



Event Manager Module Settings and
Operation Guide

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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

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- [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

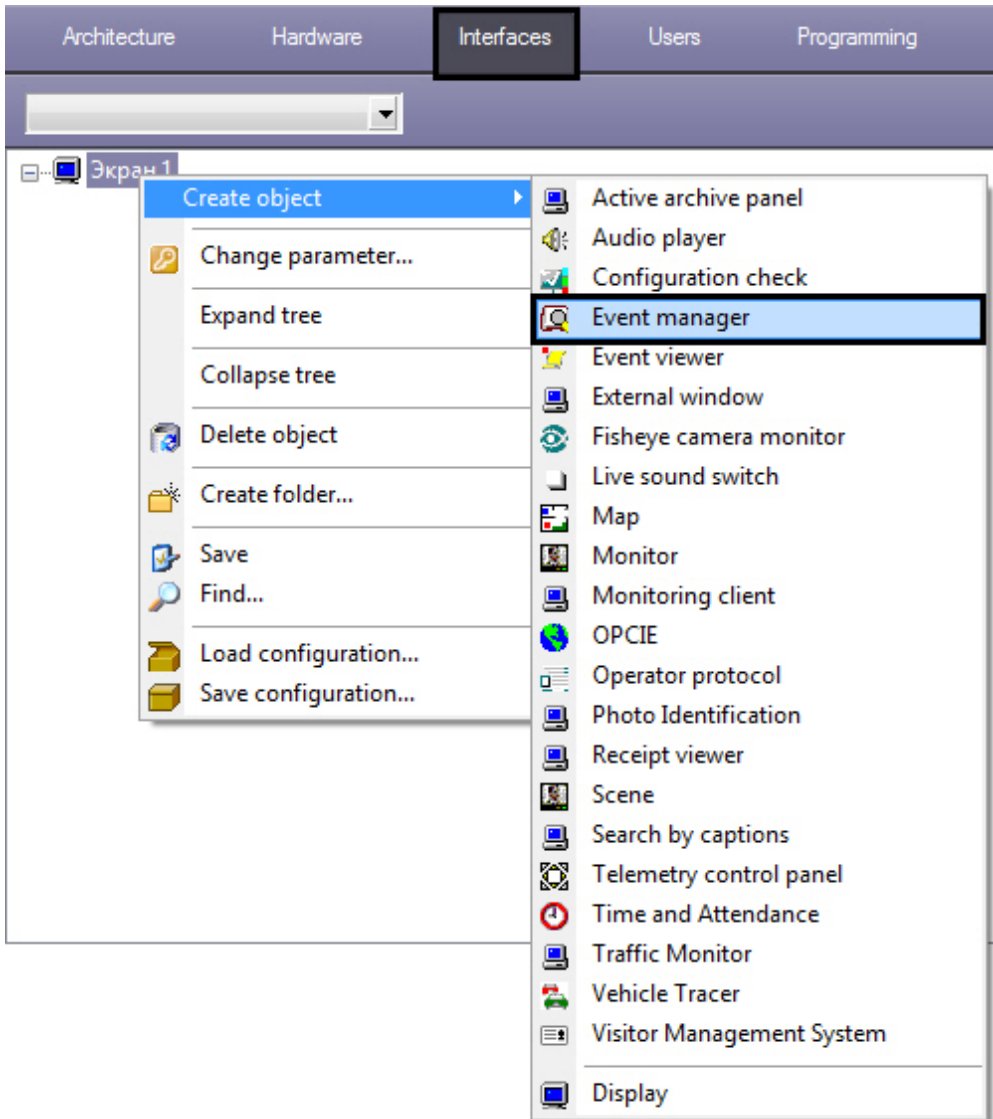
The *Event Manager* software module is a component of the *ACFA Intellect* software package and supports the following actions:

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.

