the Main Menu if it is necessary to adjust values already set up.

Note : When installing client workstations, Genie MUST be running on the Master workstation.

## 40.1 Workstation Wizard

When the Workstation wizard is run from the main menu, the following options are available, depending on the authorisation permissions of the current operator.

- View details of an existing workstation
- Modify an existing Genie Workstation

Client Workstations can only be added to Genie using the Installation CDs.

350	Genie Installer Manual			

🚳 Genie Master Workstation	_		×
Details for the Workstation			
Adjust Description for the workstation, and enter notes if required.			
Description	]		
Genie Master Workstation			
Notes	1		
G Back Next	$\bigcirc$	Cance	• 😧

Workstation Description and Notes

🚳 Genie Master Wo	orkstation —		$\times$
Processing Mode for	or the Workstation		^
	nen alarm beeps are generated. he name that the workstation will use when it connects to Genie M	aster.	
Tick Graphics Mode	if the Granhics Viewer should be automatically displayed, when Ge	nie starts	<b>~</b>
	Alarm Mode		
	Single Beep on New Alarms 🗸 🗸 🗸		
	Computer Name		
	TEST-W10		
	Workstation No		
	1		
	Workstation Mode		
	Logon Windows Users		
	Graphics Mode		
	Default Operator		
	~ ·		
	Sack Next S	Cancel	8

Workstation Details

When editing a Genie workstation, the following fields are displayed

- Description This is a text description used within Genie for the computer.
- Notes can optionally be entered for the workstation.
- Alarm Mode determines how Genie produces its audible indication of outstanding alarms. The options are shown in a drop down list.
- Computer Name is the name of the computer as set for Windows.
- *Workstation No* shows a number from 1 up, indicating which workstation it is within the limit set for the licence. The master workstation is always workstation 1.
- Workstation Mode is available in Genie Professional Only . Mode includes
  - Logon Windows User can be enabled to automatically logon an operator whose ld matches the name of the currently logged on user. This must be enabled for the operator as well.
  - Configure as Graphics Workstation allows a workstation to be configured to automatically start the Graphics Viewer when Genie starts. This requires a default operator to be set. This operator will be automatically logged on. Default operators for Graphics workstations cannot belong to the system default operator groups; new groups and operators must be created setting the permitted operations for the default operator.

If both options are enabled, the Operator matching the Windows user will be logged on in preference to the default Graphics operator. The Graphics Viewer will still be started.

When adding a client, it is highly recommended that the description of the workstation is changed from the default. Otherwise there will be more than one PC with the same description. The description can be changed in the wizard.

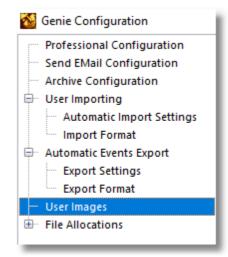
The most commonly selected alarm modes are:

- Continuous beep is used in control and guard rooms where an audible indication of alarms is required until all outstanding alarms are acknowledged.
- Single beep is used when the computer is located in more general areas, and only beeps on the receipt of a new alarm.
- No sound on Alarms. This is useful when the workstation is located in a general office area, and the audible tone would be distracting for staff.

When the changes are complete, a summary screen is displayed to check changes before finally saving them.

# 41 Settings

Genie Configuration is used to set a number of different configuration options. The option is selected from a list of those available for the edition of Genie that is installed.



List of Settings

For settings with a '+' on the left, click on the '+' to open a list of sub items.

The list of settings available is determined by the options installed in Genie.

## 41.1 Professional Options

This section applies to Genie Professional.

This option allows configuration of the way in which alarm suspension is handled.

It is also used to set the way in which Comments are logged from the Point Control windows.

General Configuration:	^
Configure Alarm Suspension.	_
Enter the time in minutes for which alarms are suspended, when this is reque	sted by the operator
Alarm Suspend Time (Minutes)	
0	
Alarm Reinstatement Enabled	
Log Comments from Point Control	
Help     Save	e 🧭 Cancel 🔇

**Professional Configuration Options** 

- *Alarm Suspend Time* gives the time in minutes until the alarm is reactivated after being suspended.
- *Alarm Reinstatement* indicates whether the alarm priority is to be higher when the alarm is reinstated after being suspended.
- *Log Comments* from Point Control determines whether the prompts required for logging comments are part of the Point Control window or not. If not, comments are logged from a separate window.

## 41.2 Email Server Configuration

Email Server Configuration is available in Genie Professional only.

This option is to configure the SMTP mail server for sending emails from Genie.

Emails can be sent by the Action server when a Point event triggers an action.

Set Details for sending Em	aile
Set Details for sending Line	alis
Enter the Server name for o	
Optionally enable EHLO fo	r extended SMIP. e (no authorisation), or Default (username and password).
	the Elsername and Password to use
SM	1TP Server Settings
S	erver Name
m	ail.catihouse.net
A	Authentication Method
N	ormal password 🗸 🗸
P	ort Use EHLO
	587 Enabled
U	iser Name
su	ue@catihouse.net
Pa	assword
•	•••••
C	onnection Security
ST	ARTTLS V
(2) Help	Save 📀 Cancel 😥
e neip	Save 🧭 Cancel 😢

**Professional Email Configuration** 

- Mail Server Name is the name of the SMTP server to use.
- *Port* indicates which Port to use for sending mails. This is generally 25.
- *Use EHLO* enables extended SMTP protocol for communicating with the mail server. This is optional and depends on the Internet Service Provider.
- *Authorisation Type* depends on the type of authorisation required by the mail server. There are two types supported, None and Default.

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- *Default Username* for sending emails is the user name when the Authorisation Type is Default.
- *Default Password* for sending emails is the password name when the Authorisation Type is Default.
- Port indicates which Port to use for sending mails. This is generally 25.

## 41.3 Archive Configuration

Viewing the Archive Configuration is available in Genie Professional only.

Archive File Name Pre	fix	
GenieArch		
Create New Archives		
Six Monthly	OMonthly	
Estimated Events per [	Day	
Less than 1000	O More than 5000	
0 1000 - 5000		

#### **Archive Configuration**

Multiple archive files allow archives to be kept for as long as required. Files may be created on a

- 6 monthly (default), or
- 1 monthly basis

The estimate of events per day can also be set. Normally these values are set when the system is installed, or during an upgrade to Professional.

Use this screen to view the settings for the system.

## 41.4 User Importing

Automatic user importing is available in Genie Professional only.

Automatic User Import Configuration				
Set Filename to be used This file will be read reg enabled.	gularly using the frequency set. If Frequency=0, automatic importing is not			
	Users Import Filename ImportUsers.csv Import Frequency 5 Seconds Minutes			
Help	Save 🧭 Cancel 😵			

Import User Settings

User importing can be run on a regular basis by setting the name of the file to import, and the frequency to check for imports in this window. The file must be located in the Import folder for Genie Classic.

When the file is processed, it is renamed to by placing 'P' at the beginning of the name. This file remains in the import directory for 2 days, and is then deleted. This gives operators an opportunity to check what has been imported if there is a query as to what has been processed.

Note:

These settings are only applicable to Club Access if the Generic format is selected.

Note :

If the PockeTracker option is also installed, Genie will create an additional copy of each processed file with a prefix of 'Previous'. When this file exists, the new user import file is compared to this file and only changes are processed.

These options are	t <b>File Formatting</b> ser import format. e used for automatic user importing. defaults for manual importing.	^
	Data Format   Field Delimiter   Delimiter = ;   Quote Char   No Quotes   Quote Strings Only	
Help	Save 📀 Cancel	8

#### Import Data Format Settings

- Select the Field delimiter used by the data to be imported
- Select the Quote character used by the data being imported. This may be 'None'.
- Check whether strings only are quoted, or all data.

# 41.5 Automatic Events Export

## **Export File Settings**

Automatic events exporting is available in Genie Professional only.

Events can be exported to a text file for processing by third party systems.

