

# R A D I O N I C S

## READYKEY® K6100 Readykey for Windows™

### Alarm Graphics Datasheet

#### Introduction

This document describes the Readykey for Windows Alarm Graphics facility, which allows a graphic file to be attached to doors and alarm inputs in such a way that they can be easily displayed when the alarm event is received by the Readykey for Windows system.

The graphic, typically a map or plan pinpointing the location of the alarm event, can then be displayed by clicking on a button in the window displayed when an alarm is received at the PC.

Each door or alarm input on the system can have a different graphic file attached in this way.

#### Graphic Files - Format and Location

Any graphic files must be in a Windows bitmap format (BMP). This format is supported by most graphics packages, including Microsoft Paintbrush which is supplied with every copy of Microsoft Windows™.

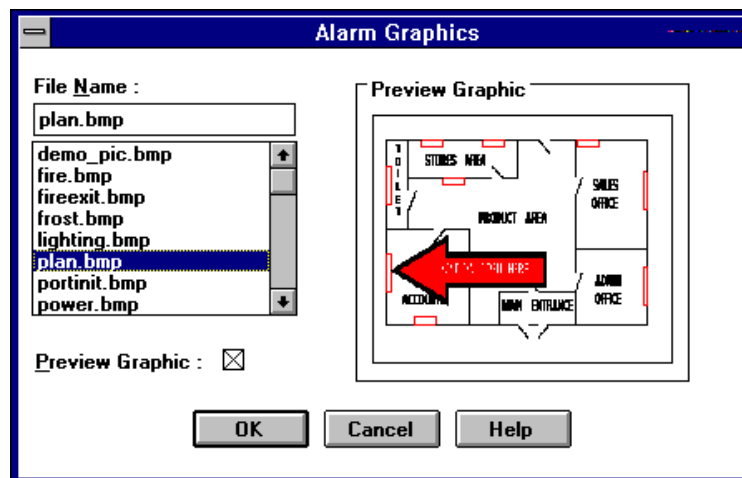
Graphic files must be stored in the Readykey for Windows GRAPHICS sub-directory (usually c:\RKEYWIN\GRAPHICS).

#### Assigning Graphics to Doors and Alarm Inputs

Graphics are assigned to doors and alarm inputs within the **Installer** application. The procedure below describes assigning a graphic to a door, but is similar to the procedure for assigning a graphic to an input on an K2015 Alarm Module or K2015A Alarm Event Manager.

Choose **Doors** from the **Installer** icons. Select the **Site**, **Door Controller** and **Door** to which you wish to assign a graphic.

In the **Alarm Graphic** box, choose **Browse...**



A list of all .bmp files found in the Readykey for Windows Graphics sub-directory will be shown. One file, *demo\_pic.bmp* is supplied as part of the Readykey for Windows default data.

Make sure **Preview Graphic** is selected to display the graphic on the right-hand side of the window.

Choose **OK** when you have selected the graphic you wish to assign to the door. You will be returned to the **Doors** window. Choose **Change** before selecting other doors.

Choose **Close** when you have assigned graphics to all the doors on your system.

## Displaying Graphics

Graphics assigned to doors or alarm inputs may be displayed by clicking the **Info...** button within the **Alarm** application. This may be done either from the Alarm Event window (the screen that appears automatically when any alarm event is received at the PC), or from any of the alarm queues - **Current**, **History** and **Uncleared**

The screenshot shows the 'ALARM EVENT' window. At the top, it displays 'Date : 27/09/94', 'Location : Accounts Side Window', 'Time : 17:32', and 'Event : Alarm Activated'. Below this is a 'Transaction details :' section with a blue header. Inside this section is a floor plan graphic of a building. The floor plan includes labels for 'TOILET', 'STORES AREA', 'PRODUCT AREA', 'SALES OFFICE', 'ADMIN OFFICE', 'MAIN ENTRANCE', and 'ACCOUNTS'. A large red arrow points to the 'ACCOUNTS' area with the text 'WINDOW OPEN HERE'. To the left of the floor plan is a 'Select alarm' list with several radio buttons, and below it is a 'Present on' section with an 'Accept' button. To the right of the floor plan is an 'OK' button. Below the 'Transaction details' section, there is a 'Location : Accounts Side Window', 'Controller Group : Head Office', 'Event Type : Alarm Activated', and a 'Description :' field. The description field contains the text: 'The side window in Accounts has been opened. Secure the window. Report any damage to Estates Department, extension 1234'. There are up and down arrow buttons next to the description field.

Choose **OK** to close the displayed graphic and accept the alarm or return to the alarm queue.