



Event Manager Module Settings and
Operation Guide

1. List of terms used in the Event manager Module Settings and Operation Guide . . .	3
2. Event Manager Module Settings and Operation Guide. Introduction	3
3. Configuring the Event Manager module	3
3.1 Creating the Event Manager objects	3
3.2 Specifying parameters of the Event Manager module	5
3.3 Configuring the rule of displaying	6
3.4 Configuring the operator reactions	8
3.5 Configuring templates of displaying	9
3.5.1 Creating the template of displaying	9
3.5.2 Editing the template of displaying	11
3.5.3 Setting and editing template sizes	11
3.5.4 Setting image of template background	12
3.5.5 Setting sound notification	13
3.5.6 Templates editor objects properties	14
3.5.6.1 Editing objects properties in the template editor	14
3.5.6.2 Photo object properties	14
3.5.6.3 Text object properties	14
3.5.6.4 Database field object properties	15
3.5.6.5 Button object properties	16
3.5.6.6 Camera object properties	17
3.5.6.7 Line object properties	17
4. Working with the Event manager module	18

List of terms used in the Event manager Module Settings and Operation Guide

Unlock time – time period from since a user identification, after which the lock gets unlocked.

Access – the act of entering and exiting rooms, buildings, zones, and areas by people, vehicles, and other objects.

Actuators – a turnstile, gate, boom barrier, or door fitted with an electromagnetic or electromechanical lock. Actuators are controlled by and send status information to controllers.

Access Control System (ACS) – a hardware and software suite for control and management of access.

Reader – an electronic device for entering human-memorable PINs with the keypad or for reading PINs from the system's security tokens.

Access point – a point where access control is performed. An access point may be a door, a turnstile, a gate, or a boom barrier equipped with a reader, an electromechanical lock, or other access control devices.

Informational event – an event on displaying template of which there are no any buttons.

Event requiring processing - an event waiting for operator action with it.

Event Manager Module Settings and Operation Guide. Introduction

On the page:

- [Document purpose](#)
- [General information about the Event Manager module](#)

Document purpose

The *Event Manager Module Settings and Operation Guide* is a reference guide for administrators and operators of the *Event Manager* module. This module is part of access control systems (ACS) implemented based on the *ACFA Intellect* software package.

In this Guide, you will find:

1. A general description of the *Event Manager* module
2. How to set up the *Event Manager* module
3. How to work with the *Event Manager* integration module

General information about the Event Manager module

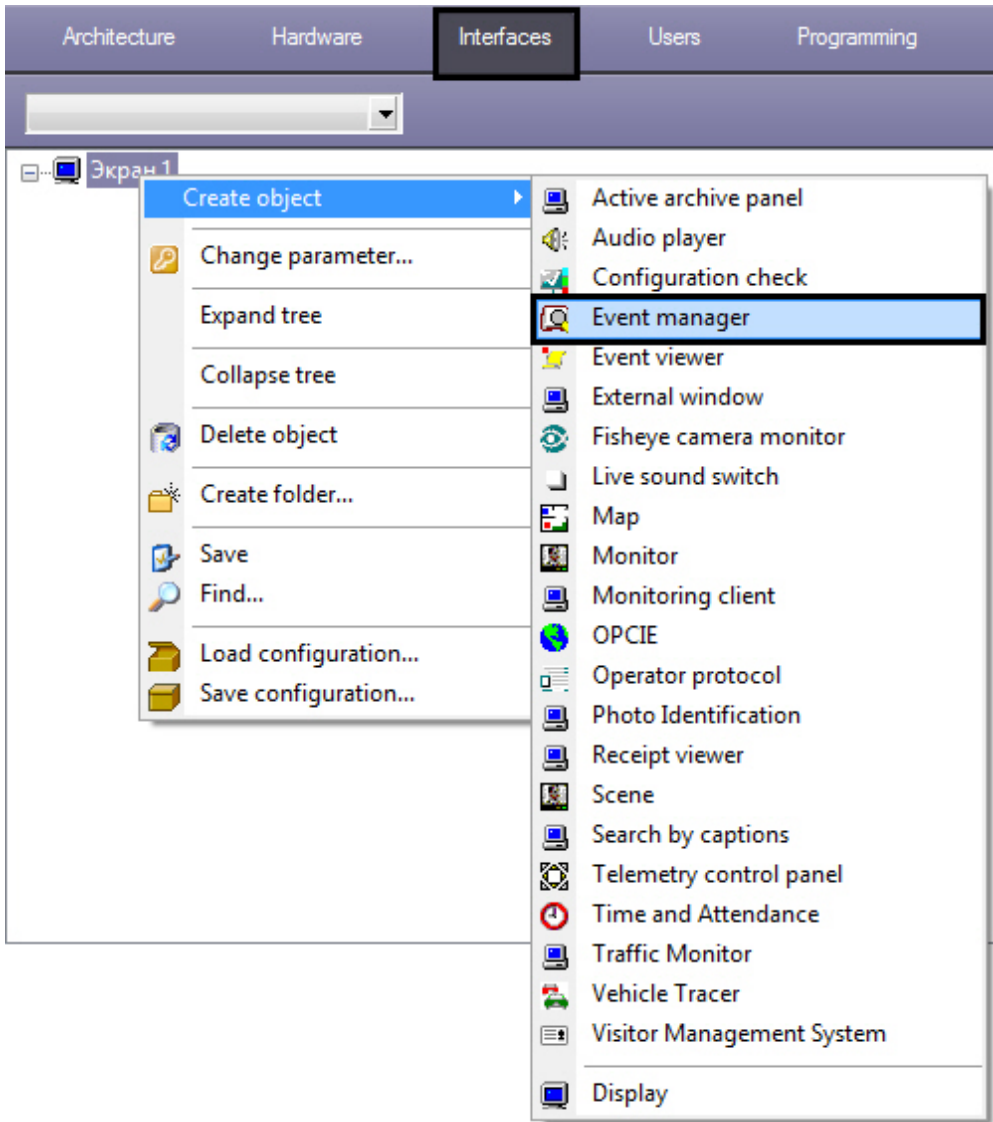
The *Event Manager* software module is a component of the *ACFA Intellect* software package and supports the following actions:

1. display photo and data about user while access request;
2. display image from camera while access request;
3. create pass templates displayed in the screen for each reader;
4. select objects on events of which the Event Manager window is displayed;
5. configure actions available for operator in the Event Manager window while access request;
6. record, store and display protocol of operator actions.