Configure Events Export	ing	^
		✓
	Export Enabled	
	C Enabled	
	Events Filename	
	GenieEvents%ymdhms%.txt	
	File Encoding	
	ANSI (Default)	~
	Export Frequency	
	5 Continuous Minutes	
	Hours	
Help		Save 🤡 Cancel 🔇

**Configuring Events Exporting** 

- Check the box to enable exporting
- Set the file name for the events. This file will be saved to the Export folder for Genie.
- Select the encoding to use for the file
- Select how often then file should be written.
  - $_{\odot}$  Continuous = write to the file whenever new events are read
  - Minutes = write the file, if there is data, every 2 minutes (in this example)

 Hours = write the file, if there is data, whenever the number of hours given has passed.

If there is a file with the name of the events file when data needs to be written, the new events are added to the end of the file. If there is no file, a new one is created.

The file name can be formatted to include some time stamp information. There are several predefined substitution values that can be used :

- %ymdhms% date will be formatted with the year, month, day, hour, minutes and seconds represented by numbers, eg 20160609100235
- %ymdhm% - date will be formatted with the year, month, day, hour and minutes represented by numbers, eg 201606091002
- %ymd% date will be formatted with the year, month and day represented by numbers, eg 20160609

For example, if the Events Filename contain 'GenieEvents%ymd%.txt', the file name will be like 'GenieEvents20160609.txt'

Genie expects that the third party software, or operator action, will delete the output files when they have been processed.

## **Export Data Format**

As well as setting file format settings, the headings for the data to be exported can also be configured.

Configure Events Exp Set options for event				
	Field Delimiter Delimiter = ,		$\overline{}$	
	Quote Char Double Quote = "		~	
	Export Data	<b>.</b>		
	Data User Id User Name	Column Heading User Id User Name	^	
	Card Number Event Date and Time	Card Number Event Date and Time		
	Door Name	Door Name	×	
				Defaults
🕜 Help			Save	Cancel 😢

Event Export Data Format

- Field delimiter defaults can vary between countries. Select the field delimiter required by any application that will be importing the events.
- Quote character handling varies between different applications. Select the required character, or none if applicable.
- Export Data Column Headings can be adjusted to suit applications importing the data. The heading shown is the default heading used by Genie. If a different heading is required, select the data field on the left. This will enable editing of the heading for the column.

The 'Defaults' button will restore the column headings to their default value.

## 41.6 User Images

### **User Images**

User Images can be displayed in the Users Centre and Users Wizard as well as other places such as the Door Watcher.

The location of the user images defaults to a folder in the Genie Shared Data directory. This can be set to another folder on the computer through this option.

Use this option to configure the Users Centre and Users Wizard to display images when user details are being edited. You can hide or display the fields and image for user images depending on whether you are using images or not.

User Images					
Select User editing opt	tions where User Images are to be displaye	d.			
Images Folder					
C:\Users\Public\Docu	ments\Genie\Users				
	Show User Images				
	Users Centre				
	Users Wizard				
			-		-
Help		Sav	e 💟	Cancel	8

Configuring Display of User Images

Changing the Images Folder can only be performed on the master workstation. The images must live on this workstation.

When selecting the folder, be sure to select the folder with a local name, for example

C:\Users\Images

and not a share name like

\\MyPC\UserImages

## 41.7 Folders

## Folders

This option shows the location of folders used by Genie. Most locations are determined by choices made during installation, and cannot be changed.

Folder locations that can be changed are those such as User Images, which may be in a folder somewhere else on the PC.

Note : When running Genie with multiple workstations, some folders on the Master must be accessible to the client workstations. Sharing must be set for these folders. Sharing is required for

- Genie shared data. By default this is Users\Public\Documents\Genie. The share name used for this folder does not matter.
- User Images, when these are displayed in the Users Centre and other parts of Genie. Currently, the Share Name for this folder must be 'UserImages'.

nie Folders scription Folder arm Sound files Genie Server C:\Users\Public\Documents\Genie\Sounds schive Database Backup ponfiguration files Genie Server C:\Users\Public\Documents\Genie\Etc B Temporary Genie Server C:\ProgramData\Torrens Building Software\Genie\ C:\ProgramData\Torrens Building Software\Genie\	nie\Etc ng Software\Genie\3.0\[
arm Sound files Genie Server C:\Users\Public\Documents\Genie\Sounds chive Database Backup onfiguration files Genie Serv C:\Users\Public\Documents\Genie\Etc B Temporary Genie Server C:\ProgramData\Torrens Building Software\Genie\	nie\Etc ng Software\Genie\3.0\[
chive Database Backup onfiguration files Genie Serv C:\Users\Public\Documents\Genie\Etc B Temporary Genie Server C:\ProgramData\Torrens Building Software\Genie\	nie\Etc ng Software\Genie\3.0\[
onfiguration files Genie Serv C:\Users\Public\Documents\Genie\Etc B Temporary Genie Server C:\ProgramData\Torrens Building Software\Genie\	ng Software\Genie\3.0\[
B Temporary Genie Server C:\ProgramData\Torrens Building Software\Genie\	ng Software\Genie\3.0\[
• • • • • • • • • •	•
C.) Decision - Files (c.) C.) Terrare - D. (lation - C. Charachi, C.)	Building Software\Genie
B Utilities C:\Program Files (x86)\Torrens Building Software\G	
rawing files Genie Server C:\Users\Public\Documents\Genie\Drawings	nie\Drawings
rawing Icons Genie Server C:\Users\Public\Documents\Genie\Icons	nie\lcons
ported data files Genie Serv C:\Users\Public\Documents\Genie\Export	nie\Export ,
	>

**View Folder Locations** 

Change File Allocations shows the file locations that can be configured, and allows selection of a new folder for storing the files related to the file location selected.

Note : File locations can only be changed on the Master PC.

Change Locations of Folders	and folders used by Genie that can be modified.
Genie Folders	
Description	Folder
Import data files Genie Server Time Attendance Data User Images Genie Server	C:\Users\Public\Documents\Genie\Import C:\Users\Public\Documents\Genie\Export C:\Users\Public\Documents\Genie\Users
Change Folder	Browse
Help	Save 🤡 Cancel 😢

**Change Folder Locations** 

# 41.8 PockeTracker

When the PockeTracker option is enabled, settings are required for managing the import and export of data associated with the devices.

C:\Document	s and Settings\All Users\Documents\PockeTracker	
	Badges Filename	
	Data\PTCards.txt	
	Export All	



- *PockeTracker Folder* is the main folder for the files shared with the VisionDatabase software managing the hand held devices. There are two sub folders used.
- *Badges Filename* gives the sub folder and file name for the file containing valid users. This is a list of users and access details generated by Genie for importing into the VisionDatabase software controlling the hand held readers.
- *Events Filename* gives the sub folder and file name for the events recorded by the hand held readers which are imported into Genie and added to the History.
- Import Frequency specifies how often to look for events to import.

*Export All* creates a list of all the valid users for exporting to the VisionDatabase system when first installing, or if there is a need to reset the hand held readers database.

## 41.9 Club Access

## **Club Access**

🚳 Settings		×
Professional Configuration Send EMail Configuration Archive Configuration User Importing Automatic Events Export	Club Access Integration Settings Club Access Folder is the location of the files required by the Club Management Software. The files are located in folders contained this folder. The members filename is the name of the file imported containint member detailsto the Import Files folder	<b>^</b>
User Images	Club Type	
File Allocations	Generic Interface 🗸 🗸	
Club Access	Branch Name	
Club Branches	Belconnen	
	Members Filename	
	MemberList*.csv	
	😮 Help Save 💟 Cancel (	8

Club Access Generic Interface

When using Genie Clubs for access control with Club Management Software, the type of management software installed must first be selected.

The type of interface is selected from the Club Type list.

Supported third party interfaces are:

- Club Fit Gym Management
- FlexWare
- Playtpus EzeMember

**NOTE** : If you are using a management software system that requires export of events from Genie, you must set the Reader Direction to 'IN' on the device settings in the Points Centre for the required readers.

### 41.9.1 Generic Clubs Interface

This interface provides a general purpose interface for importing users. It uses a flat file interface.

🚳 Settings	:	×
Professional Configuration     Send EMail Configuration     Archive Configuration     User Importing     Automatic Events Export	Club Access Integration Settings Club Access Folder is the location of the files required by the Club Management Software. The files are located in folders contained this folder. The members filename is the name of the file imported containint member detailsto the Import Files folder	^
<ul> <li>Automatic Events Export</li> <li>User Images</li> </ul>	Club Type	
File Allocations	Generic Interface $\checkmark$	
Club Access	Branch Name	
Club Branches	Belconnen	
	Members Filename	
	MemberList*.csv	
	😧 Help Save 📀 Cancel 🤅	3

Club Access Generic Interface

The settings needed for the Generic Interface are :

Members Filename : This is the name of the file containing member details that is used to control access to the site.

