American Dynamics

From Tyco Security Products

victor unified client DMP Intrusion Integration User Guide

Introduction

Installation

Administration

Operation

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Introduction

DMP Integration Overview

DMP Intrusion Integration provides advanced, seamless integration between victor unified systems and DMP Intrusion Security System, allowing users of victor unified client to monitor and configure their DMP Intrusion device hardware and alarms from within the victor unified client environment.

This document describes the DMP Intrusion Integration from within the victor unified client environment. All the features and functionality explained are with respect to the victor unified client platform.

The following table illustrates the supported Panel types:

Panel Type	Firmware version
XR500N	V206, V208, V212
Canadian Version XR500N	V206, V208, V212
XR500E	V208, V212
XR100N	V206, V208, V212

Product Components

- **Unified victor Graphical User Interface**: Used to configure DMP objects and perform manual actions.

- **DMP Objects**: Physical or logical DMP entities within the victor environment.
  The following are the DMP objects:

  - Panel

  - Partitions

  - Zones

  - Outputs

  - Secondary devices

- **DMP Server Component**: The center of the integration. The DMP Server Component facilitates and maintains communication with the DMP devices and auto-creates **partitions**, **zones**, **outputs** and **secondary devices** based on the panel capabilities.

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1

Figure 3-1 System Overview: IP Configuration
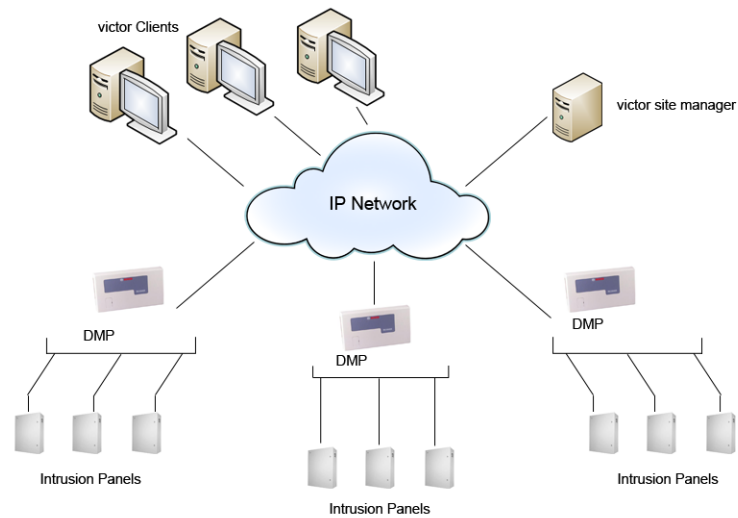
All relevant DMP Object editors are available from the victor unified client intrusion ribbon bar after driver installation.

Features

The objective of the DMP Intrusion integration is to provide a standard, single interface between DMP Intrusion devices and American Dynamic's victor Unified Video Management product.

The following are the features supported:

- Supports the following DMP panels:
    - XR500N
    - XR100N
    - XR500E
- Supports Manual synchronization of the following DMP objects:
    - Partition
    - Zones
    - Output
    - Secondary Zones
- Supports the following manual actions to control the DMP objects.
    - Panel: Synchronize, Arm system, Disarm system, Force Arm system, Silence alarm, Reset Sensor.
    - Partition: Arm, Force Arm, or Disarm
    - Zone: Bypass, Reset
    - Output: Activate, Deactivate, Momentary Output, Continuous pulse
- Supports Silence Trouble and Reset Sensor
- Allows adding of new DMP panels.
- Allows editing of DMP objects (Panels, Partitions, Zones, Outputs, Secondary devices)
- Allows viewing of the status and information of configured DMP objects.
- Supports victor role respect.
- Provides integration with victor Object Association.
- Monitors devices on victor Maps and Health dashboard.

Installation

Minimum Requirements

Hardware

DMP Intrusion integration has the same hardware requirements as victor unified client and victor Application Server. Therefore, if the machine can successfully run victor then it will satisfy DMP Intrusion integration requirements.

Prerequisites

- Co-ordinate with your corporate network administrator if you are installing the DMP Intrusion Integration on a corporate network.

- To perform the installation, you must have the appropriate Window's permissions. You must be in the local Administrators group, or have equivalent privileges.

- You must have installed victor Application Server and have a license for the following:

    - victor Application Server

    - DMP Integration

Note

Refer to the DMP Release Notes for the latest software version.

Installation

The DMP Intrusion installer must be installed on both the **victor Application Server** and all **victor unified client** machines.

Procedure 4-1 Installing DMP Intrusion Integration to victor

Step	Action
1	Close any currently running programs.
2	Navigate to http://www.americandynamics.net.
3	Download the appropriate version of the DMP Integration Software Driver for your version of victor.
4	Launch the DMP Integration Software Installer. The **End User License Agreement** window appears.
5	Select **I agree to the license terms and conditions** check box, and then click **Install**. The **Tyco CrossFire Service Alert** dialog box appears.
6	Click **OK** to continue with the installation. The **Welcome to the Integration Setup** Wizard displays.
7	Click **Next** to continue with the installation. The **Installation Options** dialog box appears. **Note** For EMC solution, if you choose to enable the driver for redundancy, select the **Redundant server installation using supported third party redundancy** check box and enter the Virtual sever (alias) name. Otherwise, click **Next**. The **Ready to Install the Integration** dialog box appears.
8	Click **Install** or click **Back** to modify the installation settings. After a few minutes, the **Completed the Integration Setup Wizard** appears If you select **Cancel**, installation will roll back to clean state.
9	Click **Finish** to complete the installation process. The **Setup Successful** dialog box appears.
10	Click **Close** to exit the Installation. After installation, a new group called **Intrusion** is available on the **Setup** tab.

- End -

Administration

General Hardware information

Detailed hardware information is available for all configured DMP Intrusion devices within victor.

