American Dynamics

From Tyco Security Products

Lenel OnGuard v7.3 Integration for victor

Administration & User Guide

version 5.2

8200-1147-1142 B0

Contents

Overview

Lenel OnGuard Integration Introduction

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

Assumptions

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

Lenel OnGuard Server Licensing

A Lenel application license is required for the Lenel OnGuard server in order to connect this victor Lenel Integration via the Open Access Protocol. Please contact your Lenel representative for help with procuring this license. Also the victor Application Server requires the Lenel licensed integration driver. You must ensure that you have a Lenel OAAP subscription for victor. See Appendix A for more information about this process.

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, door entries and alerts, and creating an audit trail.

victor client

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

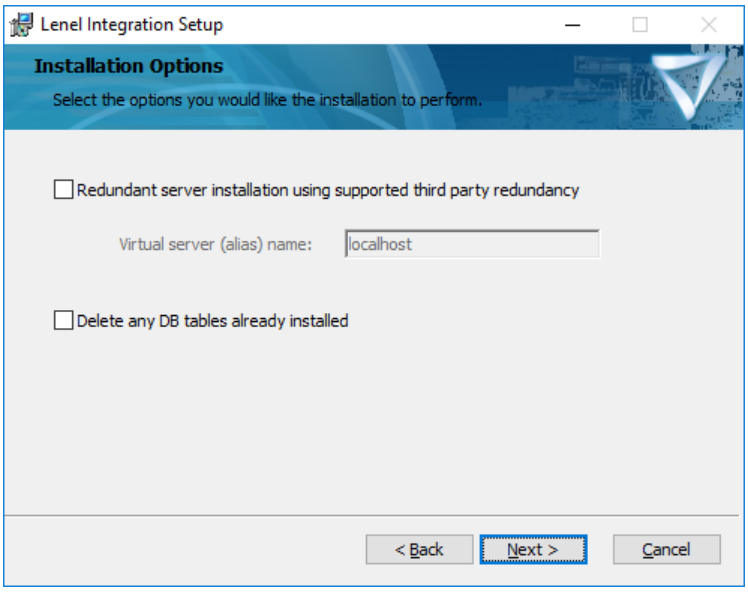
Supported Lenel Device Types

victor Object	Lenel Device Type
Lenel Server	Lenel OnGuard Server
Lenel Panel	Panel/Controller
Lenel Reader	Reader
Lenel Reader Input	Reader Input
Lenel Reader Output	Reader Output

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

Procedure 1 Installing the Lenel Integration Driver

Step	Action
1	Double-click **Lenel_Integration-x.x.x.x_AD.exe** to launch the installer. The Setup dialog opens.
2	Select **Next**. The End User License Agreement opens:
3	Read the license agreement and select the **I agree to the terms in the License Agreement** checkbox.
4	Select **Install**. The Database Server and Authentication dialog opens:



5	The victor Application Server's database is listed in the Database Server field.
6	The **Delete any DB Tables already installed** checkbox should be selected if you wish to install a completely new version of the Lenel tables. If this is a new installation please leave this unchecked.
7	Select **Install**. The Lenel Integration for Victor begins to install.
8	Once complete, select **Finish**.

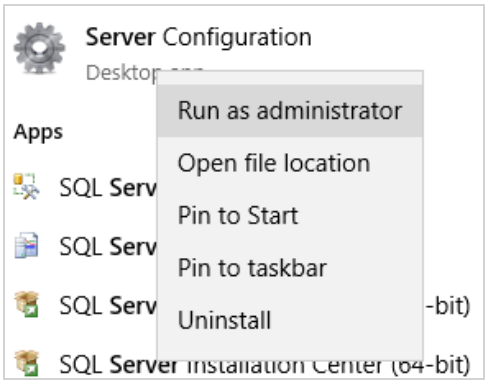
- End -

Following installation, victor requires some initial configuration before use.

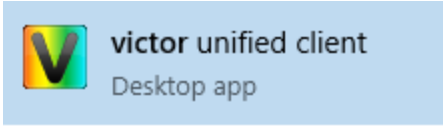
Note:
Services may start automatically following installation depending on Windows configuration.

Procedure 2 Initial Configuration

Step	Action
1	Right-click on the Server Configuration Application desktop icon and select **Run as Administrator**.

