



Event Manager Module Settings and Operation Guide

Last update 07/10/2022

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1 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.

2 Event Manager Module Settings and Operation Guide. Introduction

On the page:

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

2.1 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

2.2 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.

Attention!

The *Event Manager* software module should be installed not only on those computers where it is planned to be displayed, but also on those computers which hardware contains event sources for display. For such computers, it is enough just to install this software module, it is not necessary to configure it.

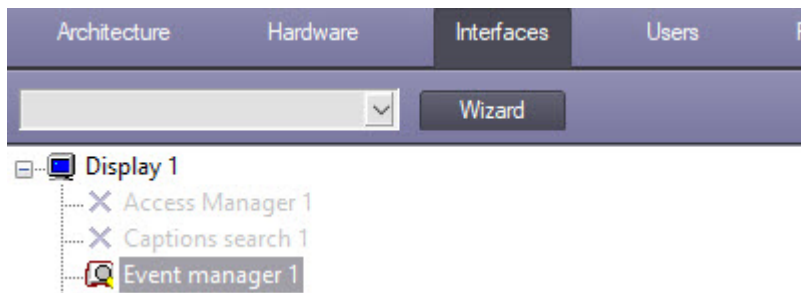
3 Licensing policy for Event Manager

The Event Manager is licensed per 1 object.

