Johnson Controls

Object Library

Intrusion Keypad/Display Object

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INTRUSION KEYPAD/DISPLAY OBJECT

INTRODUCTION

The Intrusion Keypad/Display object interfaces to the Intrusion Keypad/Display module and allows authorized users to control the Intrusion Area, Intrusion Zone, and Intrusion Annunciator objects.

The Intrusion Keypad/Display object may generate notifications when an error occurs while writing to other objects.

Use the Intrusion Keypad/Display object to perform the following functions on other objects:

- The Intrusion Area object: view status, arm, and disarm
- The Intrusion Annunciator object: view status, silence
- The Intrusion Zone object: view status, bypass, acknowledge alarms, and activate

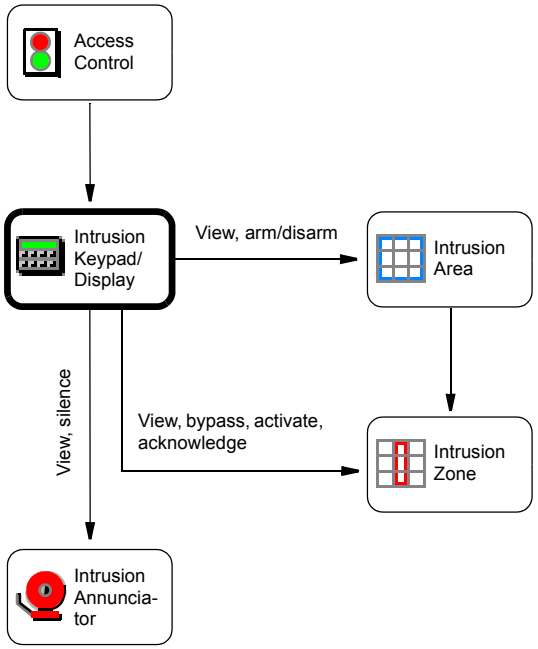

Figure 1: Keypad/Display Object Details

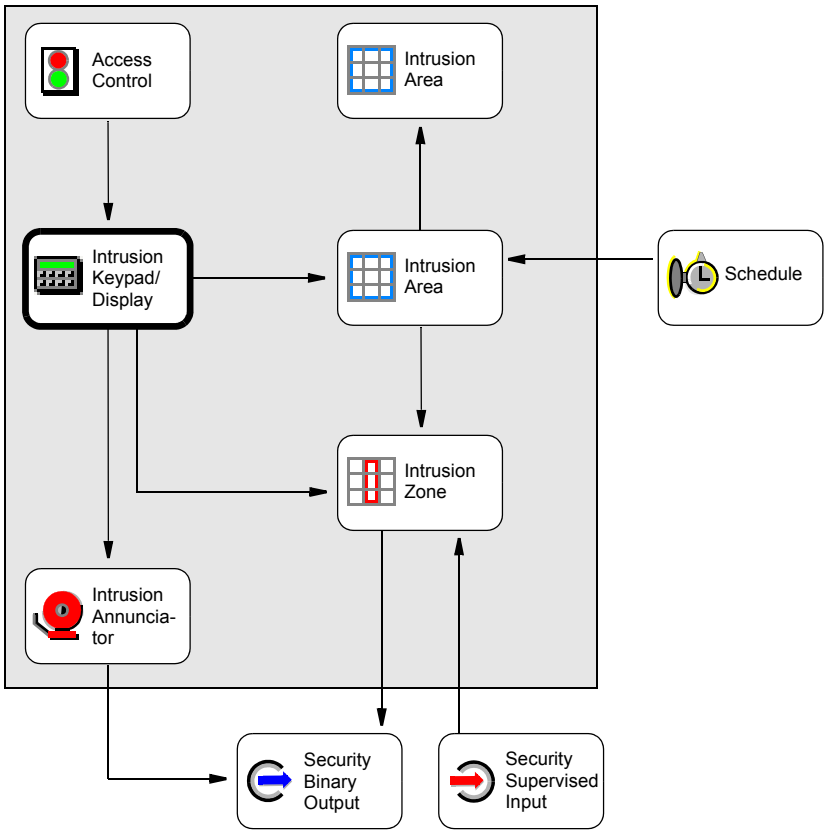

Figure 2: Intrusion Detection System: Keypad/Display Object

ATTRIBUTES

This section describes visible attributes specific to the Intrusion Keypad/Display 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 Keypad/Display Object Attributes

Attribute Name	Attribute Number	Data Type	Notes	Initial Value	Values/Options /Range
Allow All Annunciator Objects	4006	Boolean	WCA	1	0 = Use only Intrusion Annunciators Objects in list 1 = Allow use of all Intrusion Annunciators Objects
Allow All Area Objects	4010	Boolean	WCA	1	0 = Use only Intrusion Area Objects in list 1 = Allow use of all Intrusion Area Objects
Allow All Zone Objects	4011	Boolean	WCA	1	0 = Use only Intrusion Zone Objects in list 1 = Allow use of all Intrusion Zone Objects
Annunciator Object List	4038	List of Object Reference	WCAN	-	Max. 256 entries
Area Object List	4120	List of Object Reference	WCAN	-	Max. 256 entries
Display Overview	4145	Enumeration	WCA	1	0 = Disable 1 = All Alarm and Status 2 = All Alarms Only 3 = Select Alarm and Status 4 = Select Alarms Only
Hardware Module Number	3711	Unsigned32	-	-	Value is inherited from parent object
Hardware Module Type	3710	Enumeration	-	-	Value is inherited from parent object
Notification Class	17	Unsigned32	WCA	1	-
Notify Priority	3644	Unsigned8	WCA	-	-
Reader Status	4298	Enumeration	F	-	0 = Not initialized 1 = Operational 2 = Unknown 3 = Fault
Trunk Number	549	Unsigned8	-	-	Value is inherited from parent object
Zone Object List	4116	List of Object Reference	WCAN	-	Max. 256 entries

A - Archive, C - Configurable, N - Value not required, W - Writable

Allow All Annunciator Objects – Specifies whether the Intrusion Keypad/Display object may control all on box (residing on the same controller) Intrusion Annunciator objects or only those Intrusion Annunciator objects in the list.

