tyco | American Dynamics

OnGuard integration software for victor v5.6

User Guide

Video Management Systems
www.americandynamics.net

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Johnson Controls

Contents

Overview

The victor OnGuard Integration driver provides a powerful, flexible and easy to use Graphical User Interface (GUI) for managing your OnGuard Access Control infrastructure through victor unified client from American Dynamics.

Assumptions

This documentation covers the installation of victor OnGuard Integration and an overview of the OnGuard integration features and benefits. It is assumed that the end users and installers of the OnGuard Integration have relevant experiences and a good working knowledge of victor unified platform, Windows operating system and experience configuring Physical Security Environments. Partners, Customers and Resellers configuring Tyco products should have relevant Tyco product training completed.

OnGuard Server Licensing

A OnGuard application license is required for the OnGuard server in order to connect this victor OnGuard Integration via the Open Access Protocol. Please contact your OnGuard representative for help with procuring this license.

victor Application Server

victor Application Server stores all data, operator profiles, roles and event information and video recorder/camera objects.

Dual modes of user authentication allow users to log in using Active Directory credentials or via a ‘Basic’ method which does not require a domain controller.

Operator profiles are portable which allows users to move from one victor client to another and their credentials follow them, regardless of the PC.

Restrict what devices and features an operator can access by assigning roles using victor's included policy management. Permissions can be set system wide for fire objects.

Any feature can be limited and updated as situations warrant. victor also journals and tracks what has happened on your systems, such as operator activities, fire alarm and point history, creating an audit trail.

victor unified client

victor unified client connects to the victor Application Server, allowing event management, observation and monitoring.

Licensing

The OnGuard driver is a licensed integration for victor. Please contact American Dynamics support for a OnGuard Driver Server license. Once the new license is applied all Framework / Extension services will restart. In the Server configuration application, the OnGuard Driver Service will display Stopped. Check the box and click Start.

Note:
The Server Configuration Application must be "Run as Administrator" to make this change.

Supported OnGuard Device Types

In victor Client, OnGuard objects appear in the Devices list. OnGuard Readers appear in the Doors category.

Table 1: Supported OnGuard device types

victor Object	OnGuard Device Type
OnGuard Server	OnGuard Server
OnGuard Panel	Panel/Controller
OnGuard Reader	Reader
OnGuard Reader Input	Reader Input
OnGuard Reader Output	Reader Output
OnGuard Alarm Panel	Alarm Panel
OnGuard Input	Alarm Panel Input
OnGuard Output	Alarm Panel Output / On-board Relay / Off-board Relay
OnGuard Intrusion Door	Intrusion Door
OnGuard Zone	Intrusion Zone
OnGuard Area	Intrusion Area

Installing the OnGuard integration driver

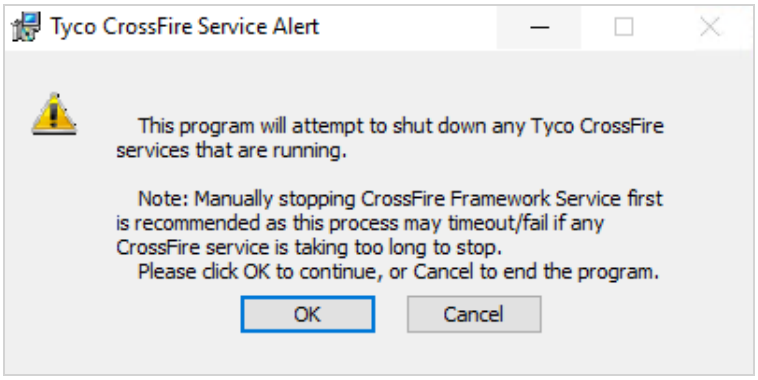
The OnGuard Integration Driver can be installed on the victor Application Server. The Driver can be downloaded from http://www.americandynamics.net

1 Double-click `OnGuard_Integration-x.x.x.x_AD.exe` to launch the installer. The End User License Agreement opens:

2 Read the license agreement and select the **I accept the terms in the License Agreement** check box.

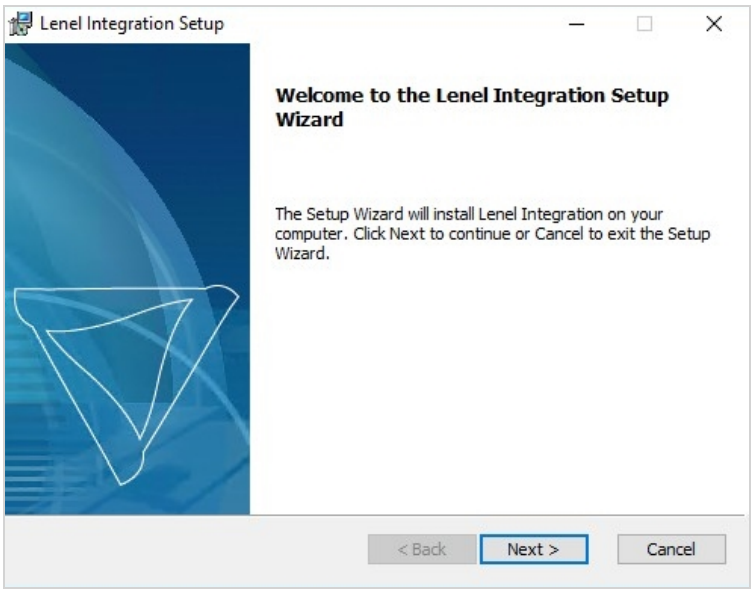
3 Click **Install**. The Tyco CrossFire Service Alert dialog opens:

Figure 1: Tyco CrossFire Service Alert dialog



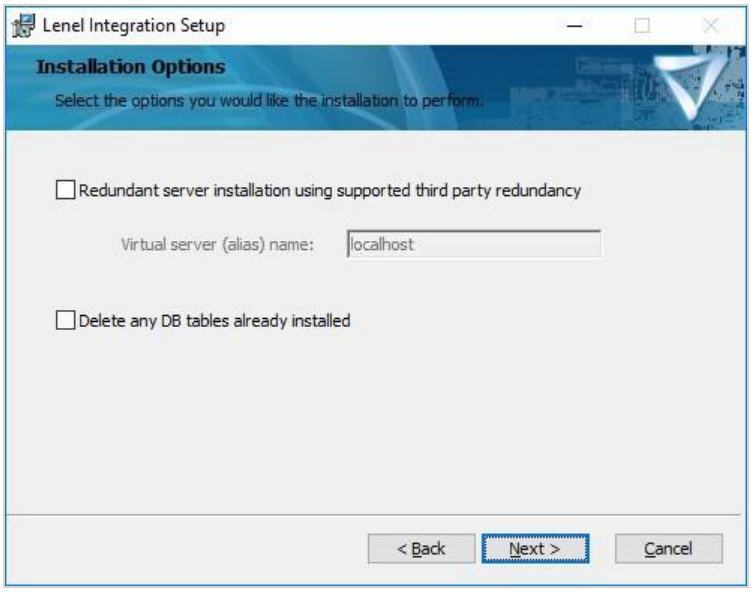
4 Click **OK** to shut down CrossFire services or stop services manually from Server Configuration if required. The OnGuard Integration Setup Wizard appears:

Figure 2: OnGuard Integration Setup Wizard



5 Click **Next**. The Installation Options screen appears:

Figure 3: Installation Options screen



The victor Application Server's database is listed in the Database Server field.

6 The **Delete any DB Tables already installed** check box should be selected if you wish to install a completely new version of the OnGuard tables. If this is a new installation, please leave this unchecked.

7 Click **Next**. To start the installation, click **Install**.

8 When the installation is complete, click **Finish**.

Initial Configuration

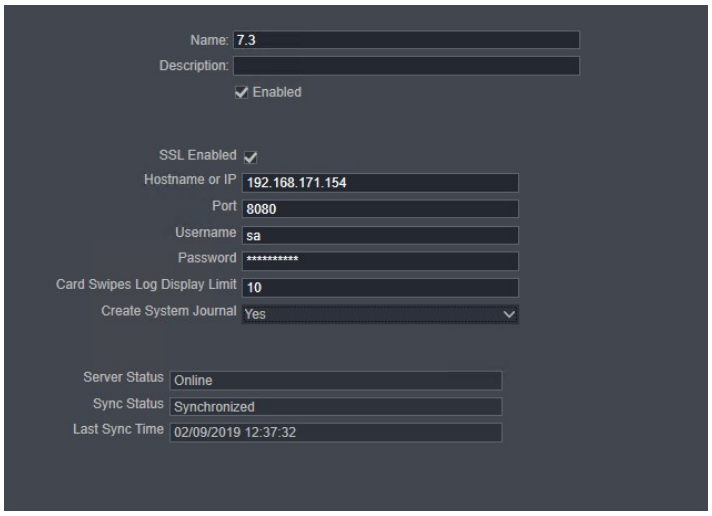
Following installation, victor requires some initial configuration before use.

Note:
Services may start automatically following installation depending on Windows configuration.

1. Right-click the Server Configuration Application desktop icon and select **Run as Administrator**.
2. Select **Start** next to **CrossFire Framework Service** and **CrossFire Server Component Framework Service**. Status changes from "Stopped" to "Start Pending" then "Running".
3. Once both CrossFire services are displaying as status "Running", select the **Enabled** check box then **Start** next to **OnGuard Driver Service**. Status will change from "Stopped" to "Start Pending" then "Running".
4. Repeat step 3 for each Extension Service which corresponds to hardware connected to your system, for example, **American Dynamics VideoEdge Driver Service** for American Dynamics VideoEdge video recorders.
5. Close the Server Configuration Application.
6. Double-click victor client desktop icon to launch.

OnGuard Server and all underlying access control hardware configured and connected to OnGuard can be added to victor. To add a OnGuard connection to victor, carry out the following steps:

Figure 4: OnGuard Server settings



Adding an OnGuard Server

1 Select **OnGuard Server** from the **Add New Item** tab.

2 Enter a **Name**.

3 Optional: Enter a **Description**.

4 Check **Enabled** check box to enable the server.

5 Optional: Select the **SSL Enabled** check box if your OnGuard connection uses SSL.

6 Enter a **Hostname or IP** for the panel.

7 Enter a **Port** number to for the OnGuard Ethernet connection.

8 Enter a **Username** and **Password** for the OnGuard server.

9 Set the **Card Swipes Log Display Limit** (default is 10).

10 Set the **Create System Journal** Value:

Note:
This setting allows users to configure journal alert reporting behavior for specific sensor objects within victor.

- To create Journal alerts for this server, select **Yes**.
- To suppress Journal alerts for this server, select **No**.

11 Select **Save**.

12 Synchronize Devices and Personnel.

a Right-click the OnGuard server in the device tree.

b From the contextual menu, select **Synchronize Devices** and **Synchronize Personnel**.

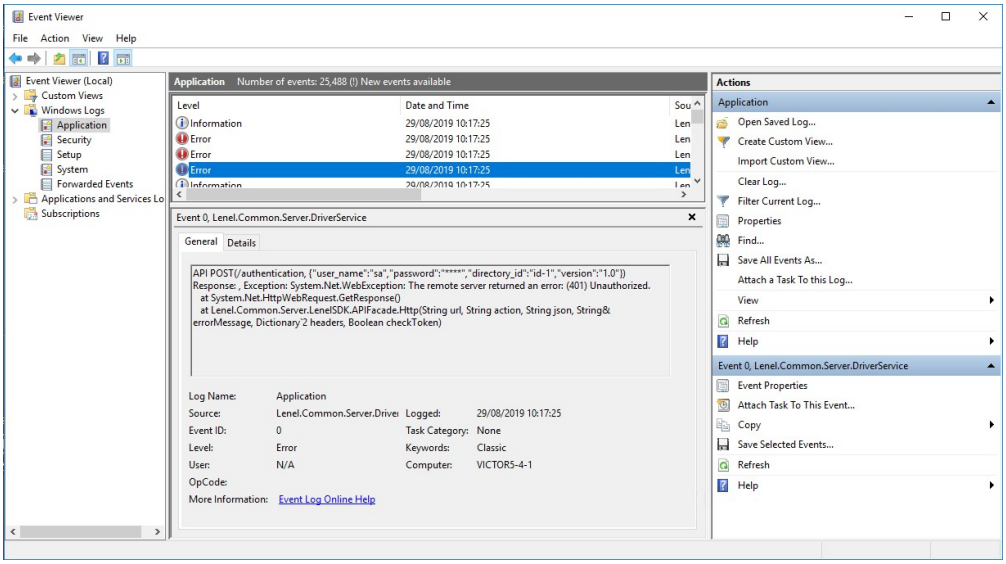
The OnGuard devices appear in the Device list. For large-scale sites, allow a few seconds for the devices to appear. OnGuard Personnel are synced to victor and can be viewed in the Personnel tab.