Accessing Hardware Information

1   Select the required object from the **Intrusion** ribbon on the setup tab.

2   Select **Show All.**

3   Right-click the object you wish to view information for and select **Edit**.

This information is also available when you right-click an object in the Device List and select Edit

victor integration information

Roles

victor roles support DMP Intrusion device privileges, therefore all context menu actions associated with the devices are added to existing victor roles which can be edited accordingly. For more information on Roles, refer to the *victor unified client Configuration and User Guide.*

Associations

victor's Object Association supports DMP Intrusion objects. Object Association refers to linking unrelated victor objects with the intent of enabling incident building capability. For more information on Object Associations, refer to the *victor unified client Configuration and User Guide.*

Reports

victor's report selection tool and Find in Journal feature support DMP Intrusion objects. For more information on Reports and the Find in Journal feature, refer to the *victor unified client Configuration and User Guide.*

Events

victor Events supports events configuration for DMP Intrusion Objects. For further information on events, refer to the *victor unified client Configuration and User Guide.*

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Maps

victor Maps and Find on Map features support DMP Intrusion objects. For more information on Maps and the Find on Map feature, refer to the *victor unified client Configuration and User Guide* available on the American Dynamics website:

www.americandynamics.net

Note

victor editors offer various save options when creating/editing objects:

- **Save and Close** button will allow you to save the current object and close the editor.
- **Save** (Apply) button saves changes and keeps the editor open, allowing further changes to be made.
- **Save and New** button allows you to save the current object and opens a new editor to create a new object with default values populated.
- **Close** button cancels changes and closes the editor without saving.

DMP Panel Configuration using Keypad

This section provides instructions on how to configure DMP panel hardware using keypad to communicate with unified server.

The following are the DMP Panel software version supported by the unified Integration:

- V206
- V208
- V212

The Integration's communication mode is supported by Network (TCP/IP).

Procedure 5-1 Configuring the Account Number in the DMP Panel

Step	Action

1   To access the Programmer:

    a   Install the reset jumper across the tw:o **J16** reset pins for two seconds.

    b   Remove the reset jumper and place it over just one pin for future use.

    c   Enter the password to enter the programming mode using the Keypad.

    d   Press the **CMD**.
       PROGRAMMER is displayed.

2   Navigate to **COMMUNICATION** using **CMD**.

3   Press **SELECT** to go into the **COMMUNICATION** section.

4   In the **COMMUNICATION** section, select the **Account Number** option. This can be configured using **Select** keys and **DATA ENTRY DIGIT** keys.

5   Enter the **Account Number**.

6   Press **CMD** and then ←(Back) to revert to the **Programmer Section**.

7   Press **CMD** until the **STOP** option appears.

8   Press the **Select** key.

The panel displays a **Saving, Please Wait** message.

NOTE	You must configure the same account number in the Panel Editor.

- End -

Procedure 5-2 Configuring Network parameters in the DMP Panel

Step	Action

1   To access the Programmer:

    a   Install the reset jumper across the two **J16** reset pins for two seconds.

    b   Remove the reset jumper and place it over just one pin for future use.

    c   Enter the password to enter the programming mode using the Keypad.

    d   Press **CMD** button**.**
        PROGRAMMER is displayed.

2   Press the **CMD** button navigate to **NETWORK OPTIONS**.

3   Press the **SELECT** to go into the **NETWORK OPTIONS** section.

4   In the **NETWORK OPTIONS** section, select the **LOCAL IP ADDRESS** option. This can be configured using **Select** keys and **DATA ENTRY DIGIT** keys.

5   Enter the Local IP Address, Subnet Mask, DNS Server, and Gateway Address.

6   Press **CMD** and then ← (Back) to revert to the **Programmer Section**.

7   Press **CMD** until the **STOP** option appears.

8   Press the **Select** key.
     The panel displays a **Saving, Please Wait** message

NOTE	• You must configure the same IP Address in the Panel Editor. • Follow the same procedure to configure the Subnet Mask, the DNS Server, and the Gateway Address. • You can configure the Gateway Address, Subnet Mask, the DNS Server, and the IP Address at the same time. • To change the network settings, such as the IP Address, the Gateway Address, and so on, set the DHCP option to **NO**. If you set the DHCP option to **YES**, then the addresses cannot be configured.

- End -

Procedure 5-3 Configuring the Remote Key in the DMP Panel

Step	Action

1 To access the Programmer:

    a Install the reset jumper across the two **J16** reset pins for two seconds.

    b Remove the reset jumper and place it over just one pin for future use.

    c Enter the password to enter the programming mode using the Keypad.

    d Press **CMD** button**.**
       PROGRAMMER is displayed.

2 Press the **CMD** button to navigate to **REMOTE OPTIONS**.

3 Press **SELECT** to go into the **REMOTE OPTIONS** section.

4 In the **REMOTE OPTIONS** section, select the **REMOTE KEY** option. This can be configured using **Select** keys and **DATA ENTRY DIGIT** keys.

5 Enter the remote key**.**

6 Press **CMD** and then ← (Back) to revert to the **Programmer Section**.

7 Press **CMD** until the **STOP** option appears.

8 Press the **Select** Key.
   The panel displays a **Saving**, **Please Wait** message.

NOTE	You must configure the same Remote Key in the Panel Editor.

- End -

Procedure 5-4 Configuring the Programming Port in the DMP Panel

Step	Action

1 To access the Programmer:

    i Install the reset jumper across the two **J16** reset pins for two seconds.

    ii Remove the reset jumper and place it over just one pin for future use.

    iii Enter the password to enter the programming mode using the Keypad.

    iv Press **CMD** button**.**
       PROGRAMMER is displayed.

2 Press the **CMD** button to navigate to **REMOTE OPTIONS**.

3 Press **SELECT** to go into the **REMOTE OPTIONS** section.

4 In the **REMOTE OPTIONS** section, select the **NETWORK PROG PORT** option. This can be configured using **Select** keys and **DATA ENTRY DIGIT** keys.

5 Enter **NETWORK PROG PORT.**

6 Press **CMD** and then ←(Back) to revert to **Programmer Section**.

7   Press **CMD** until the **STOP** option appears.

8   Press the **Select** key. The panel displays a **Saving**, **Please Wait** a message.

NOTE	You must configure the same Programming Port value in the Panel Editor. Programming port is the command port.

- End -

Procedure 5-5 To Configure the Date and Time in the DMP Panel

Step	Action

1   Access the **User Menu**.

2   Press **COMMAND** until **TIME** displays. Press the **Select key**.

3   The panel displays the current **Day and Time**.

4   Press the **COMMAND** key. The panel displays the current **Date**.

5   Press the **COMMAND** key to make any changes.

6   The panel displays **TIME DAY DATE**.

7   Select **TIME**, the panel displays **-: AM** and **PM**. Enter the current time and select **AM** or **PM**.

8   The panel changes back to **TIME DAY DATE**.

9   Select **DAY**, the panel displays **SUN MON TUE WED**.

10   Press the **COMMAND** key to display **THU FRI SAT**. Select the correct day. Use the **Back Arrow** key to toggle between the different day of the week.