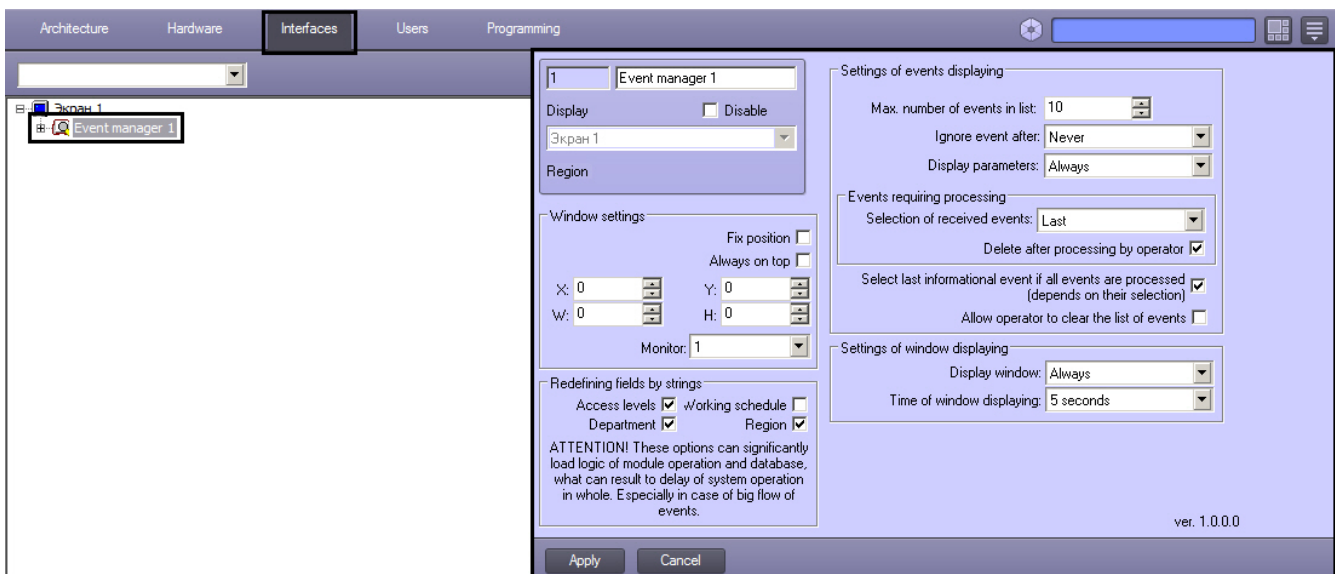
Configuring the Event Manager module

Creating the Event Manager objects

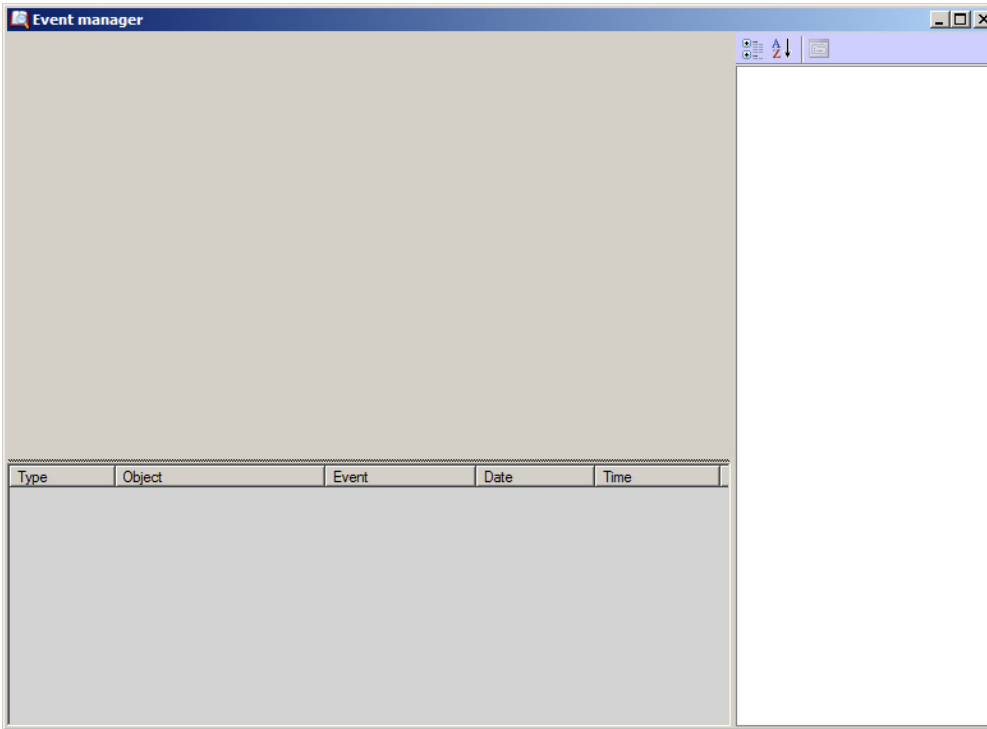
The **Event Manager** object is created on the basis of the **Screen** object on the **Interface** tab of the **System settings** dialog window.



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.



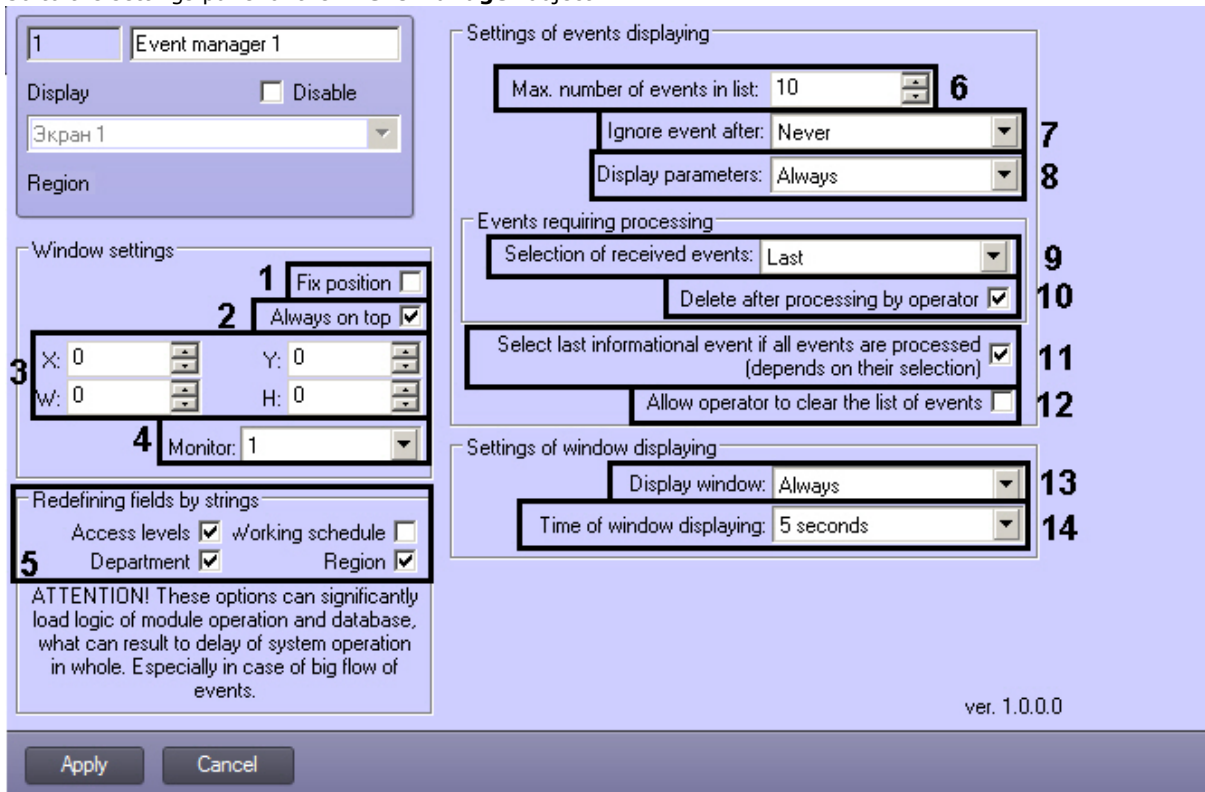
Specifying parameters of the Event Manager module