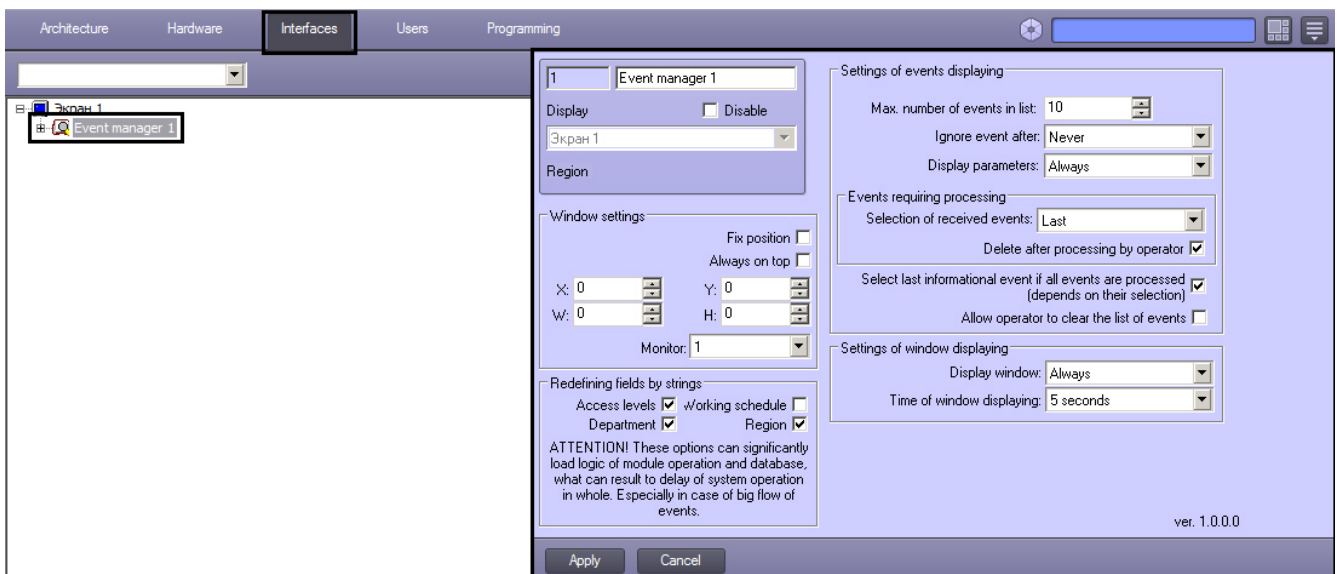
Configuring the Event Manager module

Creating the Event Manager objects

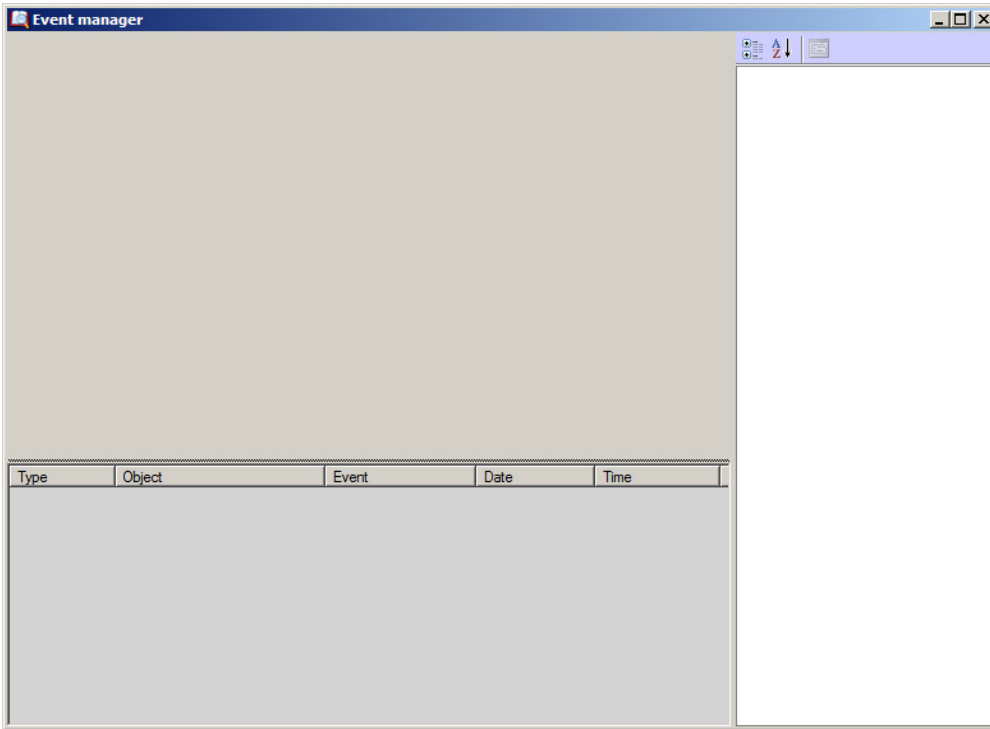
The **Event Manager** object is created on the basis of the **Screen** object on the **Interface** tab of the **System settings** dialog window.



As a result the settings panel of the **Event Manager** object will display.



As a result of creating the **Event Manager** object, the **Event Manager** operator's query window is created automatically.



Specifying parameters of the Event Manager module

Configuring the *Event Manager* module is performed on the settings panel of the **Event Manager** object.

Note.
The **ver.** field shows the current version of the *Event Manager* module.

To configure the *Event Manager* module, do the following:

1. Go to the settings panel of the **Event manager** object.

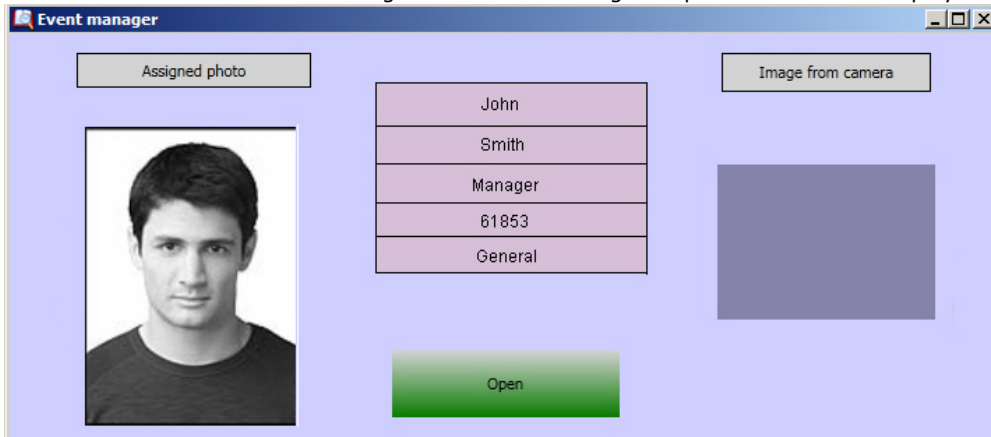
The screenshot shows the settings panel for the Event manager object. The panel is divided into several sections:

- General:** Includes a name field (1) set to "Event manager 1", a "Display" checkbox (2) which is checked, and a "Region" dropdown menu (3) set to "Экран 1".
- Window settings:** Includes a "Fix position" checkbox (1) which is unchecked, an "Always on top" checkbox (2) which is checked, and coordinate fields for X, Y, W, and H (3).
- Monitor:** A dropdown menu (4) set to "1".
- Redefining fields by strings:** Includes checkboxes for "Access levels" (5), "Department", "Region", and "Working schedule".
- Settings of events displaying:** Includes a "Max. number of events in list" spinner (6) set to 10, an "Ignore event after" dropdown (7) set to "Never", and a "Display parameters" dropdown (8) set to "Always".
- Events requiring processing:** Includes a "Selection of received events" dropdown (9) set to "Last", a "Delete after processing by operator" checkbox (10) which is checked, and a "Select last informational event if all events are processed" checkbox (11) which is checked.
- Settings of window displaying:** Includes a "Display window" dropdown (13) set to "Always" and a "Time of window displaying" spinner (14) set to "5 seconds".

At the bottom right, the version number "ver. 1.0.0.0" is displayed. At the bottom, there are "Apply" and "Cancel" buttons.

2. Specify parameters of location the *Event manager* interface window:
 - a. Set the **Fix position** checkbox to fix the interface window at specified coordinates excepting possibility to move it in the screen (1). If the checkbox is set the interface window is displayed without heading and it is impossible to change size of window by markings and to close it.
 - b. Set the **Always on top** checkbox if it's required to display the interface window on top of all opened

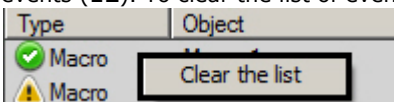
- windows (2).
- c. To configure position of the *Event manager* window, specify coordinates of the window's upper left corner in the **X:** and **Y:** fields and its width and height in the **W:** and **H:** fields (3).
 - d. From the **Monitor:** drop-down list select the number of monitor in the system on which the *Event Manager* window is to be displayed (4).
3. In the **Redefining fields by strings** group set checkboxes close to those fields for which digital values stored in the database it's required to display as test (5).
 4. In the **Max. number of events in list:** field specify the maximum number of events to be shown in the *Event manager* window (6).
 5. From the **Ignore event after:** drop-down list select the time period after which event will be ignored by the *Event manager* module (7). If time period from the moment of event receiving exceeds the specified period then such events won't be displayed in the *Event manager* window. Select the **Never** value if it's required to display events of any period of limitation.
 6. From the **Display parameters:** drop-down list select the way of displaying section of the *Event manager* window containing parameters of user related to the event (8):
 - a. Always — section of the Event manager window containing user parameters is displayed all the time. If event not relating to user is selected then this section will be empty.
 - b. Never — section of the Event manager window containing user parameters is not displayed.



- c. If it's required — section of the Event manager window containing user parameters is displayed only if there is user related to the selected event. In this case only user parameters specified on the **Field** and **Additional field** tabs on settings panel of the **Rule of displaying** object (see the section) will display. If the informational event is selected or the corresponding user is not found then this section won't display.
7. From the **Selection of received events:** drop-down list select the way of selection events requiring processing (9).
 8. Set the **Delete after processing by operator** checkbox if it's required to delete events that were already processed by the operator from the list and leave only current events (10).
 9. Set the **Select last informational event if all events are processed (depends on their selection)** checkbox to select only last informational event (11).

Note. If there is at least one unprocessed event the last informational event won't be selected.

10. Set the **Allow operator to clear the list of events** checkbox to allow operator possibility to clear the list of events (12). To clear the list of event click the right mouse button on some event and select the **Clear list** value.



11. From the **Display window:** drop-down list select the value determining the way of displaying the *Event manager* window. Select the **Always** value to display the window all the time. If it's required to activate window by event from device or hide it after finishing of operator actions, select the **By event** value (13).
12. From the **Time of window displaying** drop-down list select time period during which the *Event manager* window will display after the event receiving (14).

