



Object Library

Intrusion Annunciator Object

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INTRUSION ANNUNCIATOR OBJECT

INTRODUCTION

The Intrusion Annunciator object resets associated output points. It may be silenced by authorized users via the Keypad/Display module or by users via the host (P2000 server).

The Intrusion Annunciator object may generate notifications when a change occurs in output point status or when an error occurs while writing to other objects.

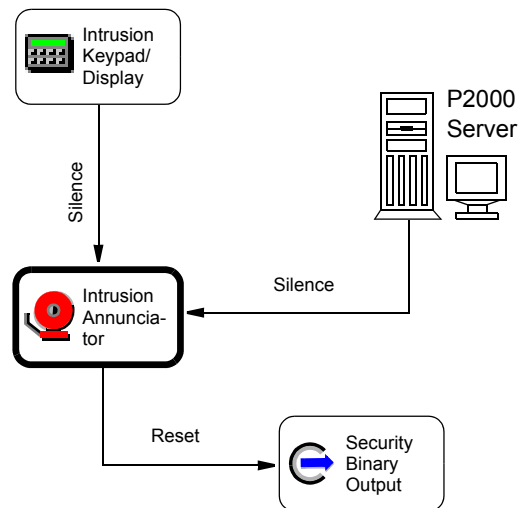


Figure 1: Intrusion Annunciator Object Details

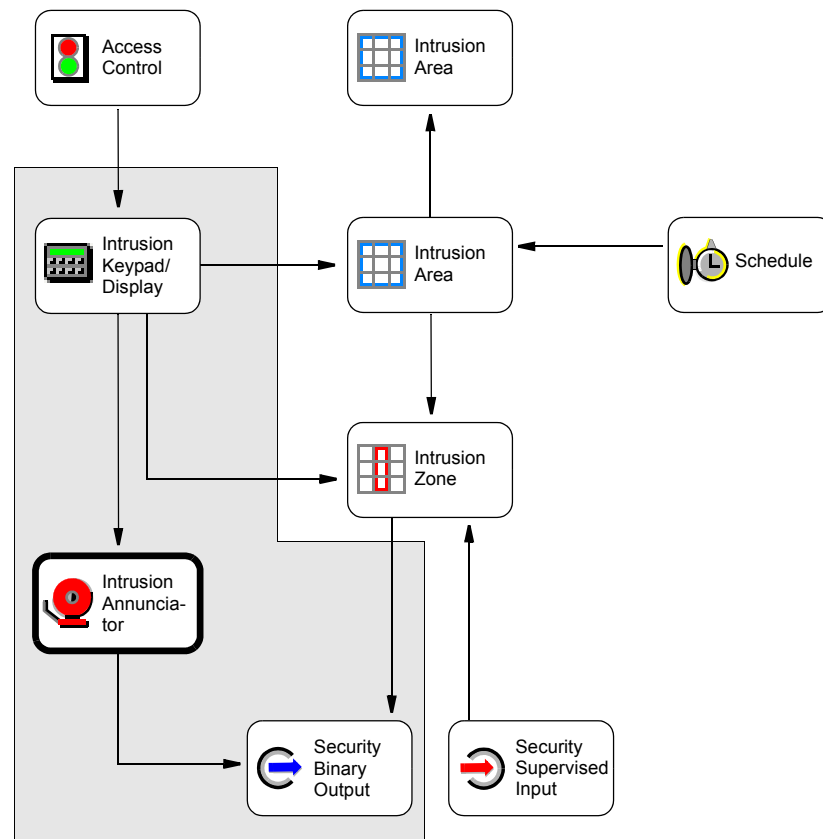


Figure 2: Intrusion Detection System: Intrusion Annunciator Object

ATTRIBUTES

This section describes visible attributes specific to the Intrusion Annunciator object. This object also contains:

- Attributes common to all objects in the P2000 Security Management System. For details, see the *General Object Information* document.
- Internal attributes, which are invisible to the user and cannot be modified directly, but may be referred to throughout this document.