11   Select **DATE**, the panel displays **MONTH**:- Enter up to 2 digits for the month.

12   Press **COMMAND,** the panel displays **DAY**:- Enter up to 2 digits for the day.

13   Press **COMMAND,** the panel displays **YEAR**:- Enter up to 2 digits for the year.

14   Press **COMMAND**. The display returns to the **TIME DAY DATE**.

15   Press the **Back Arrow** key to exit the User Menu.

Procedure 5-6 Configuring the Receiver Port

The receiver port displays event messages.

Step	Action

1   To access the Programmer:

    a   Install the reset jumper across the two **J16** reset pins for two seconds.

    b   Remove the reset jumper and place it over just one pin for future use.

    c   Enter the password to enter the programming mode using the Keypad.

d Press **CMD** button**.**
PROGRAMMER is displayed.

2 Press the **CMD** button to navigate to **COMMUNICATION.**

3 Press **SELECT** to go into the **COMMUNICATION** section.

4 In the **COMMUNICATION** section, select the Path option. You can configure this using the Select keys and DATA ENTRY DIGIT keys.

5 Enter **Path =1**.

6 Select PATH 1 NET COMM TYPE=NET.

7 Press CMD until the **PATH 1 NET CHECKIN MINS** option is visible.

8 Enter **PATH 1 NET CHECKIN MINS=3**.

9 Press the **CMD** button.

10 Enter **PATH 1 NET FAIL MINS=240**.

11 Press the **CMD** button until the **Receiver IP** is visible.

12 Enter the Unified Server IP address at which you want to receive the Panel's Event Messages.

13 Press the **CMD** button.

14 Enter the Receiver PORT to the port at which you want to receive the Panel's Event Messages.

15 Press **CMD** and then ← (Back) to revert to Programmer Section.

16 Press **CMD** until **STOP** option appears.

17 Press the **Select** key. The panel displays a **Saving, Please Wait** message.

NOTE	You must configure the same Receiver Port in the Panel Editor. Receiver port is the Alarm port.

- End -

Procedure 5-7 Enabling Encryption in the Communication Path

This procedure encrypts the network when accessing the DMP controller remotely by enabling encryption in the communication path**.**

Step	Action

1 To Access the Programmer:

a Install the reset jumper across the two J16 reset pins for two seconds.

b Remove the reset jumper and place it over just one pin for future use.

c Enter the password to enter the programming mode using the Keypad.

d Press **CMD** button**.**
PROGRAMMER is displayed.

2 Press the **CMD** to navigate to **REMOTE OPTIONS**.

3 Press **SELECT** to go into the **REMOTE OPTIONS** section.

4   In the **REMOTE OPTIONS** section. Select the **ENCRYPT NETWORK REMOTE** option. This can be configured using **Select** Keys and **DATA ENTRY DIGIT** keys.

5   Select **ENCRYPT NETWORK REMOTE = YES**.

6   Press CMD and then ← (Back) to revert to Programmer Section.

7   Press CMD until the **STOP** option appears.

8   Press the **Select** key. The panel displays a **Saving, Please Wait** message.

NOTE	• In the Panel editor, select the Command Port Encryption check box.
	• If there is a mismatch in the encryption configuration between the DMP panel and Panel editor, then the behavior of the driver is not guaranteed.

- End -

Procedure 5-8 Enabling Encryption in Network path

This procedure encrypts the network when accessing the DMP controller remotely by enabling encryption in the network channel.

Step	Action

1   To access the Programmer:

      a   Install the reset jumper across the two **J16** reset pins for two seconds.

      b   Remove the reset jumper and place it over just one pin for future use.

      c   Enter the password to enter the programming mode using the Keypad.

      d   Press **CMD** button**.**
           PROGRAMMER is displayed.

2   Press the **CMD** button to navigate to **COMMUNICATION.**

3   Press **SELECT** to go into the **COMMUNICATION** section.

4   In the COMMUNICATION section select the **Path** option. This can be configured using Select Keys and DATA ENTRY DIGIT keys.

5   Enter Path =1.

6   Select **PATH 1 NET COMM TYPE=NET**.

7   Press the **CMD** button until the **PATH 1 NET ENCRYPT** option is visible.

8   Enter **PATH 1 NET ENCRYPT = Yes**.

9   Press the **CMD** button and then ← (Back) to revert to the Programmer Section.

10   Navigate to **NETWORK OPTIONS** using **CMD**.

11   Press **SELECT** to go into the **NETWORK OPTIONS** section.

12   In the **NETWORK OPTIONS** section, select the **PASSPHRASE** option. This can be configured using select keys and data entry digit keys.

13   Enter the exact eight digit alphanumeric pass phrase. You must configure the same pass phrase on the server.

14   Press the **CMD** button and then ← (Back) to revert to the Programmer Section.

15   Press the **CMD** button until the **STOP** option appears.

16   Press the **Select** key.
            The panel displays a **Saving, Please Wait** messages.

NOTE	• In the Panel Editor, select the Alarm Port Encryption check box and enter the same configured Passphrase in the PassPhrase box.
	• If there is a mismatch in the encryption configuration between the panel and Panel Editor, then the behavior of the driver is not guaranteed.

After the communication is established, the required Zones, Outputs, Partitions and other objects must be programmed in the panel. See the *LT-0679-Programming-Guide* for more information.

- End -

Changing Configuration Settings

You can change the behavior of all the configured DMP panels in unified application in a controlled manner using the DMPConfiguration.xml file. The file is located in:

`Tyco\CrossFire\ServerComponents\DMPConfiguration.xml`

The following fields can be changed in the XML file:

```
<add key="CommandChannelHeartbeatIntervalInSeconds" value="10"/>

<add key="ReconnectIntervalForCommandChannel" value="180"/>

<add key="PanelSynchronizeBatchCount" value="3"/>
```

The following table describes the fields in the XML file:

Field	Description
Command Channel Heartbeat Interval in Seconds	Indicates the timer interval of a request which is used to maintain a TCP connection to the Panel Value should be in range of 5 to 10 seconds.
Reconnect Interval for Command Channel	Indicates the time value desired between two successive attempts from the DMP Panel when no response from the Panel is received. Value should be a minimum of 180 seconds.
Bulk Synchronization	Synchronizes the number of panels simultaneously based on the Bulk Synchronization value. Value should be 1 to 10 Panels, the default value is 3.