Allow All Area Objects – Specifies whether the Intrusion Keypad/Display object may control all on box Intrusion Area objects or only those the Intrusion Area objects in the list.

Allow All Zone Objects – Specifies whether Intrusion Keypad/Display object may control all on box Intrusion Zone objects or only those Intrusion Zone objects in the list.

Annunciator Object List – A list of on box Intrusion Annunciator object references.

If the *Allow All Annunciator Objects* attribute is "False," then:

- Intrusion Keypad/Display objects may silence listed Intrusion Annunciator objects.
- Intrusion Keypad/Display objects may display the status of listed Intrusion Annunciator objects.

If the *Allow All Annunciator Objects* attribute is "True," then:

- Intrusion Keypad/Display objects may silence all on box Intrusion Annunciator objects.
- Intrusion Keypad/Display objects may display the status of all on box Intrusion Annunciator objects.

Area Object List – A list of on box Intrusion Area object references.

If the *Allow All Area Objects* attribute is "False," then:

- Intrusion Keypad/Display objects may arm or disarm listed Intrusion Area objects.
- Intrusion Keypad/Display objects may display the status of listed Intrusion Area objects.

If the *Allow All Area Objects* attribute is "True," then:

- Intrusion Keypad/Display objects may arm or disarm all on box Intrusion Area objects.
- Intrusion Keypad/Display objects may display the status of all on box Intrusion Area objects.

Display Overview – Enables and disables the display of overview screens on the Keypad/Display Module.

Hardware Module Number – Indicates the logical hardware module number that this object is associated with; the Intrusion Keypad/Display object computes the value for this attribute from information provided by its parent.

Hardware Module Type – Indicates the type of hardware module that this object is associated with; the Intrusion Keypad/Display object computes the value for this attribute from information provided by its parent.

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

Reader Status – Indicates the condition of the keypad portion of the Intrusion Keypad/Display object:

- Not initialized - The keypad condition has not yet been obtained
- Operational - The keypad is determined to be working correctly
- Unknown - The keypad is offline
- Fault - The keypad is determined to be faulty

Notify Priority – Specifies the Priority parameter of all notifications generated by the Intrusion Keypad/Display object.

Trunk Number – Indicates the trunk that this object belongs to; the Intrusion Keypad/Display object must be a child of an S300 Hardware Module object of type "KDM" (Keypad/Display Module).

Zone Object List – A list of on box Intrusion Zone object references.

If the *Allow All Zone Objects* attribute is "False," then:

- Intrusion Keypad/Display objects may bypass or activate listed Intrusion Zone objects.
- Intrusion Keypad/Display objects may acknowledge listed Intrusion Zone objects.
- Intrusion Keypad/Display objects may display the status of listed Intrusion Zone objects.

If the *Allow All Zone Objects* attribute is "True," then:

- Intrusion Keypad/Display objects may bypass or activate all on box Intrusion Zone objects.
- Intrusion Keypad/Display objects may acknowledge all on box Intrusion Zone objects.
- Intrusion Keypad/Display objects may display the status of all on box Intrusion Zone objects.

COMMANDS

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

Table 2: Intrusion Keypad/Display Object Commands

Command Name	Description
`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 Keypad/Display object. This screen also allows you to set the values of configurable attributes. For more information refer to the *System Configuration Tool (SCT)* manual.

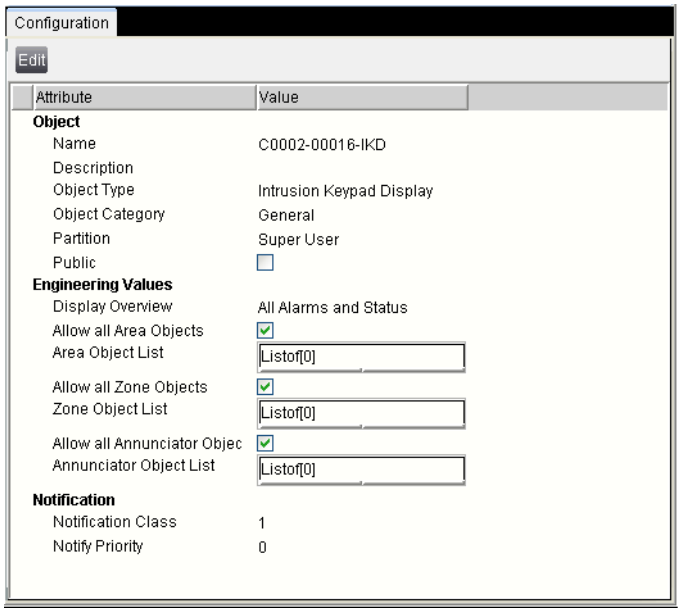

Figure 3: Configuration View