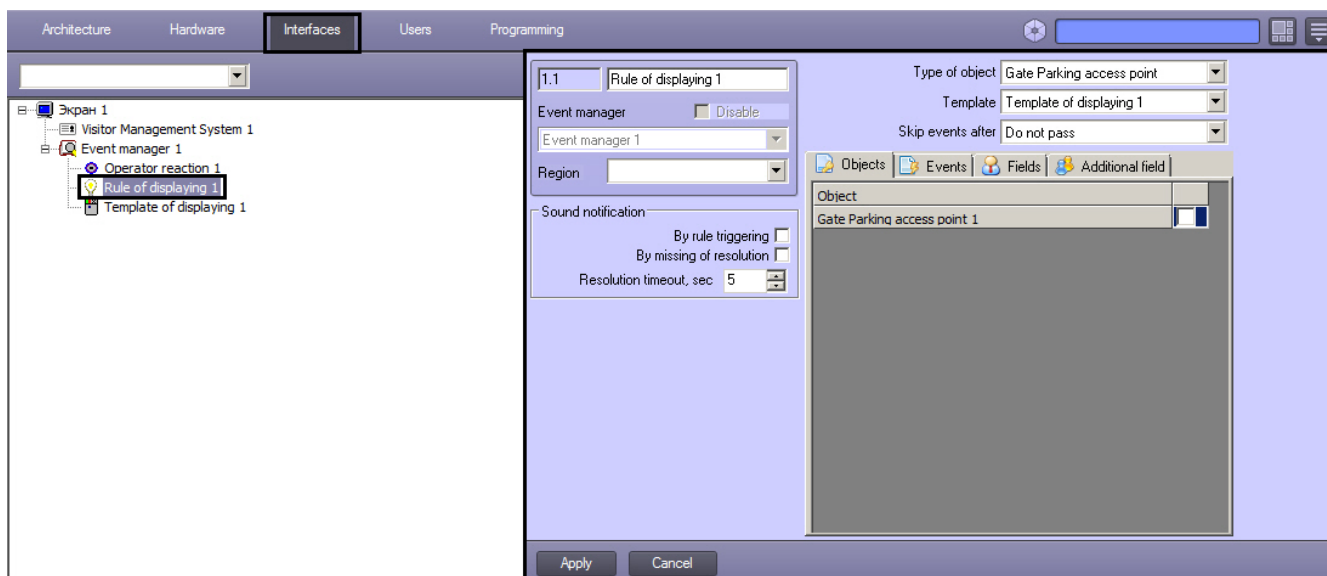
Note. Time of window displaying should be specified only if the **By event** way of window displaying is selected.

13. To save changes click **Apply** button.

Configuring the *Event manager* module is completed.

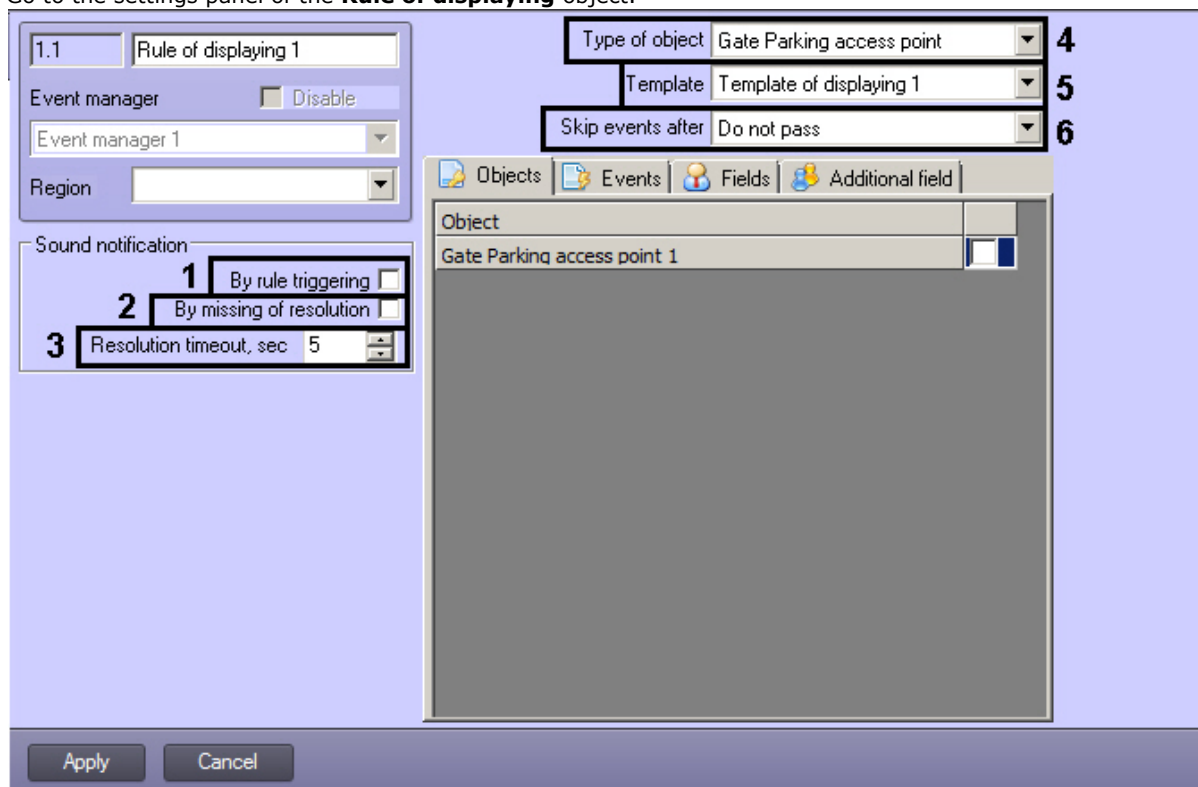
Configuring the rule of displaying

The **Rule of displaying** object is created on the basis of the **Event manager** object on the **Interface** tab of the **System settings** dialog window.

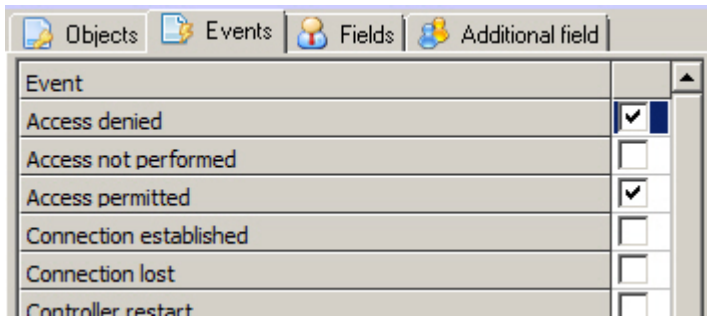


To configure the rule of displaying, do the following:

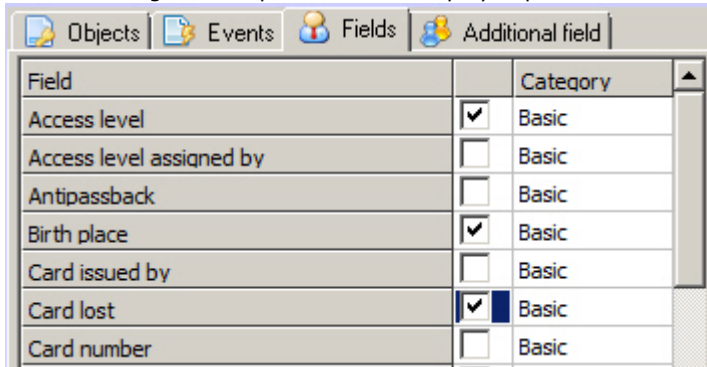
1. Go to the settings panel of the **Rule of displaying** object.



2. If it's required to enable sound notification at the moment of rule triggering, set the corresponding checkbox (1).
3. If it's required to enable sound notification in case of resolution missing, set the corresponding checkbox (2).
4. In the **Resolution timeout, sec** field specify the time period in seconds during which resolution should be done by operator. If resolution is not done during the specified time period, then the sound notification will trigger (if the **By missing of resolution** checkbox is set) (3).
5. From the **Type of object** drop-down list select the type of object on events of which the event manager window will react (4).
6. From the **Template** drop-down list select the template of displaying which will be assigned to this rule (5).
7. From the **Skip events after** drop-down list select the time period after which events that haven't been processed by operator will be considered as skipped (6).
8. On the **Objects** tab there is list of objects of selected type created in the Intellect system. Set checkboxes close to objects on events of which the event manager window will react.
9. On the **Events** tab set checkboxes close to events which are to be used for this object.

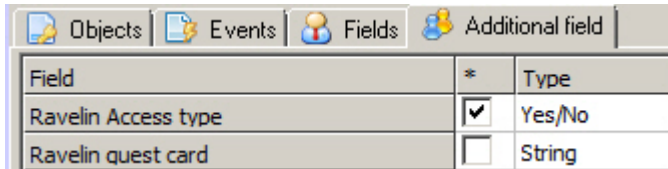


- On the **Fields** tab set checkboxes close to database fields which are to be displayed in the event manager window while receiving event. Specified set of displayed parameters is valid only for this rule of displaying.



