ENTRYPASS

3rd Party Integration

R&D Document

Real time XML Transaction Server Interface - Draft 6

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Change Log

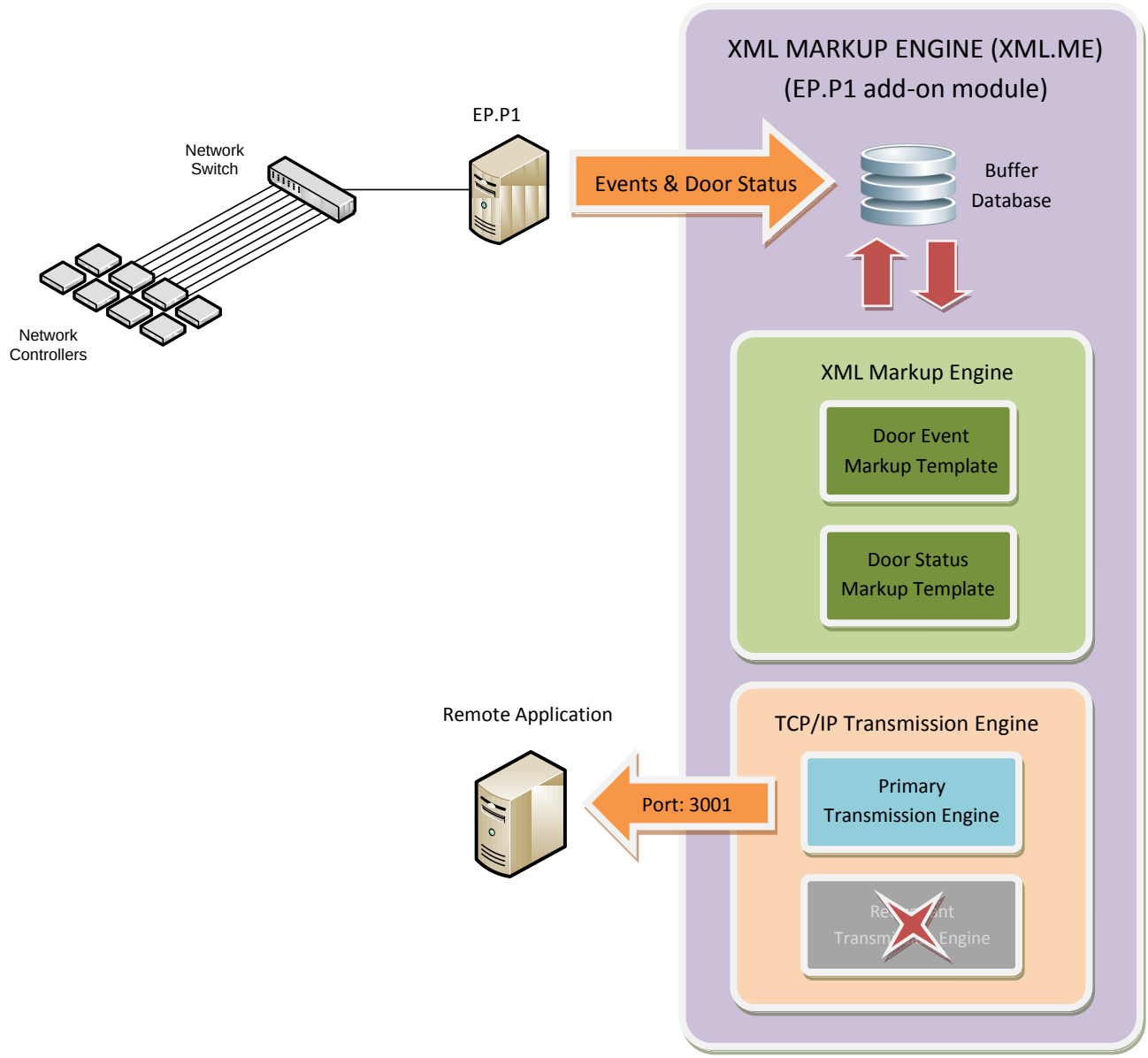
Version	Date	Remarks
Draft-01	30/09/2008	Initial Draft Release
Draft-02	11/03/2010	• Generalize document format • Added Appendix-C (Enable Transaction Server – Illustrated)
Draft-03	23/08/2010	• Added more data fields for Door Status event
Draft-04	13/09/2010	• Added NOTE for Event Types and Data Fields.
Draft-05	28/8/2013	• Support HIO controller.
Draft-06	22/9/2016	• Added Database Types schema. • Added TRID field for Door Event

Introduction

The purpose of this document is to specify the interface between EntrypassPlatform1 Access Control System (EP.P1) and any 3rd party software application (remote application) which built to receive online transaction in XML format via TCP/IP socket communication. In this integration, a customized event transmission engine is developed to provide XML formatted data to remote application upon received the events from controller.