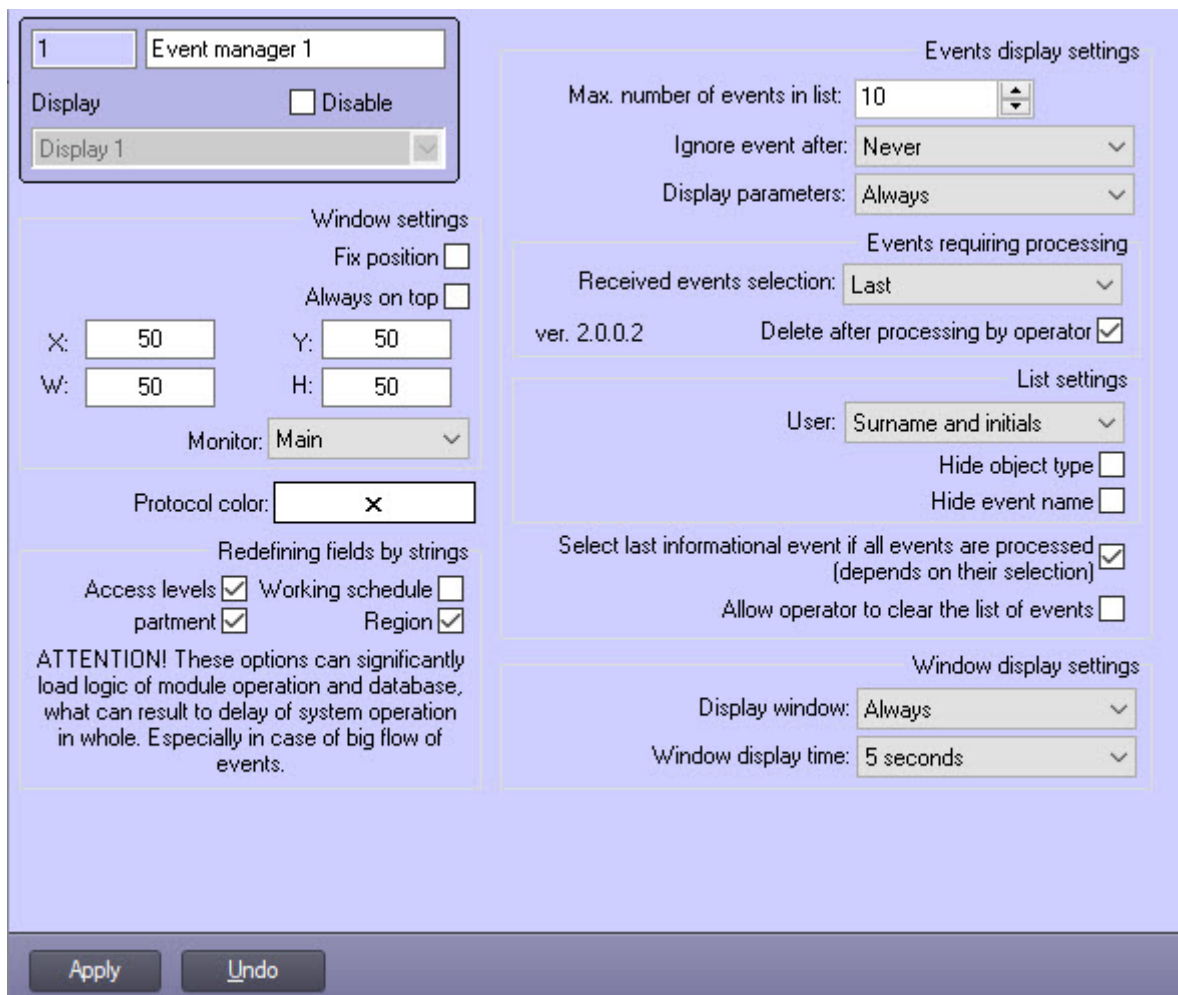
4 Configuring the Event Manager module

4.1 Creating the Event Manager objects

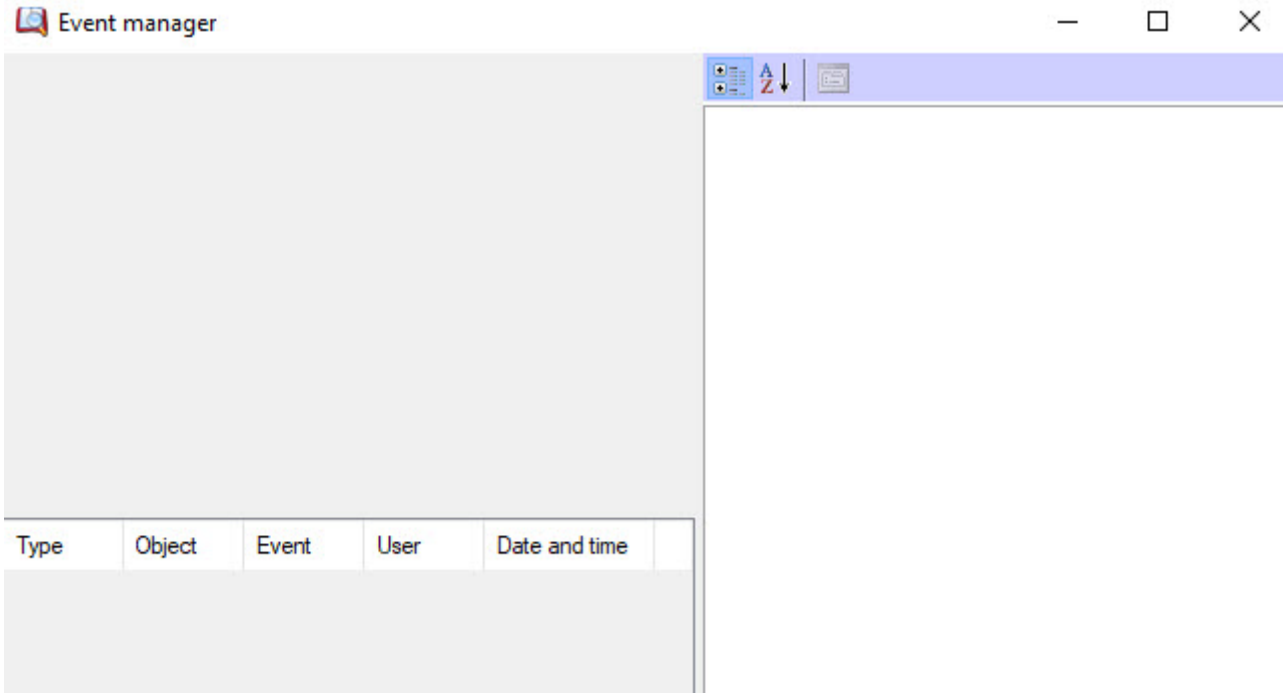
The **Event manager** object is created on the basis of the **Display** object on the **Interfaces** tab of the **System settings** dialog window.



After the object is created, the settings panel of the **Event manager** object will be displayed.



Also, as a result of creating the **Event manager** object, the **Event manager** operator's query window is created automatically.



The **Event manager** object is created.

4.2 Specifying parameters of the Event Manager module

To configure the *Event manager* module on the settings panel of the **Event manager** object, do the following:

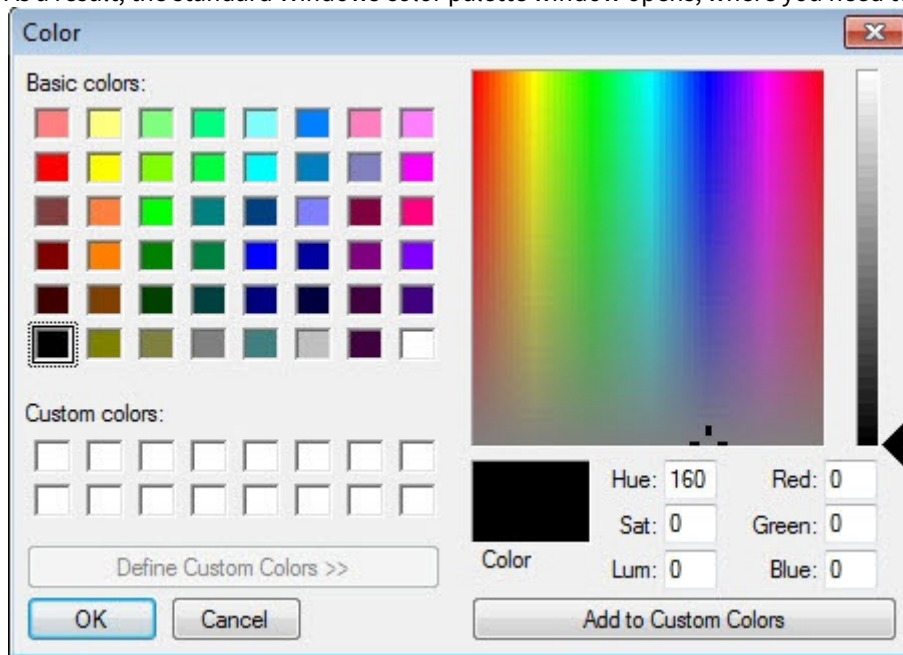
1. Go to the settings panel of the **Event manager** object.