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.

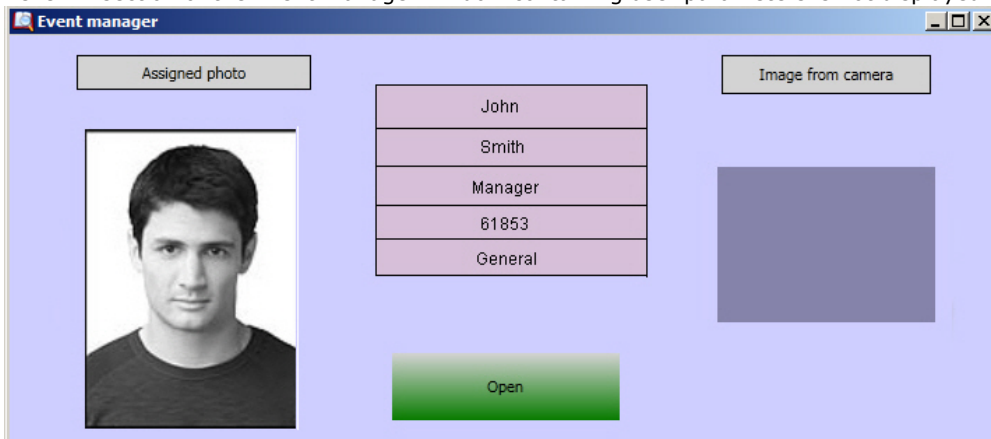
To configure the *Event Manager* module, do the following:

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



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

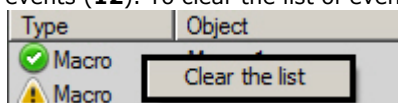
- windows (2).
- c. To configure position of the *Event manager* window, specify coordinates of the window's upper left corner in the **X:** and **Y:** fields and its width and height in the **W:** and **H:** fields (3).
 - d. From the **Monitor:** drop-down list select the number of monitor in the system 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). Minimal value of this parameter is 5. Value 5 will be automatically set when applying settings if value less than 5 is specified.
 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 **Addition al 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).

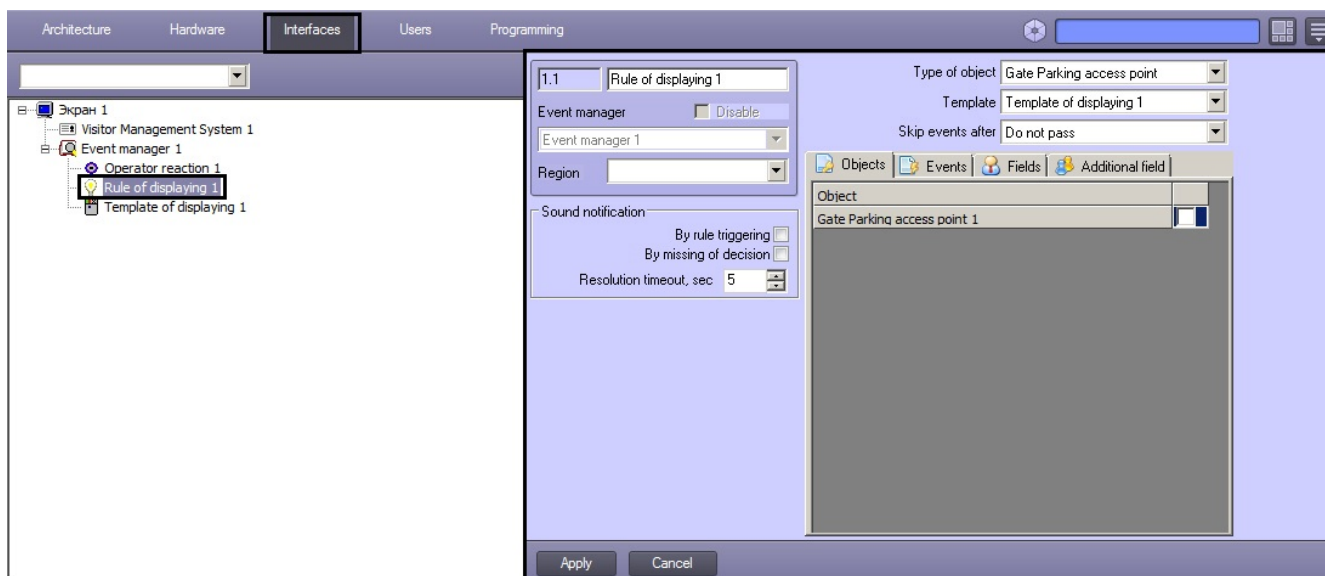
Note.
Time of window displaying should be specified only if the **By event** way of window displaying is selected.