On default, all database fields have the Basic category. To change the category for some field, double click the left mouse button on the cell corresponding to this field in **Category** column and enter the name of new category.

- On the **Additional fields** tab additional fields of database are presented.

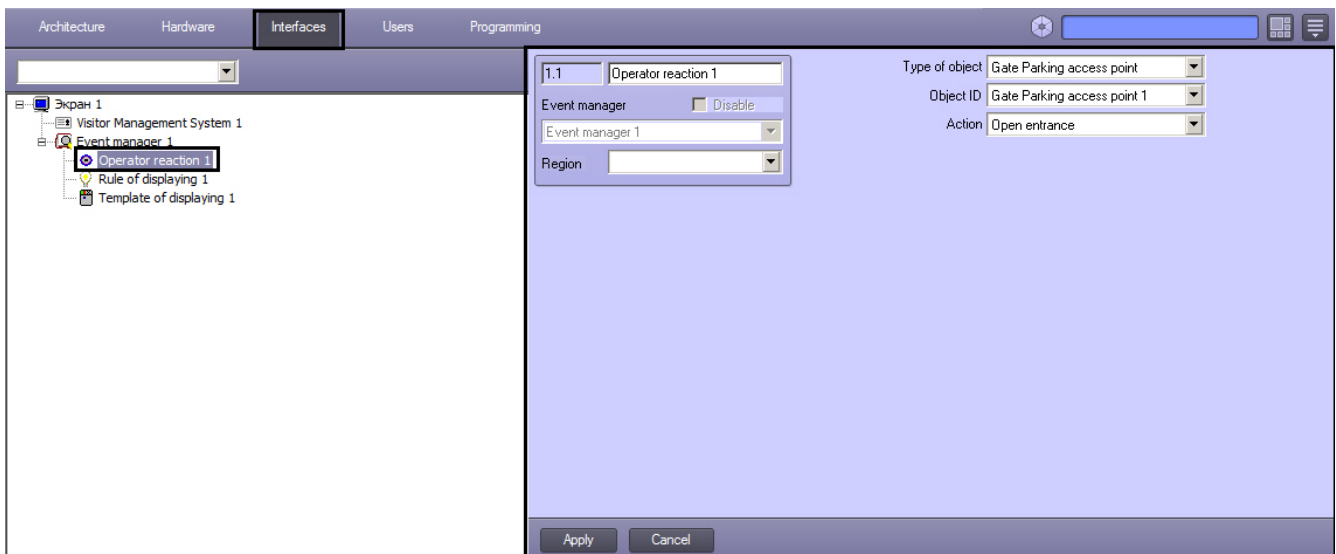


- To save changes click **Apply** button.

Configuring the rule of displaying is completed.

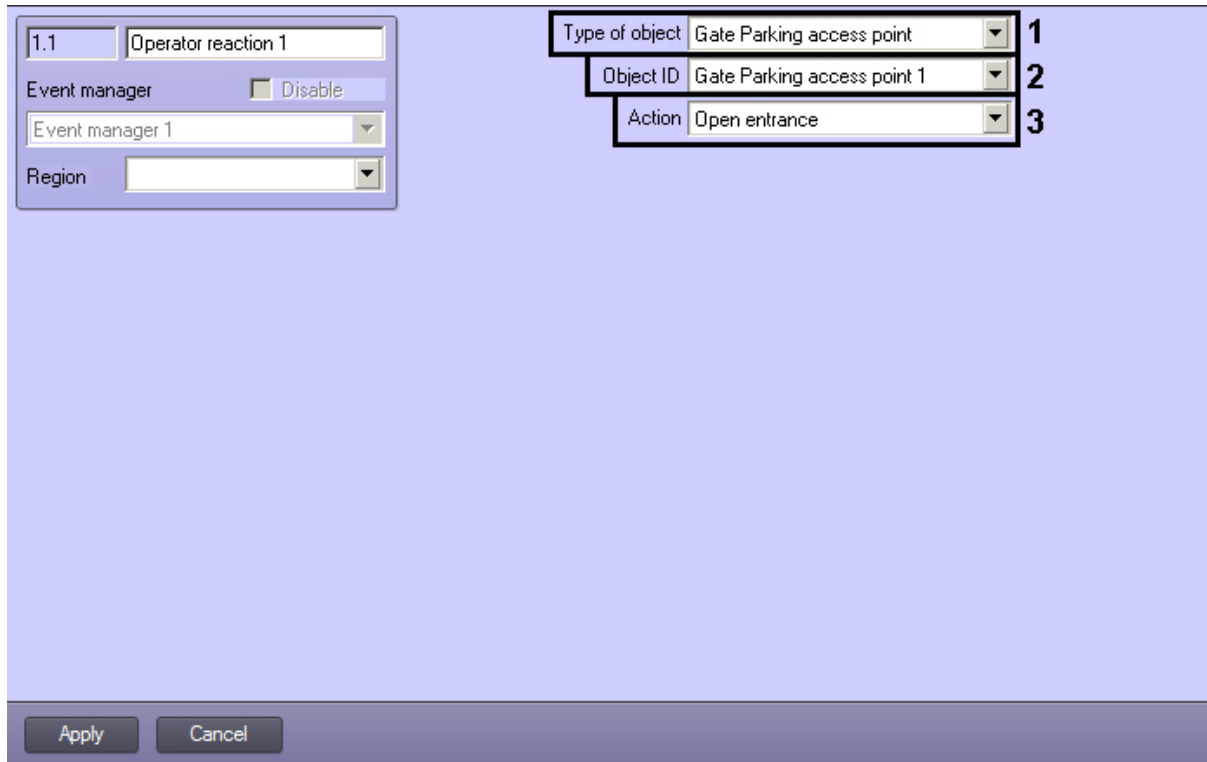
Configuring the operator reactions

The **Operator reaction** object is created on the basis of the **Event manager** object on the **Interface** tab of the **System settings** dialog window.



To configure the operator reaction, do the following:

- Go to the settings panel of the **Operator reaction** object.



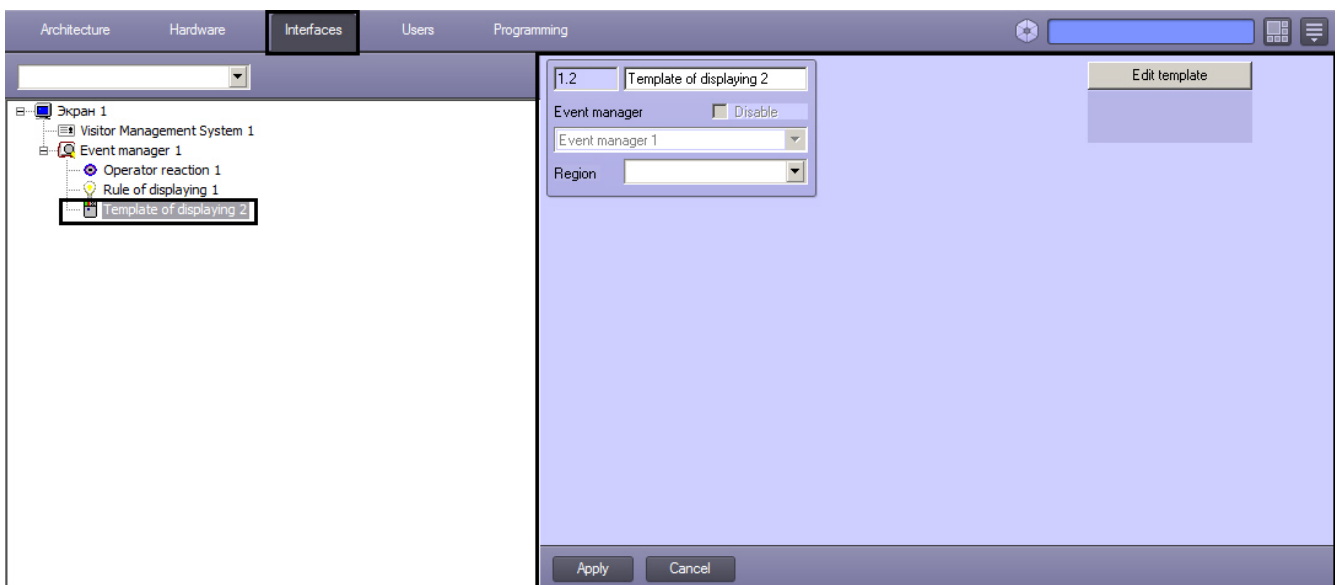
2. From the **Type of object** drop-down list select type of object on which reaction will be sent by clicking the program button (1).
3. From the **Object ID** drop-down list select the identical number of object in the Intellect system (2).
4. From the **Action** drop-down list select reaction which will be sent to the object by clicking the program button (3).
5. To save changes click **Apply** button.

Configuring the operator reaction is completed.