Note:
Personnel removed from OnGuard must be manually removed from victor.

Testing OnGuard Connectivity

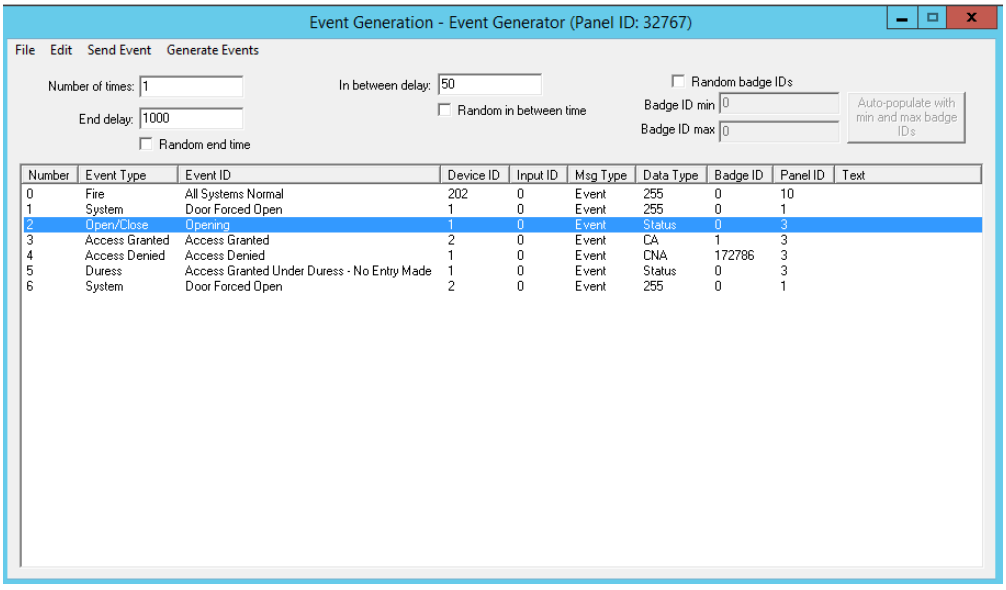
If the device list does not load you can open the Microsoft Event Viewer to check for errors under Windows Logs > Application logs.

Figure 5: Windows Event Viewer



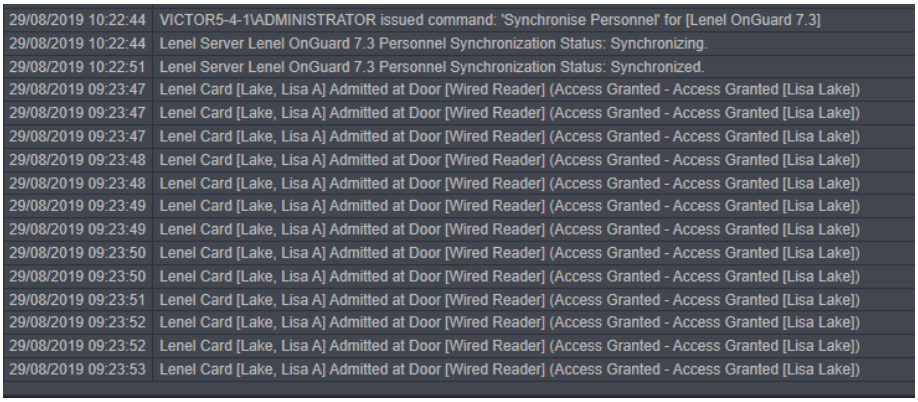
You can test connectivity with OnGuard generating events from OnGuard Devices or by launching the OnGuard communication service then generating events from the OnGuard Event Generator:

Figure 6: OnGuard Event Generator



We can then check to see if the OnGuard events are coming into the Journal by navigating to New Tab and selecting Activity Viewer:

Figure 7: victor Activity Viewer



29/08/2019 10:22:44	VICTOR5-4-1\ADMINISTRATOR issued command: 'Synchronise Personnel' for [Lenel OnGuard 7.3]
29/08/2019 10:22:44	Lenel Server Lenel OnGuard 7.3 Personnel Synchronization Status: Synchronizing.
29/08/2019 10:22:51	Lenel Server Lenel OnGuard 7.3 Personnel Synchronization Status: Synchronized.
29/08/2019 09:23:47	Lenel Card [Lake, Lisa A] Admitted at Door [Wired Reader] (Access Granted - Access Granted [Lisa Lake])
29/08/2019 09:23:47	Lenel Card [Lake, Lisa A] Admitted at Door [Wired Reader] (Access Granted - Access Granted [Lisa Lake])
29/08/2019 09:23:47	Lenel Card [Lake, Lisa A] Admitted at Door [Wired Reader] (Access Granted - Access Granted [Lisa Lake])
29/08/2019 09:23:48	Lenel Card [Lake, Lisa A] Admitted at Door [Wired Reader] (Access Granted - Access Granted [Lisa Lake])
29/08/2019 09:23:48	Lenel Card [Lake, Lisa A] Admitted at Door [Wired Reader] (Access Granted - Access Granted [Lisa Lake])
29/08/2019 09:23:49	Lenel Card [Lake, Lisa A] Admitted at Door [Wired Reader] (Access Granted - Access Granted [Lisa Lake])
29/08/2019 09:23:49	Lenel Card [Lake, Lisa A] Admitted at Door [Wired Reader] (Access Granted - Access Granted [Lisa Lake])
29/08/2019 09:23:50	Lenel Card [Lake, Lisa A] Admitted at Door [Wired Reader] (Access Granted - Access Granted [Lisa Lake])
29/08/2019 09:23:50	Lenel Card [Lake, Lisa A] Admitted at Door [Wired Reader] (Access Granted - Access Granted [Lisa Lake])
29/08/2019 09:23:51	Lenel Card [Lake, Lisa A] Admitted at Door [Wired Reader] (Access Granted - Access Granted [Lisa Lake])
29/08/2019 09:23:52	Lenel Card [Lake, Lisa A] Admitted at Door [Wired Reader] (Access Granted - Access Granted [Lisa Lake])
29/08/2019 09:23:52	Lenel Card [Lake, Lisa A] Admitted at Door [Wired Reader] (Access Granted - Access Granted [Lisa Lake])
29/08/2019 09:23:53	Lenel Card [Lake, Lisa A] Admitted at Door [Wired Reader] (Access Granted - Access Granted [Lisa Lake])

