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# *siteVIEW Standard*

**Centralized Monitoring Software**

## **Administrator Manual**

**050-015-0018**

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**TASC Systems Inc. • Langley, BC • Canada**

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## PREFACE

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This document describes the installation, commissioning and operation of TASC Systems' *siteVIEW* product.

All screenshots are taken from software running on Windows XP Professional. The appearance of your software may differ depending on your operating system.

The current version of *siteVIEW* is compatible with TASC *siteCOMMANDER* hardware. Future versions of *siteVIEW* may support other TASC hardware platforms.

Hardware and software described in this document is subject to on going development and improvement. Consequently there may be minor discrepancies between the information in this document and the performance and design of the hardware and software.



**Before connecting any equipment to any *siteCOMMANDER* or *siteVIEW* product, it is advised to read the Installations & Adjustments section of this document in its entirety before proceeding. Application of voltages in excess of the built-in protection could seriously damage *siteCOMMANDER* and *siteVIEW* and the equipment it is being connected to.**

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## 2. REVISION LOG

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TA-00-DOCS-0004A6 July 23, 2003

- Updated siteVIEW poll options (page **Error! Bookmark not defined.**)

TA-00-DOCS-0004A5 May 16, 2003

- Updated siteVIEW requirements (page **Error! Bookmark not defined.**)

TA-00-DOCS-0004A4 April 28, 2003

- Updated the manual for siteVIEW v1.5 updates
- Updated the Serial Port Settings section to include Kenwood FleetSync Protocol (page 24)
- Updated Figure 16 -- Communication Settings - Direct Serial Tab
- Added a section for Protocol Properties (page 25)
- Update Figure 31 for Panel Editor options

TA-00-DOCS-0004A3 December 13, 2002

- Updated the manual for siteVIEW v1.5
- Updated the siteVIEW requirements section to include Windows Management Instrumentation (WMI) Core Software as a requirement (page **Error! Bookmark not defined.**)
- Update the Using siteVIEW section to include the Alarm Viewer (page **Error! Bookmark not defined.**)
- Updated Figure 3-- System Viewer ([page Error! Bookmark not defined.](#))
- Updated the Tools Menu Section to include the Alarm Viewer and Alarm Options (page **Error! Bookmark not defined.**)
- Updated Figure 12 - Adding New Nodes Using the File Menu (page **Error! Bookmark not defined.**)
- Renamed the Natural Language Editor Section to the Input/Output Editor Section and updated information for new temperature and sound features (page 26)
- Updated Figure 19 - The Input/Output Editor Form (page 26)
- Updated Figure 20 – Importing and Exporting Input/Output Settings from the File Menu (page 29)
- Update the Alarm Editor Section to match the new look of the Alarm Editor, as well as the new sound, ceasing, error-checking and navigation features (page 30)
- Updated Figure 21- The Alarm Editor (page 30)
- Added Figure 23 – Viewing Alarm Entry Errors

- Added Alarm Viewer Section. This describes the New Alarm Viewer Module available in siteVIEW 1.5 (page **Error! Bookmark not defined.**)
- Added Alarm Pop-Up Report Section. This describes the New Alarm Pop-Up Report available in siteVIEW 1.5 (page 56)
- Added the Alarm Options Section. This describes the New Alarm Options Form available in siteVIEW 1.5 (page 57)
- Updated the Component Families section to include information on Temperature Sensors (page 38)
- Updated Figure 34 – Basic Connectivity Tab, Figure 35 – Connectivity Tab with On/Off Condition Figure 36 – Connectivity Tab with Properties Specific to the Switch/LED/Button Components so include the new temperature selections
- Added an example of displaying temperatures in Fahrenheit in the Component Properties' Format section (page 52)
- Updated the Poll Options Section to include a new option (page **Error! Bookmark not defined.**)
- Updated Figure 58 – Poll Options (page **Error! Bookmark not defined.**)
- Added Figure 59 – Configuration Change Message Box (page 61)
- Updated the Log Options section to include the new logging features (page **Error! Bookmark not defined.**)
- Updated Figure 60 – Log Options (page 62)
- Updated Figure 62 – Log Viewer
- Updated Figure 62 – The About Window (page 65)
- Added An Appendices Section (page **Error! Bookmark not defined.**)
- Added Appendix A -The Sound Brower (page **Error! Bookmark not defined.**)

TA-00-DOCS-0004A2 September 18, 2002

- Updated the manual for siteVIEW v1.3
- Updated the Installation section (page **Error! Bookmark not defined.**)
- Updated Figure 2
- Updated the Polling section (page **Error! Bookmark not defined.**)
- Updated Figure 58's caption (page 61)
- Updated the Log Options section (page 62)
- Updated Figure 60 (page 62)

TA-00-DOCS-0004A1 August 20, 2002

- Updated the manual for siteVIEW v1.1

- Updated the Installation section (page **Error! Bookmark not defined.**)
- Updated Figure 4 - System Viewer
- Updated the Open Mode options (page 18)
- Updated the Polling Menu information (page **Error! Bookmark not defined.**)
- Updated Figure 62 – Log Viewer
- Updated the About siteVIEW section (page **Error! Bookmark not defined.**)

TA-00-DOCS-0004A0 August 12, 2002

- Original Document

## 3. OVERVIEW

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### 3.1. Introduction

*siteVIEW* allows for the ultimate in monitoring and control for your system.

*siteVIEW* is currently compatible with the *siteCOMMANDER* hardware modules. The *siteCOMMANDER programming utility* is needed to program the *siteCOMMANDER* modules.

#### 3.1.1. Overview of Features

**Site Polling:** Determine the communication status of all *siteVIEW* sites.

**Monitoring:** View the status of all *siteVIEW* sites.

**Control:** Remotely control all *siteVIEW* outputs.

**Alarms:** Receive immediate notification when your *siteVIEW* system sees an alarm condition.

**Control Panel Interface:** Create a custom user interface to meet the needs of your control and monitoring requirements.

**Natural Language Logging:** View a Comprehensive Log of *siteVIEW* events. Input and Output Events feature custom, easy-to-read messages.

### 3.2. siteVIEW Requirements

One of the following Operating System:

- Microsoft Windows NT® 4.0 (SP6a Required)
- Microsoft Windows 2000 (SP2 Recommended)
- Microsoft Windows XP Professional
- Microsoft Windows XP Home Edition

Software:

- Microsoft Internet Explorer 5.01 or later
- Microsoft .NET Framework (Included on the *siteVIEW* Disc)

- Windows Management Instrumentation (WMI) Core (Included on the siteVIEW Disc) [These are already Installed on Windows 2000 and XP]

Hardware:

- PC With a PII 350MHz processor
- RAM (Minimum):
- Windows NT4.0 Workstation: 64MB
- Windows NT 4.0 Server: 160MB
- Windows 2000 Professional: 96MB
- Windows 2000 Server: 192MB
- Windows XP Home/Professional: 160MB
- VIDEO: Super VGA (800x600) or higher-resolution Monitor with 16-bit Color
- CD-ROM or DVD-ROM Drive
- Microsoft Mouse or Compatible Pointing Device
- 10MB Hard Drive Space (An additional 50MB of free space is required if the Microsoft .NET Framework needs to be installed)

## 4. PRODUCT OVERVIEW AND INSTALLATION

### 4.1. Physical Topology Overview

**Control Computer:** This is the PC that runs *siteVIEW*. The PC is a standard personal computer that meets the requirements listed in the preceding section *siteVIEW Requirements*.

**Gateway Interface:** This is the *siteVIEW*-compatible hardware module that interface the Stations (Sites) and the Control Computer.

**Station:** These are the remote *siteVIEW*-compatible hardware modules. The terms “station” and “site” are used interchangeably throughout this manual.

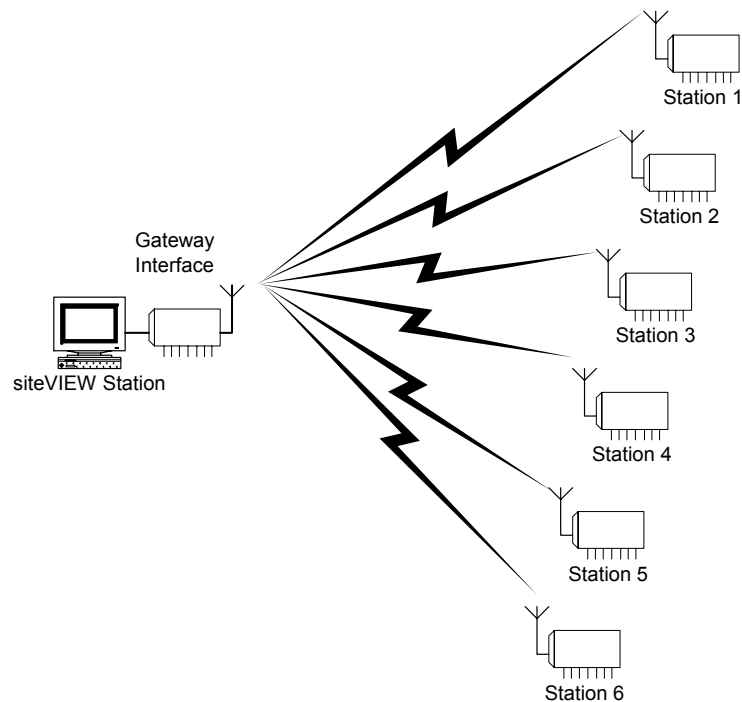


Figure 1 - A System with a Control Computer, Gateway Interface and 6 Stations (Sites)

### 4.2. Site Hierarchy

**Network:** A Network encompasses the Gateway Interface as well as all the Sites that are controlled/monitored via the Gateway Interface.

**Site:** A Site represents a *siteVIEW*-compatible station.

**Panel:** A Panel is a custom built interface to allow controlling and monitoring of a Site. Multiple panels can be created to categorize control and monitoring needs.

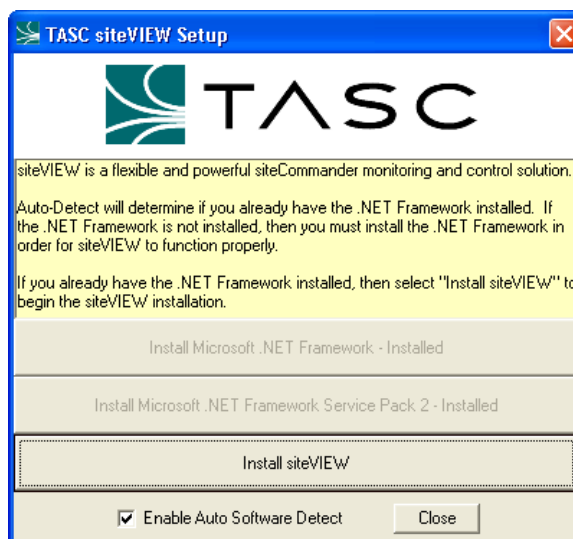
### 4.3. Installation

1. You must be logged on as a user who has administrative privileges on the local computer to install or run *siteVIEW*
2. Insert the *siteVIEW* Disc into your CD-ROM or DVD-ROM Drive
3. The setup screen should pop-up automatically after a few seconds



**Note: If AutoPlay is not enabled on your computer, then you will not see the setup screen. In that case:**

4. Open up 'My Computer' or 'Windows Explorer'
5. Double click on the CD-ROM or DVD-ROM Drive that the *siteVIEW* disc is located in
6. Double Click on the File *SetupWrapper.exe*.
7. The Setup Screen may look different than the one shown in Figure 2, depending on whether your computer needs *Microsoft .NET Framework* or a *Microsoft .NET Framework Service Pack* installed on your computer.