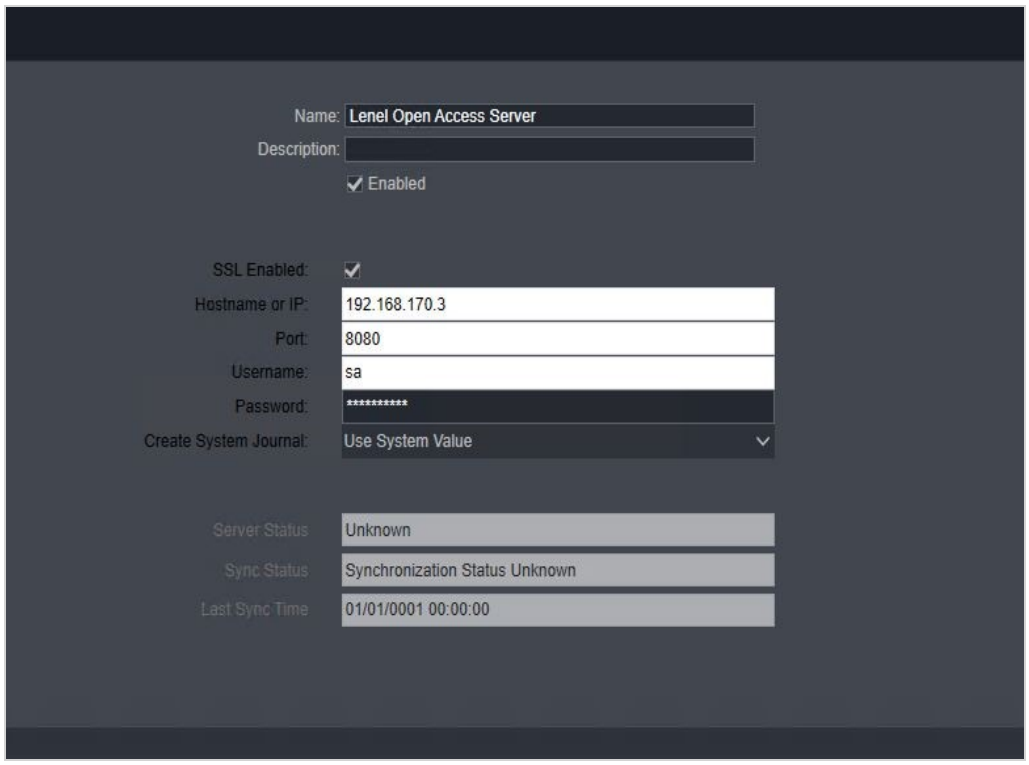


2	Select **Start** next to **CrossFire Framework Service** and **CrossFire Server Component Framework Service**. Status will change from "Stopped" to "Start Pending" then "Running".
3	Once both CrossFire services are displaying as status "Running", select the **Enabled** checkbox then **Start** next to **Software House CrossFire Lenel 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.



- End -

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



Procedure 3 Adding Lenel OnGuard Server

Step	Action
1	Select , then select **Lenel OnGuard Server**.
2	Enter a **Name**.
3	(Optional) Enter a **Description**.
4	Select the **Enabled** checkbox to enable the server connection.
5	Select the **SSL Enabled** checkbox if your Lenel connection uses SSL.
6	Enter a **Network Node Address** for the panel.
7	Enter a **Port** number to for the Lenel Ethernet connection.
	Note: Check your Lenel documentation to confirm the port number. The default value is 8080.
8	Enter the Lenel administration **Username** and **Password** for the Lenel OnGuard server.
9	Set the **Create System Journal** Value:

Note:
This setting allows users to configure journal alert reporting behavior for specific sensors objects within victor.
• Select **Use System Value** to use the values set in Setup / System Values / Lenel Settings. (See System Values section of this document).
• Select **Yes** to create Journal alerts for this server.
• Select **No** to suppress journal alerts for this server.

10 Select **Save**.

11 Synchronize Devices.

a Select  , then select **Lenel Onguard Servers**.

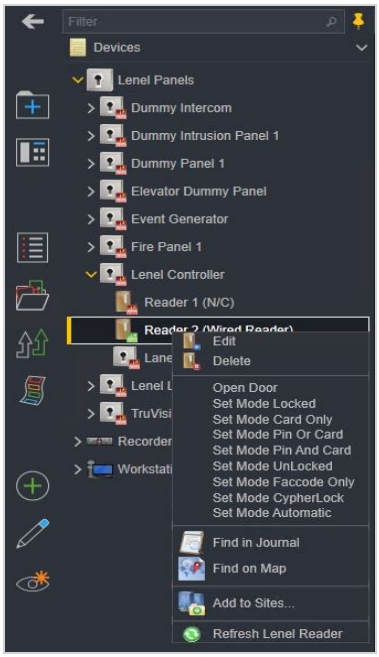
b Right-click the communicator and select **Synchronize Devices**.

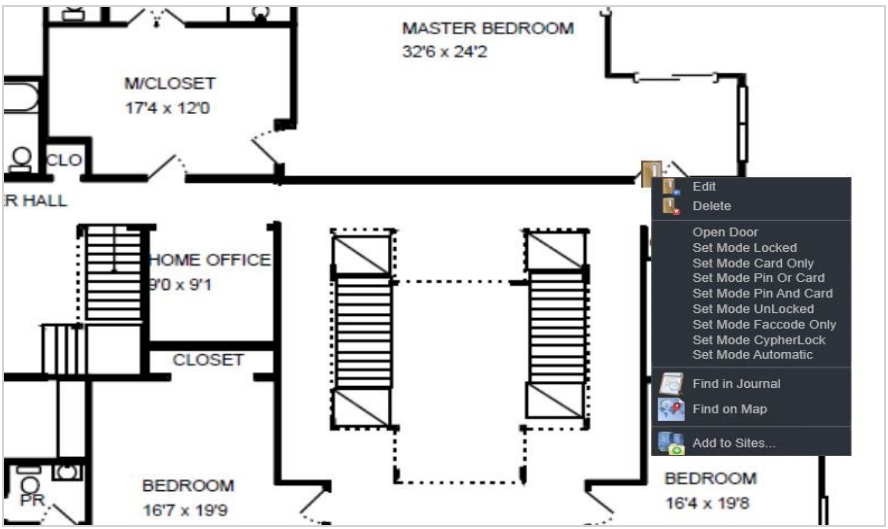
Note:
The Lenel devices appear in the Device list. For large-scale sites, allow a few seconds for the devices to appear.

- End -

Lenel OnGuard Commands

Lenel Commands are commands that are issued by victor to the Lenel Control Board. This allows for the remote operation of the Door Access System. You can access the Lenel Commands from the Device List or from the contextual menu within victor Maps:





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

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.