Events Filename : When the management software reads details of members' access for reporting are recording visits, this file is used for saving the events.

Branch Name : If there is only one branch being controlled, this field appears for setting the name. If there are more than one branch, this field is not displayed and another option is enabled where a cross reference between branches and the equipment installed in them can be created.

Exporting events requires

- the reader is programmed for Site Entry.
- file name for the export file to be entered

Export of events will not occur if either of these are not programmed.

In the Points Centre, Two Door Controller reader settings

	*	
Panel Reader1 Reader2		
Description		
P1 TDC 37017 R1		
Function	Direction	Card Timeout (Seconds)
Access Reader	Site Entry Reader V	0
Door	Access Zone From	Cache Off (Minutes)
P1 Door 001	None ~	0
Card Format	Access Zone To	PIN Source
26 bit Weigand, Site Code	None ~	No PIN Required 🗸 🗸
Card Area Access	Valid Output	Dual Card
None	V Unassigned V	No Dual Card 🛛 🗸
	Error Output	Can Self Authorise
	Unassigned ~	Sets User Flags

### 41.9.2 FlexWare Interface

🚳 Settings	→ □	×
<ul> <li>Professional Configuration</li> <li>Send EMail Configuration</li> <li>Archive Configuration</li> <li>User Importing</li> <li>Automatic Events Export</li> <li>User Images</li> <li>File Allocations</li> <li>Club Access</li> <li>Club Branches</li> </ul>	FlexWare Integration Settings         Club Access Folder is the location of the files required by the Club Management Software. The members filename is the name of the file imported containint member detailsto the Import Files folder.         Member files are created by the Elevware         Club Type         Flexware Client Management         Branch Name         Belconnen         Members Filename         ImportUsers*.csv         Events Filename         FlexOutput.txt         Reset Events         Start Reading Events from Now         Panel must be offline to change event buffer reading	×
	😧 Help Save 🧿 Cance	il 😮

The FlexWare interface requires setting :

- The name of the import file containing the members
- The name of the export file for recording access events
- The name of the Branch

Default names are provided for the import and export files.

When entering the Branch Name, it is important that it matches in case exactly, that is upper case and lower case letters are used to match the value in the user import file.

Exporting events to FlexWare requires the reader is programmed for Site Entry. Export of events will not occur if this is not programmed.

In the Points Centre, Two Door Controller reader settings

▲ ······	·····	
Panel Reader1 Reader2		
Description		
P1 TDC 37017 R1		
Function	Direction	Card Timeout (Seconds)
Access Reader ~	Site Entry Reader 🗸 🗸	0
Door	Access Zone From	Cache Off (Minutes)
P1 Door 001 ~	None ~	0
Card Format	Access Zone To	PIN Source
26 bit Weigand, Site Code 🗸 🗸	None ~	No PIN Required 🗸 🗸
Card Area Access	Valid Output	Dual Card
None ~	Unassigned $\checkmark$	No Dual Card 🗸 🗸
	Error Output	Can Self Authorise
	Unassigned ~	Sets User Flags

## 41.9.3 Platypus Interface

🚳 Settings			×
<ul> <li>Professional Configuration</li> <li>Send EMail Configuration</li> <li>Archive Configuration</li> <li>User Importing</li> <li>Automatic Events Export</li> <li>User Images</li> <li>File Allocations</li> <li>Club Access</li> <li>Club Branches</li> </ul>	Platypus Integration Settings         Club Access Folder is the location of the files required for the integration.         The files are located in this folder.         The members filename is the name of the file imported containing member details.         This file is created by the Platynus         Club Type         Platypus EZeMember         Branch Name         Belconnen         Members Filename         Members Filename         Events Filename         ExportEvents.txt		×
	Reset Events Start Reading Events from Now Panel must be offline to change event buffer reading Help Save	Cancel (	8

The Platypus EzeMember interface requires setting :

- The name of the import file containing the members
- The name of the export file for recording access events
- The name of the Branch

Default names are provided for the import and export files.

Branch Name is not used in processing in the current version of the interface.

Exporting events to Platypus requires the reader is programmed for Site Entry. Export of events will not occur if this is not programmed.

In the Points Centre, Two Door Controller reader settings

	*	
Panel Reader1 Reader2		
Description		
P1 TDC 37017 R1		
Function	Direction	Card Timeout (Seconds)
Access Reader V	Site Entry Reader V	0
Door	Access Zone From	Cache Off (Minutes)
P1 Door 001 ~	None ~	0
Card Format	Access Zone To	PIN Source
26 bit Weigand, Site Code $\sim$	None ~	No PIN Required $\sim$
Card Area Access	Valid Output	Dual Card
None ~	Unassigned $\checkmark$	No Dual Card 🛛 🗸
	Error Output	Can Self Authorise
	Unassigned ~	Sets User Flags

### 41.9.4 Club Fit Gym Management Interface

The Club Fit Gym Management interface requires setting :

- The name of the import file containing the members
- The name of the export file for recording access events
- An identifier for the gym. This is optional.

🚳 Genie Configuration		—
Import Format User Images File Allocations Club Access	Club Fit Integration Settings Club Access Folder is the location of the The files are located in this folder. The members filename is the name of the This file is created by the Club Fit	files required for the integration. file imported containing member details.
	Club Type ClubFit Gym M Branch Name Melba	anagement ~
	Members Filename MemberList*.csv	Events Filename ExportEvents.txt
		Reset Events           Start Reading Events from Now           Panel must be offline to change           event buffer reading

Default names are provided for the import and export files.

Branch Name will be exported in the Events file, if provided.

Exporting events to Club Fit requires the reader is programmed for Site Entry. Export of events will not occur if this is not programmed.

In the Points Centre, Two Door Controller reader settings

	*	
Panel Reader1 Reader2		
Description		
P1 TDC 37017 R1		
Function	Direction	Card Timeout (Seconds)
Access Reader	Site Entry Reader	✓ 0
Door	Access Zone From	Cache Off (Minutes)
P1 Door 001	✓ None	✓ 0
Card Format	Access Zone To	PIN Source
26 bit Weigand, Site Code	✓ None	$\sim$ No PIN Required $\sim$
Card Area Access	Valid Output	Dual Card
None	✓ Unassigned	✓ No Dual Card ✓
	Error Output	Can Self Authorise
	Unassigned	✓ Sets User Flags

# 42 Buildings and Regions

When **Genie** is first installed, a Building and Region are added to the system. All the points added are located in this Region and Building.

If it is necessary to limit which parts of a system are visible to different operators, the Data Partitioning option can be installed. This allows creation of different regions within the system. Points, such as doors and areas, are then configured to belong to the different regions. These regions are grouped into buildings, and operator access to data can be limited by linking only selected buildings to their Operator Groups.

A region can belong to more than one building. This provides a way of allowing doors in a common area to be shared between different buildings, thus allowing general access to those points, while limiting access to others.

Buildings and Regions are established in the Configuration Option, Buildings and Regions.

Refer to the Section on Operators and Operator Groups for more details of setting up operator groups for specific buildings only.

If Data Partitioning is not installed, the Buildings wizard provides the facility to change the description of the building, and to record notes about the building.

## 42.1 Building Regions

# **Building Regions**

Building Regions are referenced by Points, such as doors and areas, so that the site can be divided into distinct regions for limiting operator access to viewing and commanding those points.

🚵 Buildings and Regions	_		×
Select Action Select an action and click Next to continue.			
Select an Action			
Back 🕥 Next 🕥		Cancel 🔇	

Figure 43.1: Building Region Options

As with the other wizards, the first option is to select the action to be taken. Once that has been done, the details for the regions are entered.

		Buildings a	nd Re	gions	375
Buildings and Regio	ns		_		×
Building Region Detail	:				^
otes may be added at	sts of building regions. out the purpose of the building regi e entered. Notes are optional	on, for your own int	ormati	on.	~
	Description Common Area				
	Notes	]			
	G Bac	k Next 🔾		🕄 Cance	I

Figure 43.2: Building Region Data

A name of the region is required for all regions. Notes may also be entered if required.