OnGuard Commands are commands that are issued by victor to OnGuard objects. You can access OnGuard Commands from the Device List or from the victor Maps:

Figure 8: Accessing commands from the Devices list

Figure 9: Accessing commands from a map

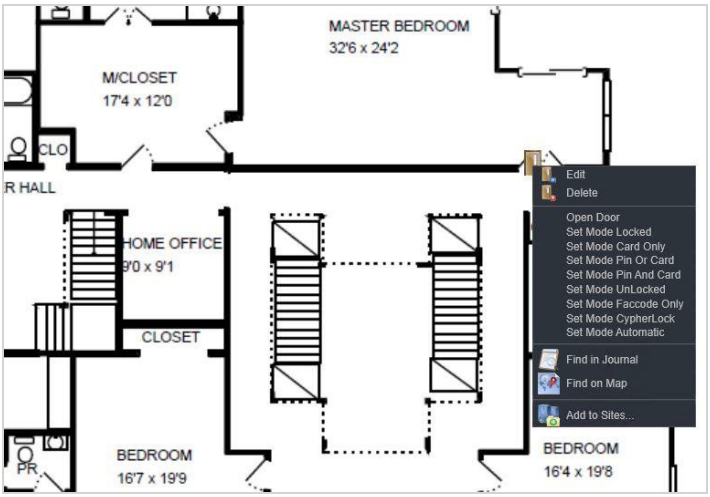


Table 2: Server Commands

Command	Description
Suppress Alarms	Suppress alarms for the server and all underlying hardware.
Reactivate Alarms	Reactivate suppressed alarms for the server and all underlying hardware.
Synchronize Devices	Synchronizes all supported devices from the OnGuard Server into victor as OnGuard objects.
Synchronize Personnel	Synchronizes all OnGuard personnel into victor as victor personnel. User images are also imported in the process and set as primary victor personnel image for that user.
Show Recent Transactions	This command opens the card swipe transaction display.

Show Recent Transactions

This command opens a badge swipe transaction view and can be used as alternative to the Swipe and Show feature in victor. This view also displays the card swipe outcome information. This window dynamically refreshes to show the latest card swipe transactions at the top.

Figure 10: Badge swipe transaction view

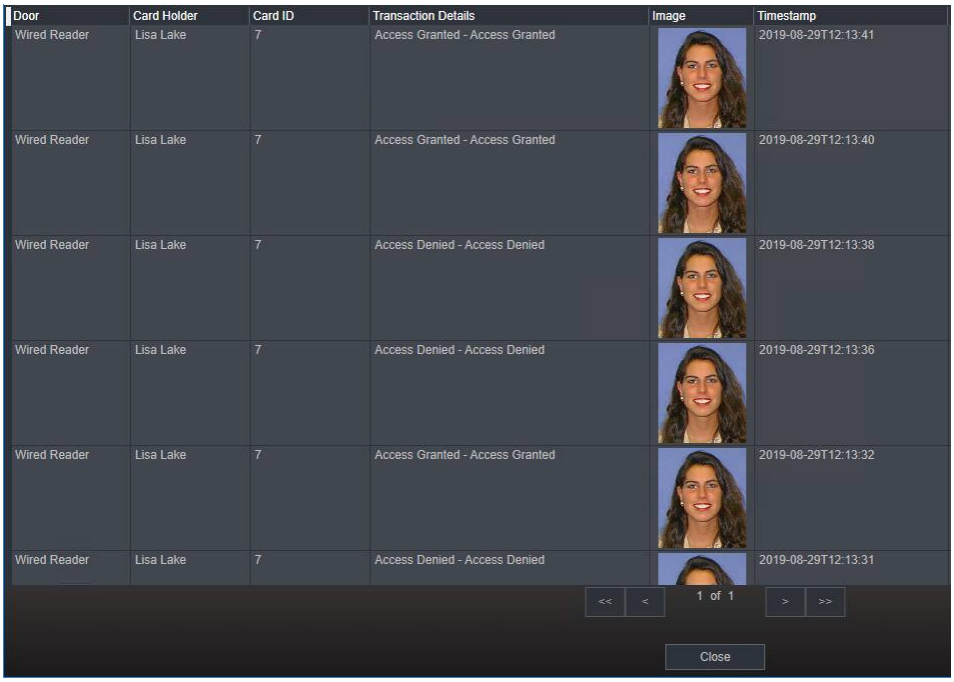


Table 3: Reader Commands

Command	Description
Open Door	Open Door Sends a command to open the door for a specific reader.
Set mode Locked	Set mode Locked sends a command to set the current operating mode of a reader to Locked
Set Mode Card Only	Set mode Card only sends a command to set the current operating mode of a reader to accept card swipe access only.
Set mode Pin or Card	Set mode Pin or Card sends a command to set the current operating mode of a reader to accept card OR pin access at each reader.
Set Mode and Card	Set mode Pin and Card sends a command to set the current operating mode of a reader to accept card AND pin access at each reader.
Set mode Unlocked	Set mode unlocked sends a command to set the current operating mode of a reader to Unlocked
Set mode Faccode Only	Set mode Faccode Only sends a command to set the current operating mode of a reader to Faccode Only. Faccode refers to the facility code for the access system.
Set mode Cypher	Set mode Cypher sends a command to set the current operating mode of a reader to Cypher Lock Mode
Set mode Automatic	Set mode Automatic sends a command to set the current operating mode of a reader to Automatic Mode