Lenel Outputs (Relays)

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

Lenel Alarm Inputs

The following Alarm Inputs commands are available for Lenel Alarm Inputs.

Other Sensor types

Other sensor types that have no right click command functions are as follows:

Sensor Type	Icon
On-board Input	
Controller	

Introduction to 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 view, allowing monitoring and reaction to state changes in real time. Real-time visualization of event activity can be achieved by linking Map actions to Events.

Supported Image files are:

- *.dwg / *.dxf (Vector)
- *.png / *.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

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.

Procedure 4 Configuring a Template Icon

Step	Action
1	Select  , then select **Maps**.
2	Select the Map Template to be edited 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.
6	Select **Drop on Map**. The Template Icon Editor opens.
7	Click **Select Object**.
8	Select an object from the list and click **OK**.
9	In the Assign Alert section, configure the annunciation settings as required.

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

b In the Color cell, select **Custom...** from the dropdown menu.

c Select one of the following options:

- Select an alert color from the menu.
- Select **Advanced** to choose a color from the advanced color menu. 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.

10 (Optional) Click **Reset to default value** to restore the default annunciation and color settings for the object.

11 Click **OK**.

12 Select **Save**.

- End -

Create a Map

Procedure 5 Importing a Map Image

A Map Image must be imported and the points added manually. Map Image can be *.dwg / *.dxf (Vector) or *.png / *.jpg.

Step	Action
1	Select  , then select **Map**.
2	Enter a name for the map in the **Name** textbox.
3	(Optional) Enter a description for the map in the **Description** textbox.

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

4	Select  . The **Select Drawing File** dialog appears.
5	Select  . Browse window appears.
6	Browse to and select the required image file.
7	Select **Open**.
8	If you are importing a CAD (.dxf/.dwg) file the level of compression can be set by entering a Height and Width in the corresponding text boxes.
9	Select **Import**. File imports and displays in map editor.
10	Select **Save**.

- End -

Add/Configure Icons

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.

Procedure 6 Adding and Configuring Icons

Step	Action
1	Select  , then select **Maps**.
2	Select the map to be edited.
3	Add an icon to the map.
	a Select  . The icon selector will display.
	b Select the required icon it will be added to the map.
	c Move the icon to the required position on the map.
4	Configure the icon.
	a Right-click the object icon, then select **Drop on Map**. The Icon Editor will display.
	b Select **Object**. The Object Selector will display.
	Note: If **Not in map** is selected in the Object Selector only items which have not yet been added to the map will be displayed. Uncheck this box to display all items.
	c Select the object to link to the icon and select **OK**.
	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	Select **Save**.

- End -

Add/Configure Icons Using Drag and Drop

Icons are added to maps to represent victor objects. Various icon properties can be configured depending on the object type they represent.

Procedure 7 Adding and Configuring Icons using drag and drop

Step	Action
1	Drag and drop victor objects from Device List into the Map editor. An icon will be added to the map, linked to the victor object. **Note:** Objects can also be dragged onto maps from Site, Call ups and Object lists
2	To configure an icon's characteristics: a Right-click the icon. b Select **Edit**. c Assign characteristics in the Icon Editor.(Optional). d Click **Reset to default value** to restore the default annunciation and color settings for the object. e Select **OK**.
3	Select **Save**.

- End -

Clone Icons

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

Procedure 8 Cloning Icon Configuration

Step	Action
1	Select  , then select **Maps**
2	Select the required map from the list.
3	From the map editor, select the icon that you want to clone from.
4	Drag and drop a victor object from Device List. The icon (with original icons configuration) will be added to the map.
5	Right-click the new icon and edit as required.

- End -

Configuring Map areas

victor Maps allows for the configuration of areas in order to group icons. Should any icons related to an area go into Alert status, the entire area will highlight (this applies to icons where annunciation is set to Strobe, Pulse, Blink, Fade, Ripple, Wave or Flash). Priority Animation can be enabled for any area on a map. When multiple alerts are triggered in the same map area, each alert will animate according to their annunciation settings, but the area will animate with the highest priority alert.

Procedure 9 Configuring an Area on a Map

Step	Action
1	Select  , then select **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.

- End -

Polygon Shapes

A Polygon Shape can be added to any map icon to increase the annunciation area when the icon goes into alert. Should any icons related to a polygon area go into Alert status, the entire polygon area will highlight (this applies to icons where annunciation is set to Strobe, Pulse, Blink, Fade, Ripple, Wave, Flash or Solid). Priority Animation can be enabled for any Polygon Shape on a map. If the polygon is extended to cover multiple icons on the map when multiple alerts are triggered in the Polygon area, each alert will animate according to their annunciation settings, but the polygon will animate with the highest priority alert.

You can use polygon shapes to configure areas on a map that relate to regions assigned on other maps. For example, you may have a map representing a full campus view and several related maps representing buildings within the campus.

When you see an alarm annunciating when monitoring the full campus map, this feature allows you to navigate directly to the more detailed building maps for an enhanced view of the alarm area.