**Figure 2 - The *siteVIEW* Setup Screen**

8. If the “Install Microsoft .NET Framework” button on your setup screen is Enabled, proceed with Step 3
9. If the “Install Microsoft .NET Framework Service Pack” button on your setup screen is Enabled, proceed to Step 4
10. If the “Install siteVIEW” button on your setup screen is Enabled, Proceed to Step 5



**Note: If you are an advanced user you may wish to select “Disable Auto Software Detect.” This may be useful if you ever wish to re-install one of the .NET Framework options.**

11. Click on “Install Microsoft .NET Framework” and follow the on-screen installation instructions. After Installation of the *Microsoft .NET Framework* is complete, you may proceed with the next step. If you are asked to reboot your computer, then do so. After rebooting, restart *siteVIEW Setup* (as described in step 1)
12. Click on “Install Microsoft .NET Framework Service Pack 2” and follow the on-screen installation instructions. After Installation of the *Microsoft .NET Framework Service Pack* is complete, you may proceed with the next step. If you are asked to reboot your computer, then do so. After rebooting, restart *siteVIEW Setup* (as described in step 1)
13. Click on “Install *siteVIEW*” and follow the on-screen installation instructions
14. When Installation of *siteVIEW* is complete, you may launch the program by double clicking on the *siteVIEW* Icon on the desktop or by Selecting Programs->TASC->*siteVIEW* in the Start Menu.



## 5. GETTING STARTED – USING SITEVIEW

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### 5.1. Overview of Main Modules

**System Viewer** (page Error! Bookmark not defined.): The System Viewer is the main interface for your *siteVIEW* system.

**Input/Output Natural Language Editor** (page 26): The Input/Output Natural Language Editor allows you to enter custom messages and labels to allow for easy configuration and simple log and alarm reporting.

**Alarm Editor** (page 30): The Alarm editor allows you to easily create new alarm conditions and edit existing ones.

**Alarm Viewer** (page Error! Bookmark not defined.): The Alarm Viewer allows you to view all active alarms.

**Panel Editor** (page Error! Bookmark not defined.): The Panel editor enables you to create custom control panels for your monitoring and control needs.

**Log Viewer** (page 63): The Log Viewer allows you to view an extensive event list for your *siteVIEW* system.

## 5.2. System Viewer

The *siteVIEW's* System Viewer (Figure 3) is the main interface to your *siteVIEW* System. The System Viewer is displayed at *siteVIEW* startup.

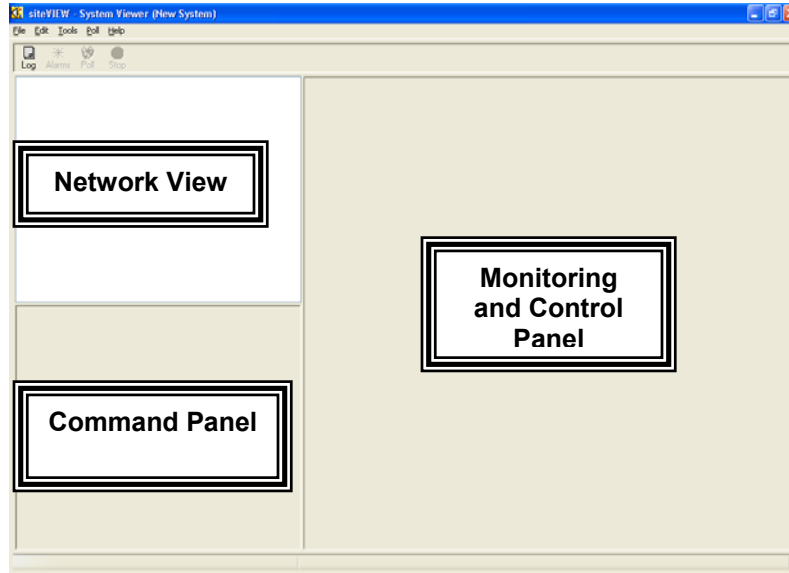


Figure 3 – System Viewer

## 5.3. Main Menu Overview

### 5.3.1. File

**New System:** Create a new *siteVIEW* System. This menu item will appear after the Close Command has been used.

**New:** Create a new Network, Site, or Panel Node. This menu item will appear if a *siteVIEW* System File has been opened.

**Open:** Open a previously saved *siteVIEW* System File.

Upon selecting a file to open, you will be prompted to select the mode to open in.

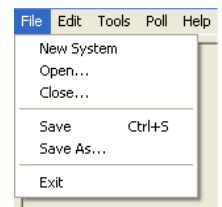


Figure 4 – The File Menu with the New System Menu Item

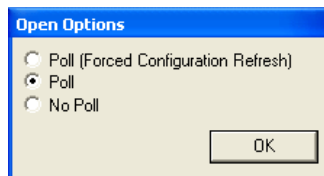


Figure 6 – Open Mode Options

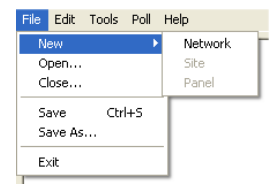


Figure 5 – The File Menu with the New menu item

It is recommended to use the default mode (Poll with forced configuration refresh) even if your *siteVIEW*-compatible hardware modules are configured and connected. By forcing a configuration refresh, you are ensuring that you get the latest configuration of the hardware modules. If your hardware modules are not connected, choose 'No Poll'. See **Error! Reference source not found.**, page **Error! Bookmark not defined.** for more information on the different polling modes.

**Close:** Close the currently *siteVIEW* System.

**Save:** Save the current *siteVIEW* System.

**Save As:** Save the current *siteVIEW* system into a different file than what it was previously saved as.

### 5.3.2. Edit

The edit commands allow manipulation of Network, Panel, and Site Nodes. See **Error! Reference source not found.**, page **Error! Bookmark not defined.** for more information on nodes.

**Delete:** Deletes the currently selected node. This menu item is only enabled when a Node is selected.

**Rename:** Rename the currently selected Node. This menu item is only enabled when a Node is selected.

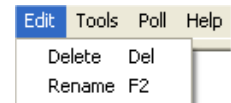


Figure 7 – The Edit Menu

### 5.3.3. Tools

The *Alarm Editor*, *Panel Editor*, and the *Natural Language Editor* start up in standalone mode when selected from the *Tools->Standalone Editors* Menu. In standalone mode, you are able to create files that can be imported from or exported to your *siteVIEW* system.

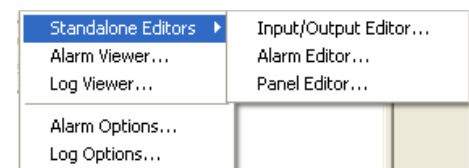


Figure 8 – The Tools Menu

If you wish to directly edit your sites settings, simply click on the appropriate command in the command panel to load the editor of your choice (see **Error! Reference source not found.**, page **Error! Bookmark not defined.** for more information).

**Natural Language Editor:** Create and Edit custom IO labels and messages (see *Site Node* Commands - Input/Output Editor, page 26).

**Alarm Editor:** Create and Edit alarm conditions (see *Site Node* Commands - Alarm Editor, page 30).

**Panel Editor:** Create and Edit Instrument Panels (see **Error! Reference source not found.**, page **Error! Bookmark not defined.**).

**Alarm Viewer:** View active Alarms (see **Error! Reference source not found.**, page **Error! Bookmark not defined.**)

**Log Options:** Choose the events that you wish to log (see, page **Error! Bookmark not defined.**)

**Log Viewer:** View a log of network events (see *Log Viewer*, page 63).

#### 5.3.4. Polling

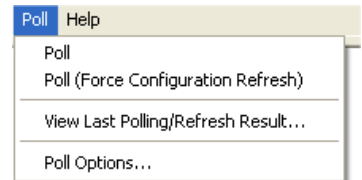
For more information on polling commands, please see **Error! Reference source not found.**, page **Error! Bookmark not defined.**

**Poll:** Check the status of your *siteVIEW* system.

**Poll (Force Configuration Refresh):** Forces a download of all the configuration information of your *siteVIEW*-compatible hardware modules.

**View Last Polling/Refresh Result:** View the results of the last poll and/or configuration/status download.

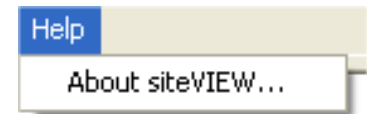
**Poll Options:** Setup Polling Options.



**Figure 9 – The Poll Menu**

#### 5.3.5. Help

**About siteVIEW:** Displays siteVIEW copyright and version information (see **Error! Reference source not found.**, page **Error! Bookmark not defined.**)



**Figure 10 – The Help Menu**

## 6. NETWORK VIEW

The Network View lists all the Networks, Sites and Panels in your System (see Figure 11 for an example). These may be referred to as nodes throughout this manual.

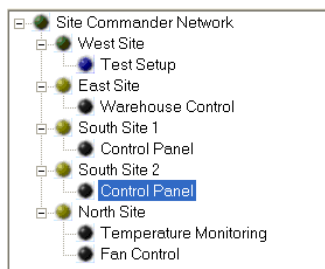


Figure 11 - A Sample Network View

### 6.1.1. Adding Nodes to the Network

To Add New Nodes to the Network View:

- From the File Menu select:
  - New→Network for a new Network
  - New→Site for a new Site
  - New→Panel for a new Panel

OR

- On the Keyboard press:
  - Press 'n' for a new Network
  - Press 's' for a new Site
  - Press 'p' for a new Panel

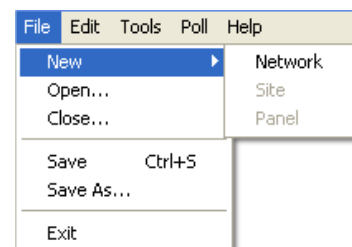


Figure 12 - Adding New Nodes Using the File Menu



**Note: A Site Node can only be created once a Network Node has been created. A Panel Node can only be created once a Site Node has been created.**

### 6.1.2. Color Status for Network Nodes

The Colored Circles Beside each node indicates the Nodes' status. The Meaning of the colors are outlined in Table 1.

Color	Meaning
Yellow	This Network or Site has not been checked for Communication
Red	This Network or Site is not communicating
Green	Communication is Succesfull with this Network or Site
Black	This Panel is not enabled for Monitoring and Control
Blue	This Panel is enabled for Monitoring and Control

**Table 1 – Colors and their meanings in the Network View**

### 6.1.3. Selecting a Node

Select a Node by clicking on it.

### 6.1.4. Deleting a Node

To Delete a Node, select the Node and then select *Delete* from the Edit Menu OR press the 'Delete' key.

### 6.1.5. Renaming a Node

To rename Node:

1. Single-click on the Node to select it
2. Single-click on the Node in order for the editing outline box to appear (see Figure 13) or select Edit->Rename
3. Type in the new name for the Node.



**Figure 13 - A Node in "Rename" Mode**

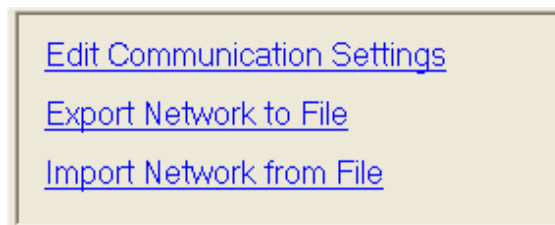
### 6.1.6. Changing Node Settings

Settings and options for each node are controlled in the Command Panel. The Command Panel displays the commands for the currently selected node. This is explained further in the **next section, *Command Panel***.

## 7. COMMAND PANEL

---

The Command Panel (Figure 14) displays the commands that apply to the currently selected Node.



**Figure 14 – A Sample Command Panel with Network Node Commands**

### Network Node Commands

- **Edit Communication Settings:** Change the Communication Settings for the currently selected network (see **Error! Reference source not found.**, page **Error! Bookmark not defined.**, for more details).
- **Export Network to File:** Save the current Network to a *siteVIEW* Network (**svn**) file.
- **Import Network from File:** Open a Network from a *siteVIEW* Network (**svn**) file.

### Site Node Commands

- **Edit Site Properties:** Specify the address of the *siteVIEW*-compatible hardware module that this site controls, the Port Type the *siteVIEW*-compatible hardware module uses for communication, and the analog auto-refresh rate (see **Error! Reference source not found.**, page **Error! Bookmark not defined.**).
- **Edit Input/Output Text:** Assign Names to each input/output on the Site and enter custom messages for use in Event Logging and alarms. This Natural language approach allows for simple setup and readability. (see *Site Node Commands - Input/Output Editor*, page 26, for more details).
- **Edit Alarm Conditions:** Edit the input/output settings that will trigger an alarm. (see *Site Node Commands - Alarm Editor*, page 30, for more details).