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

Configuring the *Event manager* module is completed.

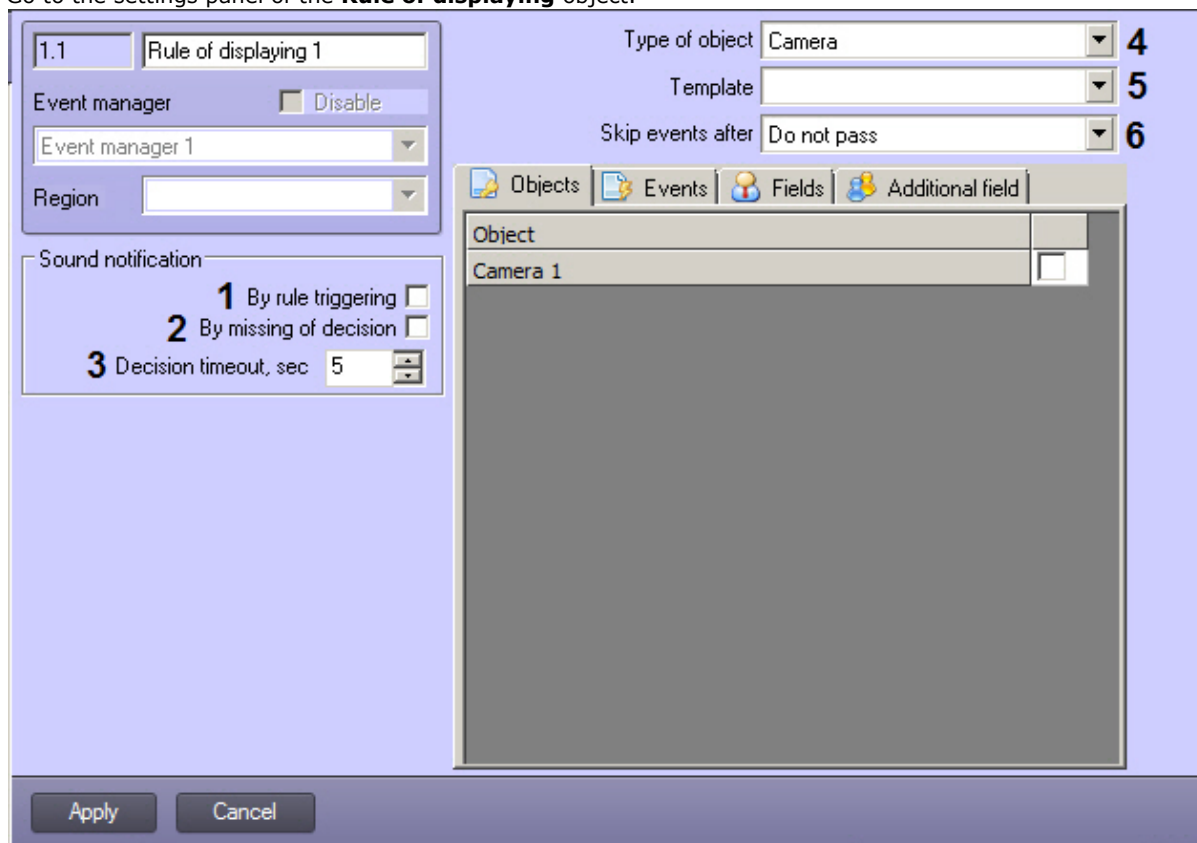
Configuring the rule of displaying

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.

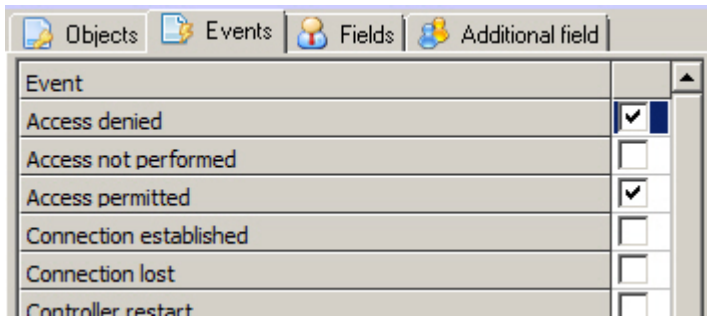


To configure the rule of displaying, do the following:

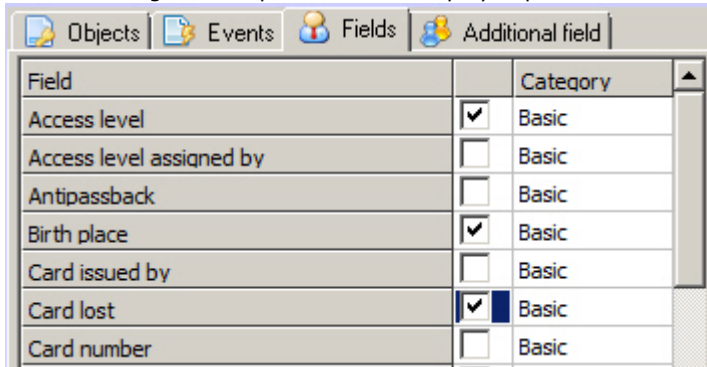
1. Go to the settings panel of the **Rule of displaying** object.



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 **Decision 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 decision** 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 than 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.