Configuring templates of displaying

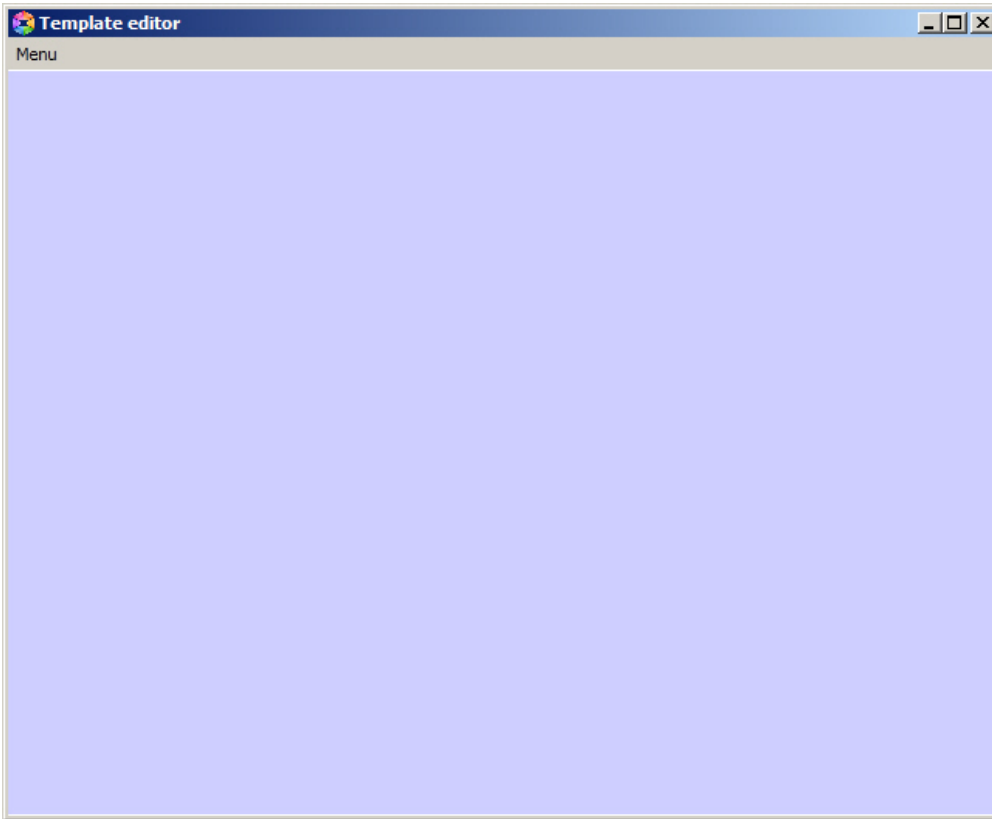
Creating the template of displaying

The **Template of displaying** object is created on the basis of the **Event manager** object on the **Interface** tab of the **System settings** dialog window.

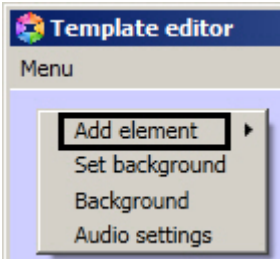


To create a new template of displaying click the **Edit template** on the settings panel of the **Template of displaying** object.

As a result the **Template editor** window will open.



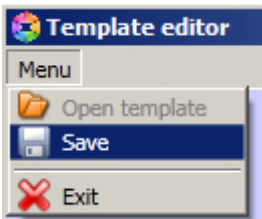
To add a new element to the template editor click the right mouse button in the window of editor and select the **Add element** value.



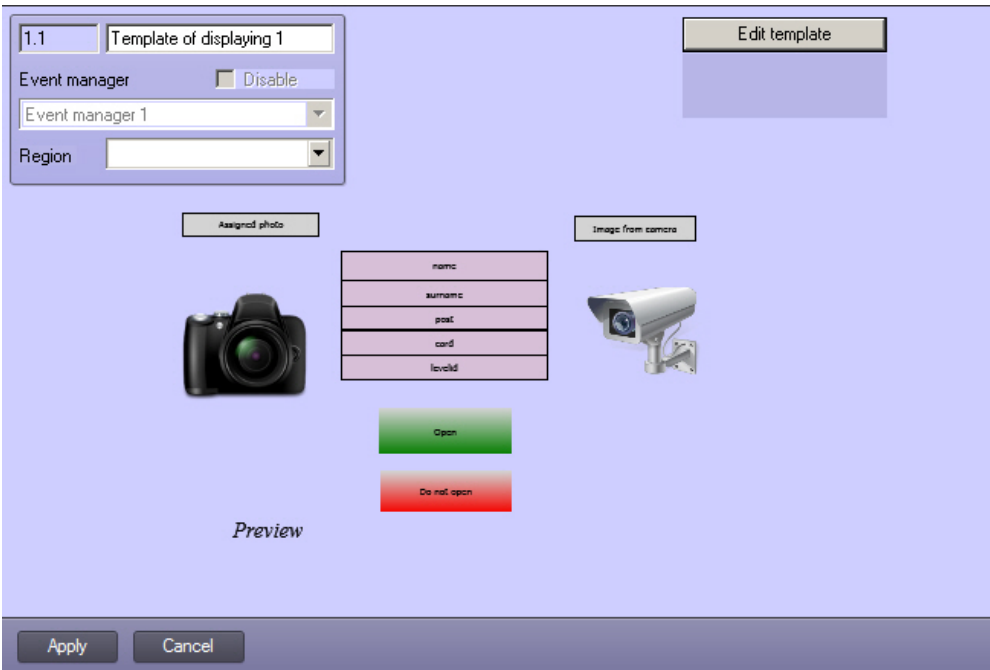
The following elements are available:

- **Text** — creates a box on the template to enter text information.
- **Database field** — creates a box on the template in which information about employee stored in the Intellect database is displayed.
- **Photo** — creates a box on the template in which photo assigned to user is displayed.
- **Camera** — creates a box on the template in which signal from connected video camera is displayed.
- **Button** — creates a box on the template in which reaction can be assigned to control actuators.
- **Line** — creates a line on the template.

To save template select the **Menu - > Save** of the **Template editor** menu.



As a result the created template will display on the settings panel of the **Template of displaying** object.



Note.

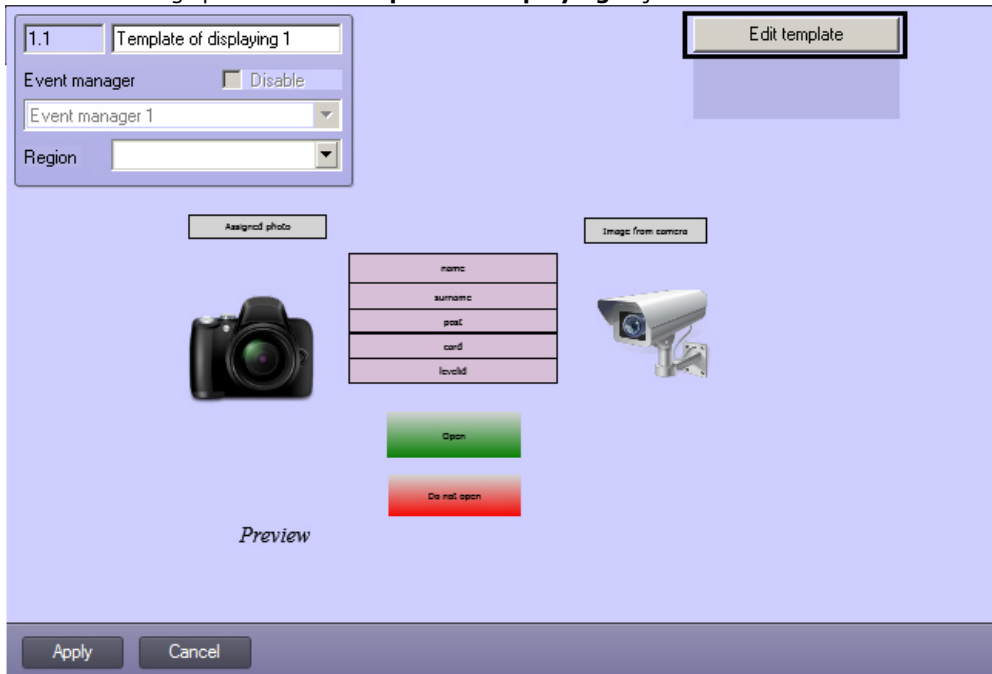
Click the button to close the **Template editor** without saving changes.

To save changes click **Apply** button.

Editing the template of displaying

To edit the existing template of displaying, do the following:

1. Go to the settings panel of the **Template of displaying** object which is to be edited.



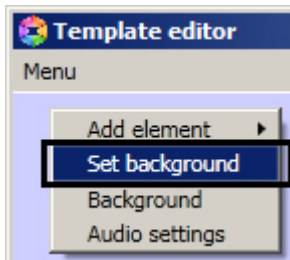
2. Click the **Edit template** button.