- **Export Site to File:** Save the current Site to a *siteVIEW* Site (svt) file.
- **Import Site From File:** Open a site from a *siteVIEW* Site (svt) file.

#### Panel Node Commands

- **Edit Panel:** Open the Current Panel in the *Panel Editor* (see *Panel Editor*, page **Error! Bookmark not defined.**). This is the preferred method for creating and editing a panel since it uses the Natural Language Input/Output Labels.
- **Export Panel to File:** Save the current Panel to a *siteVIEW* Panel (scp) file.
- **Import Panel From File:** Open a Panel from a *siteVIEW* Panel (scp) file.

## 7.1. Network Node Commands – Edit Communication Settings

The Communication Settings Form (Figure 15) controls how the Control Computer communicates with the Gateway Interface.

### 7.1.1. Connection Type

The type of connection is selected in the *Main tab*. The Serial Port is the only currently supported connection type. In the future, other connection types may be supported.

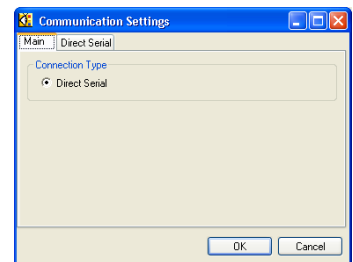


Figure 15 - Communication Settings - Main tab

### 7.1.2. Serial Port Settings

Serial Port settings are changed in the *Direct Serial Tab*.

**Com Port (Drop-Down List):** This is the PC communication port that *siteVIEW* will use to communicate with the Gateway Interface.

**Baud Rate (Drop-Down List):** This is the PC communication port baud rate to communicate with the Gateway Interface.

**Bits (Drop-Down List):** This is the number of bits the PC communication port uses to communicate with the Gateway Interface.

**Parity (Drop-Down List):** This is the

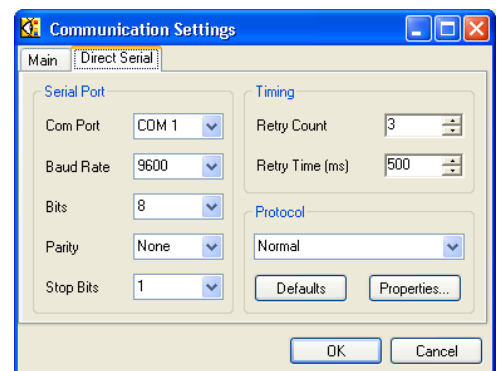


Figure 16 - Communication Settings - Direct Serial Tab



parity the PC communication port uses to communicate with the Gateway Interface.

**Stop Bits (Drop-Down List):** This is the number of stop bits the PC communication port uses to communicate with the Gateway Interface.

**Retry count (Numeric Entry Field):** This is the number of times that *siteVIEW* will retry to establish communications with the Stations in the event of a communications error. The default count is 3.

**Retry Time (Numeric Entry Field):** This is the time that *siteVIEW* will wait when there is no response from the Station modules before a retry is attempted. The default period is set to 500 milliseconds.

**Protocol (Drop-Down List):** This is the communication protocol *siteVIEW* uses to communicate to the Gateway Interface. Currently you can choose between the normal protocol, or the Kenwood FleetSync protocol.

**Defaults (Button):** Pressing the defaults button will load the default protocol settings for the selected protocol.

**Properties (Button):** Pressing the properties button will launch the protocol properties window as shown in Figure 17.

### 7.1.3. Protocol Properties

#### Timing

Protocol Timing settings are changed in the *Timing Tab*. Please contact technical support if you feel that these settings need to be changed.

**InterByte Time (Numeric Entry Field):** This is the time that *siteVIEW* will wait before flushing the input buffer and resetting the communication state when there is a communications error. The default setting is 500 milliseconds. This can be found on the timing tab if the normal protocol was selected in the serial port settings dialog.

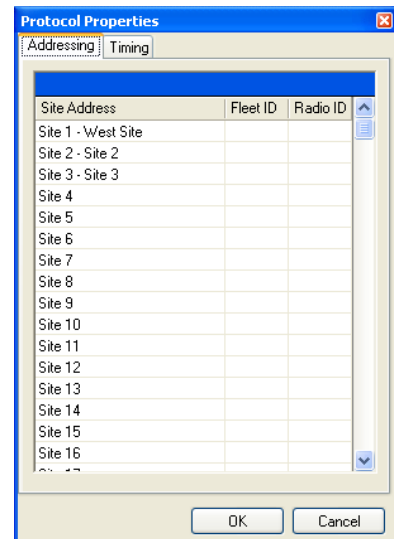
## Addressing

Kenwood FleetSync Protocol Addressing settings are changed in the *Addressing Tab*. The addressing tab displays a list of site addresses and the assigned Kenwood FleetSync FleetID and RadiolD of the site. You must have the correct FleetID and RadiolD of the Station's Kenwood radio in order for siteVIEW to communicate with the radio. This tab only appears if you chose the Kenwood FleetSync protocol in the serial port settings dialog.

**Site Address (Text Entry Field):** This is a description of the site.

**FleetID (Text Entry Field):** enter the FleetID of the remote Kenwood FleetSync radio.

**RadiolD (Text Entry Field):** enter the RadiolD of the remote Kenwood FleetSync radio.



**Figure 17 - Communication Settings - Direct Serial Tab – Advanced Settings**

## 7.2. Site Node Commands - Site Properties

The Site Properties form (**Error! Reference source not found.**) allows you to specify the parameters needed to communicate with a Station. Once a Site has been created and selected, you can access this form by clicking on “Site Properties” in the command panel.

The fields on the Site Properties Form includes:

**Station ID (Drop-Down List):** This Corresponds to the module address assigned to the *siteVIEW*-compatible Hardware Module that this Site monitors and controls.

**Port Type (Drop-Down List):** This is the communication medium that the Gateway Interface will use to communicate with this site.

**Include In Polling:** Checking this box instructs siteVIEW to include this site in polling, configuration refresh and Status refresh. You may wish not to include this site if the site is still being configured.

## 7.3. Site Node Commands - Input/Output Editor

The Input/Output Editor (Figure 18) allows you simplify configuration and dramatically increase readability and usability of logs and alarms. The Input/Output form can be accessed once a Site has been created and selected by clicking on “Input/Output Editor” in the command panel.

Input/Output Labels specify a name for the Input/Output. These names are used in Logging, Alarm Configuration, and Panel Configuration.

Input/Output Messages specify a message for an Input/Output Event.

Input/Output settings can be imported and exported to *siteCOMMANDER* Input/Output (.sci) files. This is useful when there are multiple sites that have similar input/output labeling. To use labels from one site in another site, simply export the labels in the source site and then import the labels in the destination site.

#	Name	Message
1	Door	The Door Is Open
2	Input 2	
3	Input 3	
4	Input 4	
5	Input 5	
6	Input 6	
7	Input 7	
8	Input 8	
9	Input 9	
10	Input 10	
11	Input 11	
12	Input 12	
13	Input 13	
14	Input 14	
15	Input 15	
16	Input 16	
17	Input 17	
18	Input 18	
19	Input 19	
20	Input 20	
21	Input 21	
22	Input 22	
23	Input 23	
24	Input 24	

**Figure 18 - The Input/Output Editor Form**

**Input Label (Radio Button):** Click here to select Input Labels for editing/viewing.

**Input On Settings (Radio Button):** Click here to select Input On Messages and Sounds for editing/viewing.

**Input Off Settings (Radio Button):** Click here to select Input Off Messages and Sounds for editing/viewing.

**Analog Input Label (Radio Button):** Click here to select Analog Input Labels for editing/viewing.

**Analog Input Below Low Settings (Radio Button):** Click here to select Analog Below Low Messages and Sounds for editing/viewing.

**Analog Input Between Low and High Settings (Radio Button):** Click here to select Analog Between Low and High Messages and Sounds for editing/viewing.

**Analog Input Above High Settings (Radio Button):** Click here to select Analog Above High Messages and Sounds for editing/viewing.

**Temperature Label (Radio Button):** Click here to select Temperature Labels for editing/viewing.

**Temperature Below Low Settings (Radio Button):** Click here to select Temperature Below Low Messages and Sounds for editing/viewing.

**Temperature Between Low and High Settings (Radio Button):** Click here to select Temperature Between Low and High Messages and Sounds for editing/viewing.

**Temperature Above High Settings (Radio Button):** Click here to select Temperature Above High Messages and Sounds for editing/viewing.

**Output Label (Radio Button):** Click here to select Output Labels for editing/viewing.

**Output On Settings (Radio Button):** Click here to select Output On Messages and Sounds for editing/viewing.

**Output Off Settings (Radio Button):** Click here to select Output Off Messages and Sounds for editing/viewing.

**Table (Table):** The table is used to edit and view labels and messages.

### 7.3.1. Input/Output Labels

Assigning names to inputs/outputs

1. To assign a name to an input/output:
2. Select the input/output type that you wish to label by selecting the appropriate *Label radiobutton*. The Title bar on the top of the table will change to reflect the currently selected input/output type
3. Assign the name that you wish to give the input/output listed in the “#” Column by clicking on it’s cell in the table and typing a name in the “Name” column.

## 7.3.2. Input/Output Messages

### 7.3.2.1. Input/Output Messages:

Outputs can be assigned an 'On Message' and an 'Off Message'. If a custom message is not entered, the log will default to the message "[Input/Output Name] Is On/Off".

### 7.3.2.2. Analog Input Messages:

Analog Inputs can be assigned a 'Below Low Message', a 'Between Low and High Message', and a 'Above High Message'. If a custom Message is not entered, the log will default to the message "[Analog Input Name] Went [Threshold Type]".

### 7.3.2.3. Temperature Messages:

Temperatures can be assigned a 'Below Low Message', a 'Between Low and High Message', and an 'Above High Message'. If a custom Message is not entered, the log will default to the message "[Temperature Name] Went [Threshold Type]".

### 7.3.2.4. Entering Messages:

To enter a message for an input/output:

1. Select the input/output type and the message Type by clicking on the appropriate Message *radio button*.
2. Type the message in the "Message" Column in the same row as the input/output that the message is meant for.

## 7.3.3. Input/Output Sounds

Sounds can be assigned for every type of input/output event. These sounds will play when this type of event is received.

### 7.3.3.1. Choosing Sounds

To enter a message for an input/output:

1. Select the input/output type and the message Type by clicking on the appropriate Message *radio button*.
2. Select the row of the input/output for the sound you wish to edit.
3. Click on the Browse... Button. This will display a Sound Browser form. This will allow you to select the sound you wish to use for this event. (See XXX for information on using the sound browser).

4. Once a sound has been added, the sound can be previewed by clicking in the appropriate row in the sound column, or by pressing the Play button when a valid sound is selected.



**Notes: If you remove the source sound file (ie. WAV File) then the sound will no longer play in siteVIEW. For quick and easy access to sound files, put the files in /Configuration Files/WAV in the siteVIEW install directory.**

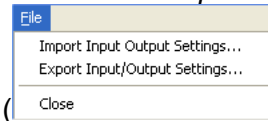
### 7.3.4. Importing and Exporting Input/Output Settings

The Import/Export capabilities allow you to easily copy and transfer Input/Output Settings between Sites and Systems. The Export Function saves the labels into a siteVIEW Input/Output Setting File (sci) file. The Import Function opens a *siteVIEW* Input/Output Setting File (sci) file.

#### 7.3.4.1. Importing Labels and Messages

To import an Input/Output settings file:

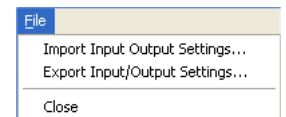
1. Select *File->Import Input/Output Text*



2. Figure 19 – Importing and Exporting Input/Output Settings from the File Menu

3. )

4. Choose the appropriate *siteVIEW* Input Output File (sci) file.

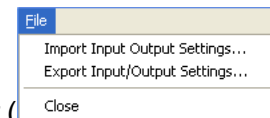


**Figure 19 – Importing and Exporting Input/Output Settings from the File Menu**

#### 7.3.4.2. Exporting Labels

To export an Input/Output settings file:

1. Select *File->Export Input/Output Text* (



2. Figure 19 – Importing and Exporting Input/Output Settings from the File Menu

3. )

4. Choose the appropriate *siteVIEW* Input/Output File (sci) file

## 7.4. Site Node Commands - Alarm Editor

The *Alarm Editor* (Figure 20) allows you to view and edit alarm conditions.