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Configuring DMP objects

Adding DMP Panels

Before adding Partitions, Zones, and Outputs, you should configure new panels using the DMP Panel editor.

Procedure 5-9 Adding New DMP Panels

Before You Begin, ensure that you have the following to configure the DMP Panel:

- Panel Account Number
- Panel IP Address
- Alarm Port
- Panel type
- Remote key

Step	Action

1   Select **Intrusion** from the **Setup** tab.

2   Select **DMP Panel** from the drop down menu.

3   Select **New** from the drop down.

4   Expand the **General** expander.

Property	Description
Name	Enter a unique name up to 100 characters long for the panel. **Note**: Ensure that the name is unique, otherwise an error message is displayed.
Description	Enter a general description of up to 100 characters long about the panel.
Enabled	Select the check box to establish the communication between victor and the panel. **Note** If the DMP Panel is disabled, the communication between victor and the DMP Panel is disabled.

5   Expand the **Panel Configuration** Expander.

Property	Description

Panel Type	Select the type of the Panel from the **Controller Type** list.
	
	The available options are:
	   • XR500N
	   • XR100N
	   • XR500E

Account Number	Enter the assigned Panel account Number of the DMP Panel. • This is a unique identifier of the panel. • The valid range is from 1 to 65535. • The panel number should be unique, else an error message is displayed. • The account number should be same as configured in the DMP Panels.
Panel IP Address	Enter the TCP/IP address of the Panel. The IP Address should be in IPv4 format and unique within the system network.
Command Port	The command port identifies the port used to communicate messages to and from the panel. Enter the command port number, Valid range is 1025 to 65535 and maximum five digits. The default command Port setting is 2001.
Host IP Address	Enter the TCP/IP address of the Host machine. The IP address should be in IPv4 format and unique within the system network.
Local Alarm Port	Alarm port is used to receive data from the Panel. Enter the alarm port. Valid range is 1025 to 65535 and maximum five digits. Default is 2011. **Note** If multiple Panels are in use, there should be a unique Alarm port number. If not the an error message is displayed.

American Dynamics

17

Alarm Port Encryption	Select the check box to enable the alarm channel encryption. This field is enabled only for XR500E panel type.
Passphrase	Enter the Pass Phrase. Passphrase is the password used to enable encrypted notification from panel and provide a secure means for data communications. Passphrase should be exactly 8 characters long with alphanumeric value. This field is enabled only for XR500E panel type.
Command Port Encryption	Check this check box to enable the encryption in the command channel. This field is enabled only for XR500E panel type.
Remote Key	Enter the Remote Key.

6   Expand the **Panel Information** expander to view panel information. The panel information is displayed once the panel is synchronized:

Property	Description
Firmware Version	(Read-only) Displays the firmware version of the panel.
Last Synchronization Time	(Read-only) Displays the date and time the panel was last synchronized.
MAC Address:	(Read only) Displays the MAC address of the panel.
Serial Number	(Read only) Displays the Serial number of the panel.
Version Date:	(Read only) Displays the date of the application version.

7   Expand the **Panel Status** expanders to view the status of the panel:

Expander	Information
Command Channel Status	• Online • Offline • Disabled • Unknown
Synchronization Status	• Unknown • Synchronizing • Synchronized • Synchronization Failed • Start Synchronization

8   Expand the **Associations** expander. Use the Object Selector in this section to associate other hardware devices with the DMP panel.

9   Select **Save** to save the configurations.

What to do Next

• Synchronize the configured DMP Panel. See Panel Synchronization on page 33.

- End -

Editing DMP Panels

Procedure 5-10 Editing DMP Panels

You can configure server connection details from within victor, using the DMP Panel editor.

Step	Action
1	Select **Intrusion** from the **Setup** tab.
2	Select **DMP Panel** from the drop down.
3	Select **Show All**.
4	Right-click the panel to be edited.
5	Select **Edit.**
6	Expand the **General** section to modify the name and description of the panel.
7	Expand the **Panel Configuration** section to make changes to all the fields.
8	Expand the **Panel Information** expander to view panel information. The panel information is displayed once the panel is synchronized.
9	Expand the **Panel Status** expanders to view the status of the panel.
10	Expand the **Associations** expander. Use the Object Selector in this section to associate other hardware devices with the DMP panel.
11	Select **Save**.

- End -

Viewing and Editing DMP Partitions

You cannot create partitions directly from victor. Depending on your victor role assignment, you can view/edit partitions from the Intrusion ribbon.

Procedure 5-11 Viewing and Editing DMP Partitions

Step	Action
1	Select **Intrusion** from the **Setup** tab.
2	Select **DMP Partitions** from the drop-down.
3	Select **Show All**. A list displays all available partitions.
	To edit partitions:
4	Right-click the partition to be edited.
5	Select **Edit.**
6	Expand the **General** section to make changes to:

Property	Description
Name	You can modify the name of the partition. The name can be up to 100 characters long. **Note**: Ensure that the name is unique, otherwise an error message is displayed.
Description	You can modify the description for the partition. The description can be up to 500 characters long
Enable	Select the check box to establish the communication between victor and the partition. By default, the partition is enabled. If you clear the check box, the communication between victor and the partition is disabled.

Step	Action
7	Expand the **Partition Information** section to make changes to the partition:

Property	Value
Partition Number	Identifier for the partition. The number is assigned as configured in the panel when the Panel is synchronized (Read only).
Account Number	Account number of the panel. Assigned as configured in the panel when the Panel is synchronized (Read only).

8   Expand **Partition Zone Mapping** section to view the list of zones with the following details.

Property	Description
Zone Name	Displays the name of the zone that is mapped to the partition. Assigned as configured in the panel when the Panel is synchronized.(Read only).
Zone Number	Displays the zone number that is mapped to the partition. Assigned as configured in the panel when the Panel is synchronized.(Read only).
Zone Type	Displays the zone type that is mapped to the partition. Assigned as configured in the panel when the Panel is synchronized.(Read only).
Board	Displays the Interface board to which this zone is connected. Assigned as configured in the panel when the Panel is synchronized.(Read only).

9   Expand **Partition Status** section to view the partition status.

Property	Description
Armed Status	• Armed • Disarmed
Late Status	• No Abnormal Condition • Late to Close
Schedule Status	• In Schedule • Not In Schedule

10   Expand the **Associations** expander. Use the Object Selector in this section to associate other hardware devices with the DMP partition.