As a result the window with existing template of displaying will open.

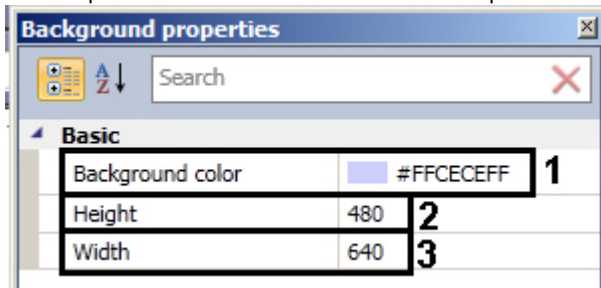
Setting and editing template sizes

To set and edit sizes of template, do the following:

1. Go to the settings panel of the template of displaying, background of which is to be edited.
2. Click the **Edit template** button.
3. Click the right mouse button on the opened **Template editor** window and select the **Set background** item from the context menu.



4. In the opened window select the color of template background in the **Background color** field (1).



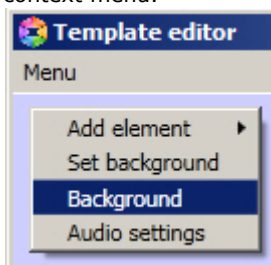
5. In the **Height** field enter the value in pixels corresponding to the template height(2).
6. In the **Width** field enter the value in pixels corresponding to the template width (3).

Setting of template sizes is completed.

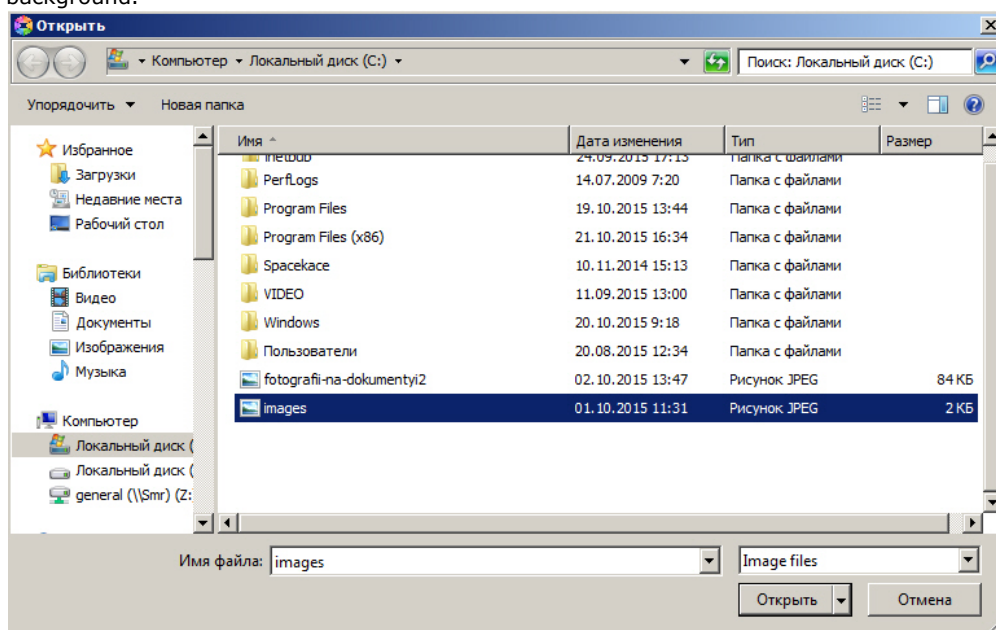
Setting image of template background

To set image to template background, do the following:

1. Go to the settings panel of the template of displaying, background of which is to be edited.
2. Click the **Edit template** button.
3. Click the right mouse button on the opened **Template editor** window and select the **Background** item from the context menu.



4. As a result the standard window of files selection will open, it is required to select graphic file which will be in use as background.



5. Select the corresponding file with .jpg or .png resolution and click the **Open** button. As a result the selected file will display as background of template of displaying.

**Attention!**

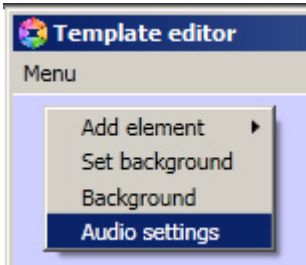
Maximal size of file for template background is 3 Mb.

Setting image of template background is completed.

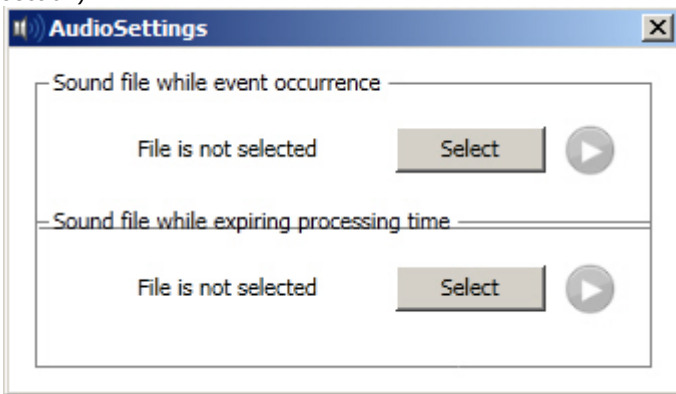
Setting sound notification

To set sound notification, do the following:

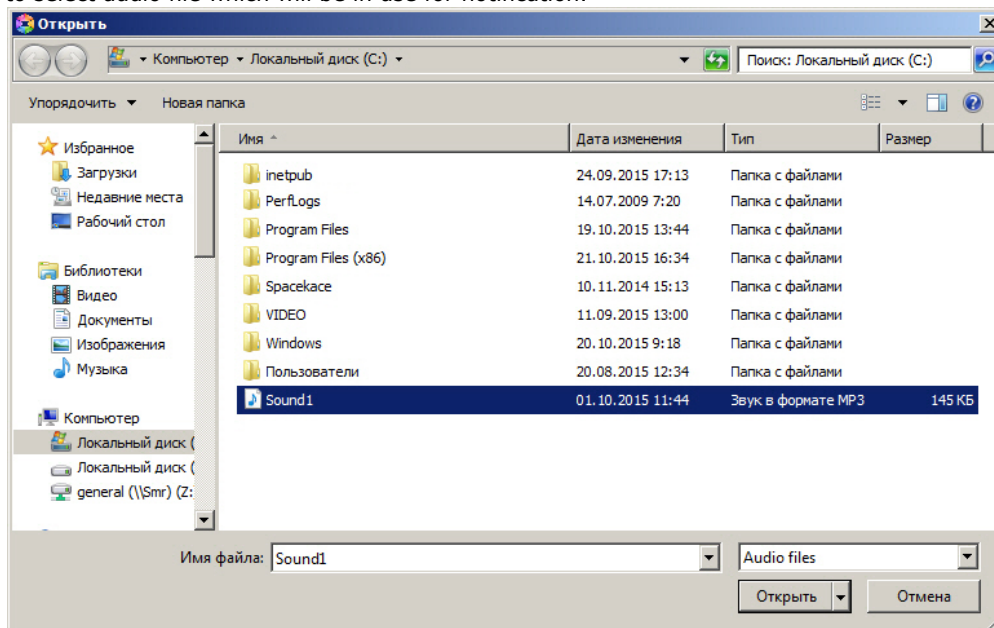
1. Go to the settings panel of the template of displaying, background of which is to be edited.
2. Click the **Edit template** button.
3. Click the right mouse button on the opened **Template editor** window and select the **Audio settings** item from the context menu.



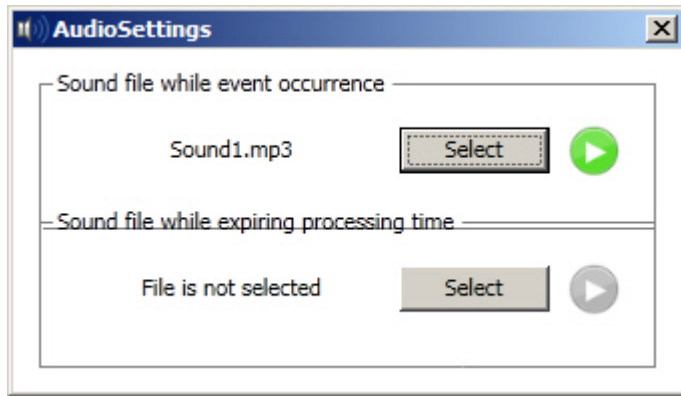
4. In the opened **Audio Settings** window specify sound files which will playback while event receiving or while expiring time of processing (configuring of sound notifications is presented in the [Configuring the rule of displaying](#) section).



