



## Event Manager Module Settings and Operation Guide

Last update 07/04/2021

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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.

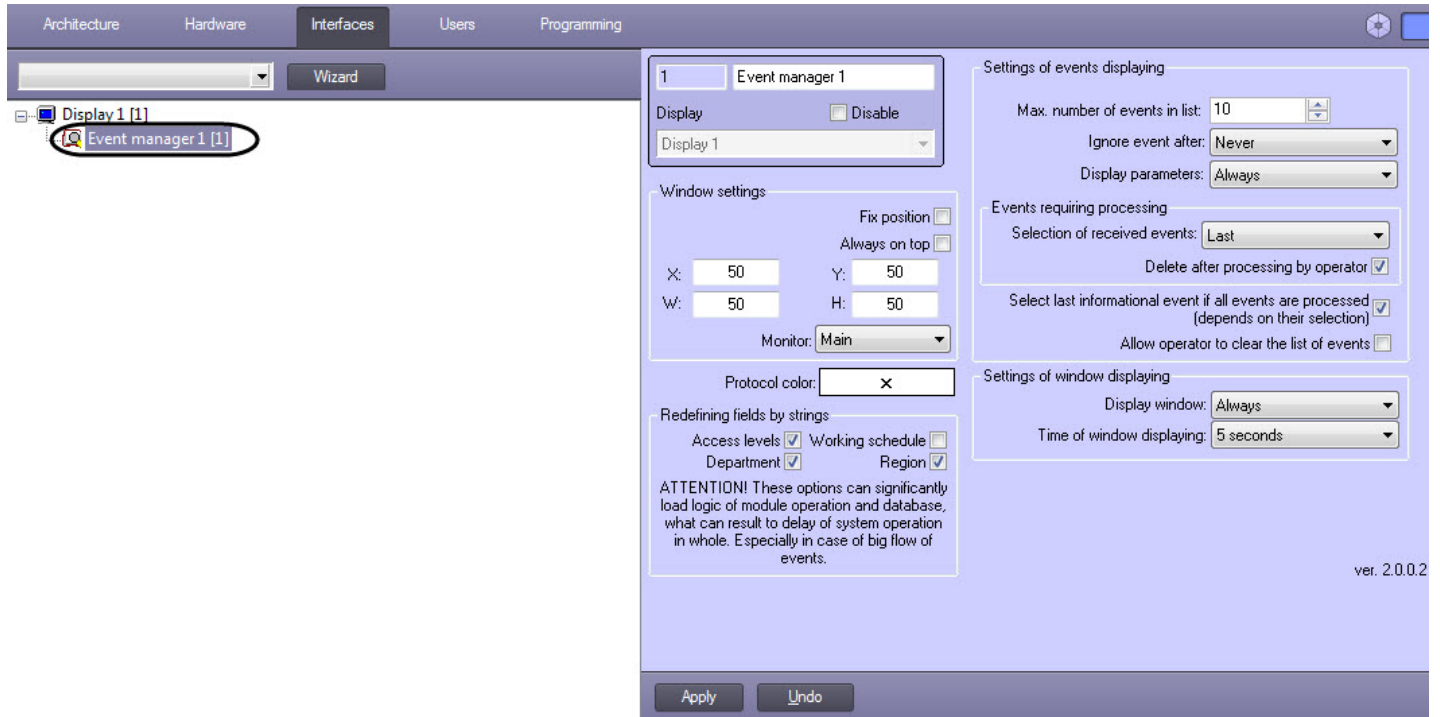
### 3 Licensing policy for Event Manager

The Event Manager is licensed per 1 object.