Procedure 10 Adding Polygon Shapes to a map

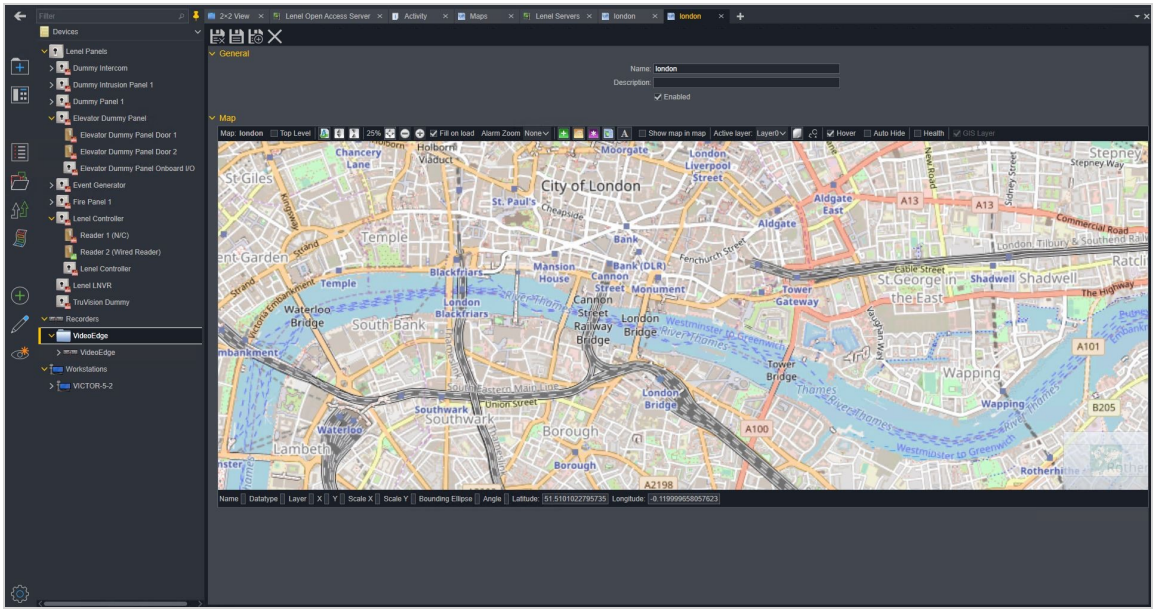
Step	Action
1	Select  , then select **Maps**.
2	Select the map to be edited.
3	Configure the map icon. a Right-click the map icon. b Select **Polygon Shape**. c Select **Add**. Triangle displays.
4	Use the triangle's grab handles to manipulate the shape area. Move and resize the triangle as required to represent the area covered by the detailed (building) map. Various right-click options are available for the shape including: • Hide this shape drawing • Remove this shape drawing • Send to back • Bring to front • Display automatically when in view mode
5	To add an additional grab handle, right-click on an existing grab handle and select **Add New Point**. This will allow further manipulation of the shape of the Polygon Shape.
6	Select **Save**.

- End -

GIS Level Maps

GIS Level Maps can be used in a scenario where an overview of your facility or site is required. For example, a GIS Level Map could be used to show all buildings on a corporate campus, with each building being represented by an individual Map. Clicking on each building would 'drill down' to show an overview of that building with further 'drill down' to show each floor or area.

Selecting the **GIS Layer** checkbox when creating a GIS Level Map will improve navigation performance by using caching to reduce load time.



Alert Priorities

Alert priority can be configured to determine which alert types receive priority animation within a map area. Alert Priorities can be configured for the following objects and events:

- Doors
- Outputs
- Inputs
- Panels
- Lenel Onguard Server

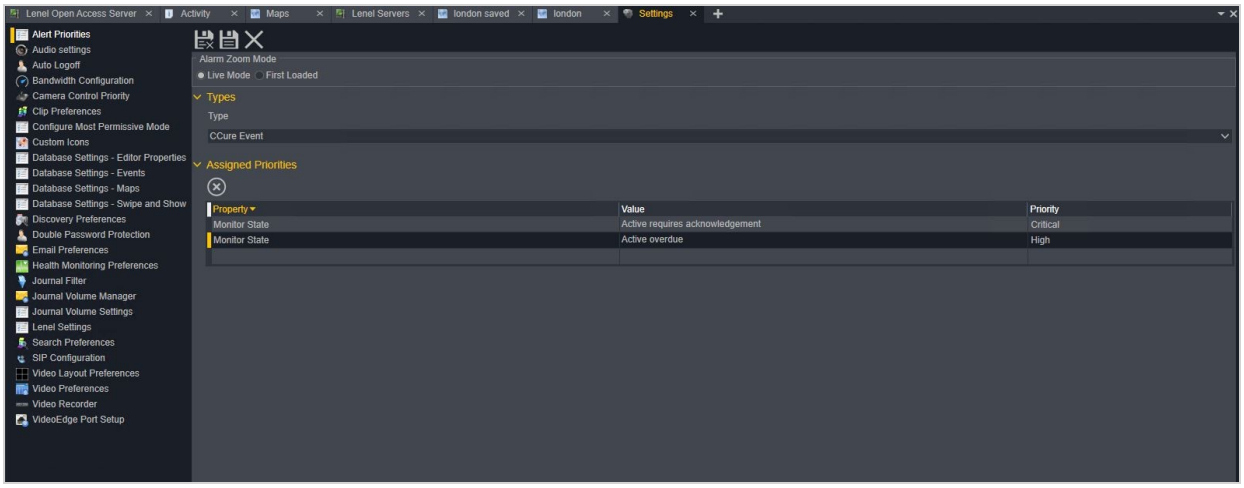
Select one of the following options for the **Alarm Zoom Mode**:

- **Live Mode** - Zoom to the highest level alarm on the map. If a higher priority alarm subsequently triggers, the map will zoom to that alarm instead.
- **First Loaded** - Zoom to the highest priority alarm when you first open the map. Subsequent higher priority alarms are ignored.