11   Select **Save**.

- End -

Viewing and Editing DMP Zones

You cannot create zones directly from victor. Depending on your victor role assignment, you can view/edit zones from the Intrusion ribbon.

Procedure 5-12 Viewing Zones

Step	Action
1	Select **Intrusion** from the **Setup** tab.
2	Select **DMP Zones** from the drop down.
3	Select **Show All**. A list displays all available zones.

- End -

Procedure 5-13 Editing Zones

Step	Action
1	Select **Intrusion** from the **Setup** tab.
2	Select **DMP Zones** from the drop down.
3	Select **Show All**. A list displays all available zones.
4	Right-click the zone to be edited.
5	Select **Edit.**
6	Expand the **General** section:

Property	Description
Name	You can modify the name of the zone. The name should be unique and can be up to 100 characters long. **Note**: Ensure that the name is unique, otherwise an error message is displayed.
Description	You can modify the description for the zone.
Enable	Select the check box to establish the communication between victor and the zone. By default, the zone is enabled. If you clear the check box, you cannot perform the manual actions on the zones and status updates are not reported.

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7   Expand the **Zone Information** section to make changes to:

Property	Value
Zone Number	Identifier of the zone.
	Assigned as configured in panel when panel synchronization is performed.(Read-only)
Zone Type	Displays the type of the zone.
	Assigned as configured in panel when panel synchronization is performed.(Read-only)
Board	Displays the Interface board to which this zone is connected.
	Assigned as configured in panel when panel synchronization is performed.(Read-only)
Send State Changes to Activity Viewer	Check this check box to send the state change message to the Activity Viewer.
	After selecting this check box, 'Send State Changes to Journal' check box is selected automatically.
Send State Changes to Journal	Check this check box to journal the state changes.

8   Expand the **Zone Status** section to view status for:

Property	Value
Active Status	• Active
	• Inactive
Hardware Status	• Open
	• Short
	• Inactive
	• Active
Supervision Status	• Normal
	• Open
	• Bypassed
	• Short
	• Low Battery
	• Missing
	• Trouble
	• Uninitialized

9   Expand the **Associations** expander. Use the Object Selector in this section to associate other hardware devices with the DMP partition.

10   Select **Save** to save the modifications.

View/Edit DMP Outputs

You cannot create outputs directly from victor. Depending on your victor role assignment, you can view/edit outputs from the Intrusion ribbon.

Procedure 5-14 Viewing DMP Outputs

Step	Action

1   Select **Intrusion** from the **Setup** tab.

2   Select **DMP Outputs** from the drop down.

3   Select **Show All**.
         A list displays all available outputs.

Procedure 5-15 Editing DMP Outputs:

1   Select **Intrusion** from the **Setup** tab.

2   Select **DMP Outputs** from the drop down.

3   Select **Show All**.
         A list displays all available outputs.

4   Right-click the output to be edited.

5   Select **Edit.**

6   Expand the **General** section to make changes to:

Property	Description
Name	You can modify the name of the output. The name should be unique and up to 100 characters long. **Note**: Ensure that the name is unique, otherwise an error message is displayed.
Description	You can modify the description for the output. The description can be up to 100 characters long.
Enabled	Select the check box to establish the communication between victor and the output. By default, the output is enabled. If you clear the check box, you cannot perform manual actions.

7   Expand the **Output Information** section to view details.

Property	Value
Output Number	Identifier of the Output. Assigned as configured in panel when panel synchronization is performed.(Read-only)
Output Type	Displays the type of the output. Assigned as configured in panel when panel synchronization is performed.(Read-only)
Board	Displays the Interface board to which this output is connected. Assigned as configured in panel when panel synchronization is performed.(Read-only)
Send State Changes to Activity Viewer	Check this check box to send the state change message to the Activity Viewer. After selecting this check box, 'Send State Changes to Journal' check box is selected automatically.
Send State Changes to Journal	Check this check box to journal the state changes.

8   Expand the **Status** section to view whether the output is Active/Inactive.

9   Expand the **Associations** expander. Use the Object Selector in this section to associate other hardware devices with the DMP panel.

10   Select **Save**.

- End -

Viewing and Editing DMP Secondary Devices

You cannot create secondary devices directly from victor. Depending on your victor role assignment, you can view/edit secondary devices from the Intrusion ribbon.

Procedure 5-16 Viewing DMP Secondary Devices

Step   Action

1   Select **Intrusion** from the **Setup** tab.

2   Select **DMP Secondary Devices** from the drop down.

3   Select **Show All**.
A list displays all available outputs.

- End -

Procedure 5-17 Editing DMP Secondary Devices

Step	Action

1 Select **Intrusion** from the **Setup** tab.

2 Select **DMP Secondary Devices** from the drop down.

3 Select **Show All**.
A list displays all available secondary devices.

4 Right-click the secondary devices to be edited.

5 Select **Edit.**

6 Expand the **General** section to make changes to:

Property	Description
Name	You can modify the name of the secondary devices. The name should be unique and up to 100 characters long. **Note**: Ensure that the name is unique, otherwise an error message is displayed.
Description	You can modify the description for the secondary devices. The description can be up to 100 characters long.

7 Expand the **Secondary Device Information** section to view details.

Property	Value
Device Number	(Read-only). Identifier of the secondary device. Assigned as configured in panel when panel synchronization is performed (Read-only).
Device Type	(Read-only) Displays the type of the device. Assigned as configured in panel when panel synchronization is performed (Read-only).

8 Expand the **Secondary Devices Zones** section to view the Zone information.

Property	Value
Zone Name	Displays the name of the zone that is associated with the secondary device. Assigned as configured in panel when panel synchronization is performed.(Read-only)

Zone Number	Displays the zone number that is associated with the secondary device. Assigned as configured in panel when panel synchronization is performed.(Read-only)
Zone Type	Displays the name of the zone that is associated with the secondary device. Assigned as configured in panel when panel synchronization is performed.(Read-only)
Board	Displays the Interface board to which this output is connected. Assigned as configured in panel when panel synchronization is performed.(Read-only)

9   Expand the **Secondary Devices Output** section to view the output information.

Property	Value
Output Name	Displays the name of the output that is associated with the secondary device.
Output Number	Displays the output number that is associated with the secondary device.
Output Type	Displays the type of the output that is associated with the secondary device.
Board	Displays the Interface board to which this output is connected. Assigned as configured in panel when panel synchronization is performed (Read-only).