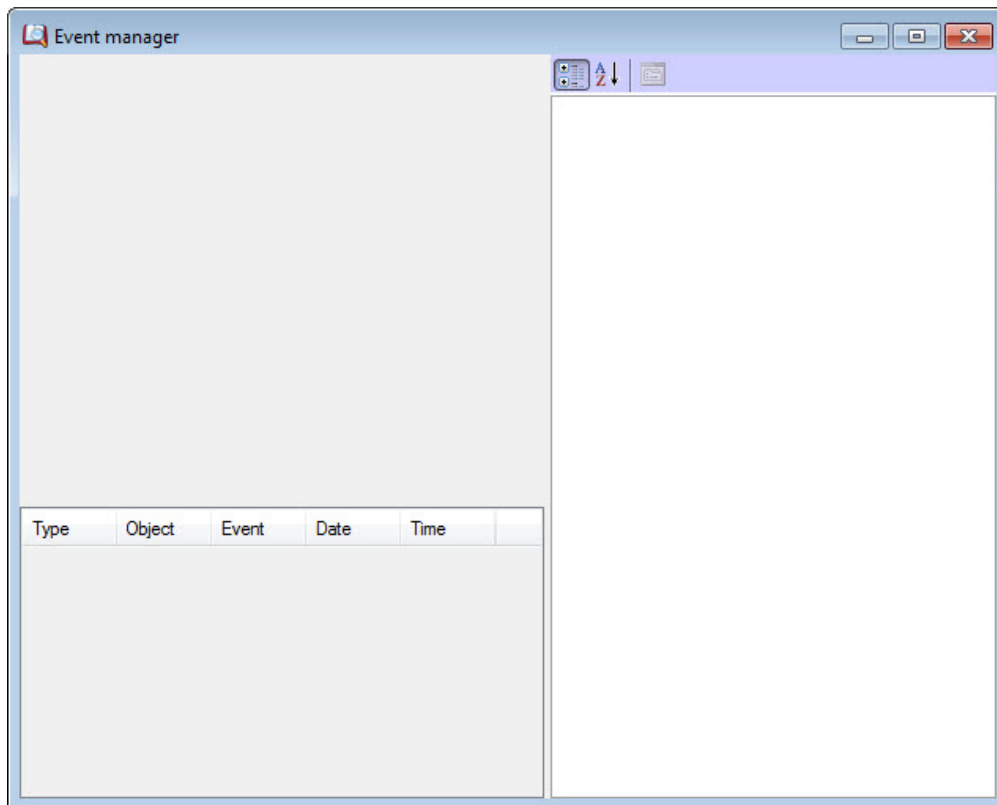
## 4 Configuring the Event Manager module

### 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. As a result, the settings panel of the **Event manager** object will display.



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



## 4.2 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.

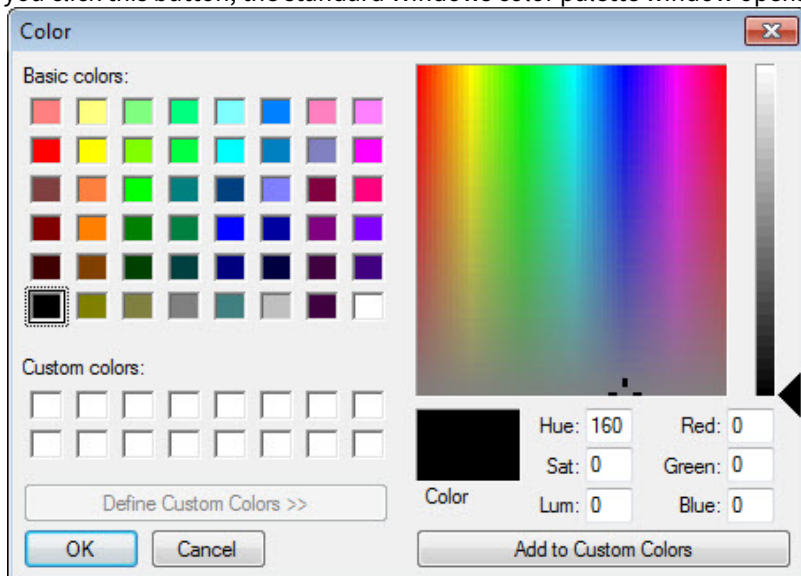
The screenshot shows the settings panel for the Event Manager module. The interface is divided into several sections:

- 1**: Title bar with 'Event manager 1'.
- Display**: A checkbox for 'Disable' and a dropdown menu showing 'Display 1'.
- Window settings**:
  - 1**: 'Fix position' checkbox.
  - 2**: 'Always on top' checkbox.
  - 3**: Fields for X (50), Y (50), W (50), and H (50).
  - 4**: 'Monitor' dropdown menu set to 'Main'.
- Protocol color**: A color selection field with a red 'x' icon, labeled **5**.
- Redefining fields by strings**:
  - Checkboxes for 'Access levels', 'Working schedule', 'Department', and 'Region'.
  - 6**: A warning message: "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."
- Settings of events displaying**:
  - 7**: 'Max. number of events in list' spinner set to 10.
  - 8**: 'Ignore event after' dropdown set to 'Never'.
  - 9**: 'Display parameters' dropdown set to 'Always'.
  - Events requiring processing**:
    - 10**: 'Selection of received events' dropdown set to 'Last'.
    - 11**: 'Delete after processing by operator' checked checkbox.
    - 12**: 'Select last informational event if all events are processed (depends on their selection)' checked checkbox.
    - 13**: 'Allow operator to clear the list of events' unchecked checkbox.
- Settings of window displaying**:
  - 14**: 'Display window' dropdown set to 'Always'.
  - 15**: 'Time of window displaying' dropdown set to '5 seconds'.
- 16**: Bottom bar with 'Apply' and 'Undo' buttons.

ver. 2.0.0.2

2. Specify parameters of location 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.

- Click the **Protocol color** button (5) if it is necessary to set an arbitrary protocol color in the Event Manager window. When you click this button, the standard Windows color palette window opens, where you need to select the appropriate color.