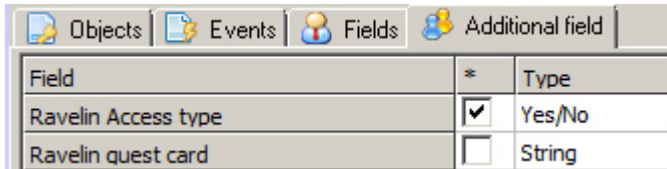


10. On the **Fields** tab set checkboxes close to database fields which are to be displayed in the event manager window while receiving event. Specified set of displayed parameters is valid only for this rule of displaying.



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.

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

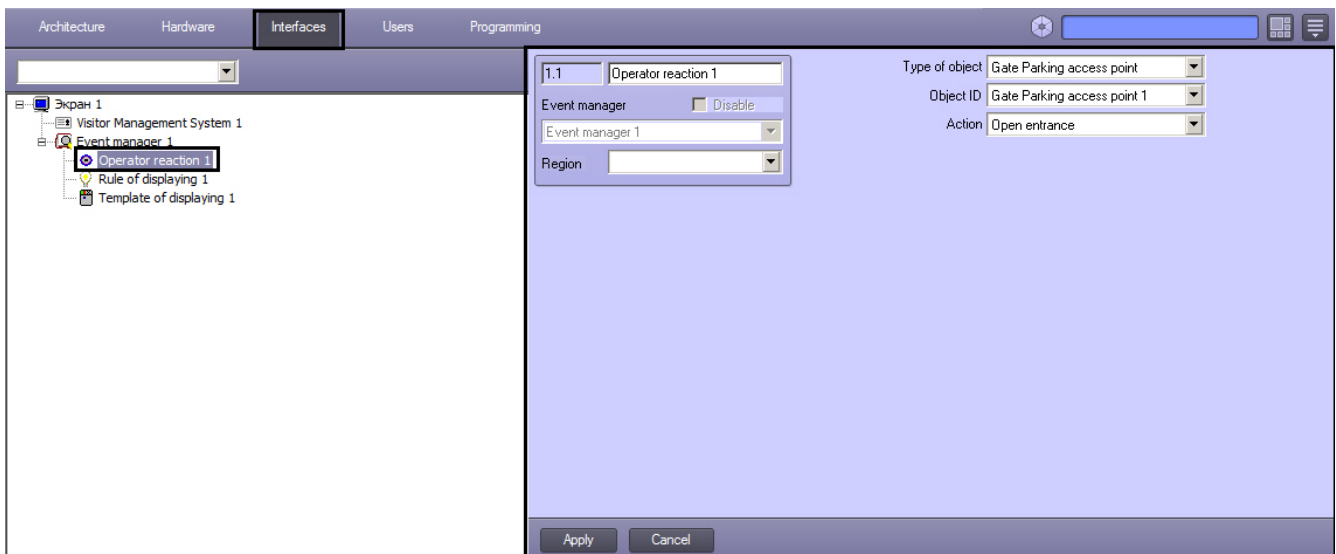


12. To save changes click **Apply** button.

Configuring the rule of displaying is completed.

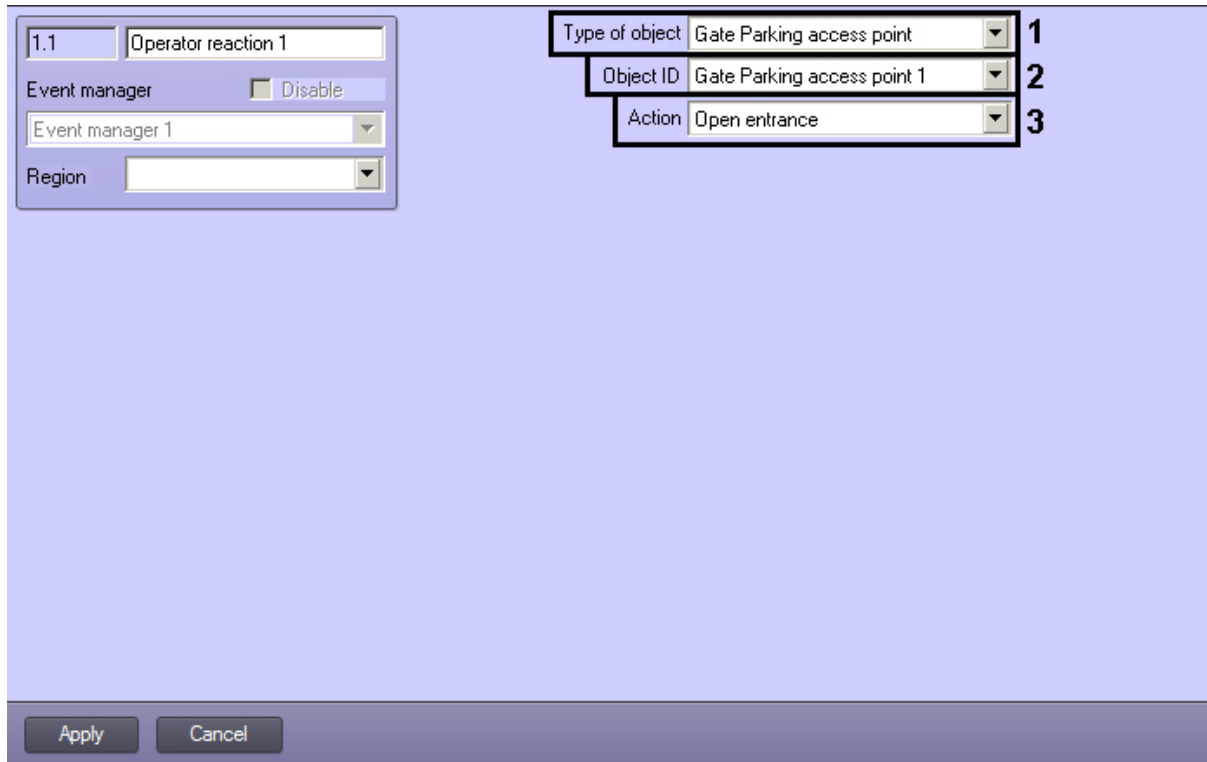
Configuring the operator reactions

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:

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



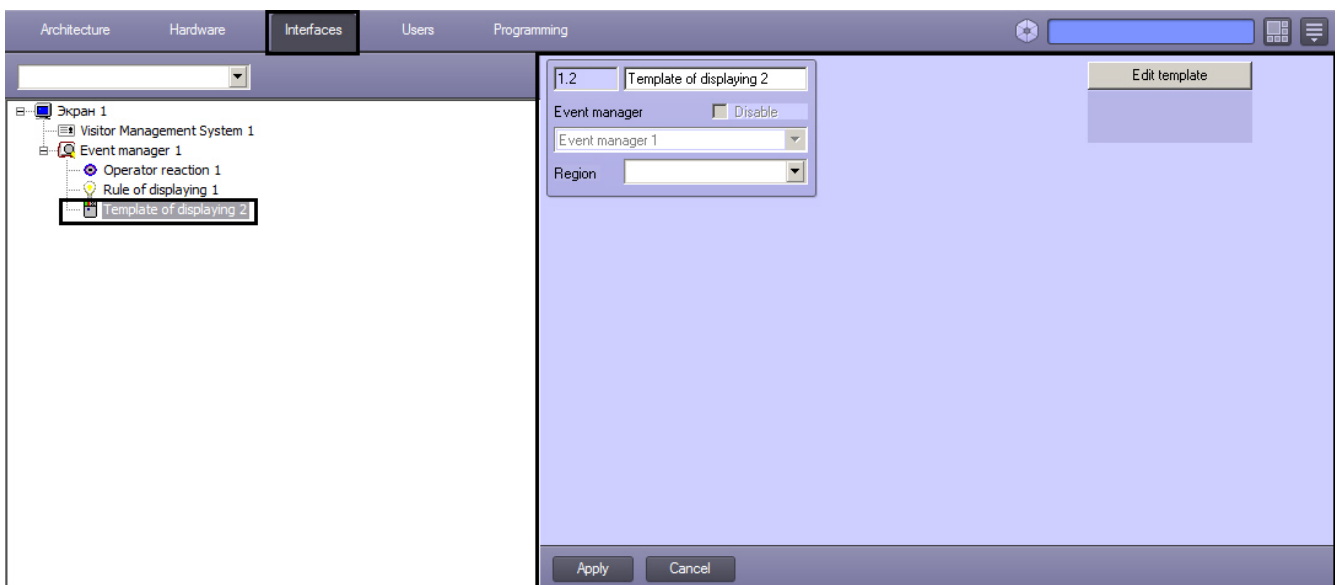
2. From the **Type of object** drop-down list select type of object on which reaction will be sent by clicking the program button (1).
3. From the **Object ID** drop-down list select the identical number of object in the Intellect system (2).
4. From the **Action** drop-down list select reaction which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

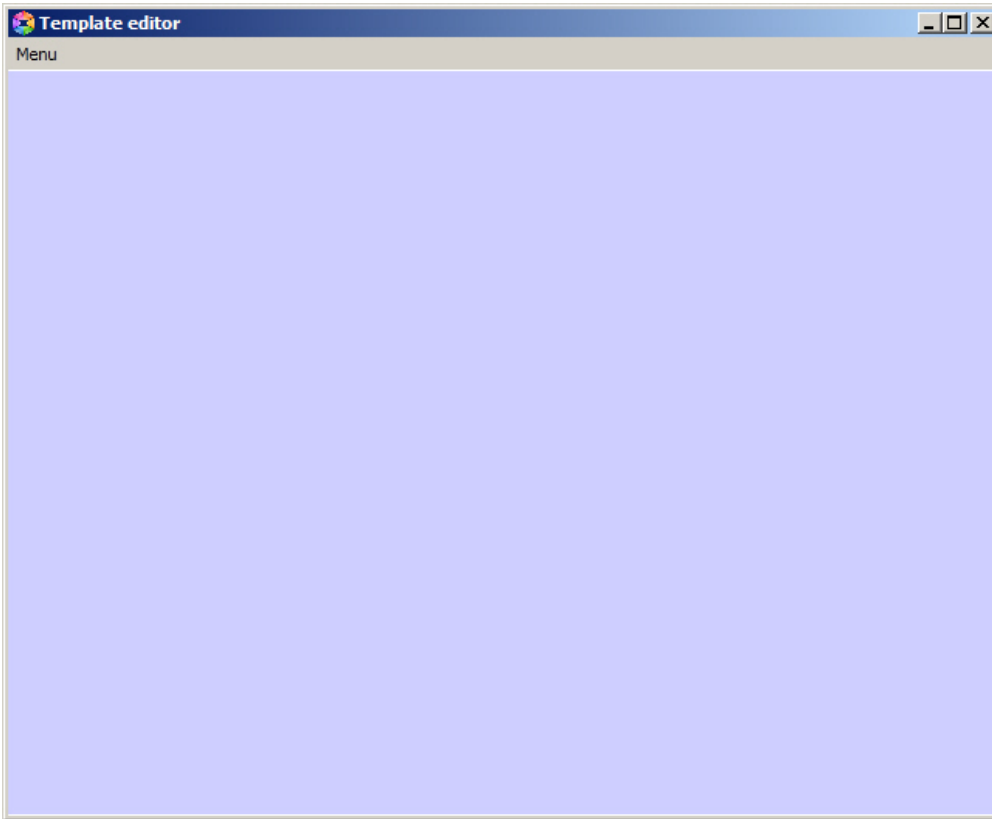
Creating the template of displaying

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.