The screenshot shows the configuration interface for the Event Manager module. It is divided into several sections:

- Header:** Contains a tab labeled '1' and a title 'Event manager 1'. Below this are 'Display' and 'Disable' checkboxes, and a dropdown menu set to 'Display 1'.
- Window settings:** Includes 'Fix position' (checkbox 1), 'Always on top' (checkbox 2), and coordinate/size fields: X: 50, Y: 50, W: 50, H: 50 (checkbox 3). A 'Monitor' dropdown is set to 'Main' (checkbox 4).
- Protocol color:** A color selection field showing a black 'x' (checkbox 5).
- Redefining fields by strings:** Contains checkboxes for 'Access levels' (checked), 'Working schedule' (unchecked), 'partment' (checked), and 'Region' (checked) (checkbox 6). Below this is an attention warning: 'ATTENTION! These options can significantly load logic of module operation and database, what can result to delay of system operation in whole. Especially in case of big flow of events.'
- Events display settings:** Includes 'Max. number of events in list' (spinner 7), 'Ignore event after' (dropdown 'Never' 8), and 'Display parameters' (dropdown 'Always' 9).
- Events requiring processing:** Includes 'Received events selection' (dropdown 'Last' 10) and 'Delete after processing by operator' (checkbox 11).
- List settings:** Includes 'User' (dropdown 'Surname and initials' 12), 'Hide object type' (checkbox 13), 'Hide event name' (checkbox 14), 'Select last informational event if all events are processed (depends on their selection)' (checkbox 15), and 'Allow operator to clear the list of events' (checkbox 16).
- Window display settings:** Includes 'Display window' (dropdown 'Always' 17) and 'Window display time' (dropdown '5 seconds' 18).
- Footer:** A large number '19' and 'Apply' and 'Undo' buttons.

2. Adjust the position of the *Event manager* interface window:
 - a. Set the **Fix position** checkbox (1) to fix the interface window at specified coordinates excepting possibility to move it in the screen. 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** (2) checkbox if it's required to display the interface window on top of all opened windows.
 - 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 (4), select the number of monitor in the system on which the *Event manager* window is to be displayed.

- e. Click the **Protocol color** button (5) if it is necessary to set an arbitrary protocol color in the *Event manager* window. As a result, the standard Windows color palette window opens, where you need to select the appropriate color.



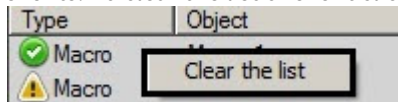
3. In the **Redefining fields by strings** group (6), set checkboxes next to the fields for which the digital values stored in the *Intellect* database should be displayed as text:
 - a. Access levels;
 - b. Department;
 - c. Working schedule;
 - d. Region.
4. Specify settings for displaying events in the *Event manager* window:
 - a. In the **Max. number of events in list** field (7), specify the maximum number of events to be shown in the *Event manager* window. The default value is **10**. If you set the value to **0**, the protocol located in the lower part of the **Event manager** interface window will be hidden, and the area of the specified Template of displaying will be proportionally enlarged.
 - b. From the **Ignore event after** drop-down list (8), select the time period after which event will be ignored by the *Event manager* module. 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 to display events of any period of limitation.
 - c. From the **Display parameters** drop-down list (9), select the way of displaying section of the *Event manager* window containing parameters of user related to the event:
 - i. 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.
 - ii. Never — section of the Event manager window containing user parameters is not displayed.
 - iii. 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.
 - d. From the **Selection of received events** drop-down list (10), select the way of selection events requiring processing:
 - i. Do not select — events are not selected;
 - ii. First — only the first event is selected;
 - iii. Last — only the last event is selected.
 - e. Set the **Delete after processing by operator** checkbox (11) to delete events that were already processed by the operator from the list and leave only current events.
5. Specify the protocol list settings of the *Event manager* window:
 - a. In the **User** field (12), select the option to display the user's last name, first name and patronymic:
 - i. Do not show — last name, first name and patronymic of the user will be hidden;
 - ii. Surname — only the user's surname will be displayed in the protocol;

- iii. Surname and initials — the user's last name and initials will be displayed;
- iv. Full name — the user's full name (last name, first name and patronymic) will be displayed.
- b. Set the **Hide object type** checkbox (13) to hide the **Object type** column in the protocol.
- c. Set the **Hide event name** checkbox (14) to hide the **Event** column in the protocol.
- d. Set the **Select last informational event if all events are processed (depends on their selection)** checkbox (15) to select only last informational event.

Note

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

- e. Set the **Allow operator to clear the list of events** checkbox (16) to allow operator possibility to clear the list of events. To clear the list of event click the right mouse button on some event and select the **Clear list** value.



- 6. Specify the *Event manager* window display settings:
 - a. From the **Display window** drop-down list (17), select the value determining the way of displaying the *Event manager* window:
 - b. **Always** — to display the window all the time;
 - c. **On event** — to activate window by event from device or hide it after finishing of operator actions.
 - d. From the **Window display time** drop-down list (18), select time period during which the *Event manager* window will display after the event receiving.

Note

Window display time should be specified only if the **On event** way of window displaying is selected.