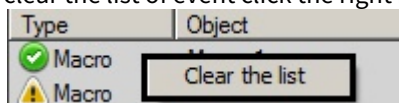


- In the **Redefining fields by strings** group (6), set checkboxes close to those fields for which digital values stored in the database it's required to display as test.
- In the **Max. number of events in list** field (7), specify the maximum number of events to be shown in the *Event manager* window. 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.
- 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 if it's required to display events of any period of limitation.
- 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:
  - 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.
  - Never — section of the Event manager window containing user parameters is not displayed.
  - 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.
- From the **Selection of received events** drop-down list (10), select the way of selection events requiring processing.
- Set the **Delete after processing by operator** checkbox (11) if it's required to delete events that were already processed by the operator from the list and leave only current events.
- Set the **Select last informational event if all events are processed (depends on their selection)** checkbox (12) to select only last informational event.

**Note.**

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

- Set the **Allow operator to clear the list of events** checkbox (13) 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.



- From the **Display window** drop-down list (14), 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.

- From the **Time of window displaying** drop-down list (15), select time period during which the *Event manager* window will display after the event receiving.

**Note.**

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

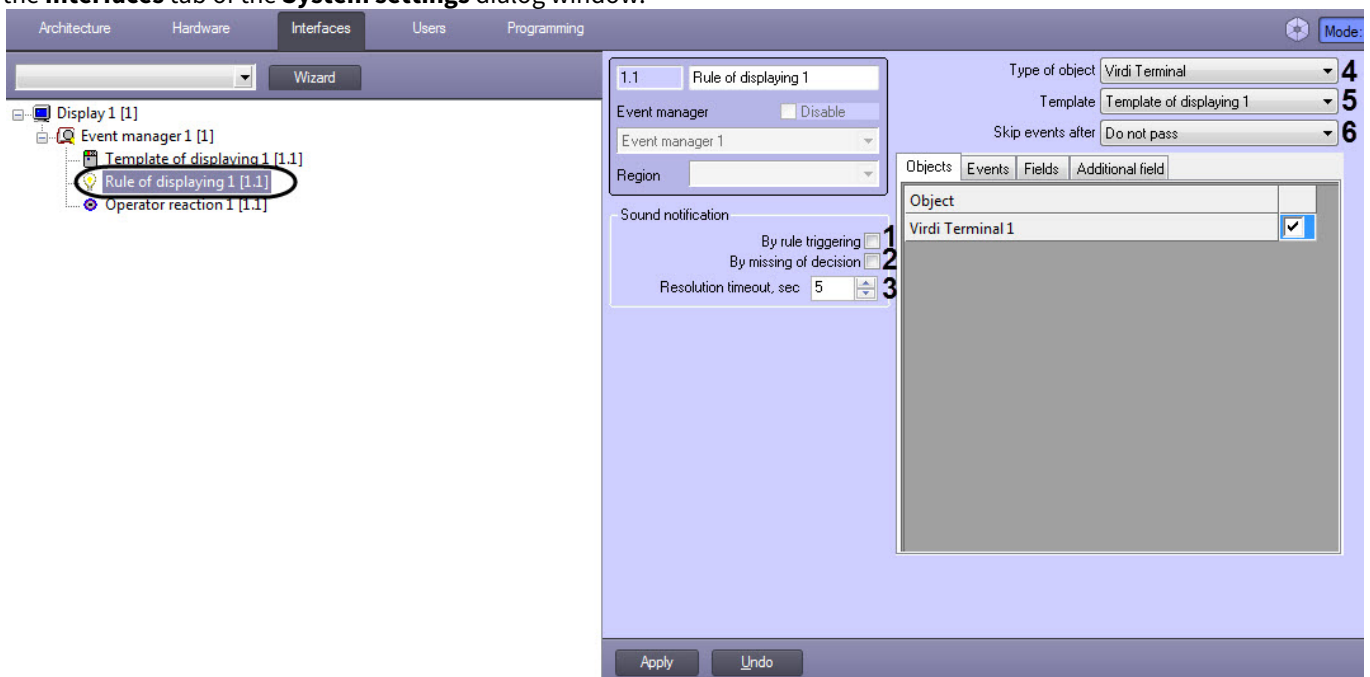
- To save changes click **Apply** button (16).

Configuring the *Event manager* module is completed.