Table 4: Intrusion Door Commands

Command	Description
Open Door	Open Door Sends a command to open the door for a specific reader.
Set Mode Locked	Set mode Locked sends a command to set the current operating mode of a reader to Locked
Set Mode Unlocked	Set mode Locked sends a command to set the current operating mode of a reader to Unlocked
Set Mode Secure	Set mode Secure sends a command to set the current operating mode of a reader to Locked.

Area Commands

The following Area commands are available for OnGuard Zone Objects:

- Sends a command to perform a perimeter arm
- Sends a command to perform an entire partition arm
- Sends a command to perform a delayed master arm
- Sends a command to perform an instant master arm
- Sends a command to perform a delayed perimeter arm
- Sends a command to perform an instant perimeter arm
- Sends a command to perform a partial arm
- Sends a command to perform an away arm
- Sends a command to perform an away forced arm
- Sends a command to perform a stay arm
- Sends a command to perform a stay forced arm
- DisArm
- Silence Alarms

Zones Commands

The following Zone commands are available for OnGuard Zone Objects:

- Suppress Alarms
- Reactivate Alarms
- ByPass
- Un-ByPass

OnGuard Outputs (Relays)

The following Relay commands are available for OnGuard On-board Relays:

- Suppress Alarms
- Reactivate Alarms
- Activate
- Deactivate
- Pulse

OnGuard Reader Inputs

The following Reader Inputs commands are available for OnGuard Reader Inputs:

- Suppress Alarms
- Reactivate Alarms
- Mask
- Un Mask

OnGuard Reader Outputs

The following Reader Outputs commands are available for OnGuard Reader Outputs:

- Suppress Alarms
- Reactivate Alarms
- Activate
- Deactivate
- Pulse

Maps

The Maps feature provides a dynamic view of physical security objects within a visual representation of their environment.

Physical objects are represented by icons to form an integrated and unified view, which also allows monitoring and reaction to state changes in real time.

You can set the Real-time visualization of event activity by linking the map actions to Events. The following image formats are compatible with victor Client:

- *.dwg or *.dxf (Vector)
- *.png or *.jpg (Raster)

Note:
• victor automatically converts vector graphics to .jpg and stores them in the database.
• CAD Layers: Only CAD Layers visible at the time of import are visible within the image in victor. However, once imported, new layers can be added to the converted CAD image and used to configure icons. The actual CAD layers do not exist in victor.
• Map Image files can be updated without disassociating the icons which were previously placed on the map.
• victor supports image files up to 20 MB

Configuring a map template

Use the Map Template to create and configure template icons. Any icon created in the Map Template becomes a template for icons of the same type on all maps in your system. The annunciation and alert color settings from the template icon replace the default annunciation and alert color settings for new icons of that type added to any map.

1 Select **Map** from the **Show All Items** tab.

2 Right-click the Map Template and click **Edit**. The map editor opens.

3 Click  to open the Icon Selector.

4 Click an object icon to add that object to the map.

5 Right-click the icon and select **Drop on Map**.

6 In the **Icon Editor**, click **Select Object**.

7 Select an object from the list and click **OK**.

8 In the **Assign Alerts** section, configure the annunciation settings as required.

   a Select the Annunciation type for an alert. The available options are: None, Strobe, Pulse, Blink, Fade, Solid, Wave, Ripple and Template.

   b In the **Color** cell, select **Custom** from the drop-down menu.

   c Select an alert color from the menu or click **Advanced** to choose a color from the advanced color menu, then click **OK** to confirm color selection.

   Note:
   • Object annunciation and color settings are applied to new icons of the same type added to a map.
   • Other template settings are not applied to new icons.

9 Optional: Click **Reset to default value** to restore the default annunciation and color settings for the object.

10 Click **OK**.

11 Select **Save**.

Creating a Map

Complete the following procedure to create a map in victor Client:

1. Select **Map** from the **Add New Item** tab.
2. Enter a name for the map in the **Name** text box.
3. Optional: Enter a description for the map in the **Description** text box.

Note:
The **Enabled** check box is selected by default, deselect to disable the map.

4. Select  . The **Select Drawing File** dialog appears.
5. Browse and select the required image file, and then click **Open**.
6. Optional: If you are importing a CAD file (.dxf or .dwg), you can set the level of compression by entering a Height and Width in the corresponding text boxes.
7. Click **Import**, to import and display the file in map editor.
8. Click **Save** to save the changes.

Adding icons to a map

Once an image has been imported to create a map, the map can then be configured for use by adding icons. Icons are added to maps to represent victor objects. Various icon properties can be configured depending on the object type they represent.

1. From the **Navigation bar**, click the **Edit** icon, and then click **Maps**.
2. Select a map to edit.
3. Use one of the following methods to add an icon to the map:
   - Add an icon through the Map toolbar:
     a. Click  to open the icon selector.
     b. Select an icon to add to the map.
     c. Move the icon to the required position on the map.
     d. To configure the icon, go to step 4
   - Drag victor objects onto the map editor. An icon appears on the map, and the icon is linked to the victor object. Click **Save**.
4. Configure the icon.
   a. Right-click the object icon, then click **Drop on Map**.
   b. In the **Icon Editor**, click **Select Object**.
   c. In the **Object Selector**, select the object to link to the icon and then click **OK**.

Note:
If the **Not in map** check box is selected in the Object Selector only items that have not yet been added to the map will be displayed. Clear this check box to display all items.

   d. Optional: Assign characteristics in the **Icon Editor** if required.