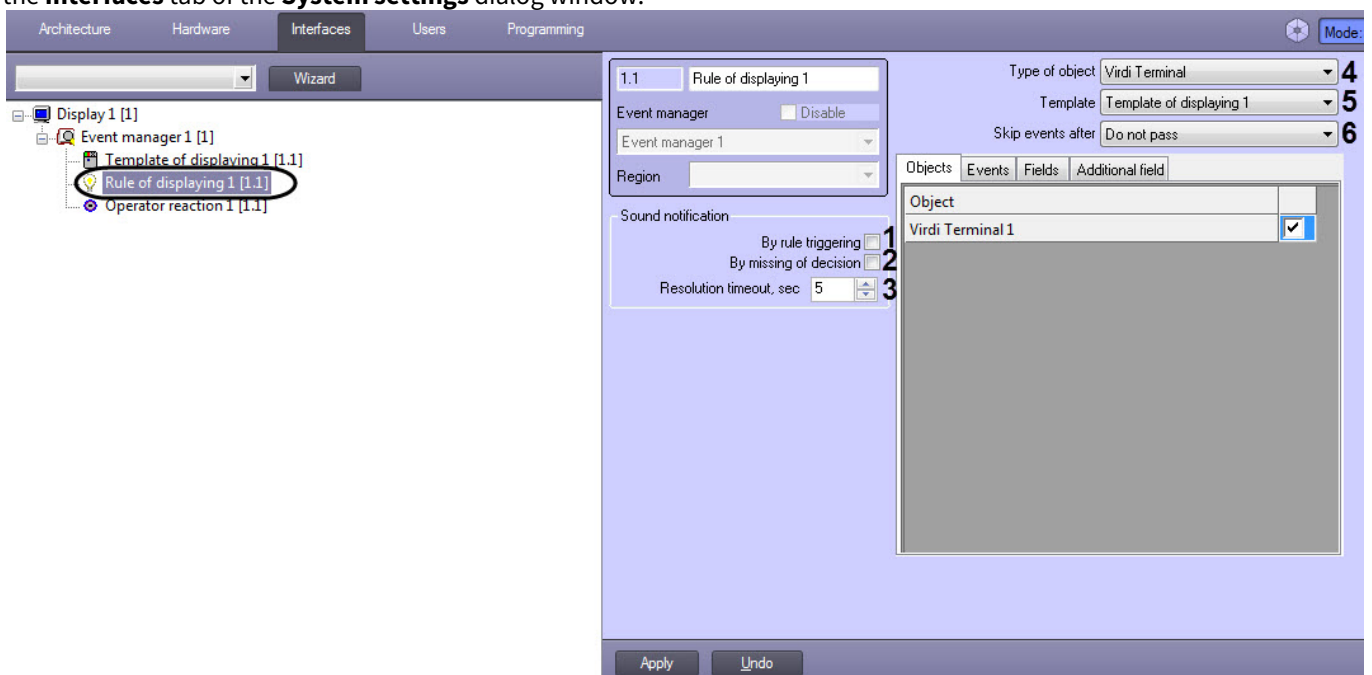
- 7. To save changes click **Apply** button (19).

Configuring the *Event manager* module is completed.

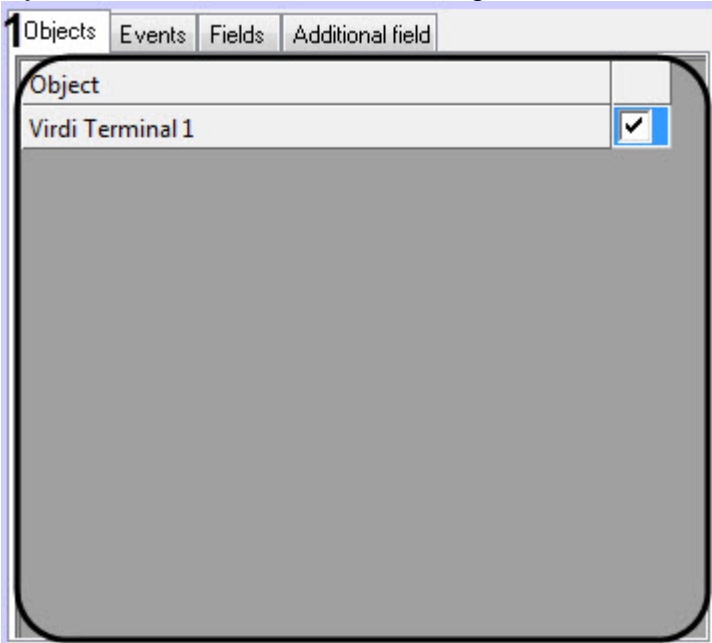
4.3 Configuring the rule of displaying

To configure the rule of displaying, do the following:

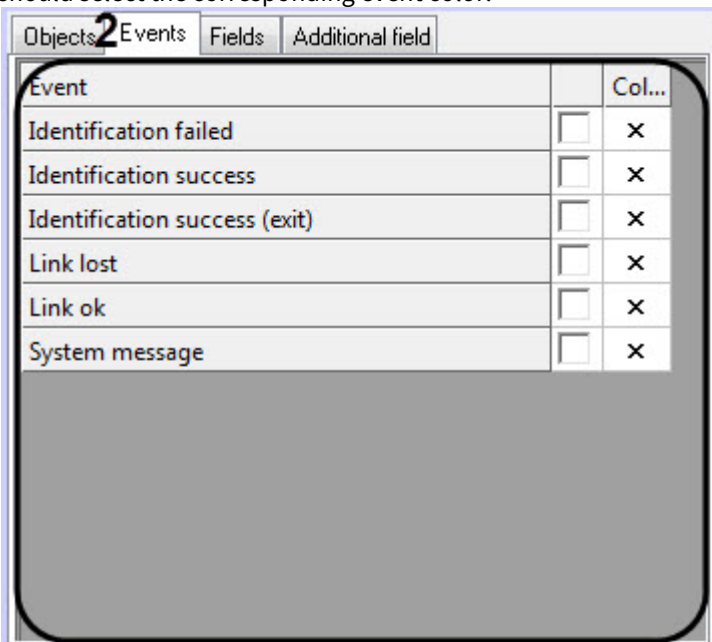
- 1. Go to the settings panel of the **Rule of displaying** object, which is created on the basis of the **Event manager** object on the **Interfaces** tab of the **System settings** dialog window.