A summary is displayed before the data is saved.

# 42.2 Buildings

# **Buildings**

Buildings are referenced by Panels, and if Partitioning is enabled, by other data such as User Types.

🚳 Buildings and Regio	ns	_		×
Building Details: Description is used in li Notes may be added ab The Description must be	sts of buildings. out the building, for your own information. e entered. Notes are optional			<
	Description Main Block Notes			
	🔾 Back Next 🔾		🕄 Canc	el

Figure 43.3: Buildings Description and Notes

# **Regions in Buildings**

This section only applies to Genie with the Partitioning Option enabled.

After the name and notes for a building have been established, the regions for the building are selected.

	Buildings and Regions	377
Buildings and Regions	– 🗆	×
Building Regions		^
he right hand list are the regions you can add to the	ng regions currently in the building. The regions i building. on the Regions in Building and move it to the	n 🗸
Items in Group	Items Available	
Common Area Offices	Garages	
	>	
	<	
	🔾 Back Next 🜍 😣 Can	cel

Figure 43.4: Assigning Regions to a Building

The regions in the left list are the regions in the building. The regions in the right list are the other regions in the system that are not assigned to this building.

Move the regions from one list to another so that the left list contains the required regions, and click on the Next button.

🚳 Buildings and	Regions	-		×
Summary Have a look at th to continue, or 'I	e summary of the details. Click 'Next' Back' to change details.			
	Details of the item	1		
	Description Main Block Notes			
1	Sack Next S		😢 Cano	el

Figure 43.5: Summary of Building Details

A summary of the details for the building is displayed prior to the details being saved.

# 43 Partitioning Data

There are two ways in which operator access to data can be limited in Genie.

- 1. **Operator Data Views** limit data for operators to a list of elements selected for their operator group. This selection is performed in the Operator Groups Wizard and is available for a limited number of types of data such as Drawings and User Types. This is available in **Genie Professional Only**.
- 2. **Partitioning** sets up Buildings made up of one or more Building Regions. Points such as inputs and doors are assigned a region. Operators have access to buildings, which then allows selection of data for the regions within a building. A region can belong to more than one building, so common areas such as foyers can be viewed from different buildings. Partitioning is available as an option for both Genie Standard and Genie Professional.

Partitioning and use of Data Views allow administrators to limit which parts of the site may be viewed and controlled by different operators.

When partitioning is active, a list of buildings for an operator group is created in the Operator Data View.

If both options are enabled in a system, note that Data Views have priority over Partitioning for User Types and Points. This means that the Building will be ignored if a list of items has been created. Drawings can be selected on the basis of a Data View, while the points on the drawing are selected on the basis of the data view for Points, if it exists, other by building.

It is recommended that only one method is used for limiting operator access to data.

# **Using Data Views**

This method uses lists of selected data types which are used when selecting data for an operator to view or change.

The data types supported are :

- Drawings
- User Types
- Points

A list of records for each of these types of data can be created for an operator group. Operators will only have access to the records in the list.

In the graphics, operators will only have access to the drawings in the data view for their operator group.

In the Command Centre, only Points in the list of points for the Data View are displayed.

When processing users, operators can only view users who have access through a user type in the list of users types for their operator group.

If there are no items in a list for a data type, the operator is not limited in which records can be viewed and changed.

# **Using Partitioning**

Partitioning works differently.

Building Regions are created for different parts of the site.

Points such as inputs, outputs, doors and areas are put into a building region.

Buildings are created containing one or more building regions. The term building is used to represent a logical split of the system and not a physical building, although in some cases it may be a separate building.

A list of buildings operators can access is created as a Buildings Data View for their operator group.

As many other types of data are directly or indirectly related to points, the other types are then limited by the points located in a Building through the list of regions for that Building.

For example, if a Door Access Group is created for a building, only doors for the building can be selected. If a User Type is created for a building, only Door Access Groups for the same building can be selected.

Data that can be limited using Partitioning includes:

- Door access groups for access for users
- Area access groups for access for users
- User types for user access programming
- User classes for user access programming
- Access types for user credential programming
- Users who can be programmed
- Points in the Command Centre
- Points on a Graphic Drawing
- Details and commands for a point from the History Screen

# Implementing Partitioning

When the first panel is added to the system, by default, all points connected to that panel are assigned to the default building region, Region 1. This region belongs to a default building, Building 1.

The names of the default region and building can be changed from the Buildings and Regions Wizard.

The steps required to setup Partitioning for are site are:

- Create the additional building regions required.
- Create additional buildings and select which regions belong to each building.
- Create a new operator group with the Permissions for the actions that the operators can perform, that is, which menus they can access, and what they can do in those menus.
- Add a view to the new group, listing the buildings containing the points that they may access.
- Modify the Points details, moving points into the newly created regions as required.
- Create new Access Types for each building, if access control is required for the building.
- Create Door and Area Access Groups for each building, if access control is required for the building.
- Create User Types for each building, if access control is required for the building.
- Change Building for Users if previously they have had access to all buildings and now need to be limited.

## Adding Building Regions and Buildings

This is done from Buildings and Regions option under Configure.

See Buildings and Regions for more details.

## **Adding Operator Groups**

This is done from Operator Groups option under Configure.

The steps are

- Create a new Operator group. This can be based on an existing group by duplicating an existing group.
- Set the group options, such as the Alarm Mode and default Graphic Menu. If the Graphic has not yet been created, default to any existing graphic and change this value when graphics have been updated.
- Adjust any other group properties that need to be changed and save the new group.
- Continue back to the Start of the wizard, and select Operator Group Data Views.
- Select Change Operator Data Views

- Select the group just created, click next, and select Buildings from the Data Type selection list
- Move the buildings for this group from the right list to the left list, click next and save the view.
- Repeat these steps to create other operator groups with different buildings, or different operator permissions.

If an operator group with data views is duplicated, the data views are also duplicated for the new operator group.

Note that it is not possible to use system default operator groups for limited data views. System groups always have access to all buildings, as they are intended as template groups that can be used if default permissions are appropriate.

## **Points in Building Regions**

All points must belong to a region. The region does not need to belong to a building. If it does not, then the points in that region will only be available to operators and users who have access to all buildings.

Moving Inputs and Outputs is simply done by changing the region. If the this implies a change of building, then the operators who have access limited by buildings will see different lists of inputs or outputs when in the Command Centre, and different inputs and outputs displayed in the Graphics.

When Doors and Areas are moved, if the change of region implies a moving from one building to another building, then the door or area IS REMOVED FROM ANY ACCESS GROUPS FOR THE ORIGINAL BUILDING.

This should not create a problem, as users should not have access to the door if it is no longer part of the building to which they have access.

## **Creating Access Types for a Building**

If Access Control is required for a building, add the access types are required for the building so that operators can edit user access.

This is done in the Access Types Wizard under Configure. If Keypad Only is required, add this as well.

Cards / Keys can be added for the building. This allows a block of cards to be visible to this building operators, but not operators for other buildings. (Operators such as installers with access to all buildings can see these cards, as it may be necessary for trouble shooting).

Cards / Keys can be added in the Access Types wizard or the Key Management Wizard.

## **Creating User Classes**

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If Access Control is required for a building, add the user classes that are required for the building so that user access can be created.

See User Classes for more details.

### **Creating Door and Area Access Groups**

If Access Control is required for a building, add the door and area access groups that are required for the building so that user types can be created.

When adding the group, specify the building, and then select the required doors / areas.

Under some conditions, it is possible to change the building setting for a group.

When changing a group using the Door or Area Access Group Wizard

- If a group does not have a building specified, AND
- All doors/areas belong to a single building
- No doors/areas are being added or deleted from the group

an additional option to set the building is given after the screen which allows for changing the doors/areas in the group.

It is also possible to change a group that has a building selected to a group with no building selected in the same way.

## **Creating User Types**

If Access Control is required for a building, add the user types that are required for the building so that user access can be created.

It is possible to change the building selected for an existing User Type. Note that this will automatically clear the door and area access groups for the user type, allowing selection of groups belonging to the newly selected building.