## 4.3 Configuring the rule of displaying

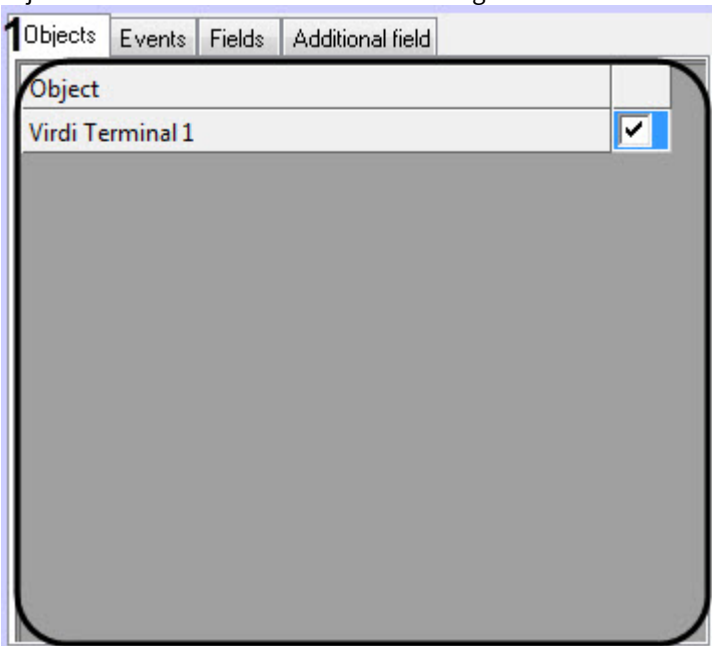
To configure the rule of displaying, do the following:

- 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.

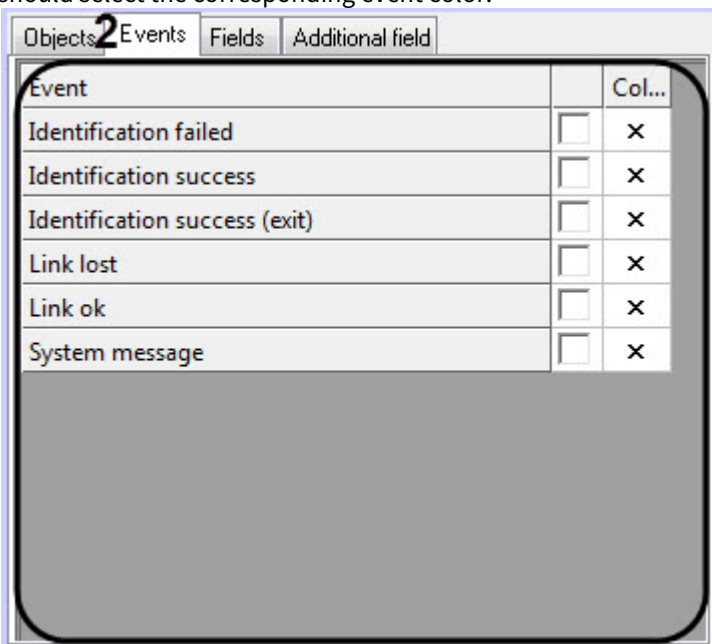


- Set the **By rule triggering** checkbox (1) if it is necessary to enable sound notification at the moment of rule triggering.
- Set the **By missing of decision** checkbox (2) if it is necessary to enable sound notification in case of decision missing.
- In the **Resolution timeout, sec** field (3), 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).
- From the **Type of object** drop-down list (4), select the type of object on events of which the event manager window will react.
- From the **Template** drop-down list (5), select the template of displaying which will be assigned to this rule.
- From the **Skip events after** drop-down list (6), select the time period after which events that 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	Basic
Access level assigned by	Basic
Antipassback	Basic
Birth place	Basic
Card issued by	Basic
Card lost	Basic
Card number	Basic
Commencement of card	Basic
Comment	Basic
Current region	Basic
Date of card issue	Basic
Date of firing	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
Viridi. Options	<input type="checkbox"/>	String