2. Set the **By rule triggering** checkbox (1) if it is necessary to enable sound notification at the moment of rule triggering.
3. Set the **By missing of decision** checkbox (2) if it is necessary to enable sound notification in case of decision missing.
4. In the **Resolution timeout, sec** field (3), specify the time period in seconds during which decision should be done by operator. If decision is not done during the specified time period, then the sound notification will trigger (if the **By missing of decision** checkbox is set).
5. From the **Type of object** drop-down list (4), select the type of object on events of which the event manager window will react.
6. From the **Template** drop-down list (5), select the template of displaying which will be assigned to this rule.
7. From the **Skip events after** drop-down list (6), select the time period after which events than haven't been processed by operator will be considered as skipped.
8. On the **Objects** tab (1) 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 (2), set checkboxes for the events which should be used for this object, and, if necessary, set an arbitrary color for this event. When you click the **X** button, the standard Windows color palette window opens, where you should select the corresponding event color.



10. On the **Fields** tab (3), 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.

Field		Category
Access level	<input type="checkbox"/>	Basic
Access level assigned by	<input type="checkbox"/>	Basic
Antipassback	<input type="checkbox"/>	Basic
Birth place	<input type="checkbox"/>	Basic
Card issued by	<input type="checkbox"/>	Basic
Card lost	<input type="checkbox"/>	Basic
Card number	<input type="checkbox"/>	Basic
Commencement of card	<input type="checkbox"/>	Basic
Comment	<input type="checkbox"/>	Basic
Current region	<input type="checkbox"/>	Basic
Date of card issue	<input type="checkbox"/>	Basic
Date of firing	<input type="checkbox"/>	Basic

By 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 field** tab (4) the additional fields of database are presented.

Field	*	Type
Hikvision extention	<input type="checkbox"/>	String
Virdi. Options	<input type="checkbox"/>	String

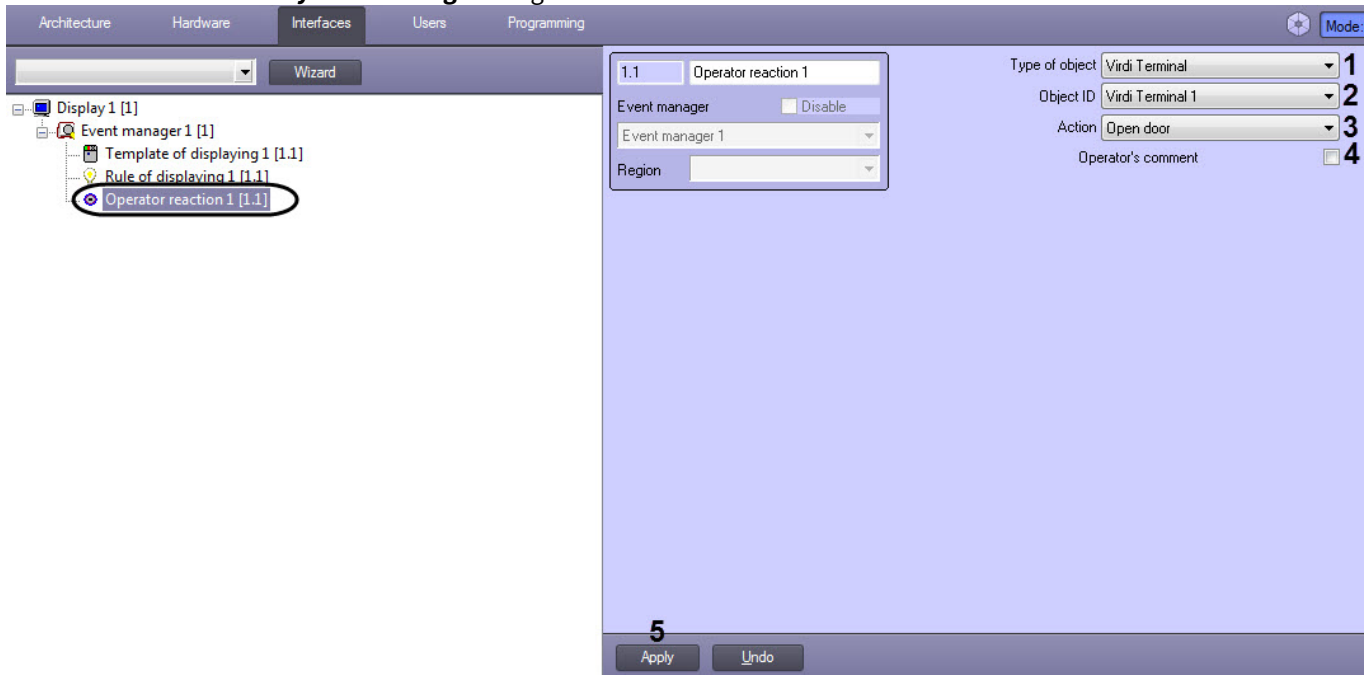
12. To save changes click **Apply** button.

Configuring the rule of displaying is completed.

4.4 Configuring the operator reactions

To configure the operator reaction, do the following:

1. Go to the settings panel of the **Operator reaction** object, which is created on the basis of the **Event manager** object on the **Interfaces** tab of the **System settings** dialog window.



2. From the **Type of object** drop-down list (**1**), select type of object on which reaction will be sent by clicking the program button.
3. From the **Object ID** drop-down list (**2**) select the identical number of object in the Intellect system.
4. From the **Action** drop-down list (**3**) select reaction which will be sent to the object by clicking the program button.
5. Check the **Operator's comment** box (**4**) to enable a mandatory comment popup to appear on clicking the program button.