Note:
If a template icon has been configured for that icon type, the annunciation and alert color settings from the template icon are configured.

   e. Optional: Click **Reset to default value** to restore the default annunciation and color settings for the object.

f Select **OK**.

5 Click **Save**.

Cloning icon configuration

You can use an existing icon as a template from which to configure a new icon.

1 From the **Navigation bar**, click the **Edit** icon, then click **Maps**.

2 Select the required map from the list.

3 From the map editor, select the icon that you want to clone.

4 Drag and drop an object from the **Devices** list onto the map.

The icon (with original icons configuration) appears on the map.

5 Right-click the new icon and edit as required.

Configuring a map area

You can configure areas on victor maps to group icons. The entire area highlights if any icons related to an area go into Alert status. This applies to icons where annunciation is set to Strobe, Pulse, Blink, Fade, Ripple, Wave or Flash.

1 From the **Navigation bar**, click the **Edit** icon, then click **Maps**.

2 Select the map to be edited.

3 From the Map editor, hold the Shift key and draw the required area using your mouse.

4 The area can be manipulated by using the grab handles.

5 To add a new grab handle, right-click on an existing grab handle, and select **Add new point**.

6 The drawn area can be further manipulated by right clicking and selecting from:

- Select all related icons
- Clear all related icons
- Hide this shape drawing
- Remove this shape drawing
- Send to back
- Bring to front
- Display automatically when in view mode
- Priority Animation (select to alert the area with the highest priority alert from all objects within the area)

Note:
• Select Priority Animation to alert the area with the highest priority alert from all objects within that area.
• To use Priority Animation, you must configure Alert Priorities from the Settings menu. If Priority Animation is not enabled, the most recent alert is given priority in its area.

Viewing a map

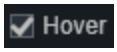
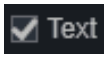
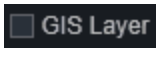
Once a map has been created and saved, it can be viewed directly from the New Tab page.

1 From the **Navigation bar**, click the **New Tab** icon, then click **Map**.

2 Select the map that you want to view. Map opens.

3 Use the toolbar buttons to manipulate the map.

Table 5: Map toolbar buttons

Element	Details
	**Refresh** - When viewing a map, if the toolbar displays orange, this means that the map has been edited and saved since it was opened. Select the refresh icon to update the map.
	**Zoom controls** - Displays current zoom level percentage along with **Fit to Window** and **Zoom Out/In** buttons.
	**Hide Icon Types** - Opens the Hide Type editor which allows selection of icon types to hide, e.g. Cameras or Recorders.
	**Show All Icons from All Layers** - Shows and highlights all icons from all visible layers. **Note:** Icons that are on layers that have been hidden using the Map Layers editor will not be displayed.
	**Show All Shapes from All Layers** - Shows all configured areas from all visible layers. Right-click to display FoV, Shapes, or Text only. **Note:** Areas that are on layers that have been hidden using the Map Layers editor will not be displayed.
	**Activity List** - Opens a map specific Activity List that displays the 100 most recent activities relating to objects on the map. Icon will display with a red border when there are unread items in the Activity List. Right-click and select **Clear** to clear the activity list. Select the padlock icon to freeze the Activity List for 30 seconds
	**Map in Map** - Opens a thumbnail window in the lower-right corner of the map screen. The window contains a thumbnail image of the map, and the current zoom level is shown as a transparent green rectangle. Click and drag the green rectangle to reposition the map view within the map window.
	**Layers** - Opens Map Layers editor allowing selection of map layers to show or hide.
	**Save to Incident** - Saves a screen capture of the map to an Incident. Map screen captures are saved to the Images folder.
	**Hover Mode** - Select to enable hover mode. When enabled, hovering over objects will display additional information. For example, hovering over a camera will open a pop-up surveillance pane within the map view, displaying live video from the camera. Other cameras can be dragged and dropped into the pop-up windows.
	**Auto hide** - This works in conjunction with Hover Mode. When auto hide is enabled the surveillance pane will close automatically when the mouse is moved off the icon that initiated surveillance pane. If hover mode is disabled, auto hide cannot be selected. This works in both edit and view mode.
	**Health Mode** - Select to enable health mode. When enabled, icons will be highlighted with their health status. When enabled with hover mode, hovering over icons will display the objects health dashboard within the map view.
	**Show Text shapes** - Select to show all text shapes on the map. This option is selected by default.
	**Show GIS Map Layer** - Select to enable the geographic information system (GIS) map layer. Object icons can be added to the GIS map in the same way as for other maps.

Editing a map

After you create and save a map, you can edit its properties. After you add an icon to a map, you can edit its properties. You can also copy its properties to create a new map icon. Available options vary depending on map icon

type.

1. From the **Navigation bar**, click the **Edit** icon, and then click **Maps**.
2. Select the map to be edited.
3. Edit the map **Name**, **Description**, and **Enabled** status as required.
4. Use the toolbar buttons to manipulate the map.
5. Optional: Edit map icons:
   a. Right-click the icon that you want to edit.
   b. Select required option from the contextual menu.
   c. Make changes as required.

   Note:
   Selecting **Copy** from the contextual menu will copy both the icon and all its properties (e.g. assigned object and assigned left click action).
6. Click **Save**.

Editing map icons

After you add an icon to a map, you can edit the icon's properties, or you can copy the icon.

Note:
Available options may vary, depending on map icon type.