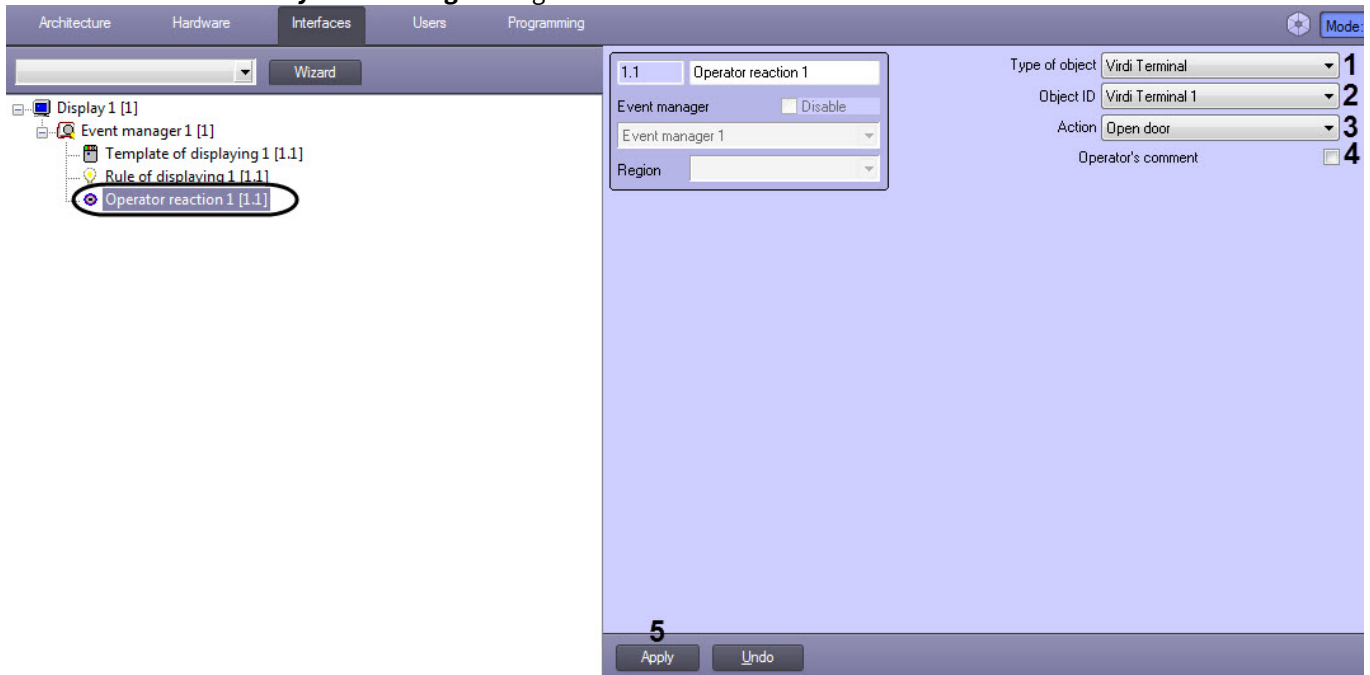
12. To save changes click **Apply** button.

Configuring the rule of displaying is completed.

#### 4.4 Configuring the operator reactions

To configure the operator reaction, do the following:

- 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.



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

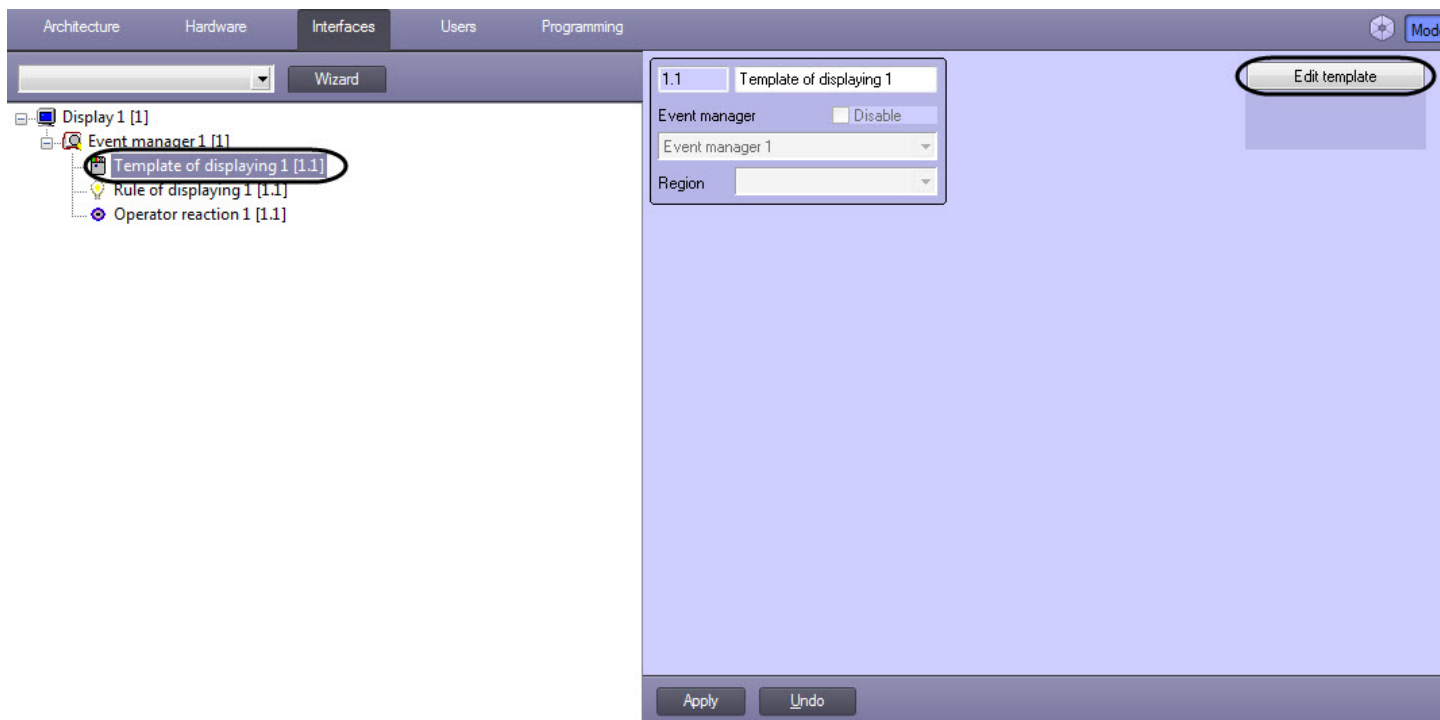
Source	Object type	Event	Information	Date	Computer
Operator reaction 2	Operator reaction	Action is completed	Gate Parking access point 1. Close entrance. (Computer: LOCALHOST)[User denied entrance ]	9/20/2017 4:26:13 PM	L-KASYANOVA