Use the Alert priority editor to configure and prioritize alerts. Select an object from the **Types** dropdown menu. Any alerts associated with that object appear in the Assigned Priorities list. To create a new alert, click on an empty **Property** cell and select a property from the dropdown. Each property must also be assigned a **Value** and a **Priority**. Values are alert statuses associated with an alert property. Alerts can be assigned a priority of Very Low, Low, Medium Low, Medium, Medium High, High, Very High, or Critical.

To delete an alert, select the alert from the Assigned Priorities list and click 

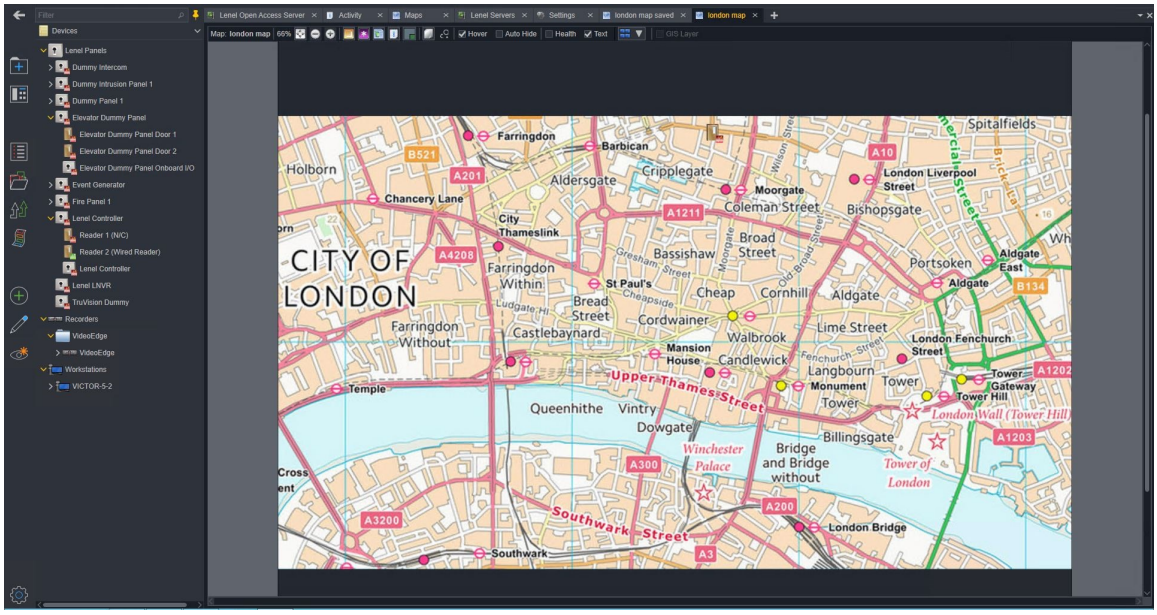
Priority Animation can be enabled in a map area by right clicking on the region and selecting **Priority Animation**. When multiple events are triggered in the same map area, each icon will animate according to its annunciation settings, but the area will animate the highest priority alert.



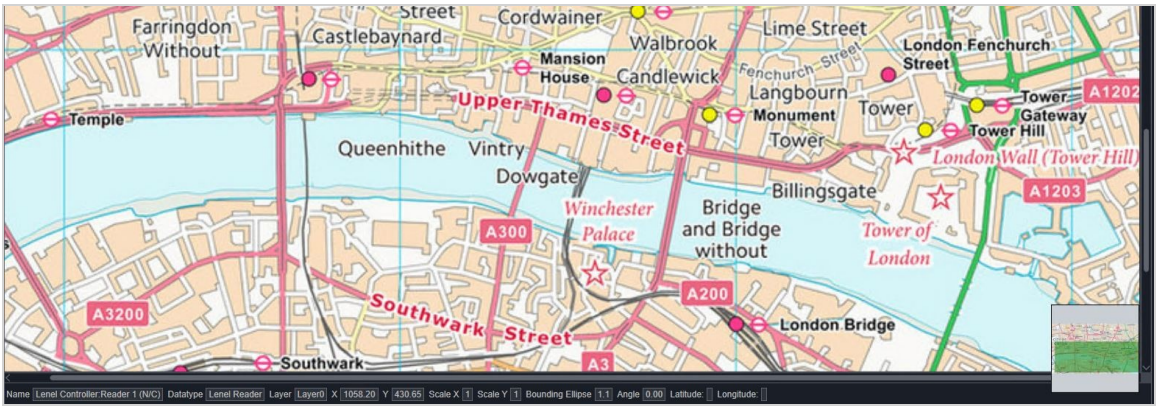
Map in Map

Map in Map is a thumbnail window that appears 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.

When you view a Map, select the Map in map icon,  , to show or hide the Map in Map window. The window is hidden by default.



When you create or edit a Map, check the **Show Map in Map** checkbox to display the Map in Map window by default for the current Map.

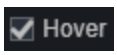
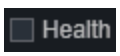


Viewing Maps

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

Procedure 11 Viewing Maps

Step	Action
1	Select  , then select **Map**.
2	Select the map you want to view. Map opens.
3	The map can be manipulated using toolbar buttons, as detailed below:

Element	Details
	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/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.

Text	**Show Text shapes -** select to show all text shapes on the map. This option is selected by default.
GIS Layer	**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.

Note:
• When viewing a map, the toolbar will display green. If the toolbar displays orange, this means that the map has been edited and saved since it was opened. Select to update.
• When viewing a map, drag any icon onto any surveillance pane to view its associated video.

- End -

Editing Maps

Once a map has been created and saved, its properties can be edited.