Remote application shall provide a TCP/IP Event Monitor Port (listening at 3001) to accept EP.P1 XML data transmission.

System Flow Configuration



Event Types

There are primarily 2 types of event data shall be incorporated in this interface:-

i. Door Event

This shall include all events occurred in EP.P1. Any card flashes, door open, door close, keypad pressed etc. will be polled and formatted by EP.P1 XML.ME following the default XML Schema provided in Appendix-A and later actively transmit the formatted data to a remote recipient via TCP/IP at port number 3001 (configurable). Unwanted data should be filtered at recipient end.

Example Events:
Valid Entry(Ca), Door Forced Open (Dd) etc. Please refer to Appendix-B for complete event code listing.

NOTE: Controller model S3000 and N3000 are not supported in this interface.

ii. Door Status

EP.P1 Version 2.0 is able to receive active data transmission from the supported controller, with this feature, EP.P1 constantly receive door status (both door sensor and out relays current status) updates from the active network control panels, and update the door status to a separate table in the buffer database. Upon receiving a door status change, XML.ME will immediately transmit the status change to customer application.

NOTE: Controller model S3000, N3000, L1000, L2000 and L3800 are not supported in this interface.

Data Fields

EntryPass XML.ME provides various data fields for 3rd party integration purposes. These data fields can later (Phase-2) be used to create XML Schema Template (please refer to below for more information).

FOR DOOR EVENTS

Data Fields	Type & Size	Allow Null	Sample Data
ETYPE	SMALLINT	NOT NULL	0 – DOOR EVENT 1 – DOOR STATUS 2 – ALARM (N/A FOR THIS PROJECT)
TRDATE	CHAR(8)	NOT NULL	YYYYMMDD (20080829 = 29/08/2008)
TRTIME	CHAR(6)	NOT NULL	HHMMSS (150110 = 15:01:10 = 3:01:10PM)
TRCODE	CHAR(2)	NOT NULL	Ca / Cb (refer to Appendix-B for details)
TRDESC	VARCHAR(30)	NOT NULL	Valid Card Entry
CTRLIP	VARCHAR(15)	NULL	192.168.0.123
CTRLNAME	VARCHAR(15)	NULL	ABC CONTROLLER
DEVNAME	VARCHAR(15)	NULL	ABC DOOR
CARDNO	VARCHAR(20)	NULL	012345
STAFFNO	VARCHAR(30)	NULL	HT123
STAFFNAME	VARCHAR(50)	NULL	HUEY TEO
DEPTNAME	VARCHAR(15)	NULL	RnD

JOBNAME	VARCHAR(15)	NULL	ENGINEER
SHIFTNAME	VARCHAR(15)	NULL	NORMAL
ZONENAME	VARCHAR(15)	NULL	ABC ZONE
POINTNAME	VARCHAR(15)	NULL	ABC POINT
TRID	VARCHAR(12)	NOT NULL	0123456789AB

Note:
1. ZONENAME and POINTNAME only applicable for transactions from HIO controller only.
2. POINTNAME could be the name of HIO Input or HIO Output point depending on transaction.

FOR DOOR STATUS (based on N-ELC)

Data Fields	Type & Size	Allow Null	Sample Data
ETYPE	SMALLINT	NOT NULL	0 – DOOR EVENT 1 – DOOR STATUS 2 – ALARM (N/A FOR THIS PROJECT)
CTRLIP	VARCHAR(15)	NOT NULL	192.168.0.123
CTRLNAME	VARCHAR(15)	NOT NULL	ABC CONTROLLER
CTRLIN1	CHAR(2)	NOT NULL	00 – DOOR SENSOR CLOSED 10 – DOOR SENSOR OPEN
CTRLRELAY	CHAR(3)	NOT NULL	000 – RELAY-1 & RELAY-2 CLOSED 100 – RELAY-1 OPEN & RELAY-2 CLOSED 110 – RELAY-1 OPEN & RELAY-2 OPEN 010 – RELAY-1 CLOSED & RELAY-2 OPEN
CTRLTAG	VARCHAR(12)	NOT NULL	099420DE8632
CTRL_STATUS	CHAR(1)	NOT NULL	0 – UNKNOWN 1 – DOWN 2 - UP
INPUT_1 INPUT_2 INPUT_3 INPUT_4 INPUT_5 INPUT_6 INPUT_7 INPUT_8 INPUT_9 INPUT_10 INPUT_11 INPUT_12 INPUT_13 INPUT_14 INPUT_15 INPUT_16	CHAR(2)	NOT NULL	-1 – UNKNOWN 00, 01, 02, 03 – NOT USED 04 – NORMAL 05 – SHORT 06 – CUT 07 – CLOSE 08 – OPEN 09 – TRIGGER
RELAY_1 RELAY_2 RELAY_3 RELAY_4	SMALLINT	NOT NULL	-1 – UNKNOWN 0 – CLOSE 1 – OPEN