This simplifies changing users when partitioning is added to an existing system.

## **Creating Users**

Users are assigned to a building by giving them a Users Type for the building. The Building is displayed on the Users screen, but cannot be changed.

As the Users Type is changed between buildings, the User Class and Access Type will be cleared, as these are building dependent. Update these fields with items that are appropriate for the newly selected type.

When partitioning is added to a system with existing users, the users who are to be in the new building will need their details updated.

- Assign a user type for the building
- Adjust the user class
- Adjust the access type
- Re-enter the key details

### **Example of Partitioning**

A site consists of two main buildings connected by a common foyer area. Management at the site requires that some operators can access one building plus the common area, and other operators can access the second building plus the common area. Installers and System Administrators can access all parts of both buildings, as well as the common foyer area.

#### Step 1

This site will need three regions.

- Foyer Region, accessible to all
- Block A
- Block B

When **Genie** is installed, a building and building region are created, with the region established as belonging to the building.

The first building region installed will be used for Block A. This block will be the one with the most doors and areas, as this will reduce the amount of work required in establishing the system.

In the Buildings Regions Wizard,

- Rename the existing block to Block A (or whatever name is applicable to the site).
- Add a region for Block B
- Add a region for the common foyer area

#### Step 2

From these regions, two buildings can be defined

- Building A, containing the Foyer Region and Block A.
- Building B, containing the Foyer Region and Block B.

In the Buildings Wizard

- Add a new building for Building A, and add Block A and the common region to it.
- Add a new building for Building B, and add Block B and the common region to it.

### Step 3

The Doors and Areas are next placed in their appropriate regions.

In the Points Centre

- Select the Doors option, and adjust the Building region for the doors in Block B, and the common region
- Select the Areas option, and adjust the Building region for the areas in Block B, and the common region (if required)

### Step 4

In the Operator Groups Wizard

- Create a new Operator Group for the operators for Building A. The easiest way is to find an existing group with operator permissions that are like those for the new group, and duplicate this group. The permissions can then be adjusted to add extra permissions, or delete unwanted permissions.
- At the start of the wizard, now select the Operator View option, and then select Change. Select the group that has just been created, and when Next is pressed, a list of the building for the site are displayed in the right list. Move Building A to the left list, and continue to save changes.
- Click Start to begin again, and select Operator Permissions option to add the operator group for Building B, in a manner similar to that for Building A. When the group has been added,
- At the start of the wizard, now select the Operator View option, and then select Change. Select the group that has just been created, and when Next is pressed, a list of the building for the site are displayed in the right list. Move Building B to the left list, and continue to save changes.

### Step 5

If the operators who are to have these data view have already been created, change their operator groups to the appropriate group just created.

If the operators have not been added to the system, they can be added now, and given the appropriate group for their access.

### Step 6

Door Access Groups can be created for the buildings. If these are created by operators who do not have views, such as Installers, make sure that the building is set for the group.

Once the building is set

- Doors that can be selected are limited to those for the building selected
- Once saved, the groups are then available to operators with a limited view. If the Building is not set, the operators will not be able to see the group, even if all the doors belong to their building.

#### Step 7

If required, Area Access Groups can be created for the buildings. This is done in a similar manner to Door Access Groups.

#### Step 8

Create user types for the buildings.

In the User Type Centre, create a type and set the building as required. This will limit the Door and Area Access Groups to those previously created for the building.

Save the User Type. Operators with views will only be able to see user types with the buildings in their view.

Once a user type has been established, the building may not be altered.

Operators with a view may only create user types for the buildings in their view. Operators with no view defined can create user types for any building, and also user types that may contain door access groups or area access groups for multiple buildings.

### Partitioning with Multiple Panels and Multiple Buildings

One way of using partitioning is to limit different operators to selected groups of panels and their points.

When a panel is added to **Genie**, the building region for the panel is set. All the points associated with this panel are then put into the same region. Once the points have been added, the region for a point can be changed through the Points Centre.

Note that if the region for a panel is changed, the points related to that panel do not have their region changed. If any additional points are added to this panel, for example a new door is added to the system, then the new points will be assigned to the region that is current for the panel at the time the door is added.

It is important to create the building region for the panel before adding the panel.

For example, suppose we have 10 panels, numbers 1-10, and 4 operators, A, B, C and D with the following requirements.

- Operator A is permitted to view all the panels.
- Operator B is permitted to view panels 1-5.
- Operator C is permitted to view panels 5 and 6.
- Operator D is permitted to view panels 5-10.

In this case, we will need to create 3 Buildings. Buildings in Genie are a collection of building regions. They may or may not correspond to physical buildings.

For our example, we will assume that our panels are at 6 different locations, and we have created 6 Building regions.

- Panel 1 is in Building Region 1
- Panel 2 is in Building Region 2
- Panels 3 and 4 are in Building Region 3
- Panel 5 is in Building Region 4
- Panel 6 is in Building Region 5
- Panels 7 to 10 are in Building Region 6

We then create our 3 Buildings. There is already a building in the system, so we call these buildings 2 to 4.

- Building 2 contains Regions 1,2,3 and 4, providing access to panels 1 to 5.
- Building 3 contains Regions 4 and 5, providing access to panels 5 and 6.
- Building 4 contains Regions 4, 5 and 6, providing access to panels 5 to 10.

For our operators, we now create new operator groups so that we can limit them to the buildings we have just created.

If Operator A is an installer with belonging to the default Installer group, no further action is needed for access to all panels. By default, an operator can view all buildings unless a list of buildings has been created for their operator group.

- Create an Operator Group for Operator B.
- Once this group has been created, change the Operator Data View for the group. Click through the windows until the list of data for partitioning is selected. Select Buildings. On the next window, add Building 2 to the list of selected buildings and click through to save the changes to the view.
- Create an Operator Group for Operator C.
- Once this group has been created, change the Operator Data View for the group. Click through the windows until the list of data for partitioning is selected. Select Buildings. On the next window, add Building 3 to the list of selected buildings and click through to save the changes to the view.
- Create an Operator Group for Operator D.
- Once this group has been created, change the Operator Data View for the group. Click through the windows until the list of data for partitioning is selected. Select Buildings. On the next window, add Building 4 to the list of selected buildings and click through to save the changes to the view.

The setup for Operator D could have been done another way. Instead of creating Building 4 consisting of Regions 4, 5 and 6, Building 4 could have contained only Region 6. The operator data view would then have need to include both Building 3 and Building 4 for this operator. Both methods result in Operator D having access to Regions 4, 5 and 6.

## 44 Script Linker

The Script Linker is used to change the descriptions of clock and access scripts used by Genie that have been uploaded from the Genesis.

Changing the description is helpful if the name uploaded is not as descriptive as it could be for operators who are editing User Types or Timeblocks, as the description is used in the drop down lists for Special Processing.

The Script Linker is also used for multi-panel sites to link scripts from the different panels to be used for user types or timeblocks that relate to more than one panel.

Authorized operators can change the relationship of Access and Clock Scripts referred to in Genie. If a user type has a door access group containing doors for more than one panel, the access scripts from each panel referenced can be linked using a System Script for selection when programming User Types.

Similarly clock scripts can be linked for use by a Timeblock that is used in more than one panel.

### **Changing a Description**

Firstly, select a script to change. After uploading, the scripts will be prefixed with the panel prefix selected for the panel from which they have been uploaded.

Note that this description is used in Genie and is not the name of the script stored in the panel.

🚳 Script Linker		_		×
Select a System Script				
Select a script from the Click Next to continue.	list below.			
	Script Type			
	Any Type	~		
	Select Script			
	P1 Access Script			
	P1 Script 010			
	Sack 1	vext 🔵	😮 Ca	ncel

### Select a Script to Change

Change the description, and add notes if these will help to keep track of the reasons for, and features in the different scripts for the panel.

	S	cript L	inker	391
🚳 Script Linker		_		×
System Script Details Description of the Script is used in lists of scripts. T Notes may be added about the purpose of the scrip The Description must be entered. Notes are option	t, for your own information.	the existi	ing Script	ts.
Description          P1 Access Script         Notes				
	G Back Next (	)	😢 Car	ncel

### **Changing Script Details**

After changing (or viewing) the script name, type and notes, a list of the panels in the system is shown. Scripts of the same type can be selected so that a particular script can be easily customised.