Procedure 12 Editing Maps (General)

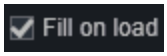
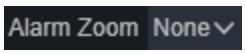
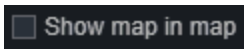
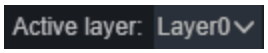
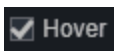
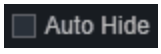
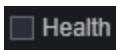
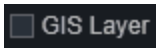
Step	Action
1	Select , then select **Maps**.
2	Select the map to be edited.
3	Change **Name**, **Description**, **Enabled** status in **General** section as required.
4	Select **Save**.

- End -

Procedure 13 Edit Maps (Map)

Step	Action
1	Select , then select **Maps**.
2	Select the map to be edited.
3	Edit the map **Name**, **Description**, and **Enabled** status as required.
4	The map can be manipulated using the toolbar buttons, as detailed below:

Element	Details
Top Level	**Top Level** - Select this checkbox to set the map as a top-level map. Top Level maps must contain at least one map icon.
	Import a map - re-import the map image
	Increase/Decrease height of map window
28%	Zoom controls - displays current zoom level percentage along with **Fit to Window** and **Zoom Out/In** buttons

Element	Details
	**Fill on load** - when the map loads, fit map to window
	**Alarm Zoom** - When you load or refresh the map, the map zooms to the object with the highest level active alert. Select **Low**, **Medium** or **High** to set the zoom level, or select **None** to disable alarm zoom.
	**Add Object Icon** - add an object icon to the map
	**Copy Icon to Active Layer** - copy an icon to the current active map layer
	**Show all icons from all layers** - displays all icons from all layers of the map
	**Show all shapes from all layers** - displays all shapes from all layers of the map. Right-click to display FoV, Shapes or Text only
	**Add Text -** Displays a field enabling free text input. Font size/color/type can be changed as required. Text boxes can be copied to other areas of the map.
	**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.
	**Show map in map** - Select this checkbox to automatically display the Map in Map box when you open the map.
	**Active layer** - the current active map layer
	**Layers** - Show/Hide or Add/Remove layers
	**Save to Incident** - saves a screen capture of the map to an Incident. Map screen captures are saved to the Images folder.
	**Hover** - Enable/Disable hover in the map editor
	**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 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.

5 Edit map elements as required.

6 Select **Save**.

- End -

Procedure 14 Edit Maps (Map Icons)

Once an icon has been added to a map, its properties can be edited or copied to create a new map icon. Available options vary depending on map icon type.

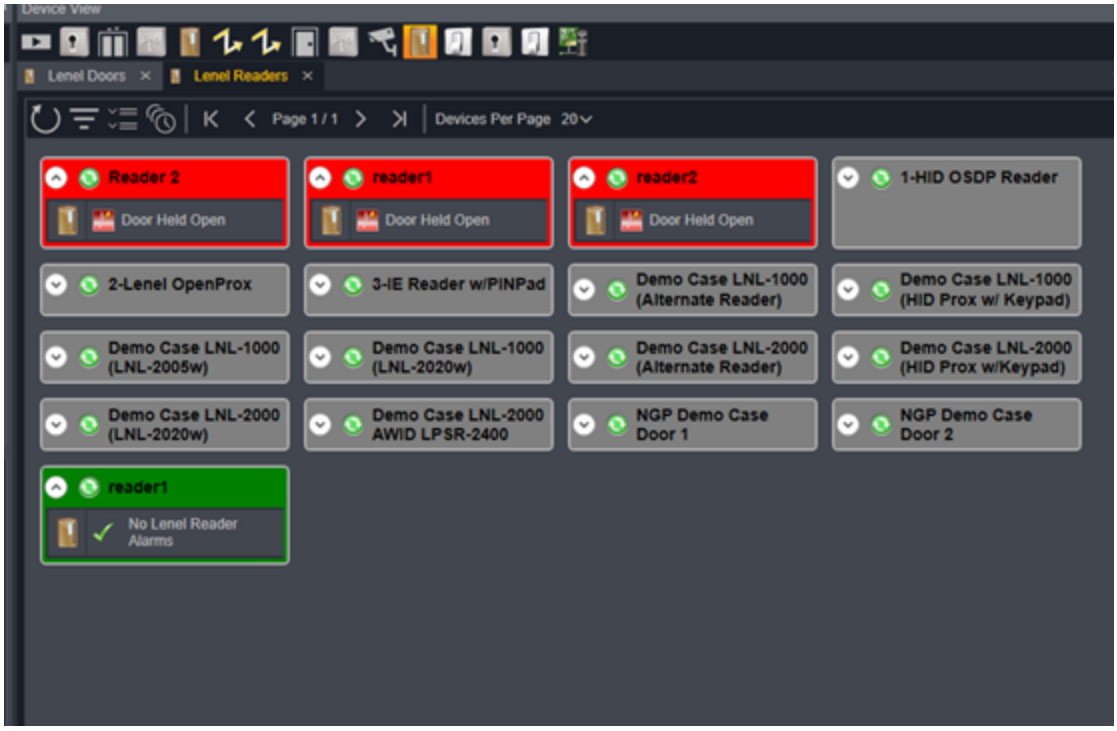
Step	Action
1	Select  , then select **Maps**.
2	Select the map to be edited. Map editor opens.
3	Right-click on the icon that you want to edit.
4	Select the required option from the contextual menu.
5	Make changes as required. **Note:** Selecting **Copy** from the right click menu will copy both the icon and all its properties (e.g. assigned object and assigned left-click action)
6	Select **Save**.