ALARM_1 ALARM_2 ALARM_3 ALARM_4 ALARM_5 ALARM_6 ALARM_7 ALARM_8	SMALLINT	NOT NULL	-1 – UNKNOWN 0 – DISARM 1 – ARM 2 – TRIGGER 3 – ALARM ON 4 – NORMAL
TAMPER_1 TAMPER_2 TAMPER_3 TAMPER_4	SMALLINT	NOT NULL	0 – UNKNOWN 1 – DISABLE 2 – ENABLE 3 – NORMAL 4 – TRIGGER 5 – NO TAMPER
FIRE_1 FIRE_2 FIRE_3 FIRE_4 FIRE_5 FIRE_6 FIRE_7 FIRE_8	CHAR(2)	NOT NULL	-1 – UNKNOWN 00, 01, 02, 03 – NOT USED 04 – NORMAL 05 – SHORT 06 – CUT 07 – CLOSE 08 – OPEN 09 – TRIGGER
GEN_PUR_1 GEN_PUR_2 GEN_PUR_3 GEN_PUR_4 GEN_PUR_5 GEN_PUR_6 GEN_PUR_7 GEN_PUR_8	CHAR(2)	NOT NULL	-1 – UNKNOWN 00, 01, 02, 03 – NOT USED 04 – NORMAL 05 – SHORT 06 – CUT 07 – CLOSE 08 – OPEN 09 – TRIGGER
DOOR_1 DOOR_2 DOOR_3 DOOR_4	CHAR(2)	NOT NULL	-1 – UNKNOWN 00 – DOOR CLOSE 01 – DOOR OPEN 02 – DOOR FORCE OPEN 03 – DOOR LEFT OPEN
BATTERY	SMALLINT	NOT NULL	0 – UNKNOWN 1 – AC POWER 2 – BATTERY 3 – HIGH 4 – MEDIUM 5 – LOW 6 , 7 – NOT USED 8 – CUT OFF
OUTPUT_1 OUTPUT_2 OUTPUT_3 OUTPUT_4 OUTPUT_5 OUTPUT_6 OUTPUT_7	SMALLINT	NOT NULL	-1 – UNKNOWN 0 – NORMAL 1 - TRIGGER

OUTPUT_8 OUTPUT_9 OUTPUT_10 OUTPUT_11 OUTPUT_12 OUTPUT_13 OUTPUT_14 OUTPUT_15 OUTPUT_16			
ZONE_1 ZONE_2 ZONE_3 ZONE_4 ZONE_5 ZONE_6 ZONE_7 ZONE_8 ZONE_9 ZONE_10 ZONE_11 ZONE_12 ZONE_13 ZONE_14 ZONE_15 ZONE_16	SMALLINT	NOT NULL	-1 – UNKNOWN 0 – DISARM 1 – ARM 2 – TRIGGER

NOTE:

1. CTRLIP, CTRLNAME, CTRLTAG, CTRLSTATUS are applicable to all controller models.
2. For MINI and N-MINI, please refer to CTRLIN1 and CTRLRELAY; for input and relay status respectively. Please ignore the rest.
3. For conventional controller model (S2000, S2100, S9000, N2000, N2100), please refer to INPUT_1 to 8, RELAY_1 to 4, ALARM_1 to 8 and DOOR_1 to 4; for input, relay, alarm and door status respectively. Please ignore the rest.
4. For HCB series model (S3100, S3200, S3400, N5100, N5200, N5400), all fields applicable except CTRLIN1, CTRLRELAY, INPUT_9 to 16, OUTPUT_1 to 16 and ZONE_1 to 16.
5. For HIO controller, please refer to INPUT1 to 16, OUTPUT_1 to 16 and ZONE_1 to 16 for input, output and zone status respectively. Please ignore the rest.

XML Schema Template (Phase-2)

Based on user's requirement, user is able to customize their special XML Schema Template to suit their needs. XML.ME will base on the selected template to format the raw event data before sending to the recipient.

For example, user only needs the 3 data fields, first the transaction code, date and time. By simply using Notepad, create a file with the following content:-

.....

```
<?xml version="1.0"?>
```

```
<Event xml:lang="en-US">

    <MyDate> TRDATE</MyDate>
    <MyTime> TRTIME </MyTime>
    <MyCode> TRCODE </MyCode>

</Event>
```

.....

Save the file as “templateName.xml” (without the double quote).