🚳 Scri	pt Linker	-		×
Select F	Panel Scripts			
For eac If the so	h panel, select the script to use. cript is not used for a particular p	anel, it can be left as 'None'.		
	Panel Scripts			
	Panel	Script		
	Genesis Panel 1	[Script 014] Access Script		
	Genesis Panel 2	None		
	TEST	None		
		Sack Next S	😮 Ca	ncel

### Linking Panel Scripts to a System Script

A summary of the details for the script are displayed before the changes are saved.

	Script Linker	· 393
Script Linker		×
Summary	A Click Mark	
view the details for the scrip to complete processing, or 'l		
Field Name	Field Value	
Description	P1 Access Script	
Script Type	Access Script	
Default	Default	
Genesis Panel 1	[Script 014] Access Script	
Genesis Panel 2	None	
TEST	None	
	💙 Back Next 💙 😣	Cancel

### Summary of Script Details

### Adding a System Script

It is possible to create a new System Script, and then assign panel scripts to it. System Script is the name used in Genie to refer to the Script Details seen by operators in utilities such as the User Type Centre.

Enter a name for the new script, and select its type from the drop down list. Notes can be added for operator information.

🚳 Script Linker	<del>-</del> □	×
System Script Deta	ils	^
Notes may be adde	Script is used in lists of scripts. This must be different from all the existing Scripts ed about the purpose of the script, for your own information. Ist be entered. Notes are optional	5.
	Description	¥
	Manager Access	
	Notes	
	For All Level 3 Managers and above	
	G Back Next G Can	cel

### Creating a New System Script

Next link the panel scripts for each panel. If a panel will not require this script, then the script can be left blank, or set to None.

			Script I	Script Linker	
🚳 Sci	ript Linker		_		×
Select	Panel Scripts				
For ea	ch panel, select the script to use. script is not used for a particular p	anel, it can be left as 'None'.			
- cric		ane, it can be left as mone i			
	Panel Scripts				
	Panel	Script			
	Genesis Panel 1	None		$\sim$	
	Genesis Panel 2	None			
	TEST	None			
		🕒 Back	Next 💽	🔞 Car	ncel
		_	-		

Г

### Assigning Panel Scripts

View the Summary and Save the new script if the details are correct.

## 45 Options

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There are a number of options available with Genie. These are described in this chapter.

# 45.1 Digifort CCTV Interface

Genie can be interfaced with the Digifort Enterprise Server.

This must first be installed on the local network. It is then possible to configure the interface with Genie.

Installing the interface in Genie is done through a separate installation task to that used to install Genie Classic.

Genie must be closed when the interface is installed. Enter the separate licence details for the interface during the installation.

Once the option has been installed, it is upgraded using standard Genie updates.

### 45.1.1 Configuring Digifort Servers

Configuring Digifort consists of a number of steps.

- Set the connection parameters.
- Import the camera details and global events
- Optionally link cameras to points such as inputs and doors.

Description TEST	
Time Region Eastern Summer (NSW/ACT/VIC)	
Controller Address IPAddress Hostname Port 8600	User Name admin Password ••••• Confirm Password
	Server Name test

Connection parameters required are :

- Description to use in Genie for this server
- Time region of the server
- IP address of the Digifort server on the network
- Port to use for the Digifort server
- User name and password for requesting information from the server
- Server Name is used internally

When a server is first added to the system, the cameras and global events are automatically imported.

If they change after this, there are options to refresh the camera and global event information.

igifort File View Options Hel	p
Save Revert New	Reload - Delete Refresh
Cameras	Reload Cameras Reload Global Events

Select Reload Cameras to refresh the list of cameras in Genie.

# 45.1.2 Cameras

The details for cameras that can be set in Genie are

- Description for use when selecting a camera
- links to other points so that the camera for the point can be quickly identified

Properties received from the Digifort Server are displayed. They cannot be changed in Genie.

Property	Value
Name	001
Description	Camera 1
Model	Pelco DVR5104
DeviceType	3
MediaProfiles	Recording, Visualization

A camera can be linked to more than one point.

Link to Point P1 Door 001	Select Point Type Door	~	^
	Select Point P1 Door 001	~	
	Pre Event Time	Seconds	
	Post Event Time	Seconds	
	Save To List	Delete from List	
			¥

Genie then knows which camera to select in History and other options for events and alarms relating to the linked point.

The viewer windows caters for displaying

- a single snapshot, taken at the current time
- a stream of images captured by the camera
- a stream of images previously recorded

Single Snapshot	Stream of live images	Stop display
Toggle time range		Fit Picture to Screen
display	Playback From 20/12/2016 11:13:46 V	Playback To         Camera 1           20/12/2016
	Display images within time range	

# 45.1.3 Global Events

Global events are read from the server when it is added to Genie

The name and description of the events are received from the Digifort Server.

Property		Value	
Name		G001	- 11
Description		Global Event 1	
	Trigger Glob	al Event	

Global events can be manually triggered from this display.

To update the list of global events in Genie when they have been changed in Digifort Enterprise, select the option from the Reload menu.

🔯 Digifort	
File View Options Hel	р
Save Revert New	Reload - Delete Refresh
■- TEST	Reload Cameras
🖨 Cameras	Reload Global Events

## 45.1.4 Custom Events

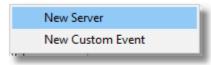
Custom events can be created based on the global events imported.

Custom events allow for storing override parameters for the global events. These parameters are

- Message
- Override Email Message
- Override Operator Message

Triggering a custom event causes these parameters to be added to the request to trigger the global event on which the custom event is based.

Add a custom event from the New option.



A window appears for entering details of the custom event.

Add	d Custom Event	Genie description			Selected	d cameras	<b>x</b>
De	scription			Camera Sele			Available Cameras
Do	or Event	Glo	bal event to	Camera 1		[	Camera 2
Sel	ect Global Event	c	ustomise				
Glo	bal Event 1	-	×				
Me	ssage	Me	ssage for event			>	
Fo	oyer Door						
		ſ	Email messa	ge		<	
Ov	erride Email Message		to send				
Те	sting - Command Text						
2	🖉 🖌 😼 Even	t=G001&Message	Foyer Door&O	verrideShowCa	ameras=001		
Set edit mode to ente event text	Exit edit	Test event		wł	ext of event hen triggere nt. This car here.	ed by an 1 be tested	Save

A command can be be tested from this window.

Once the custom event has been added, it can also be viewed from the tree view. An additional field for an override operator message is available from this option.

Description	Camera Selected	Available Cameras
Door Event	Camera 1	Camera 2
Select Global Event		
Global Event 1 🗸 🗸		
Message		
Foyer Door		
Override Email Message		
		>
Override Operator Message		
		<
Trigger Event		
Testing - Command Text		
Event=G001&Message=Foyer Door	& Override Show Cameras = 001	

# 46 How Do I?

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## Add More Keys to Genie

A group of keys can be added to Genie using the options

- Key Management (Access Menu)
- Access Type (Configure Menu)

New key types can be added in the Access Type option. This option is generally only available to operators with Installer privileges.

Save a Report

This is described in Report Options

## View Unacknowledged Alarms Only

Select the View option from the menu at the top of the screen. Set Acknowledged to unchecked. Set Unacknowledged to Checked.

## Save a List of Events on the History Screen

Right click the mouse when it is located on the History screen. A menu will be displayed. Click on *Copy Page to Clipboard* to save the currently displayed events. Open a document or other destination for the events and *Paste* the events from the clipboard.

# Automatically Logoff an Operator on a Timeout

Timeouts for logging off operators are stored in the details for the Operator Group.

- Open the Operator Groups Wizard, selected from the Configure menu.
- Select Operator Group Permissions. Click Next
- Select Change Operator Permissions. Click Next
- Select the group to set the timeout. Click Next
- Set the Timeout in Minutes. Click Nextuntil the End Page is shown. (This has a Finish button).

Next time any operator in this group logs on, the timeout will be set.

Note that timeouts can only be set for custom operator groups. The default groups cannot have a logoff timeout.

#### Send an Email on a Point Event

This applies to Genie Professional only.

There are two basic steps required:

- 1. Create the email action in the Action Centre.
- 2. Create a point trigger linked to the action in the Points Centre.