- End -

Health Monitoring

From the Health Dashboard, you can view the health status of Lenel devices that are connected to victor. You can view the health status for the following device types:

- Lenel Server
- Lenel Alarm panel
- Lenel Reader inputs
- Lenel Panel inputs
- Lenel outputs



Various controls and filters are available to limit or expand device information by type, severity or device quantity per page. You can also expand/collapse device information and use pagination controls to scroll dashboard pages.

Procedure 15 Monitoring the health status of Lenel devices

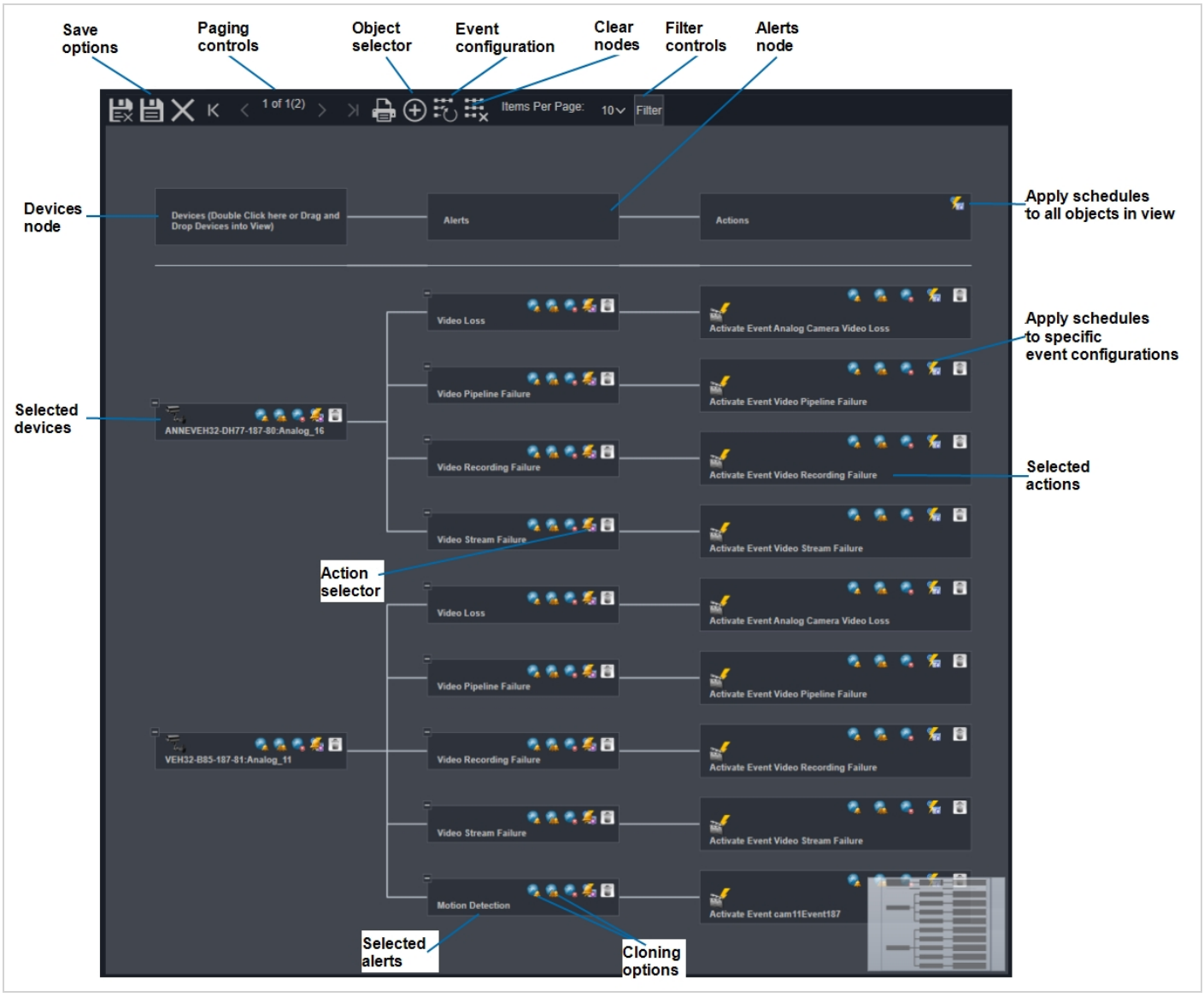
Step	Action
1	Select  , then select Health Dashboard.
2	Select the **Device View** button.
3	Select the door icon for Lenel objects.
4	(Optional) Select the device tabs to view the health status for specific device types.
5	(Optional) Double-click a device to view detailed information about that device.

- End -

Event Configuration

Using the Event Setup Editor 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 Lenel objects.

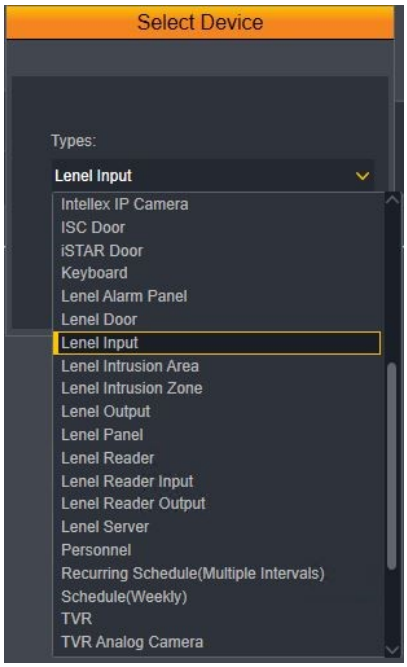
The Events/Schedule setup editor provides a dynamic, visual method of batch linking Devices, Alerts and Actions as well as to set up event scheduling.