Once XML.ME is configured to use the customized format template, whenever a related event occurred, XML.ME will filter and format the related event data based on the user specification in the template and transmit to the recipient.

Request door event data (Phase-2)

To be defined

Request current door status (Phase-2)

To be defined

Others

To be defined

Database Types

This interface informs 3rd party about data changes that occur in EP.P1. Data changes are basically categorised in 3 types: Add, Edit and Delete.

i. Add (not implemented in this phase)
Whenever a new data is being added, this type of XML data will be transmitted out (e.g. new controller is added).

ii. Edit
Whenever a data is being edited, this type of XML data will be transmitted out (e.g. a door name is edited).

Data Fields

Data Fields	Type & Size	Allow Null	Sample Data
TABLE ID	SMALLINT	NOT NULL	0 – CTRL (not implemented in this phase) 1 – DOOR
ACTION	SMALLINT	NOT NULL	0 – ADD (not implemented in this phase) 1 – EDIT 2 – DELETE (not implemented in this phase)
FIELD ID	SMALLINT	NOT NULL	1
NAME	VARCHAR(255)	NOT NULL	DOORNO
VALUE	VARCHAR(255)	NOT NULL	1
OLDVALUE	VARCHAR(255)	NULL	Door 1
NEWVALUE	VARCHAR(255)	NULL	Door One

iii. Delete (not implemented in this phase)
Whenever a data is being deleted, this type of XML data will be transmitted out (e.g. a card is deleted).

APPENDIX-A

Default XML Schema for Door Event

```
<?xml version="1.0"?>

<Event xml:lang="en-US">

    <ETYPE>Event Type</ETYPE>
    <TRDATE>Transaction Date</TRDATE>
    <TRTIME>TransactionTime</TRTIME>
    <TRCODE>TransactionCode</TRCODE>
    <TRDESC>TransactionDescription</TRDESC>
    <CTRLIP>Controller'sIPAddress</CTRLIP>
    <CTRLNAME>Controller'sName</CTRLNAME>
    <DEVNAME>DoorName</DEVNAME>
    <CARDNO>CardNumber</CARDNO>
    <STAFFNO>StaffNumber</STAFFNO>
    <STAFFNAME>StaffName</STAFFNAME>
    <DEPTNAME>StaffDepartmentName</DEPTNAME>
    <JOBNAME>StaffJobName</JOBNAME>
    <SHIFTNAME>StaffShiftMode</SHIFTNAME>
    <ZONENAME>Zone'sName</ ZONENAME >
    <POINTNAME>Point'sName</ POINTNAME >

</Event>
```

Default XML Schema for Door Status

```
<?xml version="1.0"?>

<Event xml:lang="en-US">

    <ETYPE>Event Type</ETYPE>
    <CTRLIP>Controller'sIPAddress</CTRLIP>
    <CTRLNAME>Controller'sName</CTRLNAME>
    <CTRLIN1>Controller'sInput 1 (Door Sensor) (Close/Open)</CTRLIN1>
    <CTRLRELAY>Controller's Output 1 & 2 Status (On/Off) </CTRLRELAY>
    <CTRLTAG>Controller's Tag </CTRLTAG>
    <CTRL_STATUS>Controller's Status </ CTRL_STATUS >
    <INPUT_1>Controller's Input 1 Status </INPUT_1>
    <INPUT_2>Controller's Input 2 Status </INPUT_2>
    <INPUT_3>Controller's Input 3 Status </INPUT_3>
    <INPUT_4>Controller's Input 4 Status </INPUT_4>
    <INPUT_5>Controller's Input 5 Status </INPUT_5>
    <INPUT_6>Controller's Input 6 Status </INPUT_6>
```