10   Expand the **Associations** expander. Use the Object Selector in this section to associate other hardware devices with the DMP panel.

11   Select **Save**.

- End -

Configuring DMP Actions

You can schedule actions for the following DMP objects:

• DMP Panel

• DMP Partition

• DMP Zone

• DMP Outputs

Procedure 5-18 Configuring a DMP Action

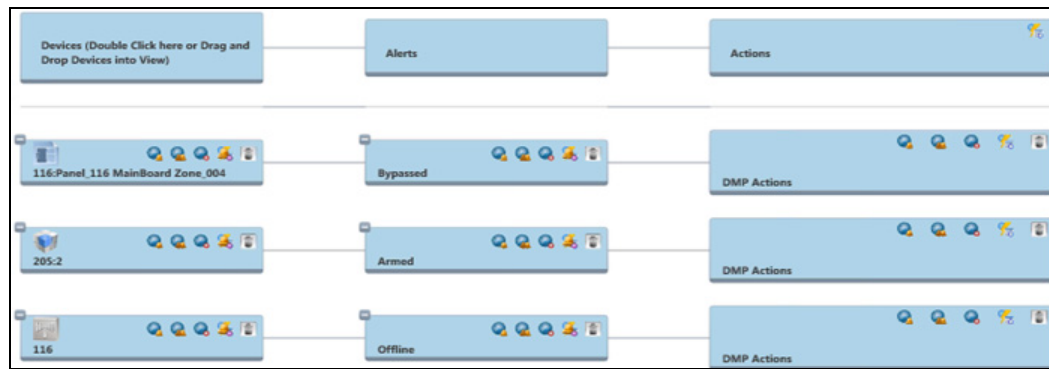| Step	Action
1	Select **DMP Action** from the **Setup** tab.
2	Select **New.** Editor opens.
3	Enter **Name** (Mandatory) and **Description** (Optional) for the DMP Action.
4	Expand the Action expander.
5	In the **Device** field, select ⊕ to add a DMP device.
6	Select device and click **OK**.
7	Repeat as required. You should the select same type of object in the Device field.
8	Select the desired action from the **Device Action** drop-down list.
9	If you want to remove the Device, select the check box of the device to be removed and click ⊗ .
10	Select **Save and Close**.

- End -

Configuring DMP Alerts

The Event Setup editor can be used to configure alerts.

The Events/Schedule setup editor provides a dynamic, visual method of linking Devices, Alerts and Actions.
Refer to *victor unified Client User Manual* to configure Alerts.

Refer to Alert Types on page 41 for a full list of victor support alert types.

Configuring Schedule Actions for DMP

### Procedure 5-19 .Configuring Schedule Actions for DMP

Step	Action
1	Select **Event/Schedule Setup** from the **Build** tab.
2	Double-click the Device node and use the object selector and select type as **Schedules.**

Step	Action
3	Select the required schedule from the list.

> **Note**
>
> You should have created the schedule to select it. Refer to the v*ictor unified client User Manual* for more information on Creating Schedule.

Step	Action
4	Selected Schedule is displayed in the Device node.
5	Select ![icon] in device node to add alerts.
6	Select **Schedule Start Time** and **Schedule End Time** check box from the **Select Alert** window.
7	Click **Add Alerts**. The Schedule Start Time and Schedule End Time is displayed in the Alerts node.
8	Select ![icon] in the **Alerts** node to add actions.
9	Select **DMP Action** from the object selector. You should have already created DMP Action to select it. See Configuring DMP Actions on page 28
10	Repeat as required.

11   Click **Save and Close**.

<div style="text-align: center;">

- End -

</div>

Operation

Health Dashboard

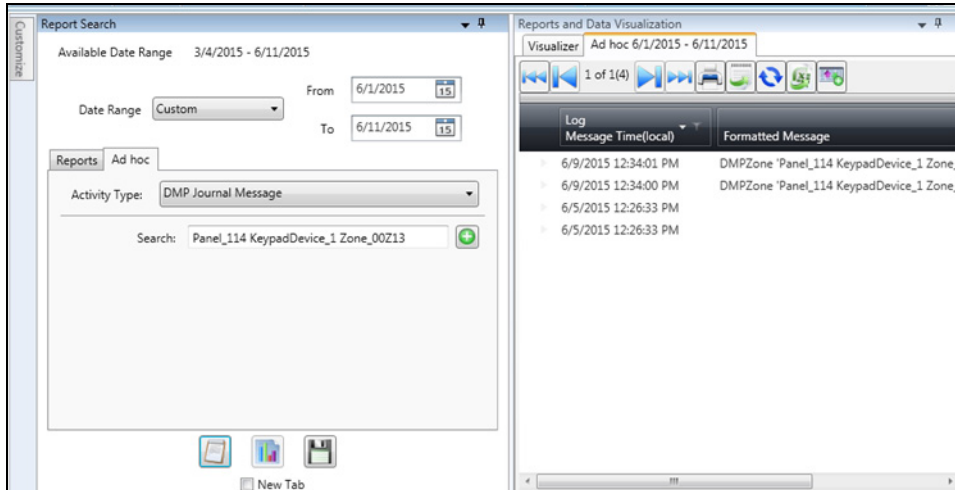Health status of all DMP objects is displayed in the Health Dashboard
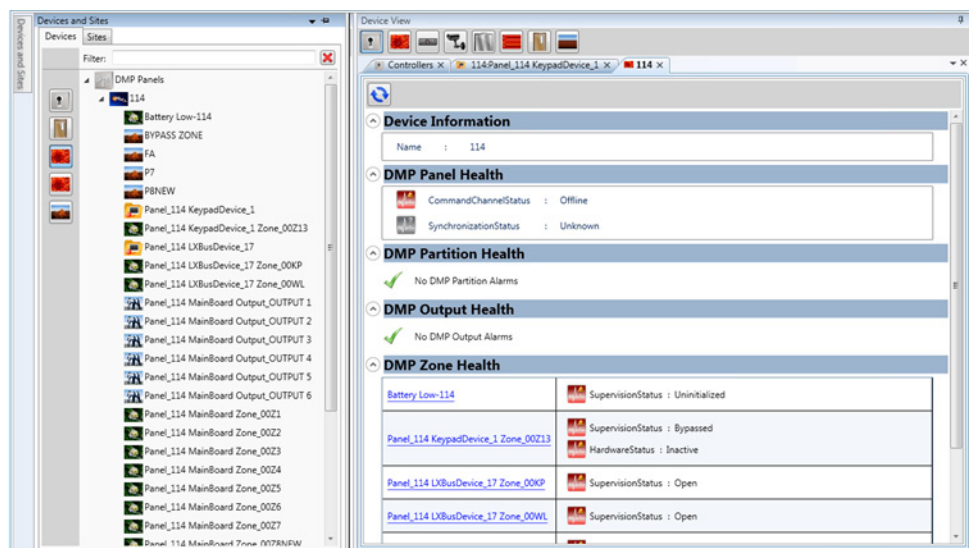
Refer to [Appendix B:](#)on page 43 for a full list of supported health statuses.