5. Click the **Select** button to select audio file. As a result the standard window of files selection will open, it is required to select audio file which will be in use for notification.



6. Select the corresponding file with .mp3 or .wav resolution and click **Open**.



7. To hear the selected file click the  button.



Attention!

Maximal size of sound notification is 1 Mb.

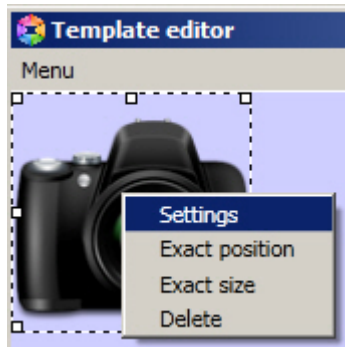
Setting sound notification is completed.

Templates editor objects properties

Editing objects properties in the template editor

To edit objects properties, do the following:

1. Open a template of displaying for editing (see the [Editing the template of displaying](#) section).
2. Click the right mouse button on the object, properties of which are to be edited and select the **Settings** item in the list.



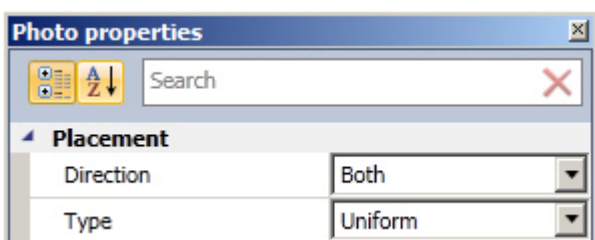
3. As a result of this operation the object properties window will be open.

Editing of object properties is completed.

Photo object properties

To open the properties window for a **Photo** object, see the [Editing objects properties in the template editor](#) section.

As a result the **Photo properties** window will open.



To edit the **Photo** object properties, do the following:

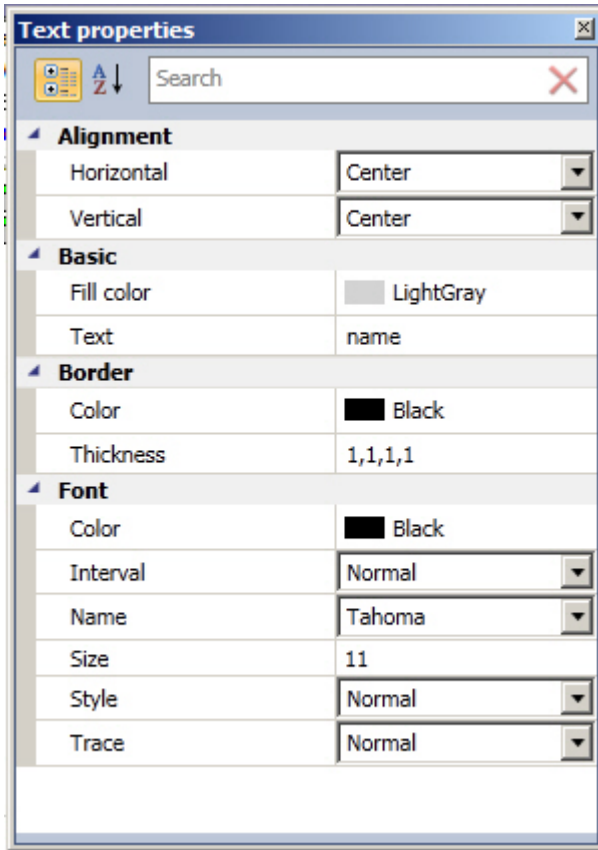
1. From the **Direction** drop-down list select direction of image location in the **Photo** box.
2. From the **Type** drop-down list select the way of image location in the **Photo** box.

Editing of **Photo** object properties is completed.

Text object properties

To open the properties window for a **Text** object, see the [Editing objects properties in the template editor section](#).

As a result the **Text properties** window will open.



To edit the **Text** object properties, do the following:

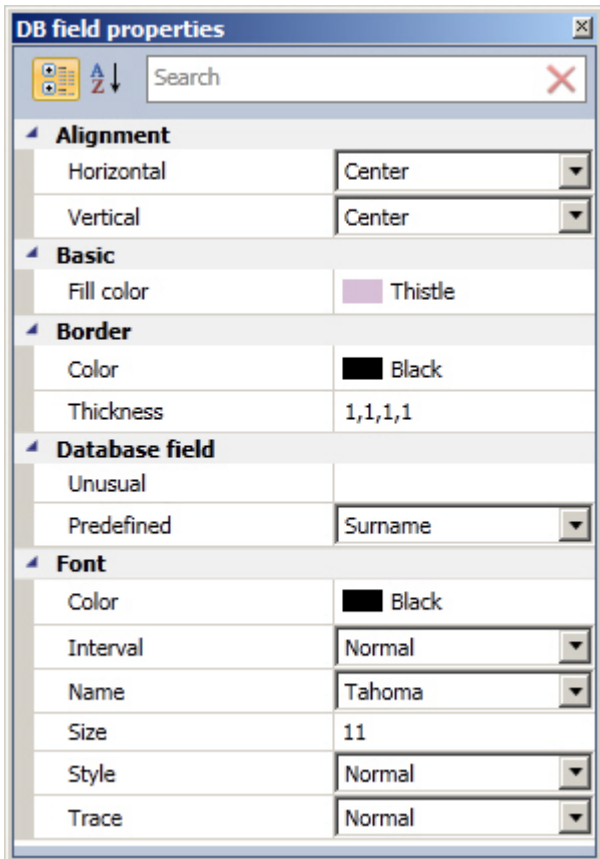
1. From the **Horizontal** drop-down list select the way of alignment in horizontal direction.
2. From the **Vertical** drop-down list select the way of alignment in vertical direction.
3. In the **Fill color** field select the fill color of internal area of object.
4. In the **Text** field enter the message which will display in the **Text** box.
5. In the **Thickness** field enter value of thickness of line which is bordered the **Text** box.
6. In the **Color** field select the color of font of text message.
7. From the **Interval** drop-down list select the font interval of text message.
8. From the **Name** drop-down list select the font name of text message.
9. In the **Size** field enter the value corresponding to font size of text message.
10. From the **Style** drop-down list select the font style of text message.
11. From the **Trace** drop-down list select the way of font tracing of text message.

Editing of **Text** object properties is completed.

Database field object properties

To open the properties window for a **Database field** object, see the [Editing objects properties in the template editor section](#).

As a result the **DB field properties** window will open.



To edit the **DB field** properties, do the following:

1. In the **Unusual** field enter the value which will display in the **Database field** object box.

Note.
In this case the **Unusual** value should be selected in the **Predefined** field.

To display parameters related to additional fields of database (see the [Configuring the rule of displaying](#) section), enter names of these parameters from the *Intellect* database.
To display parameter of some event in the **Database field** box, enter the name of corresponding parameter in the **Unusual** field.

2. From the **Predefined** drop-down list select the database field which will be displayed.

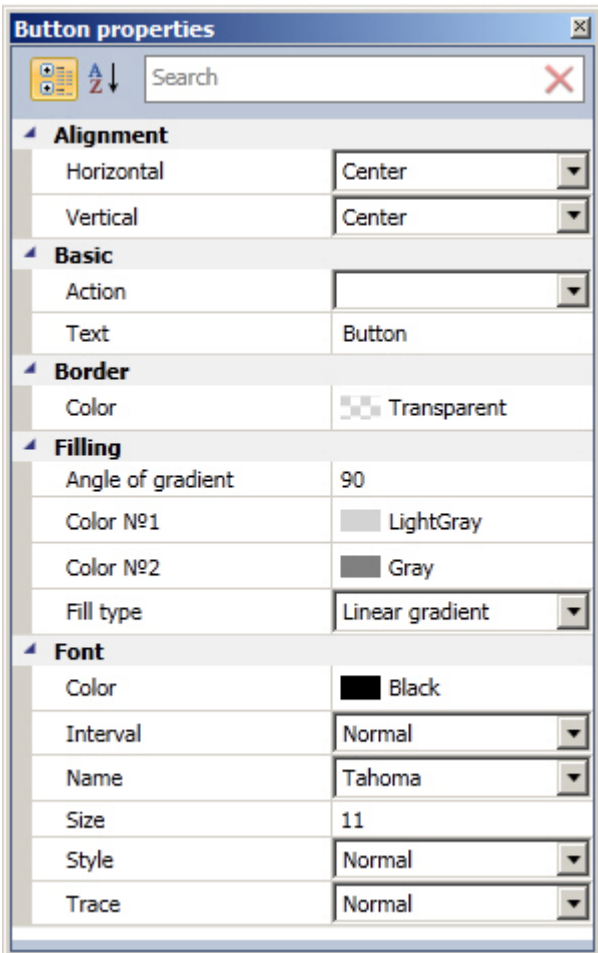
Other properties are the same as the **Text** object properties.

Editing of **Database field** object properties is completed.

