Johnson Controls

Object Library

Intrusion Area Object

INTRUSION AREA OBJECT

INTRODUCTION

The Intrusion Area object arms and disarms its associated Intrusion Zone objects. The Intrusion Area object itself may be armed or disarmed automatically by an associated Schedule object or by authorized users via the Intrusion Keypad/Display module.

An Intrusion Area object can contain other Intrusion Area objects.

The user may perform the following via the host or via the Intrusion Keypad/Display object:

- Arm the Intrusion Area object

- Disarm the Intrusion Area object

- View the status of the Intrusion Area object
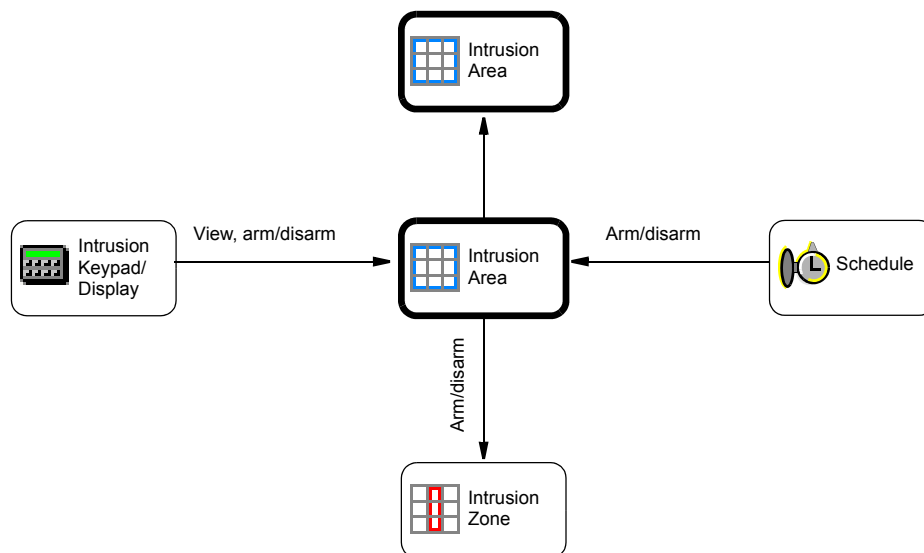
Figure 1: Intrusion Area Object Details

Figure 2: Intrusion Detection System: Intrusion Area Object
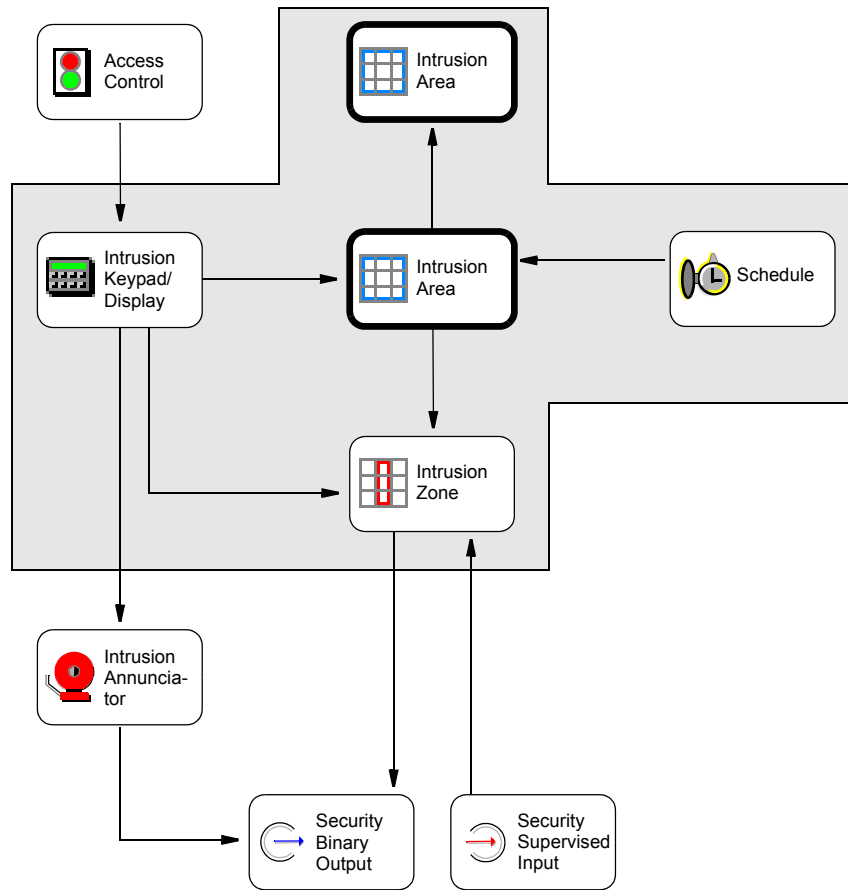
ATTRIBUTES

This section describes visible attributes specific to the Intrusion Area 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 Area Object Attributes

Attribute Name	Attribute Number	Data Type	Notes	Initial Value	Values/Options /Range
Access Profile ID	2937	Unsigned32	W	-	-
Area Name	4113	String	WCA	-	Max 40 characters
Area Number	4112	Unsigned16	-	-	-
Area Object List	4120	List of Object Reference	WCAN	-	Max 256 entries
Arm Status	4014	Enumeration	-	-	0 = Disarmed 1 = Armed 2 = Arming 3 = Disarming 4 = Fault 5 = Mixed
Notification Class	17	Unsigned32	WCA	1	-
Notify Priority	3644	Unsigned8	WCA	-	-
Present Value	85	Enumeration	WZV	Redirect to *Relinquish Default*	0 = Disarm 1 = Arm
Protection Zone Object List	4720	List of Object Reference	WCAN	-	Max 256 entries
Relinquish Default	104	Enumeration	WCA	-	0 = Disarm 1 = Arm
Status Output Attribute	4118	Attribute reference	WCAN	-	-
Zone Object List	4116	List of Object Reference	WCAN	-	Max 256 entries

A - Archive, C - Configurable, N - Value not required, W - Writable, Z - Priority allowed on write, V - Initial value redirected

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.

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

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

Area Object List – Specifies the list of subordinate Intrusion Area objects. Arming and disarming of the area affects all subordinate areas equally.

Arm Status – Indicates the current state of the Intrusion Area object.

Notification Class – Specifies which Security Notification Class Object should be used by the IAO to send its notifications.

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

Present Value – Specifies the last command issued to the Intrusion Area object.

Protection Zone Object List – Intrusion Zone objects that the Intrusion Area object monitors for alarm detection, but that remain armed even when the Intrusion Area object is disarmed. A typical example of a protection zone is a glass break sensor.

Relinquish Default – Specifies the default value of the *Present Value* attribute.

Status Output Attribute – Specifies the attribute the Intrusion Area object shall use as an Armed/Disarmed/Arming/Disarming output signal.

Zone Object List – Specifies the list of Intrusion Zone objects that the Intrusion Area object monitors for alarm detection, and that are being armed or disarmed every time the intrusion Area object is armed or disarmed. A typical example of such a zone is a motion sensor in an area that is occupied during regular business hours, but should not be occupied after hours.

COMMANDS

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

Table 2: Intrusion Area Object Commands

Command Name	Description
Arm	Writes the *Present Value* attribute to "Arm." This command accepts priority.
Disarm	Writes the *Present Value* attribute to "Disarm." This command accepts priority.
Release	Releases the *Present Value* attribute. This command accepts priority.
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 Area 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