The *Alarm Editor* form is accessed from *Edit Alarm Conditions* in a Site Node's Command panel. It is recommended that the form be opened from a Site node's Command Panel in order to take advantage of the Natural Language Input/Output labels.

**Figure 20 - The Alarm Editor**

**Alarm Type (Drop-Down List):** Choose whether you want to set an alarm condition for an input, analog input or temperature. The Rest of the Alarm Settings will not be editable until an alarm type is chosen.

**(Analog) Input (Drop-Down List):** Choose the number of the input or analog input that you want to monitor.

If the *Name* field is blank, then It will automatically fill in an appropriate name based on the [analog] input name (Ie. If the name of the Input is Smoke Detector, the *Name* field will appear as “Smoke Detector Alarm”).

**Name (Text Entry Field):** This is a name for the alarm, used in both the alarm reports and logger.

If the *Name Text Entry Field* is blank, selecting an [Analog] Input to Monitor will automatically fill in the *Name Text Entry Field*

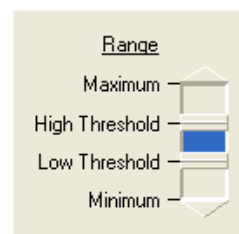
**Activation Condition (Drop-Down List):** This specifies the state that will trigger an alarm.

If an Input Alarm Type is selected, the options will be ‘Is On’ and ‘Is Off’

If an Analog Input Alarm or Temperature Type is selected, the options will be 'Is Within Range' and 'Is Outside Range'. See the *Range* description below for more information on Ranges.

**Range (Range Selector):** The range selector only appears for the Analog Alarm Type.

The blue section in the range selector (see Figure 21) specifies values within the range. The other sections are outside the range.



To change the range, click and drag on the Slide Bars in the range selector to move them.

**Figure 21 - Analog Range Selector**

The threshold values refer to the High Set point and Low Set point that are preconfigured in the *siteVIEW*-compatible hardware module using the modules configuration utility.

Using Figure 21 as an example, if the Trigger Condition is set to 'Is Within Range' the alarm will trigger whenever the Analog Input goes above the low threshold or below the high threshold.

**Enabled (Check Box):** Controls whether the Alarm is enabled. If an alarm is not enabled, it will not be used when *siteVIEW* checks for alarm conditions.

**Alarm Severity (Drop-Down List):** Choose whether the alarm has a Minor, Major or Critical Severity.

**Notes and Instructions (Text Entry Field):** This is a custom message that directs the operator how to respond to an alarm.



**Note:** The alarm report uses input/output messages when reporting the alarm (see *Input/Output Messages*, page 28, for more information on how to enter messages). Therefore it is not necessary to repeat input message information in the *Notes and Instructions Text Entry Field*. Rather, useful information such as how the alarm should be responded to and what services and/or areas are affected by the alarm should be entered here.

**Hold Time (Numeric Entry Field):** This is the amount of time that the Alarm Condition must be true for before triggering an alarm condition. If the Alarm Condition becomes false before the length of the hold time has elapsed, the alarm will be reset and no alarm will be triggered.

When enabled, the minimum hold time is 1 second and the maximum hold time is 999 Days. *siteVIEW* must be running in order to register hold times.

Note that this is completely independent from the hold time in the *siteVIEW*-compatible hardware module. The hold time in the hardware module should be used mainly to ensure that a valid signal is truly present on the input. The hold time in the *siteVIEW* settings is mainly used as a way to measure the time from activation upon a valid input signal.



**Play Sound (Check Box):** This allows you to select whether you want to play a sound when this alarm condition is triggered.

**Play Sound – Default (Radio Button):** When the default sound option is selected, *siteVIEW* will play the default sound for this alarm severity (as selected in the Alarm Options, see *Alarm Options*, page 57) when this alarm is triggered.

**Play Sound – Custom (Radio Button):** When the custom sound option is selected, *siteVIEW* will play a custom sound when this alarm is triggered.

**Sound Name (Text Display Field):** This displays the name of the currently selected sound.

**Play (Button):** This will play the sound that is displayed in the Sound Name Text Display Field.

**Browse (Button):** This will display the *Sound Browser* (See **Error! Reference source not found.**, page **Error! Bookmark not defined.**), which will allow you to select an alarm sound to play.

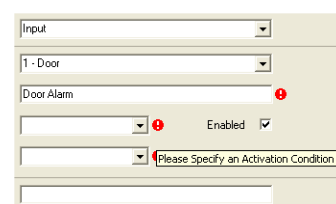
**Clear Alarm When Alarm Ceases (Check Box):** Selecting this feature will cause the alarm to be removed from the Alarm Viewer window when the alarm has ceased.

**Clear Alarm When Alarm Ceases – Immediately (Check Box):** This will remove the alarm from the Alarm Viewer as soon as the alarm ceases.

**Clear Alarm When Alarm Ceases – Delayed (Check Box):** This will remove the alarm from the Alarm Viewer after a specified time period has elapsed.

**Add (Button):** Clicking on the *Add button* adds an alarm into the alarm table. An alarm must be added to the table in order for it to be saved.

The *Add button* is only enabled when a valid *Alarm Type* is selected. If there are any invalid entries in the Alarm Setup, pressing on the *Add Button* will display a Error Markers (Figure 22) outlining the invalid entries that must be fixed before adding the alarm to the *Alarm table*. Hover your mouse over an error marker to find out the error that is being reported.



**Figure 22 – Viewing Alarm Entry Errors**

**Cancel (Button):** Cancels the creation of a new alarm.

**Update (Button):** The *Update button* appears whenever an Alarm in the *Alarm table* is selected. In update mode, settings can be changed for previously saved alarms. Alarms only be updated if the Update Button is pressed.

**Cancel Update (Button):** The *Cancel Update button* appears whenever an Alarm in the *Alarm table* is selected. Use this button when you wish to cancel any changes made in the alarm settings

## 7.5. Panel Node Commands – Edit Panel

The *Panel Editor* gives you the ability to create custom panels tailored to your exact monitoring and control needs.

The *Panel Editor* form is accessed either from the *Tools->Panel Editor* menu in the System Viewer OR from *Edit Panel* in a Panel Node's Command panel. It is recommended that the form be opened from the Link Panel in order to take advantage of the Natural Language Input/Output labels.

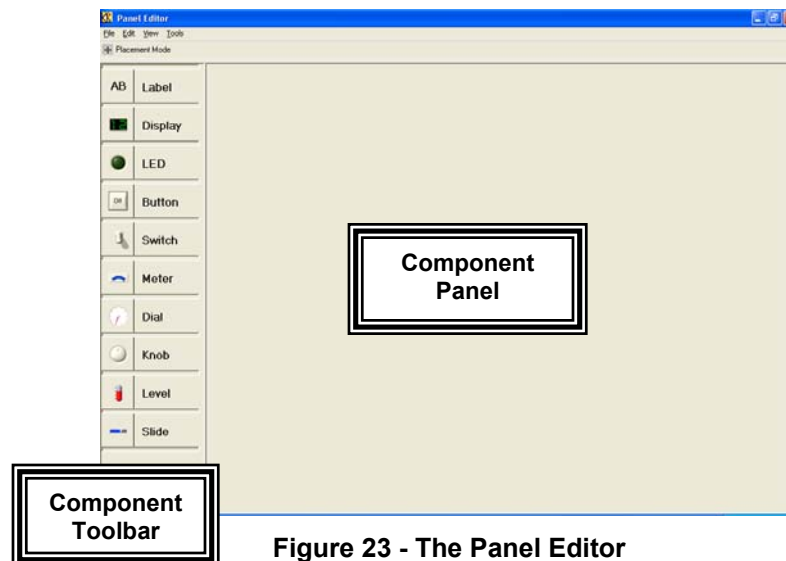


Figure 23 - The Panel Editor

### 7.5.1. Panel Editor Menu Overview

#### 7.5.1.1. File

The File Menu is only available in when the Panel Editor is loaded in a standalone mode from the System Viewer's *Tool* Menu. When the Panel Editor is accessed from the command panel, The X button in the upper right corner can be clicked on to close the Panel Editor. You will then be asked whether or not you wish to update the currently selected panel. Click on Yes to save changes or click on No to discard changes.

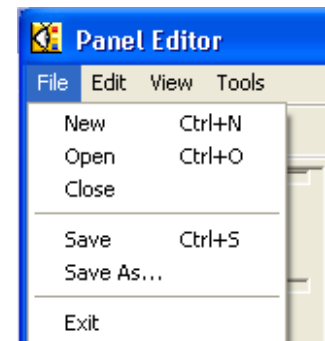


Figure 24 – The File Menu

**New Panel:** Creates a new Panel.

**Open Panel:** Open a previously saved Panel file.

**Close Panel:** Close the current Panel.

**Save:** Save the current *siteVIEW* System.

**Save As:** Save the current *siteVIEW* System into a different file than what it was previously saved as.

**Exit:** Exits the Panel Editor.

7.5.1.2. Edit

**Clear Panel:** Delete all components from the current panel.

7.5.1.3. View

**Placement Mode:** Toggles Placement Mode On/Off (see *Placement Mode*, page 36).

**Refresh:** Redraws the Control Panel.

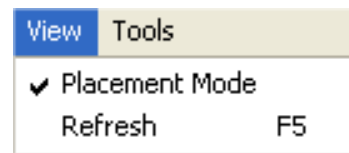


Figure 25 – The View Menu

7.5.1.4. Tools

**Options:** Displays the Panel Editor's Options Form (see next section).

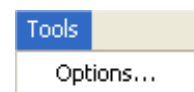


Figure 26 – The Tools Menu

7.5.2. Options Form

The Options form allows you to change the snap (grid) spacing of the Component Panel

**Size Snap Spacing (Checkbox):** Select this checkbox if you would like the component's size to snap to Grid.

**Size Snap Spacing (Numeric Entry Field):** Enter the size spacing, in pixels, of the snap (grid) size.

**Location Snap Spacing (Checkbox):** Select this checkbox if you would like the component's location to snap to grid.

**Location Snap Spacing (Numeric Entry Field):** Enter the location spacing, in pixels, of the snap (grid) size.

**Lock Snap Spacing (Checkbox):** Select this checkbox if you would like the component's location and size snap spacing to be locked at the same value.

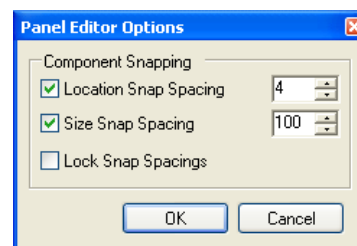


Figure 27 – The Options Form

### 7.5.3. Component Toolbar

The Component Toolbar shows all the components that can be created in the Component Panel.

To create a Component, Click and Drag the component you wish to create onto the Component Panel.

### 7.5.4. Component Panel

The Component Panel is where all the components are placed.



**Figure 28 - The Component Panel's Context Menu**

#### 7.5.4.1. Component Panel Context Menu

Right-clicking on the panel will result in a pop-up context menu (Figure 28).

**Placement Mode:** Toggles Placement Mode On/Off (see the next section, *Placement Mode*).

**Snap Components to Grid:** Snaps all of the current components to Grid. It is useful to select this command when Grid Settings have been changed in the Panel's Options Form.

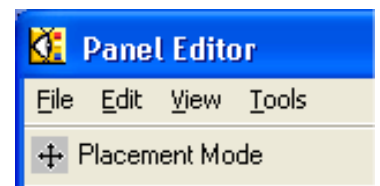
#### 7.5.4.2. Placement Mode

When Placement Mode is on, components can be moved around on the panel.

When Placement Mode is off, you will be able to move the pointer on the Knob/Dial/Meter and Slide/Level Components and change the state of the Switch/LED/Button Components. You will not be able to move components around on the panel.