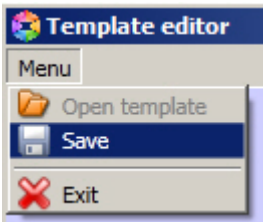
To create a new template of displaying click the **Edit template** on the settings panel of the **Template of displaying** object.

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

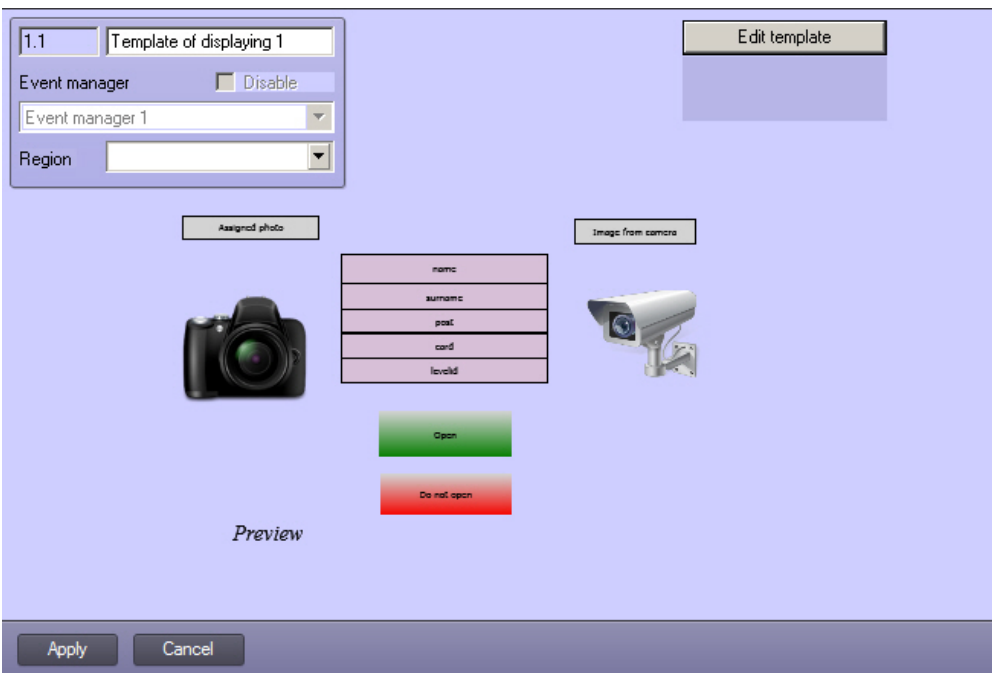


Working with the Template editor window is described in the [Template Editor Utility Operation Guide](#).

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.

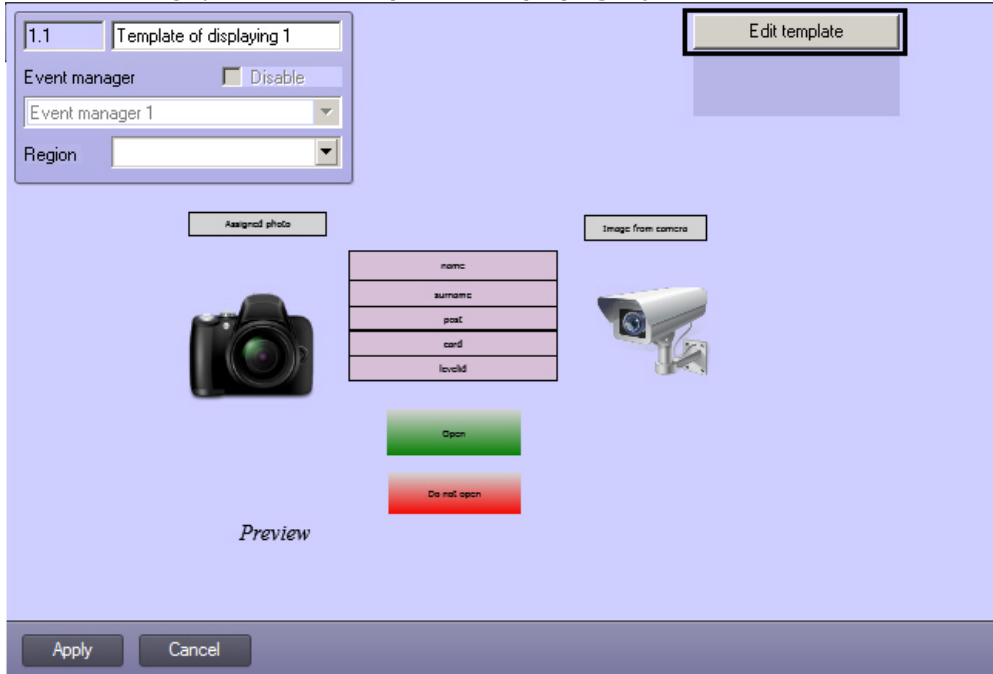
Click the  button to close the **Template editor** without saving changes.

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.