### **Create an Email Action**

- Select the Actions and Scheduler from the Control Menu.
- Click New to add a new Action.
- Select Send an Email from the Command drop down list.
- Enter the fields as required.
- Click Save on the toolbar at the top.

To help customise the message, you can use Trigger Variables. When one of these is used in the Email Subject of Email Message, it will be changed when the email is created to show details specific for that email.

- %pname% will be changed to the Point Description
- %ptext% will be changed to the text, if any, added into the Text field when defining the Trigger Action in the Points Centre.
- %pevent% will be changed to the Event which caused the trigger to fire, for example, Alarm On.
- %ptime% will be changed to the date and time for the event causing the trigger to fire.

Text other than the Trigger Variables can be used in both Subject and Message.

## Link the Action to a Point

- Select Points from the Points Menu.
- Select the Point for the Trigger from the tree view.
- Select the Trigger tab in the top half of the screen.
- Select an Event from the drop down list.
- Select an Action from the drop down list.
- Optionally add text to the Text box.
- Click the Save button on the Trigger tab to add the action to the list.
- Click the Save button on the top Toolbar to save the details to the database.

Next time an alarm is generated for this event, an email will be generated. Note that if there is an existing, unacknowledged alarm for the event, a new email will not be sent. The alarm must be acknowledged, and the point reset, if applicable, before a new alarm, and hence email will be created.

# Embed the Operator Comments Option in the Point Control Window

This applies to Genie Professional Only.

Embedding Comments is a system configuration option, available in the System Configuration Wizard.

- Select Configure System -> Configure Genie to open the System Configuration Wizard.
- Select System Configuration. Click Next
- Check the option Log Comments from Point Control to enable the option. Click Next
- Click Next to save the details to the database.

The next time an application that uses the Point Control window is opened, the comments fields will be on the same windows as the point control fields.

# Automatically Connect to a Dial-Up Panel

- Open the Action Centre, under the Control menu
- Click on Clear to create a new Action
- Enter a Description, select Switch Point, and select the panel to dial and the Point command
- Check the Context for Schedule and other contexts if required
- Save the new Action
- Select Schedules from the View menu
- Click on Clear to create a new Scheduled Action
- Enter a Description, select the Action just created, and set the time to dial, and the frequency
- Save the new Scheduled Action

# 47 Installation Notes

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# **Default Operators**

When Genie is first installed, there are number of operators in the system that can be used. For all of these operators, the password is the same as the Operator Id.

The default operators are :

- Installer
- SysAdmin
- SecAdmin
- SeniorOper
- Operator
- Trainee

In addition, there is a default operator, NoOperator, which is used when there is no operator logged on.

# **Versions and Releases**

Genie Version 3 Release 5 and higher only support Version 4 firmware in the Genesis panels.

Genie Version 3 supports both Version 2 and Version 4 firmware in the Genesis panels.

Genie Version 2 Release 2 supports both Version 2 and Version 4 firmware in the Genesis panels. Release 2 add features added to the Version 4 firmware for Build 56 and 58.

# 47.3 Vision Database Installation

As well as setting the Genie Configuration, the Hand held units need to be configured to work correctly with Genie.

The event file from the hand held devices contains the following fields :

• *Lookup* This is an 8 digit field containing key details. When standard 26b Weigand keys are used, the first 3 digits are the Site Code, and the remaining 5 contain the key number. If the Site Code is < 100, it is zero padded to ensure 3 digits are recorded.

- Lookup-Type This is set in the hand held, and MUST be set to M-IdNum. If it contains any other value, the event will be ignored. This allows the hand held devices to be used for other purposes, providing a mechanism for Genie to ignore events if required.
- dtdt contains a time stamp of the event and is automatically created by the hand held
- Event will be Green for valid access and Red for invalid access
- Activity contains a text description and is not used by Genie
- *StationId* is the description of the hand held, and is recorded in the History event displayed in Genie
- *InOut* indicates whether the event is an in or out transaction (or neither) and does additional processing as necessary. For example, the user on site details are modified as users go in and out providing information necessary for Muster reports.

# 47.4 Club Access Configuration

Club Access Configuration is required for Genie Clubs and for Genie Classic with the Club Access Option enabled.

Club Management Systems supported include :

- Flexware Client Management
- Club Fit Gym Management
- Platypus EZeMember

After installing Genie, there are several steps that need to be taken to complete installation for use with Club Management systems. The first two steps are part of the normal installation procedure.

- Upload Panel and Points
- Change the Panel Processing Mode to Normal Processing
- In System Configuration, set the Club Management Software and parameters
- In the Points Centre, Set the Direction to 'IN' for readers that register member visits
- Add Door Access Groups for the different groups required
- Add User Types for the different groups required
- Export Users from the Club Management Software for importing into Genie and adding to the Genesis panel

When installing for use with Club Management Software, a number of system defaults are created when the Club Management Software is selected.

- A default Door Access Group called *Active Members* is created. Note this does NOT contain any doors, as the doors required will be site specific.
- A default Users Type called *Active Members* is created.

Note : The script required for this Users Type needs to be set, or 'Invalid Script' errors will be generated.

#### 47.4.1 Flexware

#### **Flexware Client Management**

After installing Genie, the following data needs to be set in

System Configuration :

- Set the Club Management System to **Flexware Client Management**. The file names for the members file and events export are set to the correct default values
- Set the name of the Branch(es) for the sites connected

Access Types Wizard

• Add Access Types for the type(s) of keys in use. Multiple types are required if the key uses a site code and there are more than one site code in use at the site.

Points Centre :

• Set the Direction to 'IN' for readers that register member visits (after uploading)

Door Access Groups Wizard

• Add the doors for member access to the *Active Members* door access group (Door Access Groups Wizard) after uploading.

User Types Centre

- Set the Special Processing for the Members users type
- Types for Suspended and Arrears are also created. If these users do not get access to the site, door access groups and special processing do not need to be set.

Imported users are added to the Users Type given in the data. By default, this is set to *Active Members*. If your installation is using different Users Types, add them to Genie, using the same name as that set in the Flexware system

The files transferring data between Flexware and Genie are located in the *Club Access* folder in the Genie data folders.

When a file containing user information is processed, it is renamed with a prefix created from the date and time at which the file was processed. This is deleted after two days, which allows for checking information if there are any queries as to which keys have been added and deleted.

There are also log files created, starting with RCA. These summarize the data processed. The file name contains a time stamp. One file is created each hour, providing that data has been processed during that hour. These files are automatically deleted after two days.

# 47.4.2 Platypus EZeMember

#### Platypus EZeMember

After installing Genie, the following data needs to be set in

System Configuration :

- Set the Club Management System to **Platypus EZeMember**. The file names for the members file and events export are set to the correct default values
- Set the name of the Branch(es) for the sites connected

Access Types Wizard

• Add Access Types for the type(s) of keys in use. Make sure that the key type is set as the default for importing.

Points Centre :

• Set the Direction to 'IN' for readers that register member visits (after uploading)

Door Access Groups Wizard

- Add the doors for member access to the *Active Members* door access group (Door Access Groups Wizard) after uploading
- Add additional Door Access groups as required, with the doors required for the members access levels

User Types Centre

- Create User types for each of the member access groups in EZeMember
- Set the Special Processing for the users types
- Set the Door Access Group for each different access level required

Imported users are added to the Users Type given in the MemberLists data.

The files transferring data between Platypus and Genie are located in the *Club Access* folder in the Genie data folders.

When a file containing user information is processed, it is renamed with the prefix *P*. This is deleted after two days, which allows for checking information if there are any queries as to which keys have been added and deleted.

There are also log files created, starting with RCA. These summarize the data processed. The file name contains a time stamp. One file is created each hour, providing that data has been processed during that hour. These files are automatically deleted after two days.

# 47.4.3 Club Fit Gym Management

After installing Genie, the following data needs to be set in

Settings :

- Set the Club Management System to Club Fit Gym Management. The file names for the members file and events export are set to the correct default values
- Set the name of the Branch(es) for the sites connected

Access Types Wizard

• Add Access Types for the type(s) of keys in use. Make sure that the key type is set as the default for importing.