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

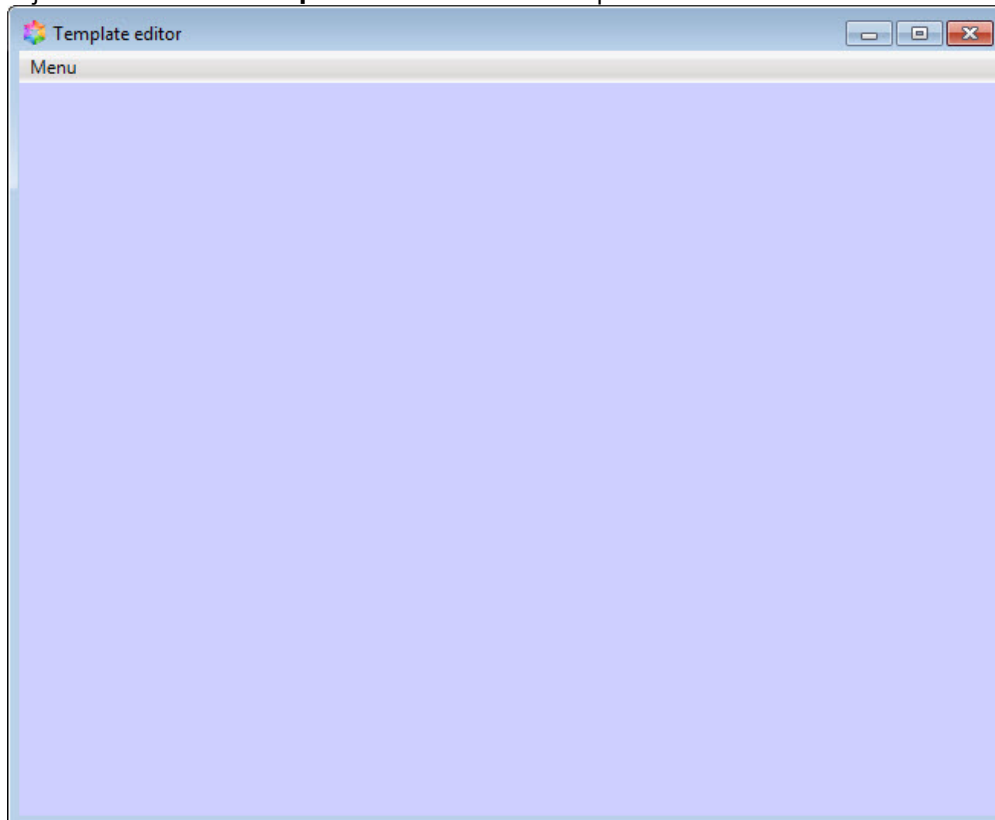
Configuring the operator reaction is completed.