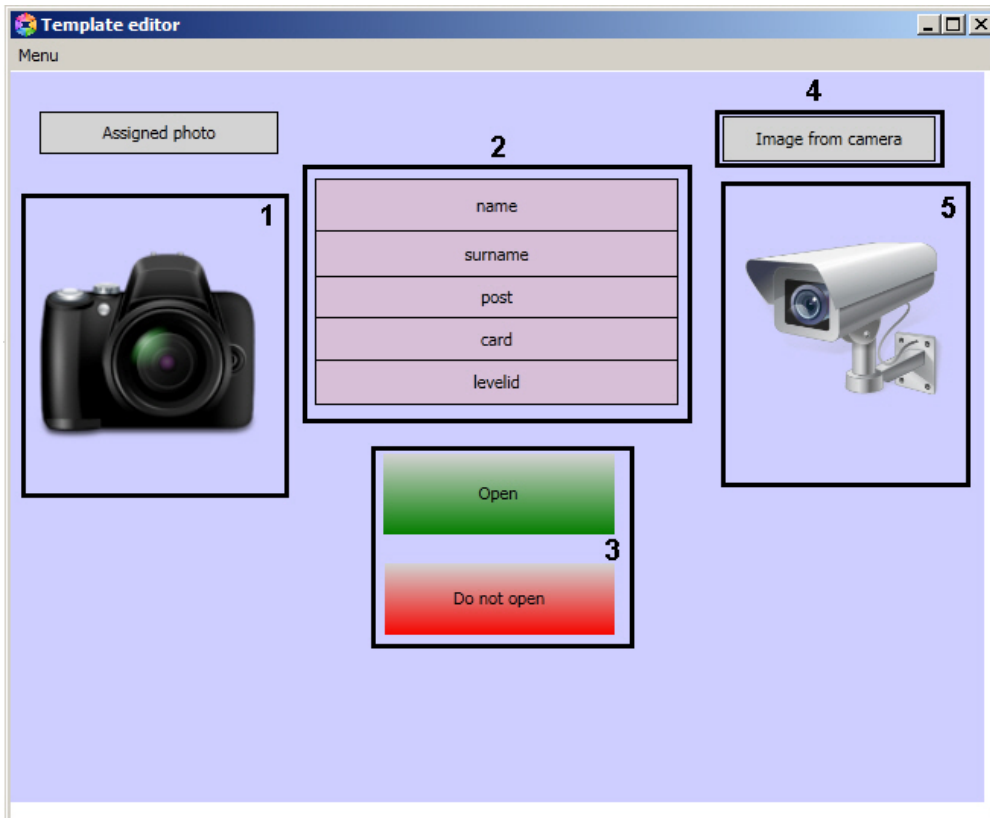
Working with the Event manager module

Example of the Event manager module working

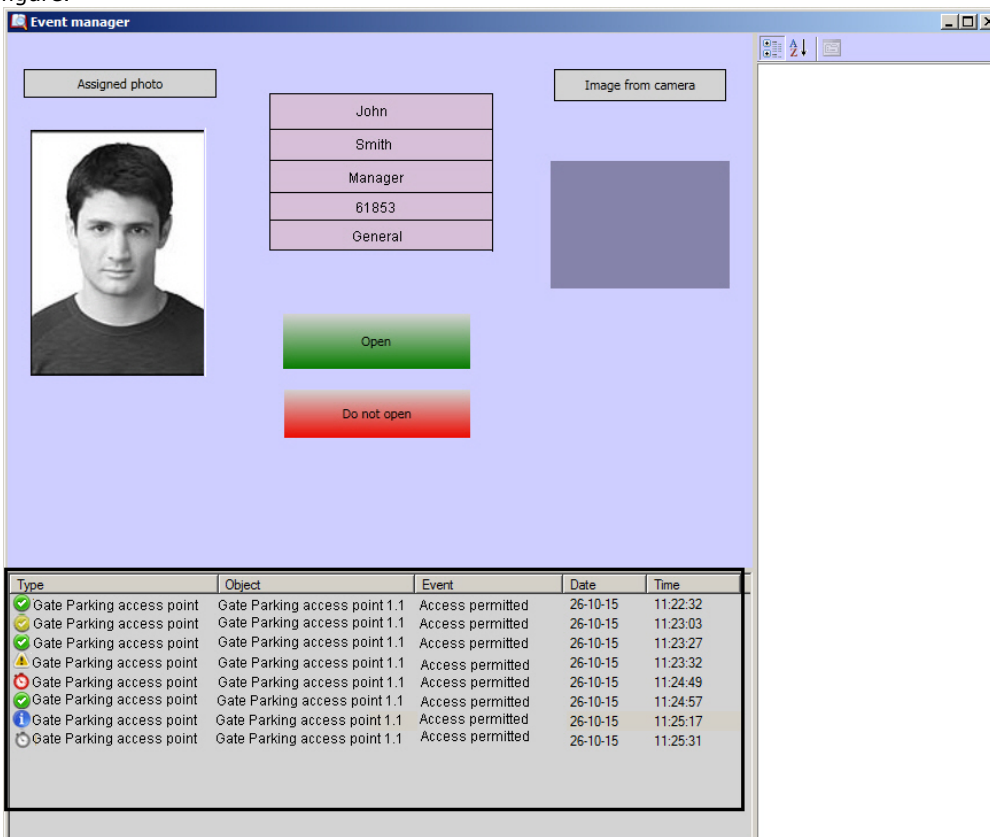
Example of the *Event manager* module working with the *Gate Parking* devices is follows. It is required to track employee access through the specified door equipped with card readers and video camera for matching employee photo stored in the *Intellect* database and image of person that use the card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









- field for displaying photo assigned to employee (1);
 - database fields (2);
 - buttons of actuators control (3);
 - text fields with explanation (4);
 - field for displaying image from video camera (5).
- 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.
 - 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.