Note

Comments entered by the operator when making a decision are stored in the database and automatically displayed in the protocol report when the **Operator reaction** event is selected.

For more information, see [Creating a Protocol report](#) section in the [Intellect Web Report System. User Guide](#)).

Report System
3.3.0.807

General reports
Navigation: [General reports](#) > [Protocol report](#) > Result

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Protocol report
Period: 9/20/2017 12:00:00 AM - 9/20/2017 11:59:59 PM

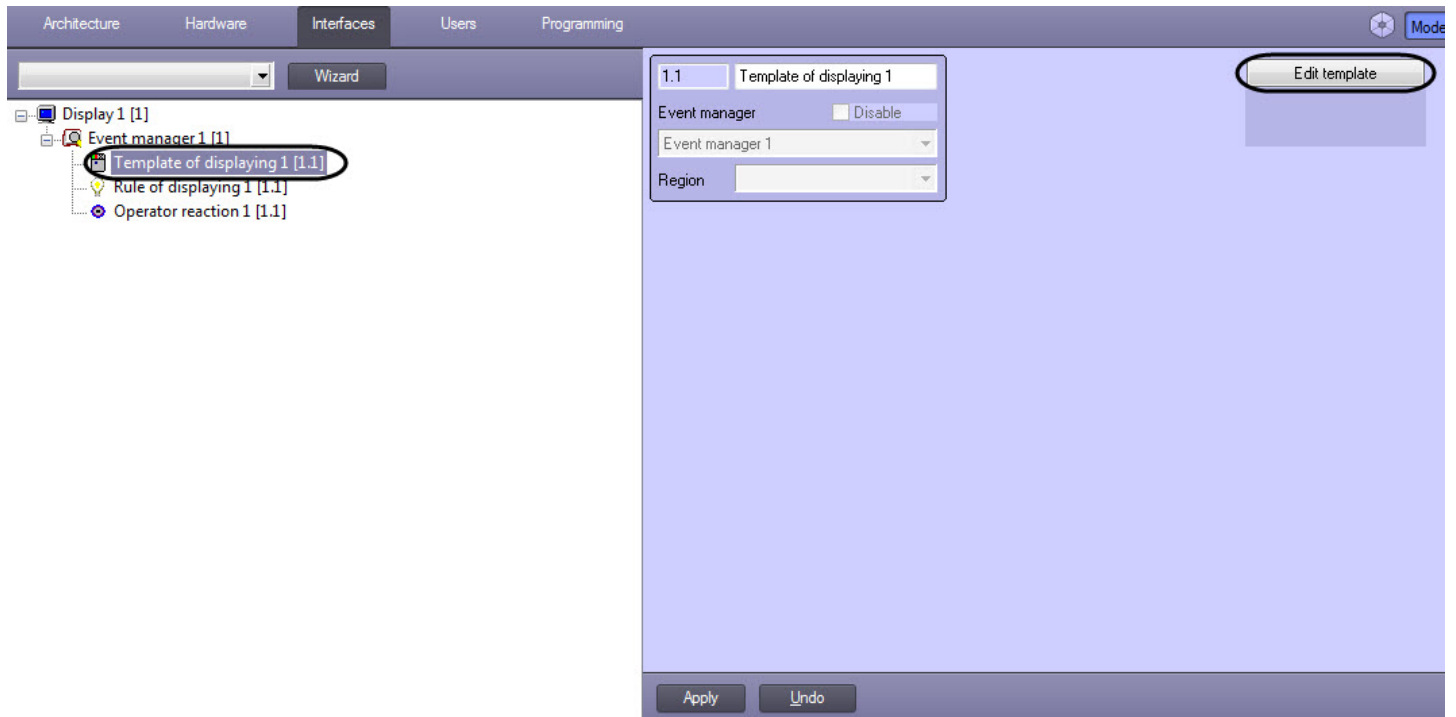
Source	Object type	Event	Information	Date	Computer
Operator reaction 2	Operator reaction	Action is completed	Gate Parking access point 1, Close entrance. (Computer: LOCALHOST) [User denied entrance]	9/20/2017 4:26:13 PM	L-KASYANOVA