<INPUT_7>Controller's Input 7 Status </INPUT_7>
<INPUT_8>Controller's Input 8 Status </INPUT_8>
<INPUT_9>Controller's Input 9 Status </INPUT_9>
<INPUT_10>Controller's Input 10 Status </INPUT_10>
<INPUT_11>Controller's Input 11 Status </INPUT_11>
<INPUT_12>Controller's Input 12 Status </INPUT_12>
<INPUT_13>Controller's Input 13 Status </INPUT_13>
<INPUT_14>Controller's Input 14 Status </INPUT_14>
<INPUT_15>Controller's Input 15 Status </INPUT_15>
<INPUT_16>Controller's Input 16 Status </INPUT_16>
<RELAY_1>Controller's Relay 1 Status </RELAY_1>
<RELAY_2>Controller's Relay 2 Status </RELAY_2>
<RELAY_3>Controller's Relay 3 Status </RELAY_3>
<RELAY_4>Controller's Relay 4 Status </RELAY_4>
<ALARM_1>Controller's Alarm Input 1 Status </ALARM_1>
<ALARM_2>Controller's Alarm Input 2 Status </ALARM_2>
<ALARM_3>Controller's Alarm Input 3 Status </ALARM_3>
<ALARM_4>Controller's Alarm Input 4 Status </ALARM_4>
<ALARM_5>Controller's Alarm Input 5 Status </ALARM_5>
<ALARM_6>Controller's Alarm Input 6 Status </ALARM_6>
<ALARM_7>Controller's Alarm Input 7 Status </ALARM_7>
<ALARM_8>Controller's Alarm Input 8 Status </ALARM_8>
<TAMPER_1>Controller's Tamper Input 1 Status </TAMPER_1>
<TAMPER_2>Controller's Tamper Input 2 Status </TAMPER_2>
<TAMPER_3>Controller's Tamper Input 3 Status </TAMPER_3>
<TAMPER_4>Controller's Tamper Input 4 Status </TAMPER_4>
<FIRE_1>Controller's Fire Input 1 Status </FIRE_1>
<FIRE_2>Controller's Fire Input 2 Status </FIRE_2>
<FIRE_3>Controller's Fire Input 3 Status </FIRE_3>
<FIRE_4>Controller's Fire Input 4 Status </FIRE_4>
<FIRE_5>Controller's Fire Input 5 Status </FIRE_5>
<FIRE_6>Controller's Fire Input 6 Status </FIRE_6>
<FIRE_7>Controller's Fire Input 7 Status </FIRE_7>
<FIRE_8>Controller's Fire Input 8 Status </FIRE_8>
<GEN_PUR_1>Controller's General Purpose Input 1 Status </GEN_PUR_1>
<GEN_PUR_2>Controller's General Purpose Input 2 Status </GEN_PUR_2>
<GEN_PUR_3>Controller's General Purpose Input 3 Status </GEN_PUR_3>
<GEN_PUR_4>Controller's General Purpose Input 4 Status </GEN_PUR_4>
<GEN_PUR_5>Controller's General Purpose Input 5 Status </GEN_PUR_5>
<GEN_PUR_6>Controller's General Purpose Input 6 Status </GEN_PUR_6>
<GEN_PUR_7>Controller's General Purpose Input 7 Status </GEN_PUR_7>
<GEN_PUR_8>Controller's General Purpose Input 8 Status </GEN_PUR_8>
<DOOR_1>Controller's Door 1 Status </DOOR_1>
<DOOR_2>Controller's Door 2 Status </DOOR_2>
<DOOR_3>Controller's Door 3 Status </DOOR_3>
<DOOR_4>Controller's Door 4 Status </DOOR_4>
<BATTERY>Controller's Battery Status </BATTERY >
<OUTPUT_1>Controller's Output 1 Status </ OUTPUT_1>
< OUTPUT_2>Controller's Output 2 Status </ OUTPUT_2>
< OUTPUT_3>Controller's Output 3 Status </ OUTPUT_3>
< OUTPUT_4>Controller's Output 4 Status </ OUTPUT_4>

< OUTPUT_5>Controller's Output 5 Status </ OUTPUT_5>
< OUTPUT_6>Controller's Output 6 Status </ OUTPUT_6>
< OUTPUT_7>Controller's Output 7 Status </ OUTPUT_7>
< OUTPUT_8>Controller's Output 8 Status </ OUTPUT_8>
< OUTPUT_9>Controller's Output 9 Status </ OUTPUT_9>
< OUTPUT_10>Controller's Output 10 Status </ OUTPUT_10>
< OUTPUT_11>Controller's Output 11 Status </ OUTPUT_11>
< OUTPUT_12>Controller's Output 12 Status </ OUTPUT_12>
< OUTPUT_13>Controller's Output 13 Status </ OUTPUT_13>
< OUTPUT_14>Controller's Output 14 Status </ OUTPUT_14>
< OUTPUT_15>Controller's Output 15 Status </ OUTPUT_15>
< OUTPUT_16>Controller's Output 16 Status </ OUTPUT_16>
<ZONE_1>Controller's Zone 1 Status </ ZONE_1>
< ZONE_2>Controller's Zone 2 Status </ ZONE_2>
< ZONE_3>Controller's Zone 3 Status </ ZONE_3>
< ZONE_4>Controller's Zone 4 Status </ ZONE_4>
< ZONE_5>Controller's Zone 5 Status </ ZONE_5>
< ZONE_6>Controller's Zone 6 Status </ ZONE_6>
< ZONE_7>Controller's Zone 7 Status </ ZONE_7>
< ZONE_8>Controller's Zone 8 Status </ ZONE_8>
< ZONE_9>Controller's Zone 9 Status </ ZONE_9>
< ZONE_10>Controller's Zone 10 Status </ ZONE_10>
< ZONE_11>Controller's Zone 11 Status </ ZONE_11>
< ZONE_12>Controller's Zone 12 Status </ ZONE_12>
< ZONE_13>Controller's Zone 13 Status </ ZONE_13>
< ZONE_14>Controller's Zone 14 Status </ ZONE_14>
< ZONE_15>Controller's Zone 15 Status </ ZONE_15>
< ZONE_16>Controller's Zone 16 Status </ ZONE_16>