Placement Mode can be toggled on/off in three ways:

- Selecting Placement mode from the Component Panel Context Menu (see Figure 28).
- Clicking on the Placement Mode Button on the Toolbar (see Figure 29).
- Selecting *View->Placement Mode* from the main menu.



**Figure 29 – The Toolbar**

### 7.5.5. Component Context Menu

Right clicking on a created component will result in a pop-up context menu (Figure 30).

**Placement Mode:** Toggles Placement Mode On/Off.

**Save As Preset:** Saves the selected component as a preset (see Component Presets, next section).

**Load Preset:** Loads Component Preset information into the selected component.

**Delete Preset:** Deletes a Component Preset.

**Resize:** This displays the resize handles allowing a component to be resized. Click and hold on one of the resize handles, moving the mouse until the component is the correct size. Release the mouse button to finalize. Clicking outside area of the resize handles will hide the resize handles.

**Delete:** Deletes the current component.

**Edit Properties:** This displays the properties forms, which allow you to change the component's connectivity and visual properties (see Component Properties, page 40).



**Figure 30 – The Component Context Menu**

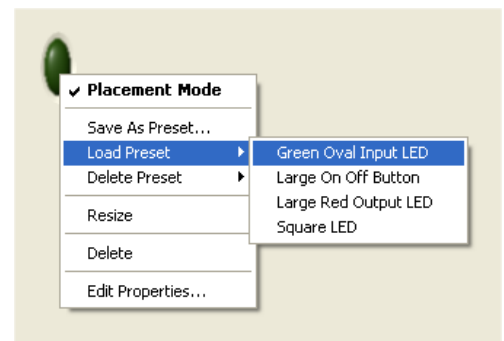
### 7.5.6. Component Presets

A component preset is a predefined component configuration. All Component Preset Commands are accessible from the Component Context Menu (see above).

Once you have configured a component by editing it's properties, you can save it as a preset, using the *Save Preset* command in the component context menu.

To use a saved preset:

1. Create a new component in the same component family (see *Component Families*, page 38)
2. Right click on the component to display the Component Context menu
3. Select *Load Preset*
4. Select the name of the preset from the sub-menu (Figure 31) that appears.



**Figure 31 – The Load Preset Sub-Menu**

To Delete a preset:

1. Right click on a component to display the Component Context menu.
2. Select *Delete Preset*
3. Select the name of the preset from the sub-menu that appears.

Presets can be used instead of “cutting” and “pasting”. Also, since presets are saved, they can be used for multiple panels and sessions.

## 7.5.7. Component Families

While the Component Panel seems to indicate that there are 10 unique components, each component is actually part of a component family. A component can be transformed into any other type of component in its family.

### 7.5.7.1. Knob/Dial/Meter Family

The Knob/Dial/Meter Components can be used for:

- Monitoring Analog Inputs
- Monitoring Temperature
- Monitoring Inputs
- Monitoring Outputs.

The *Dial* and *Meter* Components are good choices for monitoring analog inputs.

The Knob/Dial/Meter Components are considered to be Analog Components.

In the future, the *Knob* Component may be used for hardware that supports analog outputs. In the meantime, the Knob can be used for monitoring purposes.

### 7.5.7.2. Switch/LED/Button Family

The Switch/LED/Button Components can be used for:

- Controlling Outputs
- Monitoring Inputs
- Monitoring Outputs
- Monitoring Analog Inputs
- Monitoring Temperature.

The LED Component is a good choice for monitoring inputs, outputs, and analog inputs. (see the Range Selector Option on page 42 for more

information on how a digital component can be used to monitor analog inputs).

The Button and Switch Components are good choices for controlling outputs.

#### 7.5.7.3. Display Family

The Display Component can be used for

- Monitoring Analog Inputs
- Monitoring Inputs
- Monitoring Outputs
- Monitoring Temperature.

The Display Component is a good choice to monitor an analog input or temperature, especially when you wish to display exact values.

The Display Component is considered to be an analog component.

#### 7.5.7.4. Label Family

The primary purpose of the label component is to allow labeling of components and component groups on the Component Panel. The Label Component has NO monitoring or control capabilities.

#### 7.5.7.5. Slide/Level Family

The Slide Level Components can be used for:

- Monitoring Analog Inputs
- Monitoring Temperature
- Monitoring Inputs
- Monitoring Outputs.

The *Slide* and *Meter* Components are good choices for monitoring analog inputs and temperature.

The Slide/Level Components are considered to be Analog Components.

## 7.6. Component Properties

Right clicking a created component icon in the panel editor and selecting Properties accesses the component properties' forms.

When the Component Properties Form appears, so will a preview window (Figure 32). This preview window will allow you to see the effects of changing a components property before changing the original component.



**Figure 32–  
Preview  
Window for an  
LED  
Component**

### 7.6.1. Connectivity

The Connectivity table allows you to specify the type of monitoring/control for this component:

Hovering your mouse over a component for more than a second will display the Connectivity properties for that component ().

Applies to:

- Knob/Dial/Meter
- Button/LED/Knob
- Display
- Slide/Level

There are five main types of connectivity:

1. Monitor Input: Displays the status of a site's input
2. Monitor Analog Input: Displays the status of a site's analog input.
3. Monitor Temperature: Displays the status of a site's temperature channel.
4. Monitor Output: Displays the status of a site's output.

You may wish to monitor an output for the following reasons.

- The output has local mapping (ie. A user at the physical site can change the output by changing a local input) and you would like to be updated when the output is activated/deactivated locally
  - You wish to confirm that a Control Output command (see 4. Control Output) was successful.
5. Control Output: Control the status of the site's output.

**Note: Only the Switch/LED/Button components can control an output.**



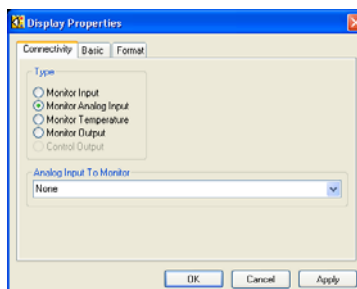
**Figure 33–  
Preview  
Window for an  
LED  
Component**



**Note: It is recommended that you create a Monitor Output component to match every Control Output Component. This is useful as feedback and confirmation.**

### 7.6.1.1. Connectivity Options

These Options apply to all Components with the connectivity property.



**Figure 34 – Basic Connectivity Tab**

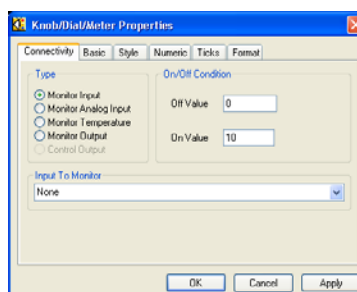
**Type (Radio Button):** Select the type of monitoring/control that you would like this component to do.

**Input/Output To Monitor (Drop-Down List):** Select the input/output that you want to monitor/control.

**Active (Check Box):** Select whether the component is Active. If the component is active, it will monitor/control the specified input/output. If it is not active, it will not monitor or control.

### Connectivity Options with the On/Off Condition Property (Figure 35)

This property applies to all analog components (Knob/Meter/Dial, Slide/Level, and Display) that monitor an output or control an input.



**Figure 35 – Connectivity Tab with On/Off Condition**

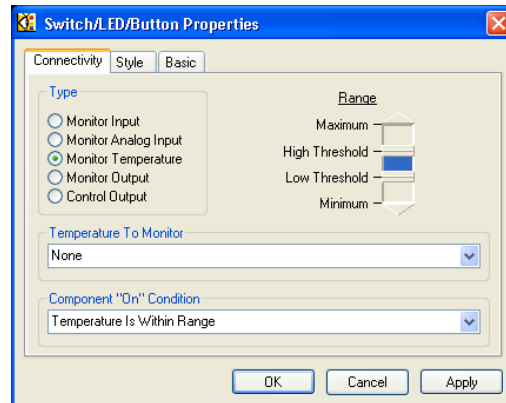
### On/Off Condition (Text Entry Fields):

The On/Off Condition determines what the component will display when an input or output is On/Off.

The On Condition is the value that the component will display when the input/output is on. The Off Condition is the value that the component will display when the input/output is off.

The On/Off Condition must be a number for the Knob/Meter/Dial and the Slide/Level components. The On/Off Condition for the Display component can be either numbers or text.

#### 7.6.1.2. Connectivity options specific to the Switch/LED/Button components



**Figure 36 – Connectivity Tab with Properties Specific to the Switch/LED/Button Components**

#### **Component “On” Condition (Drop-Down List):**

This indicates when the component will be in the ‘On’ State.

For Inputs/Outputs the options are “Input/Output Is On” and “Input/Output Is Off”.

For Analog Inputs the options are “Analog Input Is Within Range” and “Analog Input Is Outside of Range”. For Temperature Channels the options are “Temperature Is Within Range” and “Temperature Is Outside Range”.

#### **Range (Range Selector):**

The blue section in the range selector (Figure 36) specifies values within the range. The other sections are outside the range.

To change the range, click and drag on the Slide Bars in the range selector to move them.

The threshold values refer to the High Set point and Low Set point that are preconfigured in the *siteVIEW*-compatible hardware module using the module’s configuration utility.

Using the range selector in Figure 36 as an example, if the Trigger Condition is set to ‘Analog Input Is Within Range’ the component will turn on whenever the Analog Input goes above the low threshold or below the High Threshold.

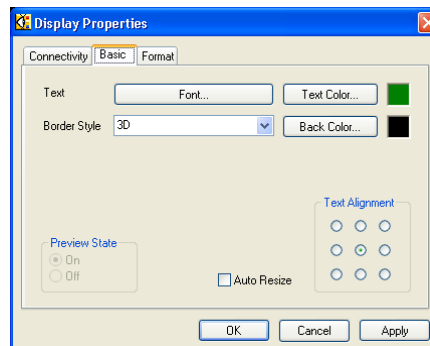
## 7.6.2. Basic

The basic tab allows you to specify the color, caption, font and other properties for the component.

Applies to:

- Knob/Dial/Meter
- Button/LED/Knob
- Display
- Label

Basic Options specific to the Display and Label Components



**Figure 37 – Basic Tab with Options Specific to the Display and Label Components**

**Font (Button):** Click on the Font button to specify the font for the component.

**Text Color (Button):** Click on the Text Color button to specify the color of the On Text.

**Back Color (Button):** Click on the Back Color button to specify the color of the On Text.

**Border Style (Drop-Down List):** Specify the border style for the component. The options are 3D, None, and Line (see Figure 38 for examples).



**Figure 38 – The None, Line, and 3D Border Styles**

**Auto Resize:** Determines whether the label size will change to fit the size of the label text. If it is enabled, the Text Alignment options will be disabled.

**Text Alignment (Radio Buttons):** This specifies how the text is aligned in the label (Figure 39).

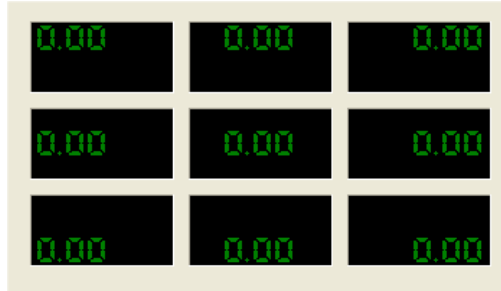


Figure 39 – The Different Text Alignment Types



Note that the radio buttons are positioned to reflect how the text will be aligned.