## 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.

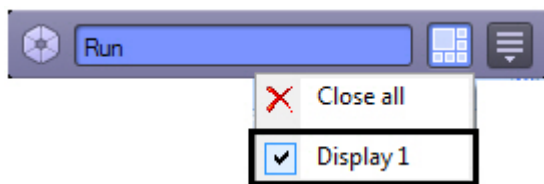
## 5 Working with the Event manager module

### 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

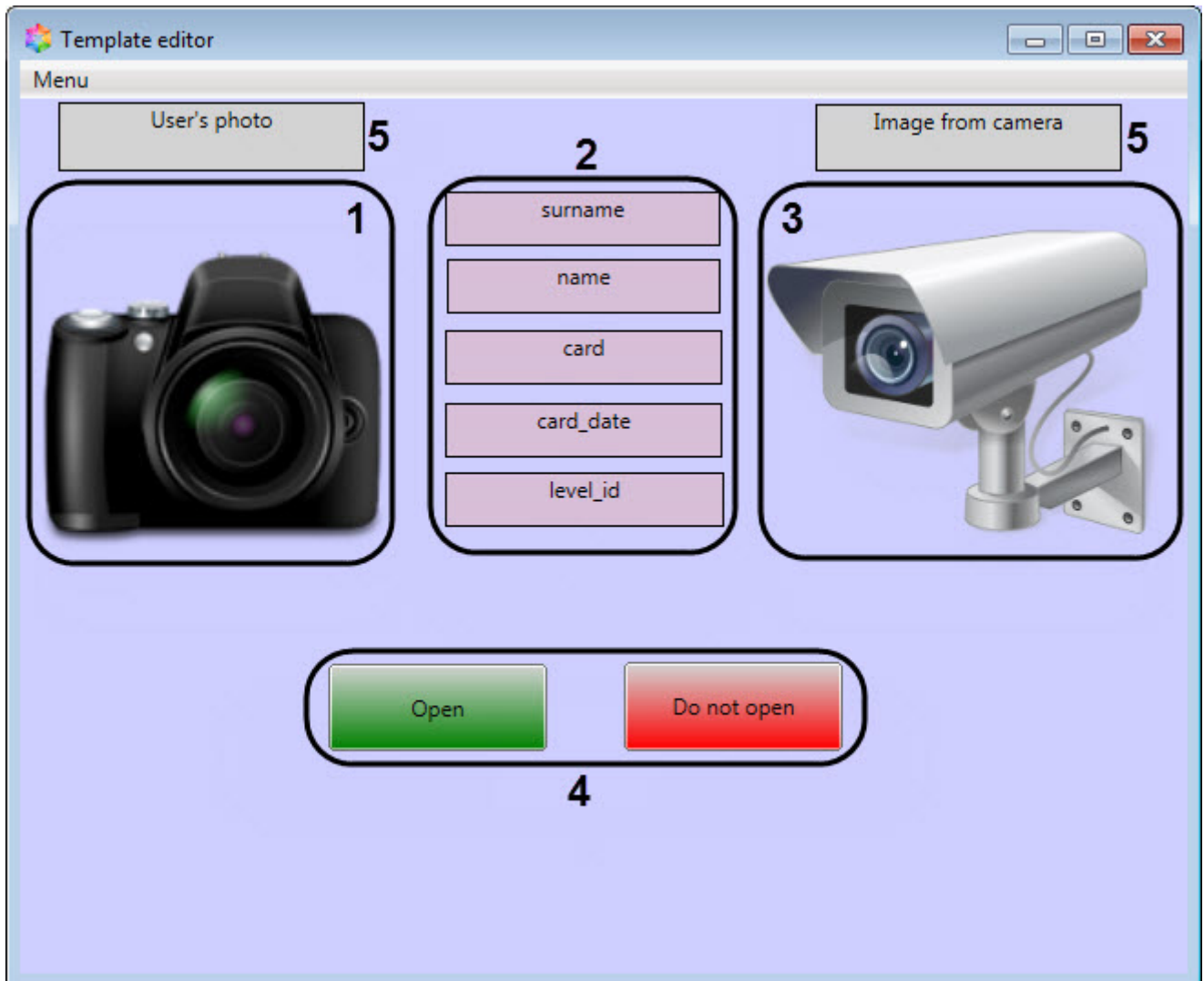
The module icon is displayed in the Windows system tray depending of the value of the *DebugLevel* setting in the *HKLM->Software->Wow6432Node->ITV->INTELLECT->Debug* branch of the Windows Registry. If this parameter is set to 0, empty or missing, the icon will not be displayed. If the parameter has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

### 5.2 Example of working with the Event manager module

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.