6. To save changes click the **Apply** button (**5**).

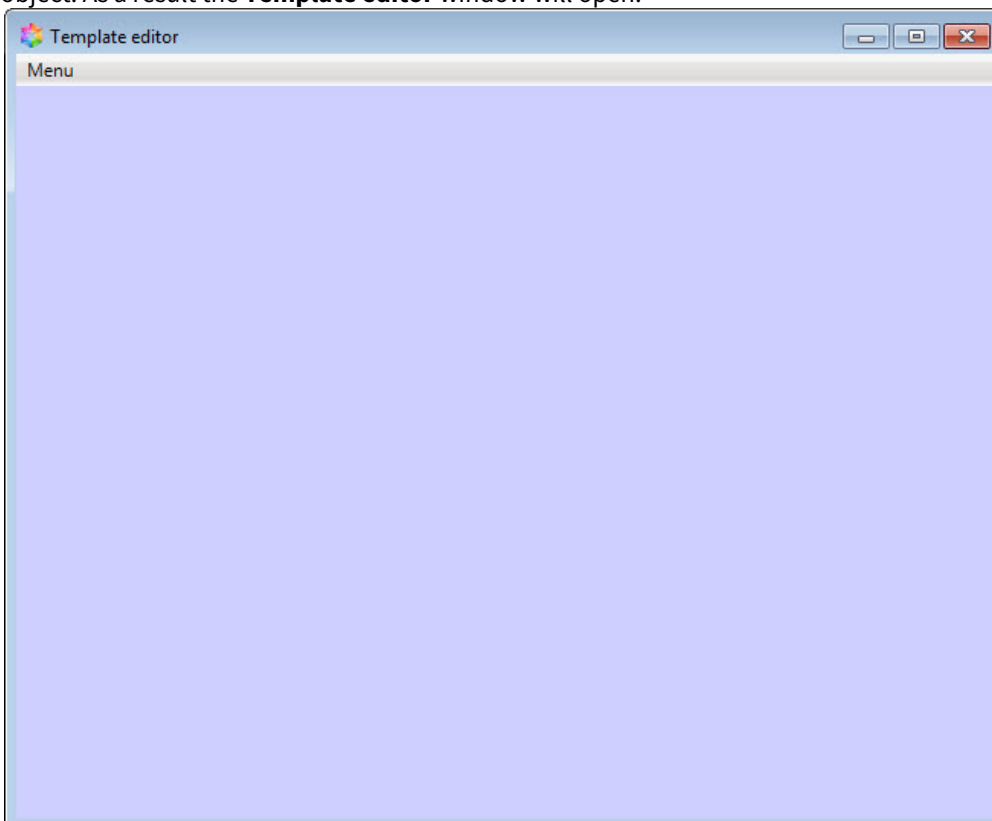
Configuring the operator reaction is completed.

4.5 Configuring templates of displaying

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



1. 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](#).

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

1.1 Template of displaying 1

Event manager Disable

Event manager 1

Region

Edit template

surname

name

patronymic

Accept Reject

Preview

Apply Undo

2. To edit an existing template of displaying, click the **Edit template** button again. As a result, a window will open with an existing display template.

To save changes, click the **Apply** button.

5 Working with the Event manager module

5.1 Starting and stopping the Event manager module



The **Event manager** window is a standard interface window of the *ACFA Intellect* software window. Starting and closing of this window is performed using the **Display** menu of the main control panel.

Note

The **Event Manager** object must be created on the basis of the corresponding display on the **Interface** tab to run the **Event Manager** software module.



To display the **Event Manager** interface window select the **Display** object on the basis of which the corresponding **Event manager** object is created. To hide the **Event Manager** window select **Close all**.

To close the **Event manager** window use the  button. So for repeat opening of this window double click the  icon in the Windows system tray. Pointing to this icon, the name of the **Access Manager** object corresponding to the **Access Manager** interface window will display.

Note

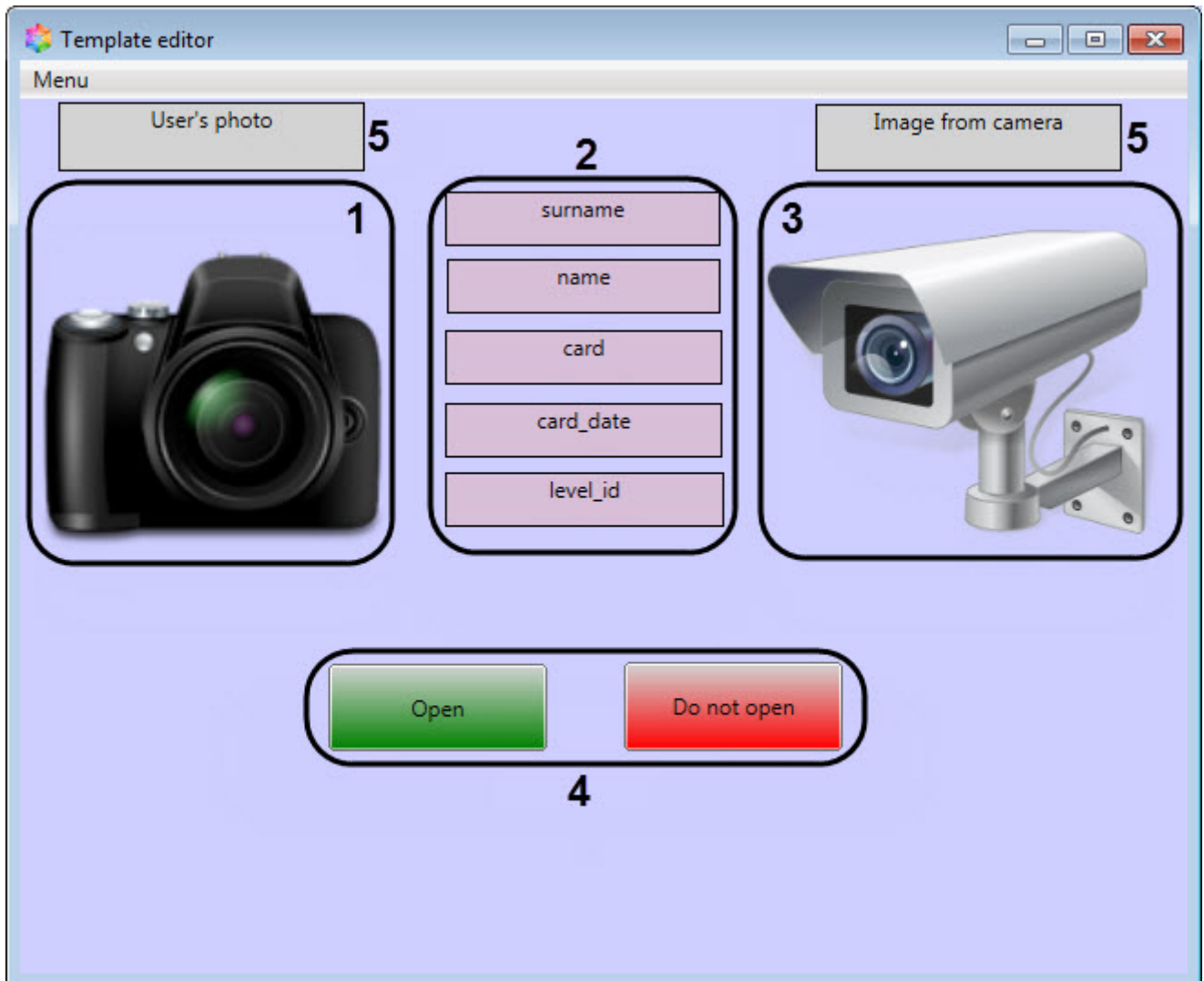
The module icon is displayed in the Windows system tray depending of the value of the *DebugLevel* setting in the *HKLM->Software->Wow6432Node->ITV->INTELLECT->Debug* branch of the Windows Registry. If this parameter is set to 0, empty or missing, the icon will not be displayed. If the parameter has a non-zero value, the icon will be displayed