</Event>

Default XML schema for Database Types: Add (not implemented in this phase)

```
<DATABASE>
 <TABLE ID="0">
  <ACTION>0</ACTION>
  <FIELDLIST>
    <PRIMARY>
     <FIELD ID="1">
      <NAME>Field's Name</NAME><VALUE> Field's Value</VALUE>
     </FIELD>
     <FIELD ID="2">
      <NAME>Field's Name</NAME><VALUE> Field's Value</VALUE>
     </FIELD>
    </PRIMARY>
    <OTHERS>
     <FIELD ID="1"><NAME>Field's Name</NAME><VALUE> Field's Value</VALUE></FIELD>
     <FIELD ID="2"><NAME>Field's Name</NAME><VALUE> Field's Value</VALUE></FIELD>
```

```
    </OTHERS>
  </FIELDLIST>
 </TABLE>
</DATABASE>
```

Default XML schema for Database Types: Edit

```
<DATABASE>
 <TABLE ID="0">
  <ACTION>1</ACTION>
  <FIELDLIST>
    <PRIMARY>
     <FIELD ID="1">
      <NAME>Field's Name</NAME><VALUE>Field's Value</VALUE>
     </FIELD>
     <FIELD ID="2">
      <NAME> Field's Name</NAME><VALUE>Field's Value</VALUE>
     </FIELD>
    </PRIMARY>
    <OTHERS>
     <FIELD ID="1">
      <NAME>Field's Name</NAME>
      <OLDVALUE>Field's Old Value</OLDVALUE>
      <NEWVALUE>Field's New Value</NEWVALUE>
     </FIELD>
     <FIELD ID="2">
      <NAME>Field's Name</NAME>
      <OLDVALUE>Field's Old Value</OLDVALUE>
      <NEWVALUE>Field's New Value</NEWVALUE>
     </FIELD>
    </OTHERS>
  </FIELDLIST>
 </TABLE>
</DATABASE>
```

Default XML schema for Database Types: Delete (not implemented in this phase)

```
<DATABASE>
 <TABLE ID="0">
  <ACTION>2</ACTION>
  <FIELDLIST>
    <PRIMARY>
     <FIELD ID="1">
      <NAME>Field's Name</NAME><VALUE>Field's Value</VALUE>
     </FIELD>
     <FIELD ID="2">
      <NAME>Field's Name</NAME><VALUE>Field's Value</VALUE>
     </FIELD>
```

```
    </PRIMARY>
  </FIELDLIST>
 </TABLE>
</DATABASE>
```

APPENDIX-B

Event Code Listing (Based on N-ELC)

System Related Event Code

Code	Description
Ac	Alarm Armed
Ad	Alarm Disarmed
Ae	Alarm Triggered
Af	Wrong Alarm Pin
Ah	Alarm Pin Lockout
Aj	Alarm Delay Start
Al	Zone1 Input Triggered
Am	Zone2 Input Triggered
An	Zone3 Input Triggered
Ao	Zone4 Input Triggered
Ap	Zone5 Input Triggered
Aq	Zone6 Input Triggered
Ar	Zone7 Input Triggered
As	Zone8 Input Triggered
At	Fire Alarm
Au	Fire Zone1 Input Triggered
Av	Fire Zone2 Input Triggered
Aw	Fire Zone3 Input Triggered
Ax	Fire Zone4 Input Triggered
Ay	Fire Zone5 Input Triggered
Az	Fire Zone6 Input Triggered
A0	Fire Zone7 Input Triggered
A1	Fire Zone8 Input Triggered
Ba	Controller Reset
Bd	Memory Clear
Be	Cold Start
Bi	Main Power Supply Failed
Bj	Main Power Supply Normal
Bk	Battery Power Low
Bl	Battery Power Normal
Da	Door Security On
Db	Door Security Off
Dc	Door Open
Dd	Door Forced Open
De	Door Left Open
Df	Door Pulse Open (Push Button / Exit Button)

Dg	Door Closed
Dl	Door Interlocked
Dm	Door Inhibited
Dn	Access Count Full
Do	Wrong Local Pin Exit