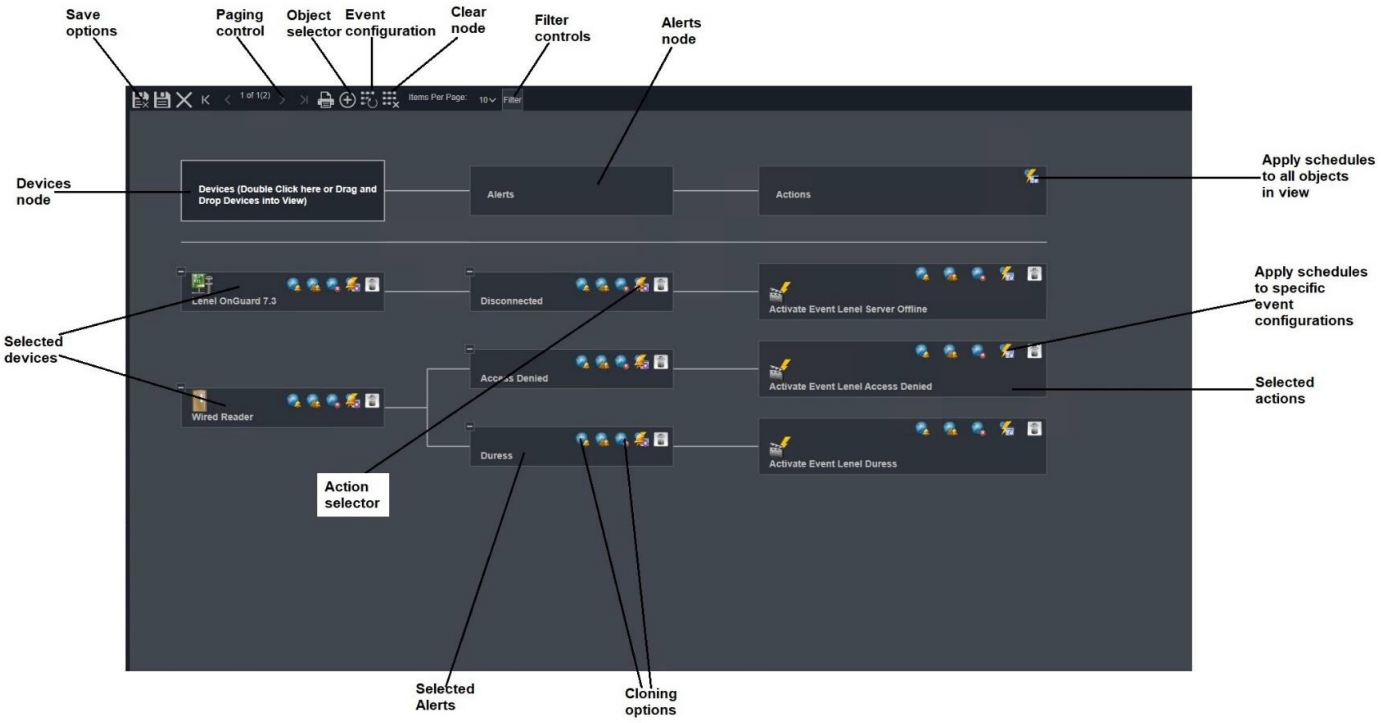
1. Select **Maps** from the **Show All Items** tab.
2. Right-click a map and select **Edit**.
3. In the map editor, right-click the icon that you want to edit and select required option from the right-click menu.
4. Make changes as required.

   Note:
   To copy both the icon and all its properties, select Copy from the right-click menu, such as assigned object and assigned left click action.
5. Click **Save** to save the changes.

Using the Events/Schedule Setup and the Event/Action Pairing editor you can build multiple event configurations quicker and easier than building single event configurations one at a time for OnGuard objects.

The Events/Schedule Setup editor provides a dynamic, visual method of batch linking Devices, Alerts and Actions as well as to set up event scheduling.

Figure 11: The Events/Schedule Setup editor



Using the Events/Schedule Setup editor

1. From the **Navigation bar**, click the **Configuration** icon.
2. Select **Events/Schedule Setup**. Events/Schedule Setup editor appears.
3. Select one of the following options:
   - Double-click the **Devices** node and use the Object Selector to select the device
   - Drag a device from the **Devices** list onto the Events/Schedule Setup editor.
4. Select  in node of the device added and use the check boxes in the dropdown to assign alerts as required.
5. Select **Add Alerts**. Selected alerts are displayed under the Alerts node.
6. Select  in the Alerts node and use the Object Selector to assign Actions.
7. Use merge and clone options as required to copy configurations:
   - Merge and clone target configuration
   - Duplicate source configuration to all targets
   - Remove configuration on source and target

8 Optional: Add or remove the schedules from the event. Refer to the *victor Unified Client / victor Application Server Administration and Configuration Guide* for more information about schedules.

9 Click **Save** to save the changes.

Creating an OnGuard action

Users can create OnGuard Integration specific actions to tie together system events with actions you wish to trigger.

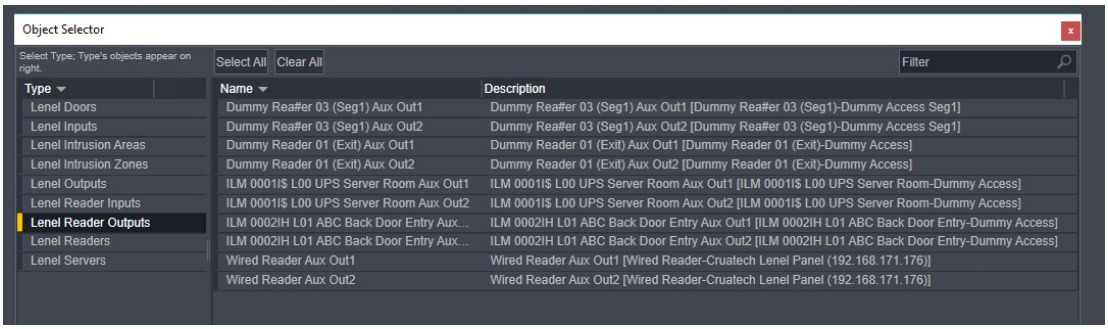
1 Select **OnGuard Action** from the **Create New Item** tab.

2 Enter a **Name** and **Description**.

3 Click  to add devices to this action.

4 In the **Object Selector** window, select the devices to include in the action, and then click **OK**.

Figure 12: The Object Selector



5 Select the action to execute. For example, you can select the following actions for a door:

- Open Door
- Set Mode Locked
- Set Mode Card Only
- Set Mode Pin Or Card
- Set Mode Pin And Card
- Set Mode UnLocked
- Set Mode Faccode Only
- Set Mode CypherLock
- Set Mode Automatic

6 Click **Save** to save the changes.

Using the Event/Action Pairing editor

The Event/Action pairing editor is used to link system events with actions that you want to trigger.