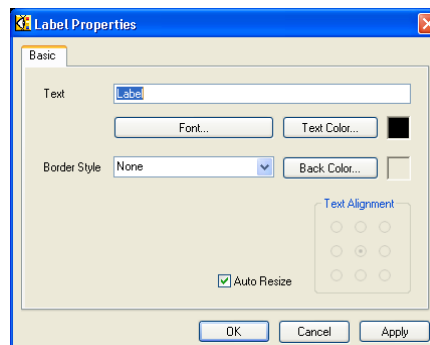
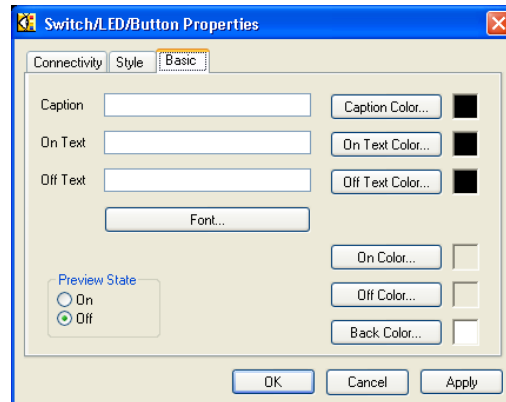


Figure 40 – Basic Tab with Options Specific to the Label Component

**Text (Text Entry Field):** Specify the text of the Label by typing the text in the text textbox.

Basic Options specific to the Boolean/LED/Meter components (Figure 41)



**Figure 41 – Basic Tab with Options Specific to the Label Component**

**Caption (Text Entry Field):** Specify the text that you want to appear above the component.

**On Text (Text Entry Field):** Specify the text that you want to appear in the middle of the component when the component is in the 'On' state.

**Off Text (Text Entry Field):** Specify the text that you want to appear in the middle of the component when the component is in the 'Off' state.

**Font (Button):** Click on the Font button to specify the font for the component.

**Caption Color (Button):** Click on the Caption button to specify the color of the Caption.

**On Text Color (Button):** Click on the On Text button to specify the color of the On Text.

**Off Text Color (Button):** Click on the Off Text button to specify the color of the Off Text.

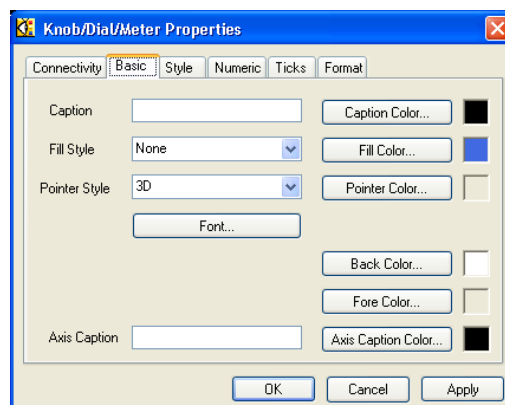
**On Color (Button):** Specify the color the component will be when it is in the 'On' state. Click on the On Color Button to specify the On Color.

**Off Color (Button):** Specify the color the component will be when it is in the 'Off' state. Click on the Off Color Button to specify the Off Color.

**Back Color (Button):** Click on the Back Color Button to specify the Background Color.

**Preview State (Radio Buttons):** The Preview state affects the appearance of the component in the preview window. When it is in the 'On' state, you can preview the On Text and On Color. When it is in the 'Off' state, you can preview the Off Text and Off Color. Click on the appropriate radio button to select the state you want to preview.

Basic Options specific to the Knob/Dial/Meter and Slide/Level components



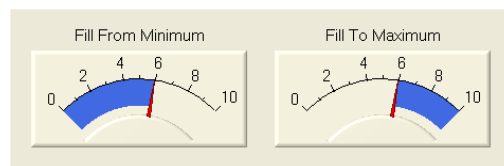
**Figure 42 – Basic Tab with Options Specific to the Knob/Dial/Meter and Slide/Level Components**

**Caption (Text Entry Field):** Specify the text that you want to appear above the component.

**Caption Color (Button):** Click on the Caption Color Button to specify the caption color.

**Font (Button):** Click on the Font button to specify the font for the component.

**Fill Style (Drop-Down List):** Specify the component's fill style. The Options are 'None', 'Fill from Minimum', and 'Fill to Maximum' (see Figure 43).



**Figure 43 – Meters with different Fill Styles**

**Fill Color (Button):** Click on the Fill Color button to specify the fill color (see Figure 43).

**Pointer Style (Drop-Down List):** Specify whether the pointer will be 3D (thick) or 2D (thin).

**Pointer Color (Button):** Click on the Pointer Color button to specify the Pointer Color.

**Back Color (Button):** Click on the Back Color button to specify the Back Color.

**Fore Color (Button):** Click on the Fore Color button to specify the Fore Color.

**Axis Caption (Drop-Down List):** Specify the text that you want to appear above the pointer.

**Axis Caption Color (Button):** Click on the Axis Caption Color Button to specify the Axis Caption Color.

### 7.6.3. Style

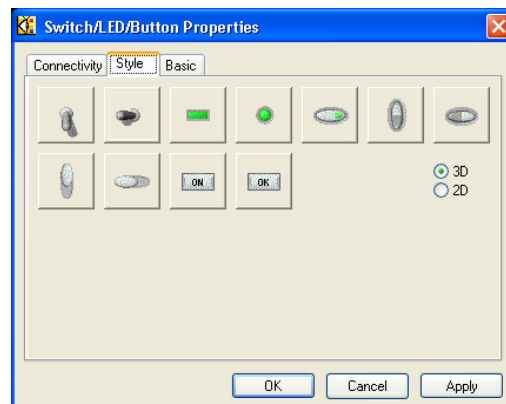
Specify the style of a component. A Style defines the default settings and the appearance of the component.

Applies to:

- Knob/Dial/Meter
- Button/LED/Knob
- Slide/Level

Style Options

The procedure for changing styles is identical for all components with the style property.



**Figure 44 – A Style Tab**

**Style Buttons:** The Style buttons contain pictures of the different types of components available in that component family. Click on a Style Button to change the component to that style.

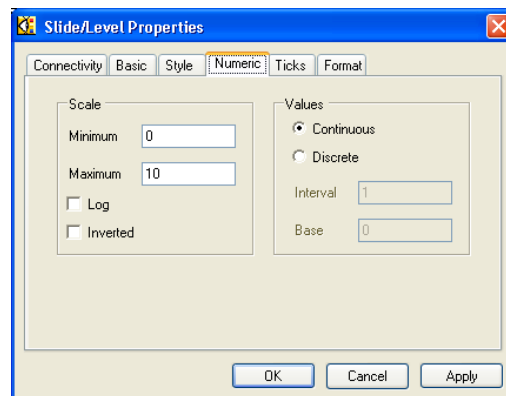
**2D/3D (Radio Buttons):** Click on the 2D/3D Radio Buttons to change the selections available on the Style Buttons.

## 7.6.4. Numeric

Specify numeric settings for the component.

- Applies to:
- Knob/Dial/Meter
- Slide/Level

Numeric options specific to the Knob/Dial/Meter and Slide/Level Components



**Figure 45 – Numeric Tab with Options Applicable to the Knob/Dial/Meter and Slide/Level Components**

**Scale – Minimum (Text Entry Field):** Specify the minimum value of the axis.

**Scale – Maximum (Text Entry Field):** Specify the maximum value of the axis.

**Scale – Log (Check Box):** This changes the axis to a logarithmic scale.

**Scale – Inverted (Check Box):** Reverses the Axis so that low values and high values are on the opposite sides.

**Values – Continuous (Radio Button):** This option will show all values on the axis.

**Values – Discrete (Radio Button):** This option shows only discrete values on the axis, according to the base and interval properties. This is like a ‘snap’ mode that snaps to the nearest discrete value.



**Interval (Text Entry Field):** Specify the Interval between discrete intervals.

**Base (Text Entry Field):** Specify the base value for discrete axes.

**Note:**

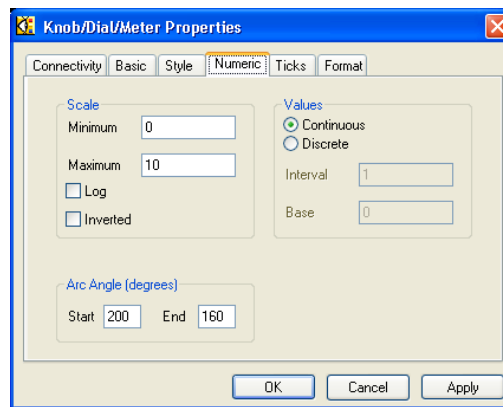


**When using a discrete Axis, valid values are based on the equation:**

$$\text{Valid Value} = \text{Discrete Base} + (n * \text{Discrete Interval})$$

**Where n is a positive or negative integer.**

**ie. If the Discrete Base Is 0.5 and the discrete interval is 1, then the valid values will be ...-3.5, -2.5, -1.5, -0.5, 0.5, 1.5, 2.5, 3.5... etc.**



**Figure 46 – Numeric Tab with Options Specific to the Knob/Dial/Meter Components**

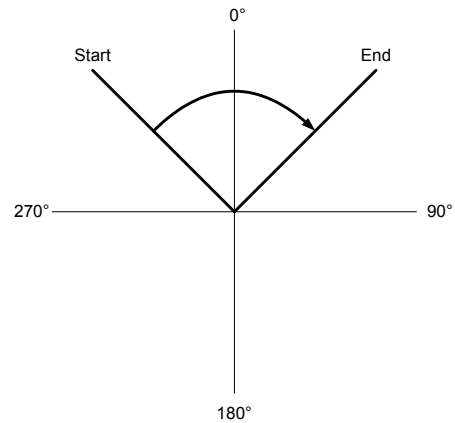
**Arc Start (Text Entry Field):**

Specify the angle that will define the start of the arc.

**Arc End (Text Entry Field):**

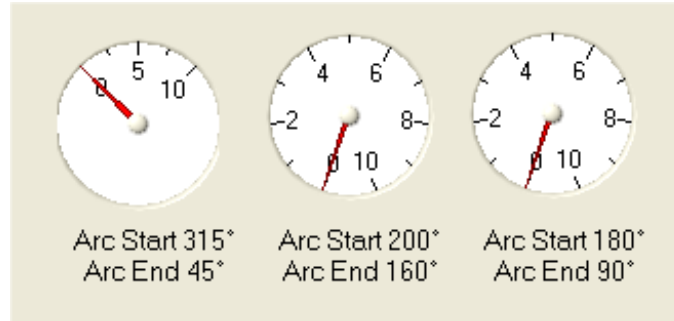
Specify the angle that will define the end of the arc.

Note that in Figure 47, the start of the arc is on the right side and that the end of the arc is on the left side. This will result in an axis that, moving counterclockwise, covers 90° from 45° to 315°.



**Figure 47 - The Coordinate System used in the Knob/Dial/Meter Family.**

shows a sample variety of different arc starts and endings.

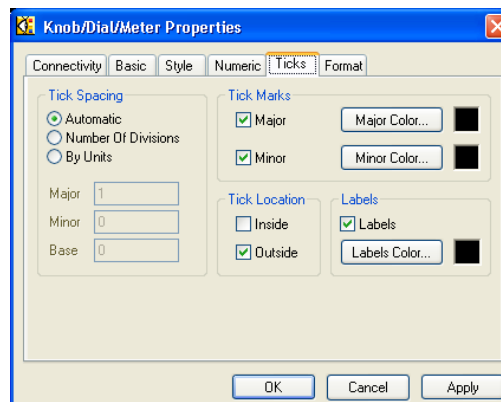


**Figure 48 – Dial Components With a Variety of Arc Starts and Arc Ends**

### 7.6.5. Ticks

Specify how tick marks will appear on the component

- Applies to:
- Knob/Dial/Meter
- Slide/Level



**Figure 49 – Ticks Tab with Options Specific to the Knob/Dial/Meter and Slide/Level Components**

**Tick Spacing – Automatic (Radio Button):** This option automatically sets up the tick spacing.

**Tick Spacing – Number Of Divisions (Radio Button):** This option lets you change tick spacing by specifying the number of ticks between minimum and maximum values.

**Tick Spacing – By Units (Radio Button):** This option lets you change tick spacing by specifying the numeric intervals that the ticks will appear on.

**Tick Spacing – Major (Text Entry Field):** When the ‘Number of Divisions’ Option is selected, this field controls how many ticks there will be in between the start Minimum and Maximum of the axis. When the ‘By Units’ Option is selected, this field controls the numeric interval between Minor Ticks.

**Tick Spacing – Minor (Text Entry Field):** When the ‘Number of Divisions’ Option is selected, this field controls how many ticks there will be in between major ticks. When the ‘By Units’ Option is selected, this field controls the numeric interval between Major Ticks.