Points Centre :

• Set the Direction to 'IN' for readers that register member visits (after uploading)

Door Access Groups Wizard

- Add the doors for member access to the *Active Members* door access group (Door Access Groups Wizard) after uploading
- Add additional Door Access groups as required, with the doors required for the members access levels

User Types Centre

- Create User types for each of the member access groups in Club Fit
- Set the Special Processing for the users types
- Set the Door Access Group for each different access level required

Imported users are added to the Users Type given in the MemberLists data.

The files transferring data between Club Fit and Genie are located in the *Club Access* folder in the Genie data folders.

When a file containing user information is processed, it is renamed with the prefix *P*. This is deleted after two days, which allows for checking information if there are any queries as to which keys have been added and deleted.

There are also log files created, starting with RCA. These summarize the data processed. The file name contains a time stamp. One file is created each hour, providing that data has been processed during that hour. These files are automatically deleted after two days.

# 48 Database Backup and Recovery

**Genie** uses two databases to store its information. These are referred to as the Main database and the Archive database.

A policy should be in place to save backups of these databases on a hard disk other than the one on which the **Genie** server is located.

The database files are :

- GenieMain.db
- GenieMain.log
- GenieArch.db
- GenieArch.log

Full details of recovery steps are located in the Installation manual.

## Automatic Backups

When **Genie** is installed, it is configured to backup these databases every 24 hours. The databases are located in the *database* directory of the **Genie** subdirectory for **Genie**. The backup databases are located in a *backup* directory in the *database* directory.

**Genie** can be configured to automatically copy the database backups to another PC on a network. This is done by first establishing the destination for the backups through the File Allocaton wizard. After this, an entry is added to the Scheduler.

# **Recovering from a Database Failure**

# **Database Failure**

If a database is corrupted, it is generally possible to recover by copying the latest backup from the database backup directory into the database directory. When the backups are performed, the database is validated prior to overwriting the prior backup.

# **PC Failure**

It is possible that the PC or hard disk may fail. In this instance, recovery will require a copy of the database that has been stored on a different PC.

**Genie** will need to be re-installed on a new PC or hard disk. Once this has been completed, the backup copies of the database used by overwriting the newly created databases. A utility program must then be run to enable the databases to run on the new PC.

 Database Backup and Recovery
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# 49 Troubleshooting

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## User Images Do Not Display on Client Workstations

This can occur if the Server folder for User Images is not set up properly as a Shared Folder in Windows.

Although a default folder is established for User Images, they can be located elsewhere on the server workstation. In order to find the images across the network, Genie clients look for a folder on the server with the share name UserImages.

This is set up under Windows XP from the Sharing and Security menu item displayed when right button is clicked while the folder is selected in Explorer.

Under Windows Vista, the option is located under Properties, Sharing, Advanced Sharing.

Check the option to share the folder, and then set the name as UserImages.

## Events in the panel are not being displayed on the History Screen

Events are suppressed when

• A panel is first installed, and the event processing flag is turned off.

Check through the Define Panel Option, Change parameters and make sure event suppression is not checked.

- A Fast Upload is in progress. Event processing is suppressed until the upload is complete.
- Some events for Inputs, Doors, Areas, and Outputs are suppressed if Logging is not enabled. Area events may need to be sent through specifically by the script if input events for the area are not required.

#### Drawings are not displayed properly on a client workstation

In order to share drawings, underlays and icons between different workstations a share name is required for the Master PC shared data folder. Client workstations check their local copy of a drawing with the master copy when a drawing is loaded.

By default, this share name is *GenieSharedData* and needs to be created by setting sharing on for

*C:\Users\Public\Documents\Genie* (or its equivalent in your installation).

If a different share name is used, you will need to close Genie and run NodeReinstall.exe from the Genie\bin folder on the Master PC to update the file locations information in the Genie database.

Events for Club Access are not being Exported

- Check that events are being processed for the panel
- Check that a reader has been selected as 'Site Entry'.

### Genie is Waiting For Server

'Waiting For Server' is displayed when Genie cannot find Genie running on the Master Workstation. This can be displayed under the following conditions :

- The system is a Multi-Workstation system, the PC is a Client, and the Server is not running, or cannot be reached via the network Genie uses TCP/IP to communicate between workstations. Make sure that the Client workstation TCP/IP settings are correct, and that it can reach the Master workstation. If the Client cannot successfully 'ping' the Master, the link may be down temporarily, or the TCP/IP may not be configured correctly.
- The system is a Master workstation. This can be caused by several conditions.
  - The Registry settings for the PC are incorrect. Genie looks at its Registry settings to determine whether it is the Master workstation or a Client. The Master workstation is responsible for starting the database. From the ..\Genie\bin directory, run NodeReInstall.exe, and select 'Master'. This will adjust the Registry settings and allow this workstation to start as the Master.
  - For some versions of Genie, this would occur if the computer name was longer than 15 characters. Either shorten the computer name, or upgrade to the latest version of Genie.
  - Main Menu is starting and has encountered an error, requiring the Operator to click on a window, prior to setting the Operator name.

#### Client displays 'Unable to Get My Nodenumber from the Database'

This will generally only occur if there has been a reconfiguration of the Genie network in a multi-workstation system, and the reconfiguration has not been completed successfully. It indicates that the Genie database does not have an entry for the NetBIOS computer name of the client.

With Genie running on the Master Workstation, from the client ..\Genie\bin folder, run NodeReInstall.exe, and select 'Client'. This will adjust the Registry settings and database and allow this workstation to be identified in the database.

#### Not All Devices Upload

In some early versions of the Installer Software for the Genesis panel, it was possible to add more units to the LAN than had been specified when the database was initialised.

Check the number of units permitted by going to the Define Panel option, selecting Change definition, and clicking on Next until the Advanced Button is displayed. Click on this to view the panel parameters. The number of units set when the panel was initialised will be displayed. If this is insufficient for the currently installed hardware, use the Installer software to reconfigure the panel, and upload again into Genie.

## Doors Upload is not uploading all doors

The number of doors that will be stored in Genie is linked to the number of doors permitted by the current licence.

Check that the number of doors in the licence is large enough to store all the doors connected to the panel.

## Input Upload is not uploading all inputs

The number of Inputs that will be stored in Genie is linked to the number of inputs permitted by the current licence.

Check that the number of inputs in the licence is large enough to store all the inputs connected to the panel.

# 50 Glossary

Access relating to an area state, means that the inputs in the area will not generate alarms.

Access relating to an input status, means that the input will not generate alarms.

Access Control Door describes a door through which access is controlled by the use of cards, PINs entered at keypads, and other equipment, on an individual basis.

Alarm an event that requires operator action.

**Archive Database** is the database that contains the archived event log. Archive Reports may be created from this data.

**Area** An area is a group of input points linked so that alarms from the group can be suppressed or enabled as a group.

**Area List** An area list is a list of areas for single particular panel. The term *Area List* is used by *Genesis* panel for the area lists in its programming.

**Area Group** An area group is a list of groups that may belong to more than one panel. This is the term used by **Genie**, to distinguish between groups created in **Genie** that may correspond to a number of area lists, where there is more than one panel connected to **Genie**.

# Input

Input is the term used to describe information received by the system or the security panel.

**Main Database** is the database that contains all the programming details for the users, points and other panel details for **Genie**. It also contains recent events. Older events are stored in the Archive database.

Messages The lines of text that appear within the Genie Messages screen.

**Open Too Long Alarm** can be generated for an access control point when the point has been opened by a card, PIN or other valid access, and has remained open longer than the time permitted for the point.

**Point** is a general term used within **Genie** to describe a part of the system to which an event or alarm relates. Generally, points are the physical devices monitored by the *Genesis* equipment, but can also include status information about the system.

**Point State** represents the condition of the point. It is used, for example, in showing an alarm condition for a point, indicating if a door is locked or unlocked and monitoring that equipment is functioning correctly.

**Secure** relating to an area state, means that the inputs in the area will generate alarms.

**Secure** relating to an input status state, means that the input will generate alarms.

**Tamper** relating to an input means that the device is registering a value that has been defined as neither an alarm or a normal state. This may indicate that there is a fault with the input, or that someone or something has interferred with its normal operation and requires attention.

**Too Long Alarm** is also called an Open Too Long or Held Open alarm. See Open Too Long.