Button object properties

To open the properties window for a **Button** object, see the [Editing objects properties in the template editor](#) section.

As a result the **Button properties** window will open.



To edit the **Button** object properties, do the following:

1. From the **Action** drop-down list select action which will be performed while clicking the button.
2. In the **Text** field enter the message which will display on the button.
3. In the **Angle of gradient** field enter the value corresponding to the angle of filling gradient.
4. In the **Color №1** and **Color №2** select colors of gradient filling of internal object area.
5. From the **Fill type** drop-down list select the type of filling of internal object area.

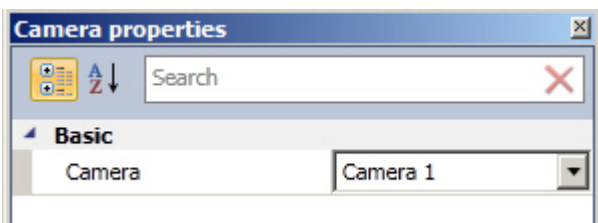
Other properties are the same as the **Text** object properties.

Editing of **Button** object properties is completed.

Camera object properties

To open the properties window for a **Camera** object, see the [Editing objects properties in the template editor](#) section.

As a result the **Camera properties** window will open.



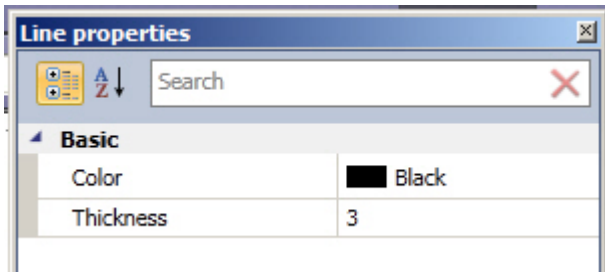
From the **Camera** drop-down list select the camera object from which displaying of video signal to the created field will be performed.

Editing of **Camera** object properties is completed.

Line object properties

To open the properties window for a **Line** object, see the [Editing objects properties in the template editor](#) section.

As a result the **Line properties** window will open.



To edit the **Line** object properties, do the following:

1. In the **Color** field select the color of line.
2. In the **Thickness** field enter the value of the line thickness.

Editing of **Line** object properties is completed.

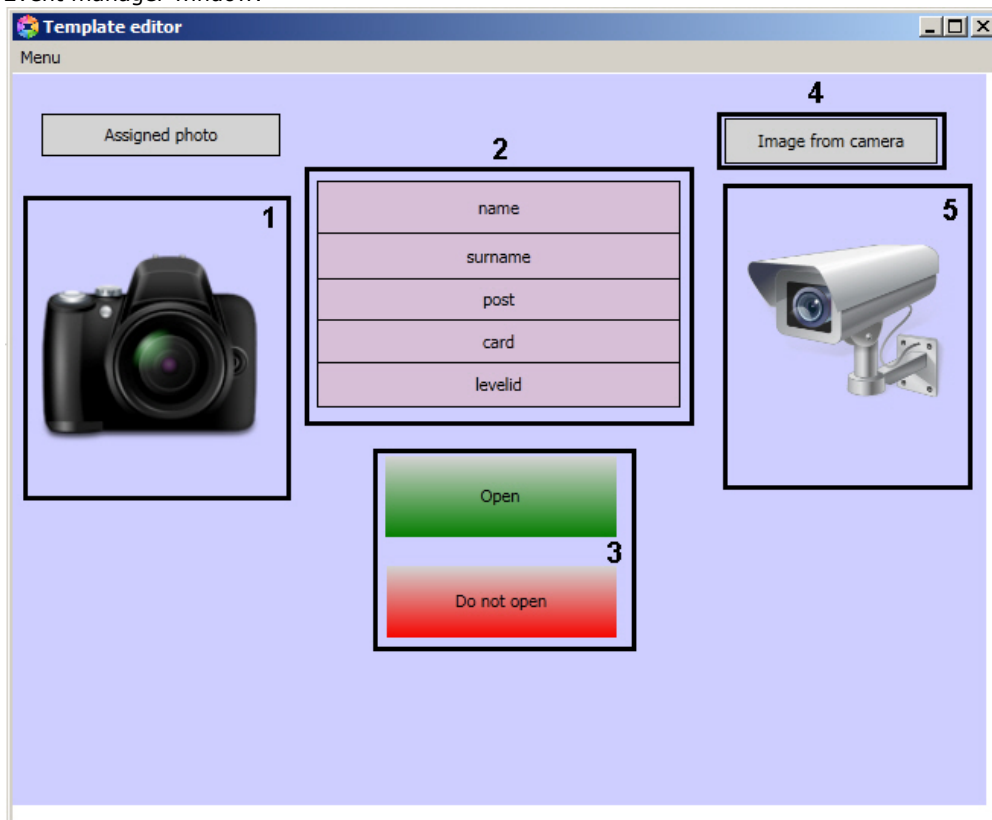
Working with the Event manager module

Example of the Event manager module working

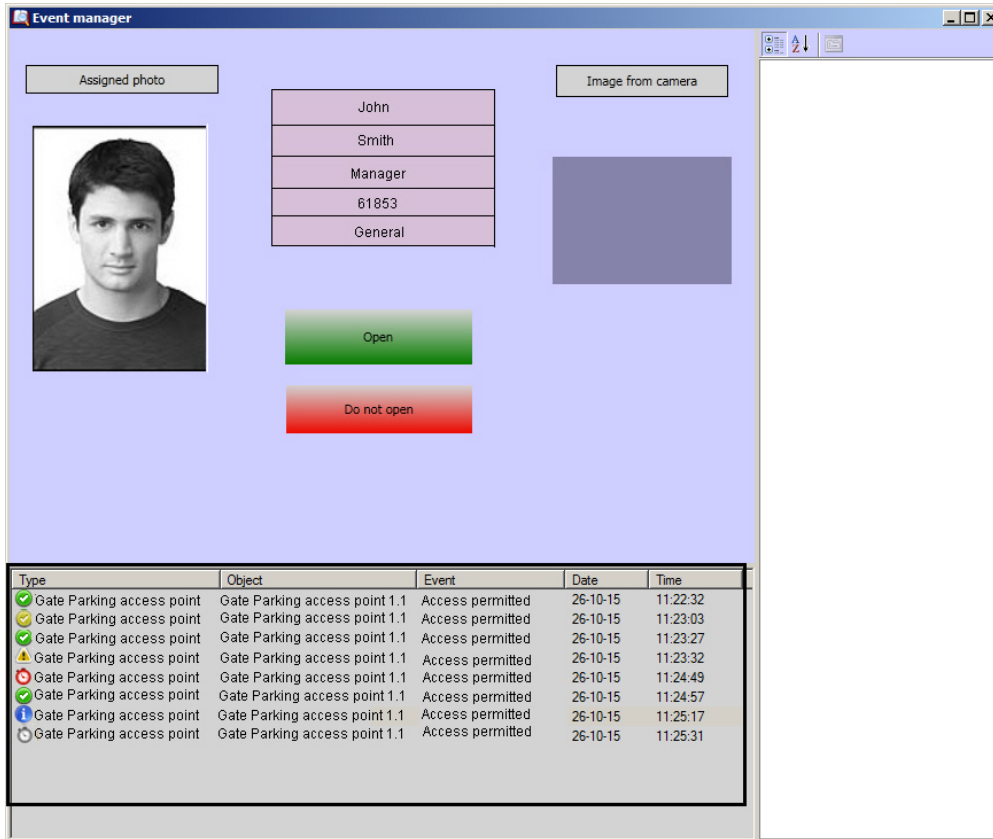
Example of the *Event manager* module working with the *Gate Parking* devices is follows. It is required to track employee access through the specified door equipped with card readers and video camera for matching employee photo stored in the *Intellect* database and image of person that use the card reader.

Do the following:

1. Create the template of displaying using the template editor and add to it objects which should be displayed in the Event manager window:









- a. field for displaying photo assigned to employee (**1**);
 - b. database fields (**2**);
 - c. buttons of actuators control (**3**);
 - d. text fields with explanation (**4**);
 - e. field for displaying image from video camera (**5**).
2. Configure events and reactions for the Event manager window (configuring of events and reactions is presented in the [Configuring the rule of displaying](#) and [Configuring the operator reactions](#) sections). Select the **Access permitted** event to display and open or do not open the door as reactions.
 3. After all configurations are done, when user uses a card, the Event manager window will look as shown in the figure.



The lower part of the **Event manager** window contain the operator actions log in which information about employee attempted to access, date and time of query creation and operator actions status are displayed.

The action status icons are follows:

1.  – event processed by operator;
2.  – event process by operator from other computer;
3.  – waiting for operator action;
4.  – event was skipped on the expiry of the specified time period;
5.  – informational event;
6.  – waiting timeout expired for the event.