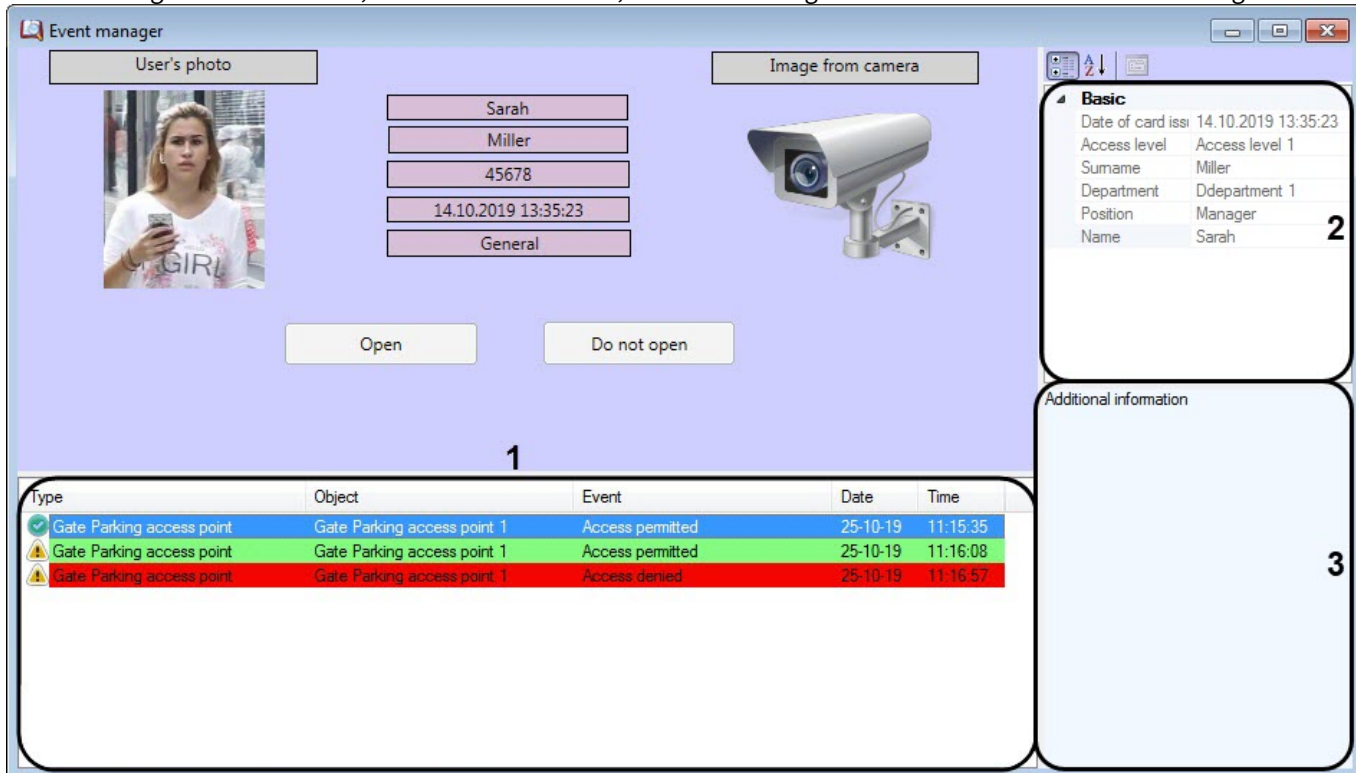
Do the following:

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

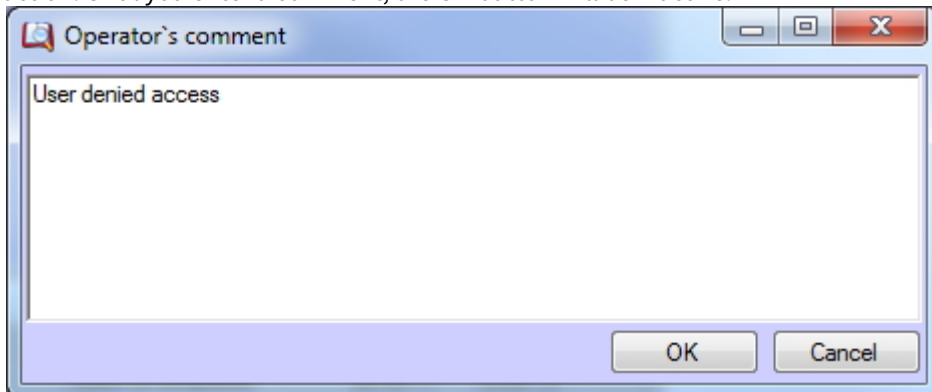


- a. field for displaying photo assigned to employee (**1**);
  - b. database fields (**2**);
  - c. field for displaying image from video camera (**3**);
  - d. buttons of actuators control (**4**);
  - e. text fields with explanation (**5**).
2. Configure events and reactions for the Event manager 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.



When 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.









At the bottom of the **Event manager** window (1) there is a protocol that displays the events and objects which are specified in the current template of displaying, the time and date of events, the object type, and the status of actions performed by the operator.

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 a 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.