Reports

The victor journaling type, **DMP Journal Message**, can be used to search for DMP related report entries, as depicted in Figure 6-1on page 32:

Figure 6-1 victor unified client DMP Integration Reports

For more information on reporting within victor, refer to the *victor unified client Configuration and Administration Guide.*

Dynamic Views

All configured DMP Panels, Zones, Partition, Outputs and Secondary devices can be displayed in victor's Dynamic Views tab. From here, you can perform manual actions on configured objects.

Manual Actions

Various manual actions can be performed from victor client.

Panel Synchronization

You can Synchronize DMP panels directly from the victor device list. For more information on accessing the Device List, refer to the *victor Unified Client Operation Guide.*

Before you synchronize the DMP Panel, ensure the following:

• The DMP Driver is up and running.

• The Panel is online.

• The communication status of the Command channel is online.

Procedure 6-1 .Synchronizing the DMP Panel

Step	Action

1   Open the **Device List** tab.

       The device list displays

2   Expand the DMP Panel object type.

3   Right-click the panel to be synchronized.

4   Select **Synchronize from Panel**
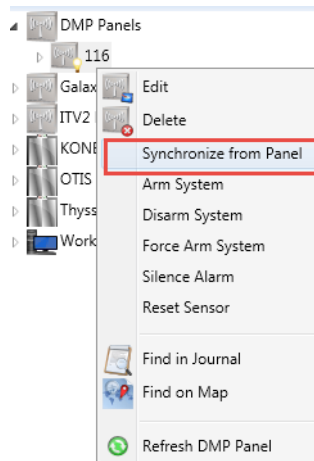
5   Verify the status of the panel in the **Activity Viewer**.
The status of the Panel is changed from **Start Synchronization**, then to **Synchronizing,** and then to **Synchronized**.

NOTE	The context menu is only visible if the associated DMP Panel is online.

Troubleshooting Tips

• If the synchronization has stopped or failed:

     • Ensure that the DMP panel has been configured in accordance with Changing Configuration Settings. These configuration steps must be performed exactly as instructed or else the DMP panel will fail to synchronize reliably. The DMP panel

American Dynamics

33

can be configured using the DMP keypad or by using the DMP Remote Link software application.

• From the server, perform a continuous PING to the DMP panel and ensure that it consistently replies successfully to each PING.

• Whenever a new panel is installed, run the initialization function –Com/RMT. These will initialize all configurations in Communication and Remote options in the panel. After this, reconfigure these sections in accordance with Configuring DMP Panels to bring the panel online.

• If multiple communication paths are configured, validate if victor is configured as the primary path.In order for victor to function properly with the DMP integration, victor needs to be configured as the primary path.

• Sometimes Synchronization fails if synchronization occurs immediately after configuration and modification of panel. Panels may take time to initialize and stabilize communication with Unified Server. Try re-synchronization once communication is stable.

Arming and Disarming the DMP Panel

Procedure 6-2 Arming the DMP Panel

Step	Action

1   Open the **Device List** tab.

The device list displays.

2   Expand the DMP Panel object type.

3   Right-click the panel you want to arm.

4   Select **Arm System.**

5   Verify the status of the partition in the panel.
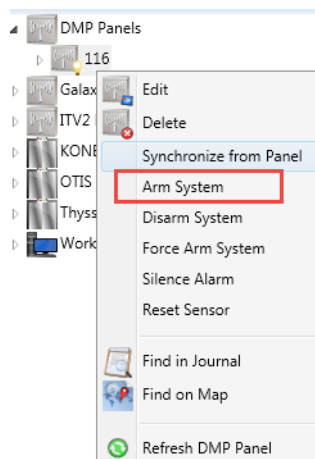
The status is changed to Armed.

- End -

Procedure 6-3 Disarming the DMP Panel

Step	Action

1   Open the **Device List** tab.

The device list displays.

2   Expand the DMP Panel object type.

3   Right-click the panel the panel you want to disarm.

4   Select **Disarm System.**

5   Verify the status of the partition in the panel.
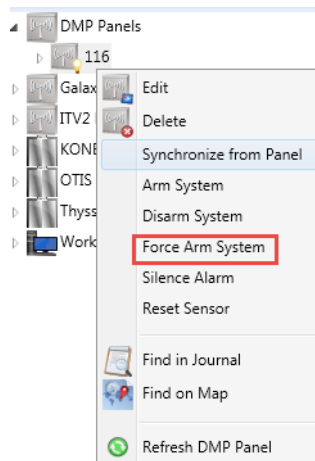
The status is changed to Disarmed.

NOTE   The context menu is only visible if the associated DMP Panel is online.

Force Arm the Partition in the Panel

Procedure 6-4 Force Arming the Partition in the Panel

Step	Action

1   Open the **Device List** tab.

The device list displays

2   Expand the DMP Panel object type.

3   Right-click the panel you want to Force Arm.

4   Select **Force Arm System**.

5   Verify the status of the partition in the panel.

The status is changed to Armed.

NOTE	The context menu is only visible if the associated DMP Panel is online.

Silence Alarm

Silence alarm allows you to silence the alarm bell or siren.

Procedure 6-5 Silencing an Alarm

Step	Action

1   Open the **Device List** tab.

The device list displays

2   Expand the DMP Panel object type.

3   Right-click the panel whose alarm you want to silence.

4   Select **Silence Alarm**.

The alarm bell or siren is silenced
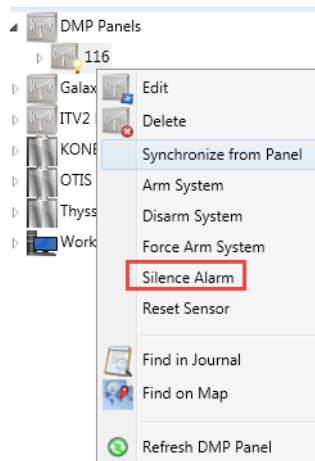
Reset Sensor

Reset Sensor resets the sensor that has latched due to an alarm condition, for example, smoke or glass break detectors.