**Tick Spacing – Base (Text Entry Field):** The Base field provides an offset to the ticks. I.e. With Base = 0.5 and Major Ticks = 1, then the Major Ticks will appear at 0.5, 1.5, 2.5, 3.5, etc.

**Tick Marks – Major (Check Box):** Click on this to show/hide the Major Tick Marks.

**Tick Marks – Major Color (Button):** Click on the Major Color button to specify the font for the component.

**Tick Marks – Minor (Check Box):** Click on this to show/hide the Minor Tick Marks.

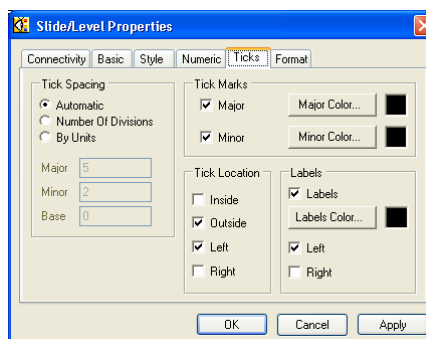
**Tick Marks – Minor Color (Button):** Click on the Minor Color button to specify the font for the component.

**Tick Location – Inside (Check Box):** Click on this to show/hide Tick Marks in the inside of the axis.

**Tick Location – Outside (Check Box):** Click on this to show/hide the Tick Marks on the outside of the axis.

**Labels – Labels (Check Box):** Click on this to show/hide the labels (numbers).

**Labels Color (Button):** Click on the Labels Color button to specify the color for the labels (numbers).



**Figure 50 – Ticks Tab with Options Specific to the Slide/Level Components**

**Tick Location – Left:** Click on this to show/hide Tick Marks on the left of the axis.

**Tick Location – Right:** Click on this to show/hide Tick Marks on the right of the axis.

**Labels – Left:** Click on this to show/hide labels (numbers) on the left of the axis.

**Labels – Right:** Click on this to show/hide labels (numbers) on the right of the axis.

### 7.6.6. Format

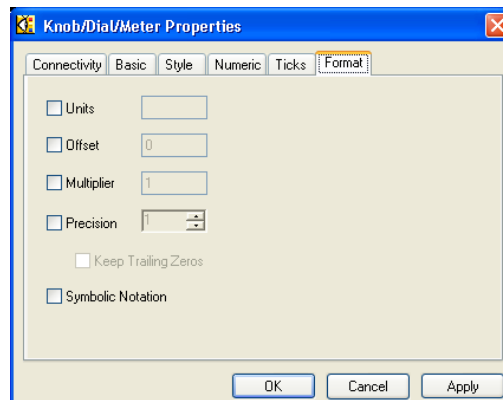
Specify conversion parameters to produce easy to read displays

(ie. Convert 0-5V into 0-3600rpm).

- Applies to:
- Knob/Dial/Meter
- Display
- Slide/Level



**Note:** That the Label Component has *Symbolic Notation* check box disabled.



**Figure 51 – A Format Tab**

**Units (Check Box):** Click on this to enable/disable Units.

**Units (Text Entry Field):** Enter the Units in this field. The text will be appended to the numbers on the components display (ie. If Units = 'V', then a value of 4 on the component will appear as 4V).

**Offset (Check Box):** Click on this to enable/disable an Offset.

**Offset (Text Entry Field):** Enter the Offset in this field. The Offset will be applied to all values on the component's display (ie. If Offset = 3, then a value of 4 on the component will appear as 7).

**Multiplier (Check Box):** Click on this to enable/disable the Multiplier.

**Multiplier (Text Entry Field):** Enter the Multiplier in this field. The Multiplier will be applied to all values on the component's display (ie. If Multiplier = 2, then a value of 4 on the component will appear as 8)



**Note: If the Multiplier and Offset Fields are both enabled, the Multiplier will be applied BEFORE the offset is applied. This is according to the equation:**

Displayed Value = (Value \* Multiplier) + Offset

(ie. If Multiplier = 2 and Offset = 3, then a value of 4 on the Component will appear as 11)

**Precision (Check Box):** Click on this to enable/disable the Precision.

**Precision (Numeric Entry Box):** The number entered in this field specifies the maximum number of digits to the right of the decimal place that are shown.

**Keep Trailing Zeros (Check Box):** Click on this field to enable/disable the keeping of trailing zeros. (ie. If Precision = 2 and Keep Trailing Zeros is checked, then a value of 4.1 will appear as 4.10. If Keep Trailing Zeros is not checked, the it will simply appear as 4.1

**Symbolic Notation (Check Box):** This will convert large or small numbers to scientific number symbols according to the following:

- 0.000000000001 = 1p (pico)
- 0.000000001 = 1n (nano)
- 0.000001 = 1u (micro)
- 0.001 = 1m (milli)
- 1 = 1
- 1000 = 1k (kilo)
- 1000000 = 1M (mega)
- 1000000000 = 1G (giga)
- 1000000000000 = 1T (tera)

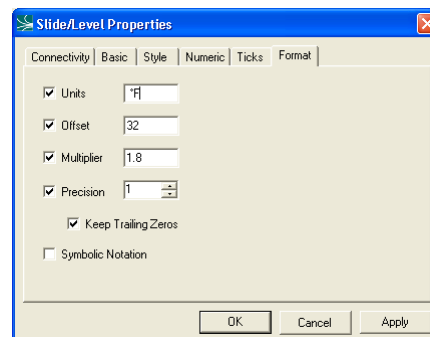
**Example:** Displaying Temperature in Degrees Fahrenheit for a temperature channel

Since siteVIEW natively displays temperatures in Degrees Celcius, we must change a few format settings to display temperature in Degrees Fahrenheit.

The Formula for Degrees Fahrenheit is:

$$^{\circ}\text{F} = 1.8 * ^{\circ}\text{C} + 23$$

From this equation we can see that the multiplier is 1.8 and the offset is 23. We would also like one digit after the decimal place displayed. Therefore, the settings would be as shown in Figure 52.



**Figure 52 – Format Settings for Celcius to Fahrenheit Conversion**

## 8. ALARMING

### 8.1. The Alarm Viewer

The *Alarm Viewer* form is accessed from the *Tools->View Alarms* menu or the *Alarms* Toolbar in the main System Explorer Windows.

Once this form is opened, it can also be accessed by selecting it from the windows taskbar.

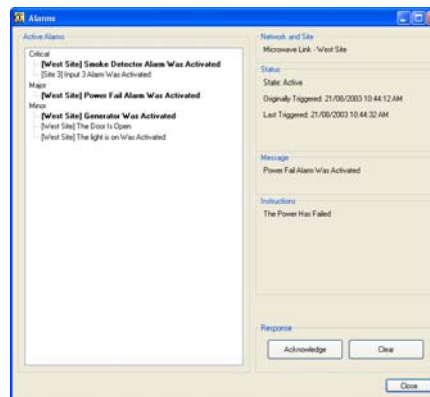


Figure 53 - The Alarm Viewer

#### Active Alarm Listing:

This lists the alarms that have been triggered. Alarms are grouped according to their severity. Alarms in each severity group will be listed with the most recently triggered alarms at the top of the list.

- Active Alarms are displayed in a **Bold Font**
- Ceased Alarms are displayed in a Regular Font
- Acknowledged Alarms are displayed in an *Italic* Font

#### Network and Site:

This displays the network and site names for the currently selected alarm.

**Status:** This displays the following information:

- State: Whether the alarm is active or ceased
- Originally Triggered: The time when the alarm was first triggered
- Last Triggered: The time when the alarm was last triggered

- **Ceased:** The time when the alarm ceased (Only applicable if the alarm is ceased)

**Message:** This displays the condition that caused the alarm to be triggered.

**Instructions:** This contains instructions on how to respond to the alarm

**Acknowledge (Button):** Click on this button to acknowledge an alarm. Acknowledging the alarm will create a log entry indicating that the alarm has been acknowledged. This will also cause the alarm to appear in italics in the Active Alarm Listing.

**Clear (Button):** Click on this button to clear an alarm. Clearing an alarm will create a log entry indicating that the alarm has been cleared. This will remove the alarm from the active alarm listing.

**Close (Button):** This will close the Alarm Viewer Form.

## 8.2. Alarm Pop Up Reports

The Alarm Pop-Up Report (Figure 54) immediately reports important alarm information when an alarm is triggered. By default, the Alarm Pop-up Report will appear whenever the alarm is triggered. Even if you are in another program (such as Microsoft Word), the Alarm Pop-Up report will appear to inform you of an alarm condition. See

(page 56) for information on setting Alarm Pop-Up Report Options.

**Alarm Severity (LED and Label):** These display the severity of the *most severe alarm*.

**Alarm Message (Link Label):** This displays the message and the severity of the *most recently triggered alarm*. Clicking on this link will show you alarm details for this alarm in the *Alarm Viewer Form*.

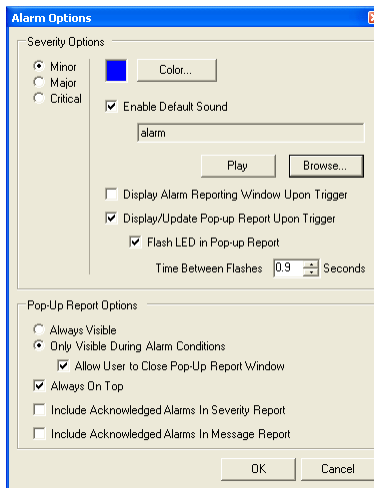


Figure 54 – The Alarm Pop-Up Report



## 8.3. Alarm Options

The Alarm Options (Figure 55) allow you to customize how alarms are reported.



**Figure 55 – The Alarm Options Form**

### 8.3.1. Severity Options

**Minor/Major/Critical (Radio Buttons):** Select the appropriate Radio Button based on the severity level whose options you wish to modify.

**Color:** This will set the color of the LED for this severity of alarm in the Alarm Pop-up-Report Form.

**Enable Default Sound:** Selecting this will enable a default sound for any alarms of this severity that are set to use the default sound. Setting a default sound allows you to globally disable/enable the sound for any alarms that use the default sound.

**Sound Name (Text Display Field):** This displays the name of the currently selected sound (Only applicable if Enable Default Sound is selected).

**Play (Button):** Click here to play the currently selected sound (Only applicable if Enable Default Sound is selected).

**Browse (Button):** Click here to select a different sound. This will open the sound browser (See **Error! Reference source not found.**, page **Error! Bookmark not defined.**), which will allow you to choose a new sound (Only applicable if Enable Default Sound is selected).

**Display Alarm Viewer Upon Trigger (Check Box):** Selecting this option will cause the Alarm Viewer Form to Appear automatically when this severity of alarm is triggered.

**Display/Update Pop-Up Report Upon Trigger (Check Box):** Selecting this option will cause the Alarm Pop-Up Report to automatically appear or update when this severity of alarm is selected.

**Flash LED in Pop-Up Report (Check Box):** Selecting this option will cause the LED to flash in the Alarm-Popup report for this severity of alarm. If this option is not selected, the LED will appear as a solid color.

**Time Between Flashes (Numeric Entry Field):** This sets the interval between flashes (only application if the *Flash LED* option is selected).

### 8.3.2. Pop Up Report Options

**Always Visible (Radio Button):** Selecting this option will cause the pop-up report to be visible always (as long as siteVIEW is open).

**Only Visible During Alarm Conditions (Radio Button):** Selecting this option will cause the Alarm Pop-Up Report to display ONLY when there are active alarms. If there are no active alarms, the alarm report will disappear.

**Allow User to Close Pop-Up Report (Check Box):** Selecting this option will allow the user to close the Pop-Up Report. If this option is unselected, the user will not be able to close the Pop-Up Report (only applicable if *Only Visible During Alarm Conditions* option is selected).

**Always On Top (Check Box):** If this option is selected, the Alarm Report will appear on top of all other windows including other applications. This is useful if you wish to be notified even when you are in another application. If this option is not selected, the Pop-Up Report will still appear in siteVIEW and the taskbar, but it will lose visibility when you select a different form.