Card Related Event Code

Code	Description
Ag	Wrong Timezone
Ca	Valid Card Entry
Cb	Valid Card Exit
Cc	Unknown Card Number
Cd	Wrong Facility Code
Ce	Antipassback Violation
Cf	Antipassback Lockout
Cg	Reset Antipassback Lockout
Ci	Card Disabled/Deactivated
Ck	Card Expired
Cl	Card Locked Out
Cm	Reset Card Lockout
Cp	Buddy Mode – Valid First Card Entry
Cq	Buddy Mode – Valid Dual Card Entry
Cr	Buddy Mode – Valid Dual Card Exit
Cs	Buddy Mode – Dual Card Un-Match
Ct	Buddy Mode – Dual Card Flash Twice
Cu	Buddy Mode – Buddy Number Un-Match
Cv	Buddy Mode – First Card Lockout
Cw	Buddy Mode – Second Card Lockout
Cx	Buddy Mode – Second Card Timeout
CA	Valid Guard Tour Card Flash
CB	Guard Duress Alarm
CC	Unknown Card Number Exit (Security Low)
CD	Wrong Facility Code Exit (Security Low)
CE	Antipassback Violation Exit (Security Low)
CF	Antipassback Lockout Exit (Security Low)
CI	Card Disabled Exit (Security Low)
CK	Card Expired Exit (Security Low)
CL	Card Lockout Exit (Security Low)
CP	Buddy Mode – Valid First Card Exit
CT	Buddy Mode – Same Card Flashed Twice at Exit Reader
CU	Buddy Mode – Dual card Un-Match at Exit Reader
CV	Buddy Mode – First Card Lockout at Exit Reader
CW	Buddy Mode – Second Card Lockout at Exit Reader
CX	Buddy Mode – Second Card Timeout at Exit Reader
CY	Card + Pin – Pin Timeout at Exit Reader
CZ	Card + Pint – Wrong Pin at Exit Reader

User Related Event Code

Code	Description
Ai	Duress Alarm
Bg	Enter Programming Mode
Bh	Exit Programming Mode
Cn	Card Installed From Keypad
Co	Card Deleted From Keypad
Cy	Card + Pin Mode – Pin Timeout
Cz	Card + Pin Mode – Wrong Pin
Dh	Valid Local Pin Entry
Di	Valid Local Pin Exit
Dj	Wrong Local Pin
Dk	Change Local Pin From Keypad

Input Related Event Code

Code	Description
Gc	Input point is triggered
Gk	Input setting changed from Keypad

Output Related Event Code

Code	Description
Ga	Output point triggered successfully
Gb	Fail to trigger output point
Gf	Output point reset successfully (high)
Gg	Output point reset successfully (low)
Gh	Fail to reset output point
Gl	Output setting changed from Keypad
Gm	Output duration setting changed from Keypad
Gr	Output point reset successfully from Keypad
Gs	Fail to reset output point from Keypad