Procedure 6-6 Reseting the Sensor

Step	Action
1	Open the **Device List** tab.
	The device list displays
2	Expand the DMP Panel object type.
3	Right-click the panel whose sensor you want to reset.
4	Select **Reset Sensor.**
	The sensor is reset.
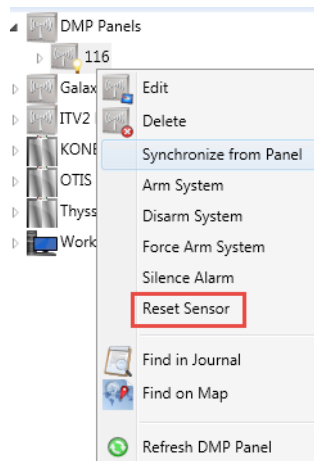
- End -

Bypass and Reseting Zones

You can bypass and reset zones directly from the victor device list.

Procedure 6-7 Bypassing a Zone

Step	Action
1	Open the **Device List** tab.
	The device list displays
2	Expand the **DMP Panel** object type.
3	Expand the **DMP Panel**.
4	Expand the **DMP Zone** folder.
5	Right-click the DMP Zone that you want to bypass.
6	Select **Bypass**.
	The status of the DMP Zone is changed to Bypassed.

- End -

Procedure 6-8 Reseting a Zone

Step	Action
1	Open the **Device List** tab.
	The device list displays
2	Expand the **DMP Panel** object type.
3	Expand the **DMP Panel**.

4   Expand the **DMP Zone** folder.

5   Right-click the DMP Zone that you want to reset.

6   Select **Reset.**

The status of the zone is changed to Normal.

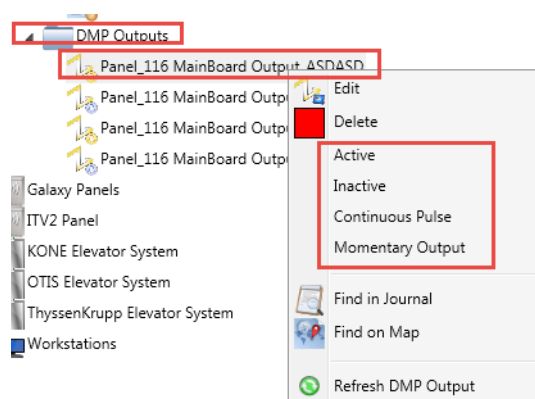| NOTE	• The context menu is only visible if the associated DMP Panel is online.
	• 24 Hrs Zones can be bypassed from the victor application. This operation is also supported by the DMP 'Remote Link' application. This operation is not supported from the DMP keypad hardware.
	• Zones assigned to Armed Partition can be bypassed from the victor application. This operation is also supported by the DMP 'Remote Link' application. This operation is not supported from the DMP keypad hardware.

- End -

Activate and Deactivate Outputs

You can activate and deactivate outputs directly from the victor device list.

Procedure 6-9 Activating and Deactivating Outputs

Step	Action

1   Open the **Device List** tab.

The device list displays

2   Expand the **DMP Panel** object type.

3   Expand the **DMP Panel**.

4   Expand the **DMP Outputs** folder.

5   Right-click the **Panel** whose output you want to change.

• To activate the output select **Active**.

• To deactivate the output, select **Inactive.**

• To trigger a continuous pulse, select **Continuous Pulse.**

• To trigger a momentary output, select **Momentary Output.**

American Dynamics

NOTE The context menu is only visible if the associated DMP Panel is online.

Appendix A: Alert Types

The Event Configuration editor is used to configure alerts for DMP objects. The following tables detail the **Alert Types** supported for DMP Objects within victor.

Table 7-1 Alert Types for DMP Panels

Panel Alert Type	Value
Command Channel Status	• Online • Offline • Disabled
Synchronization Status	• Start Synchronization • Synchronizing • Synchronized • Synchronization Failed
Armed Status	• Armed System • Disarmed System • Partially Armed System

Table 7-2 Alert Types for DMP Partitions

Partition Alert Type	Value
Armed State	• Armed • Disarmed • Forced Arm
Late Status	• No Abnormal Condition • Late to Close
Schedule Status	• In Schedule • Not In Schedule

Table 7-3 Alert Types for DMP Zones

Zone Alert Type	Value
Supervision Status	• Normal • Open • Short • Bypassed • Low Battery • Missing • Trouble • Uninitialized
Active Status	• Active • Inactive
Hardware Status	• Active • Inactive • Short • Open

NOTE	In order for victor alerts for DMP Zones to work, ensure that the **Send State Changes to Journal** check box is checked in the DMP Zone editor. If this check box is unchecked, then victor alerts for DMP Zones will not work.

Appendix B: Health Status

Supported Health status depictions for DMP object type are as follows

Table 8-1 Health status for DMP Panels

Property	Panel Status	Health Status
Command Channel Status	Online	Normal
	Off-line	Device Alert
	Disabled/Unknown	Unknown
Synchronization status	Start Synchronizing	Normal
	Synchronizing	Normal
	Synchronizing failed	Device Alert
	Synchronized	Normal
Panel Status	Battery Low	Device Alert
	Tamper	Device Alert
	Power Fail	At Risk
	Alert	Device Alert
	Alarm	Device Alert
	Trouble	At Risk

Table 8-2 Health status for DMP Partitions

Property	Partition Status	Health Status
Armed status	Armed System	Normal
	Disarmed System	
	Forced Alarmed System	
	Partially Armed System	
Late Status	No Abnormal Condition	Normal
	Late to Close	Device Alert

Table 8-3 Health status for DMP Zones

Property	Zone Status	Value
Active Status	• Inactive	Normal
	• Active	Normal
Input HW Status	• Open	Device Alert
	• Short	Device Alert
	• Inactive	Normal
	• Active	At Risk
Supervision Status	• Normal	Green/NORMAL
	• Open	Device Alert
	• Short	Device Alert
	• Low Battery	Device Alert
	• Trouble	At Risk
	• Missing	Device Alert

Table 8-4 Health status for DMP Outputs

Property	Output Status	Value
Active Status	• Active	Normal
	• Inactive	
	• Pulsed	