**Include Acknowledged Alarms in Severity Report (Check Box):** If this option is selected, information from acknowledged alarms will be used to update the Severity Status in the Alarm Pop-Up Report. If it is not selected, then information in acknowledged alarms will be ignored.

**Include Acknowledged Alarms in Message Report (Check Box):** If this option is selected, acknowledged alarms can appear as a Message Link in the Alarm Pop-Up Report.

**Ok (Button):** Click OK to close this form and keep changes.

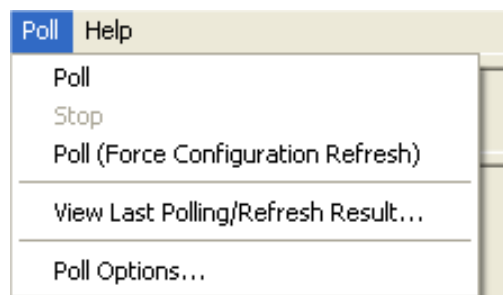
**Cancel (Button):** Click Cancel to close this form and discard changes.

## 9. POLLING

### 9.1. Poll

The Polling commands allow you to check the communication status of your *siteCOMMANDER* System.

The Polling Commands can be found in the System Viewer's Polling menu



**Figure 56 – The Poll Menu**

**Poll (Menu Item):** This will poll the network to see if communications are okay. If the network polls successfully, then all the networks in the site will be polled as well. The Network or site node will change color depending on the success of the poll. See **Color Status for Network Nodes**, page **Error! Bookmark not defined.**, for more information on node colors.

If the site communications are okay, then siteVIEW will refresh the latest Input/Output Status of the site. If the site's module has been reconfigured since the last poll, siteVIEW will download the latest configuration information for that module.

**Poll (Force Configuration Refresh) (Menu Item):** This will do a standard poll and then download the module's configuration from each site.

**View Last Polling/Refresh Result (Menu Item):** This will display a Polling Report Window that displays the Polling/Refresh results. See the next section, for more information.

**Poll Options (Menu Item):** Displays the polling options (see next section).

**Stop (Menu Item):** Aborts all transmissions which waiting to be transmitted.

## 9.2. Polling Results

The Polling Results Form (Figure 57) displays the results of the last batch of polling and refreshing.



Figure 57 – Poll Results

## 9.3. Poll Options

The Poll Options Form (Figure 58) allows you to setup Auto Poll (Automatic Polling) and/or Scheduled Polling. When Auto Poll is enabled, it will automatically poll the network at the specified interval. When Scheduled Polling is enabled, the system will poll at the specified time of the specified day. These options allow you to automatically check the communication status of your network as well as ensuring that you have the latest module configuration information.

**Auto Poll Enabled (Check Box):** Turn on/off automatic polling.

**Auto Poll Time (Numeric Entry Field and Drop Down Box):** Enter the interval of time between polls. The system will poll at the specified interval.

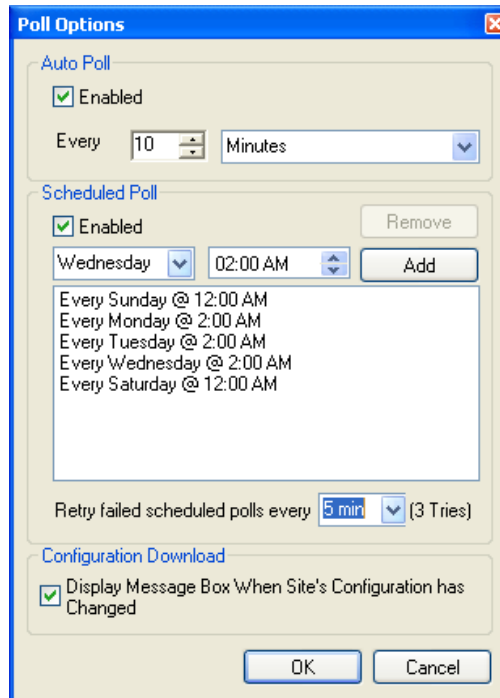
**Scheduled Poll Enabled (Check Box):** Turn on/off scheduled polling. You must also add schedule dates that specify when the system is to be polled.

**Scheduled Poll Time (Drop Down Box and Numeric Entry Field):** Enter the day of the week and time of day the scheduled poll is to take place.

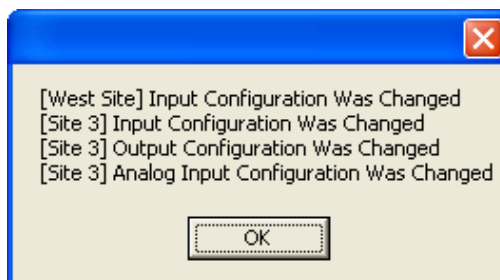
**Scheduled Poll Schedule (List Box):** This displays a list of all the scheduled polls. You may add or remove scheduled polls from the list. If no scheduled polls exist in the list, scheduled polling acts as though it were disabled.

**Retry Failed Scheduled Polls Every (Drop Down Box):** If a scheduled poll fails, this option signifies when the scheduled poll should be reattempted. The system only retries a failed scheduled poll 3 times before quitting.

**Display Message Box When Site's Configuration has Changed (Check Box):** When this box is checked, the operator will be informed whenever a Site's Configuration has changed. This Message Box will only be displayed if *siteVIEW* detects that a configuration has changed after a Poll (See).



**Figure 58 – Poll Options**



**Figure 59 – Configuration Change Message Box**

## 10. LOGGING

### 10.1. Log Options

The Log options form allows you to specify which events you would like put in the system log. The Log Option Settings are saved every time *siteVIEW* is exited.

#### 10.1.1. Alarms

Alarms are logged any time an [analog] input is received that triggers a minor alarm.

**Log Minor Alarms (Check Box):** Click here to toggle on/off the logging of Minor Alarms.

**Log Major Alarms (Check Box):** Click here to toggle on/off the logging of Major Alarms.

**Log Critical Alarms (Check Box):** Click here to toggle on/off the logging of Critical Alarms.

#### 10.1.2. Input/Output

Inputs/Outputs are logged whenever an input/output event is received.

**Log Input Events (Check Box):** Click here to toggle on/off the logging of Input events.

**Log Output Commands (Check Box):** Click here to toggle on/off the logging of Output Commands. An output command is issued whenever the user activates a 'Control Output' Component. This sends out a request to turn on the component. (see Connectivity, page 40 for more information on Output Commands)

**Log Output Mapping (Check Box):** Click here to toggle on/off output mapping. If an [analog] input event is received, then any local outputs that were activated as a result of an [analog] input will be written to the log.

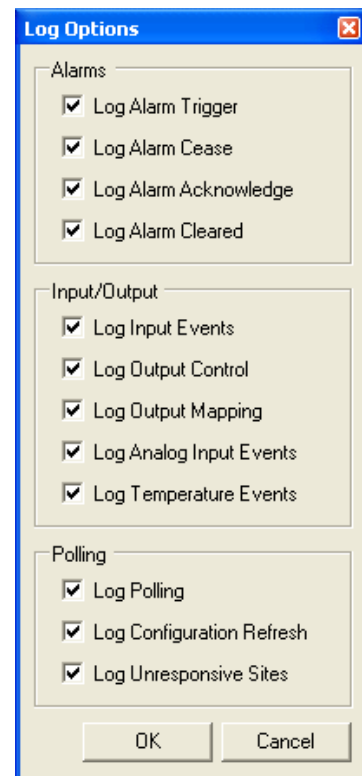


Figure 60 – Log Options

**Log Analog Input Events (Check Box):** Click here to toggle on/off the logging of Analog Input Events.

**Log Temperature Events (Check Box):** Click here to toggle on/off the logging of Temperature Events

### 10.1.3. Polling

**Log Polling (Check Box):** Click here to toggle on/off the logging of when polling start and end.

**Log Configuration Refresh (Check Box):** Click here to toggle on/off the logging of siteVIEW detecting and downloading a hardware configuration change.

**Log Unresponsive Sites (Check Box):** Click here to toggle on/off the logging of sites that did not poll successfully.

## 10.2. Log Viewer

The Log Viewer allows you to view the log file for your system.

**Note:** If desired, the Log File can be viewed from a spreadsheet that supports the “csv” (comma separated values) format. The log file can be found at: [Installation Directory]\Configuration Files\Log\System Log.csv

**When the log file gets too large, it can be manually deleted. Alternatively unwanted entries can be removed using a spreadsheet or word processor (Such as Microsoft Excel or Wordpad).**

**Log Table:** The Log Table lists all the current logged events. The Log Table loads the log entries whenever the Log Viewer Form is loaded. Click on a column header to sort the list using that column.

**Type Filter:** The Type Filter selects which logs are viewed in the table. A checked log type means that it is viewable in the Log Table. An unchecked log type means that it is not viewable in the Log Table.

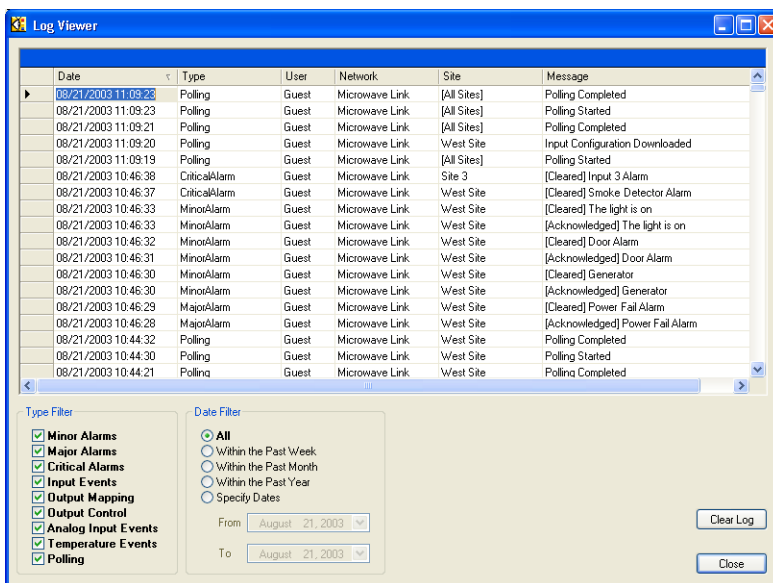


Figure 61 – Log Viewer



## 11. ABOUT SITEVIEW

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The About window is accessible from Help->About

The About window displays copyright information and the version of *siteVIEW* that you are using.



**Figure 62 – The About Window**

## 12. APPENDICES

### 12.1. Appendix A – The Sound Browser

The Sound Browser is a form designed to let you easily choose and select sound files. The Sound Browser allows you to choose between System Sounds, WAV files, and no sound.

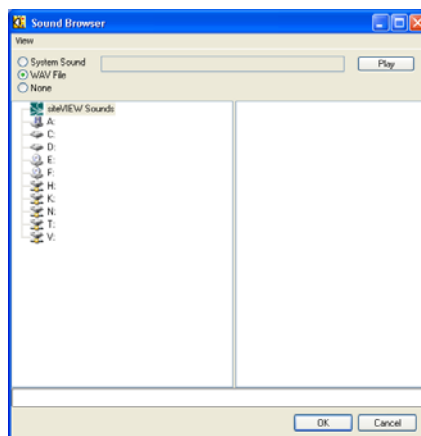


Figure 63 – The Sound Browser

#### 12.1.1. System Sounds

System sounds are preset windows sounds. These system sounds will automatically adjust to any changes made to the Windows system sounds.

Select the *System Sound* Radio Button to select System Sounds.

#### 12.1.2. WAV Files

WAV files are files recorded in WAV format. Many commercial and shareware programs are available for recording WAV files. As well, CD-ROMs containing thousands of WAV file sound effects or free WAV files from the internet can be used.

#### 12.1.3. Select the *WAV File* Radio Button to select WAV file sounds.

It is recommended that you put all WAV files in the “\Configuration Files\WAV” directory in your siteVIEW Install Director. This will allow you to keep all your WAV files in a secure, central location, as well as making them easy to select in the sound browser. Any WAV file in the “\Configuration

Files\WAV" directory will appear in the siteVIEW Sounds Selection of the Sound Browser.

12.1.4. No Sound

Select the *None* Radio Button if you do not want a sound