Table 1: Intrusion Annunciator Object Attributes

Attribute Name	Attribute Number	Data Type	Notes	Initial Value	Values/Options /Range
<i>Access Profile ID</i>	2937	Unsigned32	W	-	-
<i>Actual Value</i>	3727	Enumeration	-	-	0 = Inactive 1 = Active
<i>Annunciator Name</i>	4008	String	WCA	-	Max. 40 characters
<i>Annunciator Number</i>	4007	Unsigned16	-	-	-
<i>Annunciator Output Attribute List</i>	4009	Attribute Reference	WCA	-	-
<i>Notification Class</i>	17	Unsigned32	WCA	1	-
<i>Notify Priority</i>	3644	Unsigned8	WCA	-	-
<i>Present Value</i>	85	Enumeration	W	Redirect to Relinquish Default	0 = Normal 1 = Silence

A - Archive, C - Configurable, W - Writable

Access Profile ID – Specifies the ID of the access profile with intrusion rights being used by the Intrusion Keypad/Display object; cleared after notification is generated.

Actual Value – Indicates the annunciator's status as indicated by the objects referenced in the *Annunciator Output Attribute List* attribute. The options are:

- Inactive - All attributes referenced in the *Annunciator Output Attribute List* attribute are zero.
- Active - At least one attribute referenced in the *Annunciator Output Attribute List* attribute is not zero.

Annunciator Name – Specifies the Intrusion Annunciator object's name as displayed on the KDM.

Annunciator Number – Indicates the Intrusion Annunciator object's instance number as it is displayed in the Intrusion Keypad/Display, Intrusion Zone, and Intrusion Area objects.

Annunciator Output Attribute List – Specifies the attributes, typically output points, the Intrusion Annunciator object shall use as an annunciators.

Notification Class – Specifies which Security Notification Class object should be used by the Intrusion Annunciator object to send its notifications.

Notify Priority – Specifies the Priority parameter of all notifications generated by the Intrusion Annunciator object.

Present Value – Specifies the Intrusion Annunciator object to “Silence” its associated output points.

When the *Present Value* attribute is written to “Silence,” the Intrusion Annunciator object writes to each attribute in the *Annunciator Output Attribute List*. Typically, the objects referenced in the list are binary output objects which are deactivated or “silenced.”

COMMANDS

This section describes commands that can be issued to this object from SCT.

Table 2: Intrusion Annunciator Object Commands

Command Name	Description
Silence	Writes the <i>Present Value</i> attribute to “Silence.”
Change Attribute	See the description below.

The *Change Attribute* is a generic command available for writing the attributes of an object. It is mainly used to change an attribute value from those features which work only with commands. For the sole purpose of giving a generic example, there is no command defined to change the *Notify Priority* attribute of an object. *Change Attribute* could, therefore, be used to change the *Notify Priority* attribute through an interlock or multiple command, both features which require commands to be entered. The *Change Attribute* command requires two parameters:

- **Attribute** - This parameter specifies which attribute of the object is to be written. Only writable attributes may be changed by this command.
- **New value** - This parameter specifies new value to be written and must be the same data type as the attribute. The only data types allowed in this command are those allowed as command parameters. A command priority can be specified if the attribute to be changed is a prioritized attribute.

VIEWS

This section illustrates how the System Configuration Tool displays properties of the Intrusion Annunciator object. This screen also allows you to set the values of configurable attributes. For more information refer to the *System Configuration Tool (SCT)* manual.

Attribute	Value
Object	
Name	C0002-00012-IS
Description	
Object Type	Intrusion Annunciator
Object Category	General
Partition	Super User
Public	<input type="checkbox"/>
Engineering Values	
Number	1
Annunciator Name	
Annunciator Output Attribute List	Listoff[0]
Notification	
Notification Class	1
Notify Priority	0

Figure 3: Configuration View