Note:
Event/Action association can only be made in this editor.

1 From the **Navigation bar**, click the **Configuration** icon.

2 Click **Event/Action Pairing**.

3 Click the **Events** Node and use the Object Selector to select events as required.

4 Select  in the **Event** node and use the Object Selector to assign event Actions.

5 Repeat as required. Use  and  to add and remove objects.

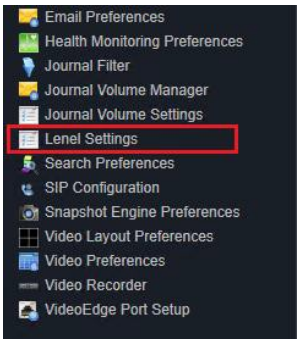
6 Click **Save** to save the changes.

Configuring OnGuard alarms

The OnGuard integration includes functionality that allows alarm type configuration at the OnGuard level, i.e. to enable/disable alarm types per server and also enable/disable alarms per device. This effects the alarm processing at the victor OnGuard driver level. Incoming alarms will be filtered in the driver based on this configuration and either journaled or not journaled into victor.

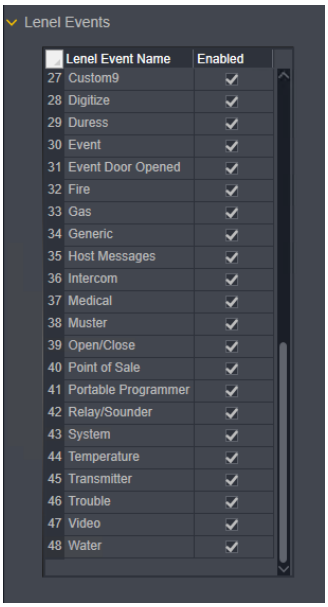
1 Click the **System Configuration** icon and select **Settings > OnGuard Settings**.

Figure 13: OnGuard Settings



Under **OnGuard Events** is the alarm list editor window.

Figure 14: OnGuard Events list



2 Enable or disable OnGuard alarm types by selecting or clearing the **Enabled** check box for each alarm.

3 When complete click **OK** to save the configuration.

Enabling and disabling OnGuard device alarms

1 From any OnGuard device, right-click on the device from the device tree, dynamic view or map and select one of the following options from the command list:

- Click **Suppress Alarms** to disable the creation of victor journal entries for that device.
- Click **Reactivate Alarms** to enable the creation of victor journal entries for that device.

Event Status Mapping

The following table represents the OnGuard Event status and corresponding victor event status:

Table 6: OnGuard and victor event status

victor Event Status	OnGuard Event Status
Open	New
Acknowledged	In Progress
Closed	Closed

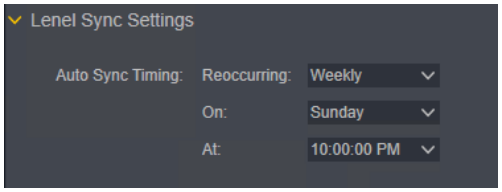
OnGuard Settings

From the Settings page you can configure of a range of system wide settings from a single editor. To access the Settings page, select the configuration icon, , then select **Settings**.

OnGuard settings are global integration-wide settings for OnGuard objects. These settings are helpful as they suppress alarms that generate a lot of access control Journal traffic.

- **Create Diagnostic Logging in Event Viewer** - Allows users to enable or disable Diagnostic level logging for the OnGuard driver in the Event Viewer.
- **OnGuard Sync Settings** - Allows users to configure the interval in which victor will re-sync devices and users from the OnGuard server. Auto sync may be configured to run daily, weekly or monthly.

Figure 15: OnGuard Sync Settings



- **OnGuard Events** - Allows users to enable or disable OnGuard events that will be journaled in victor. See Event Configuration section for more details.

OnGuard Device States

The following section lists the states supported by each of the OnGuard object types in victor.

Table 7: Server States

State	State Values
Server Status	Unknown Online Offline
Sync Status	Unknown Synchronization Failed Synchronizing Synchronized
Connection Status	Connection Status Unknown Connection Failed Connecting Connection Successful Disconnected

Table 8: Panel States

State	State Values
Is Online	True False
Status	Offline Online Options Mismatch Cabinet Tamper Power Failure Downloading Firmware Unknown

Table 9: Door States

State	State Values
Reader Mode	Locked Card Only Pin or Card Card and Pin Unlocked Facility Code Only Cipher Automatic Pin Only First Card Unlock Card Unlocked Cipher or Card Dual Custody Escort Blocked Secured Unsecured

State	State Values
	Normal Unknown
Door Status	Door Forced Open Door Held Open Cabinet Tamper Online Options Mismatch Power Failure Reader Tamper Auxiliary Input 1 Auxiliary Input 2 Auxiliary Input 3 Bio Verify DC Ground Fault DC Short Fault DC Open Fault DC Generic Fault RX Ground Fault RX Short Fault RX Open Fault RX Generic Fault First Card Unlock Mode Extended Held Mode Cipher Mode Low Battery Motor Stalled Read Head Offline MRDT Offline Door Contact Offline Unknown

Table 10: Reader Input States

State	State Values
Status	Secure Active Ground Fault Short Fault Open Fault General Fault Unknown Masked

Table 11: Reader Output States

State	State Values
Output Status	Secure Active Unknown

Table 12: Alarm Panel States

State	State Values
Alarm Panel State	Offline Online Options Mismatch Cabinet Tamper Power Failure Unknown

Table 13: Input States

State	State Values
Alarm Input State	Secure Active Ground Fault Short Fault Open Fault General Fault Unknown Masked

Table 14: Output States

State	State Values
Alarm Output State	Secure Active Unknown

Table 15: Zone States

State	State Values
Intrusion Zone State	Offline Online Unknown

Table 16: Area States

State	State Values
Intrusion Area State	Offline Online Unknown