5.2 Example of working with the Event manager module

Below is an example of how the *Event manager* module works. 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:



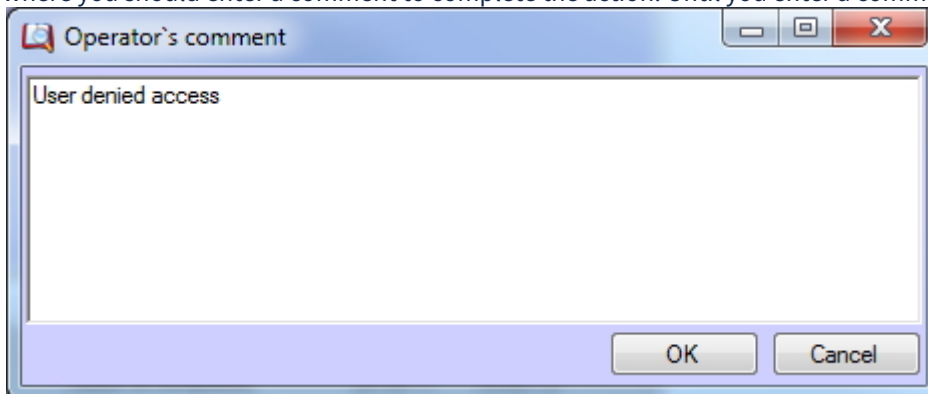
- a. field for displaying photo assigned to employee (1);
 - b. database fields (2);
 - c. field for displaying image from video camera (3);
 - d. buttons of actuators control (4);
 - e. text fields with explanation (5).
2. Configure events and reactions for the Event manager window (configuring of events and reactions is presented in the [Configuring the rule of displaying](#) and [Configuring the operator reactions](#) sections). Select the **Access permitted** or **Access denied** event to display and **Open** or **Do not open** as reactions. For **Do not open**, set the **Operator's reaction** checkbox.

3. After all configurations are done, when user uses a card, the Event manager window will look as shown in the figure.

The screenshot shows the 'Event manager' window. At the top left, there is a 'User's photo' section with a photo of a woman. To its right is an 'Image from camera' section showing a camera icon. Below the photo, there are several text boxes containing user information: 'Smith', 'Jon', '24 19849924 CB15D', '23.03.2022 13:20:50', and 'All'. Below these are two buttons: 'Open' (green) and 'Do not open' (red). On the right side, there is a 'Basic' information panel with the following details: Date of card is 23.03.2022 13:20:50, Access level All, Surname Smith, Department Test, Position Manager, and Name Jon. Below this is an 'Additional information' section. At the bottom, there is a table with the following data:

Type	Object	Event	Date and time
⚠ Virdi Terminal	Viridi Terminal 1.1	System message	24-03-22 09:32:31
⚠ Virdi Terminal	Viridi Terminal 1.1	System message	24-03-22 09:32:31
⚠ Virdi Terminal	Viridi Terminal 1.1	System message	24-03-22 09:32:33
⚠ Virdi Terminal	Viridi Terminal 1.1	System message	24-03-22 09:32:33
⚠ Virdi Terminal	Viridi Terminal 1.1	System message	24-03-22 09:32:33
⚠ Virdi Terminal	Viridi Terminal 1.1	Identification failed	24-03-22 09:33:59

If **Operator's reaction** checkbox was set at step 2, then after you click the **Do not open** button, a window is displayed where you should enter a comment to complete the action. Until you enter a comment, the **OK** button will be inactive.



In the lower left part of the **Event manager** window (**1**) there is a protocol that displays the events and objects which are specified in the display rule for the current template, as well as the operator action status, object type, object name, event name, user name as specified in the settings, and date and time of the event.







Note

If the **Hide object type**, **Hide event name** checkboxes are set or **Do not show** value for the **User** field is selected in the *Event manager* settings, then the **Type**, **Event**, and **User** columns are absent in the *Event manager* protocol, respectively (see [Specifying parameters of the Event Manager module](#)).

In the upper right part of the **Event manager** window (2) there is a list of user parameters specified in the current template of displaying, and the information related to them.

In the lower right part of the **Event manager** window (3) there is an information from the **Additional information** (comment) parameter of the user.

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.