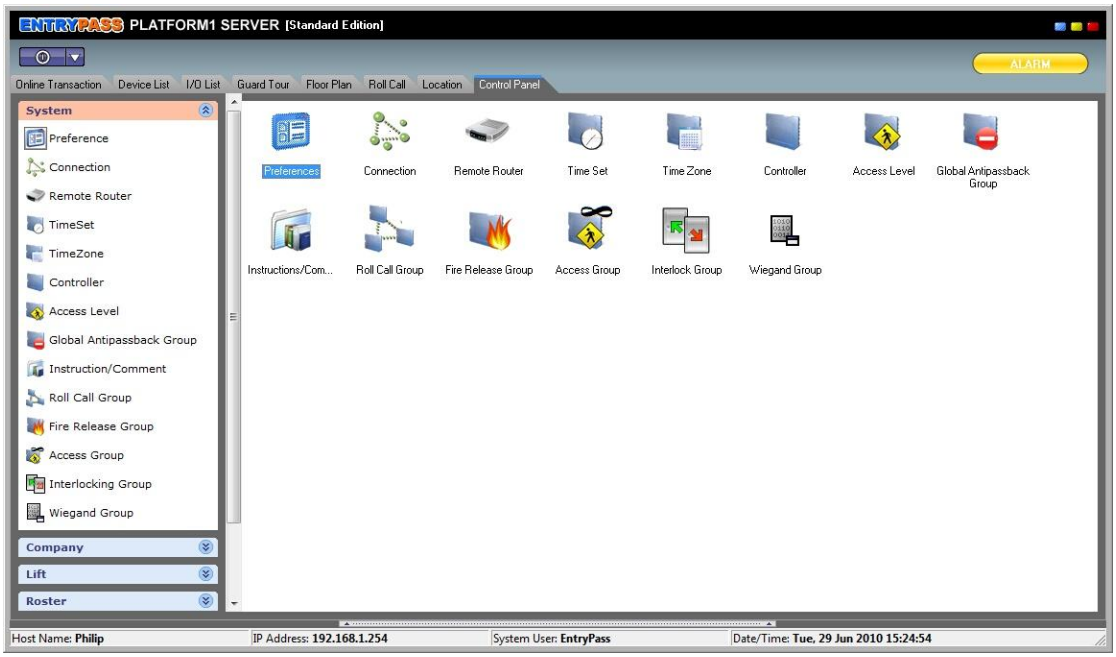
Zone Related Event Code

Code	Description
Gi	Arm zone from Keypad
Gj	Disarm zone from Keypad
Gn	Zone setting changed from Keypad
Gt	Reset zone successfully
Gu	Fail to reset zone
G2	Disarm zone successfully
G3	Fail to disarm zone
G8	Arm zone successfully
G9	Fail to arm zone

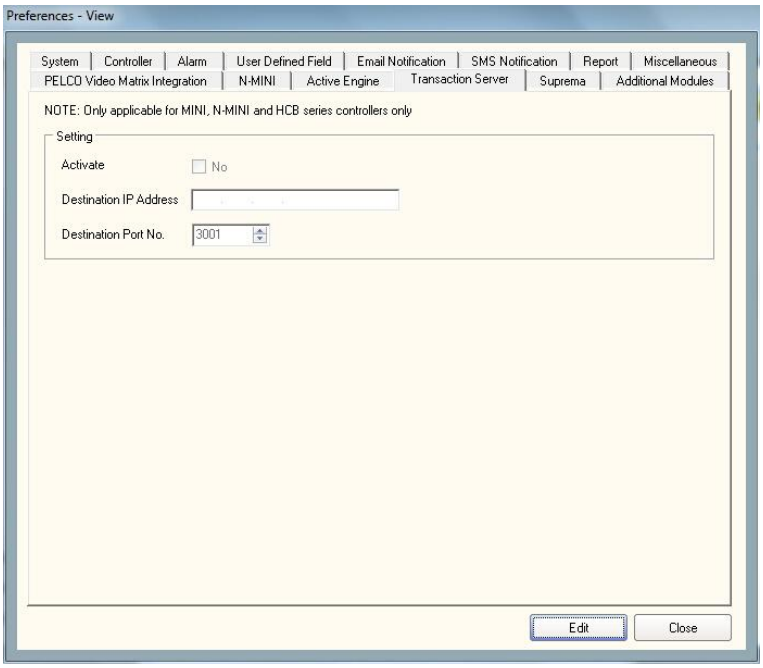
APPENDIX-C

Enable XML Transaction Server in Entrypass Platform1 Access Control System.

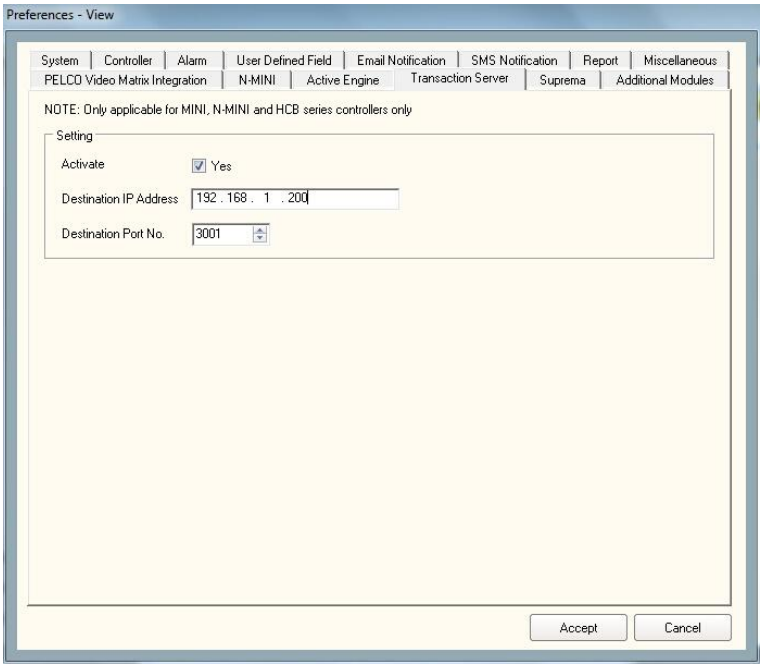
1. Go to Entrypass Platform1 ACS > Control panel Tab > Preferences > Transaction Server Tab



2. Click “Edit” button at lower righthand corner to enable the edit mode



3. Tick “Enable” checkbox to enable the XML Transaction Server, enter remote application IP address and desired port number (ensure remote application are configured to receive the transmission)



4. Click “Accept” button to save the setting.