Events/Schedule Setup Editor

Procedure 16 Event Schedule Setup Editor

Step	Action
1	Select , then select **Event/Schedule Setup**. Events Setup editor displays.
2	Double-click the **Devices** node and use the object selector to select the device (Or drag and drop from the device list).
3	Select in node of the device added and use the checkboxes in the dropdown to assign alerts as required.
4	Select **Add Alerts**. Selected alerts are displayed under the Alerts node.
5	Select in the **Alerts** node and use the Object Selector to assign Actions.
6	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
7	(Optional) Add a schedule to an action. a Select the Schedules icon, , in the action note. b Select schedule checkboxes from the **Schedules** list. c Select a time zone for each selected schedule. d Click **Apply Schedules**. **Note:** For more information about creating and configuring event schedules, see the *victor Unified Client Administration and Configuration Guide*.
8	Select **Save**. **Note:** You can configure all system objects of a single type by using the '**Search for Event Configurations**' and selecting the required type.



- End -

Lenel Event Action Pairing

Users can create various Lenel Reader Events and then associate these events with specific actions that they want to trigger.

Procedure 17 Lenel Event Action Pairing

Step	Action
1	Select  , then select **Lenel Action**.
2	Enter a **Name** and **Description**.
3	Click 
4	Select the devices to include in this action:

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

6 Select **Save**.

- End -

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.

Procedure 18 Events/Action Pairing

Step	Action
1	Select  , then select **Event/Action Pairing**.
2	Click the **Events** node and use the Object Selector to select events as required.
3	Select  in the **Event** node and use the Object Selector to assign event **Actions**.

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

5 Select **Save**.

- End -

Event Status Mapping

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

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

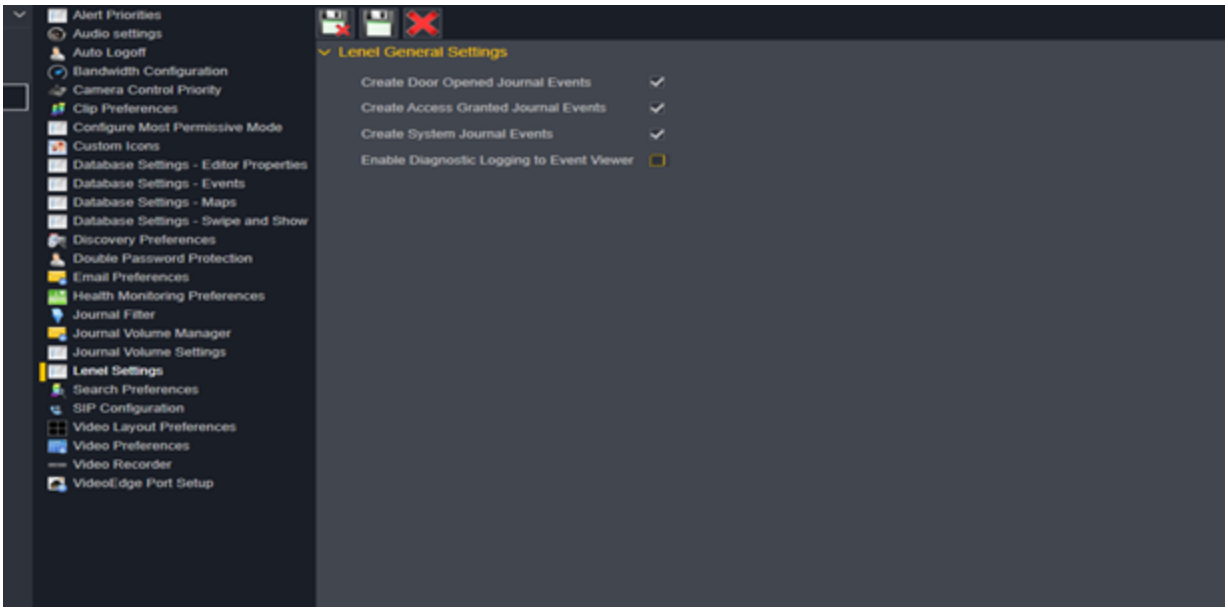
Introduction

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**. For Lenel Integration for victor these settings are helpful as they suppress alarms that generate a lot of access control Journal traffic.

Database Settings – Lenel Settings

Lenel Settings are Global Integration-wide settings for Lenel Objects, select , then select **Settings** to display the following configuration options:

- **Create Door Opened Journal Events** – Allows users to enable/disable door opened events in the victor journal.
- **Create Access Granted Journal Events** – Allows users to enable/disable door opened events in the victor journal.
- **Create System Journal Events** – Allows users to enable/disable System opened events in the victor journal.
- **Create Diagnostic Logging in Event Viewer** – Allows users to enable/disable Diagnostic level logging in the Event Viewer.



Enabling and disabling system settings for Lenel will apply to all object types that are configured to use the system settings as outlined in the edit object screen:

Lenel Device States

The following section lists the states supported by each of the Lenel object types in Victor.

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

Panel States

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

Reader 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

State	State Values
	Escort Blocked Secured Unsecured Normal Unknown
Reader 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

Reader Input States

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

Reader Output States

State	State Values
Output Status	Secure Active Unknown

Door States

State	State Values
Door State	Locked Unlocked Secure Unknown

Alarm Panel States

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

Input States

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

Output States

State	State Values
Alarm Output State	Secure Active Unknown

Zone States

State	State Values
Intrusion Zone State	Offline Online Unknown

Area States

State	State Values
Intrusion Area State	Offline Online Unknown

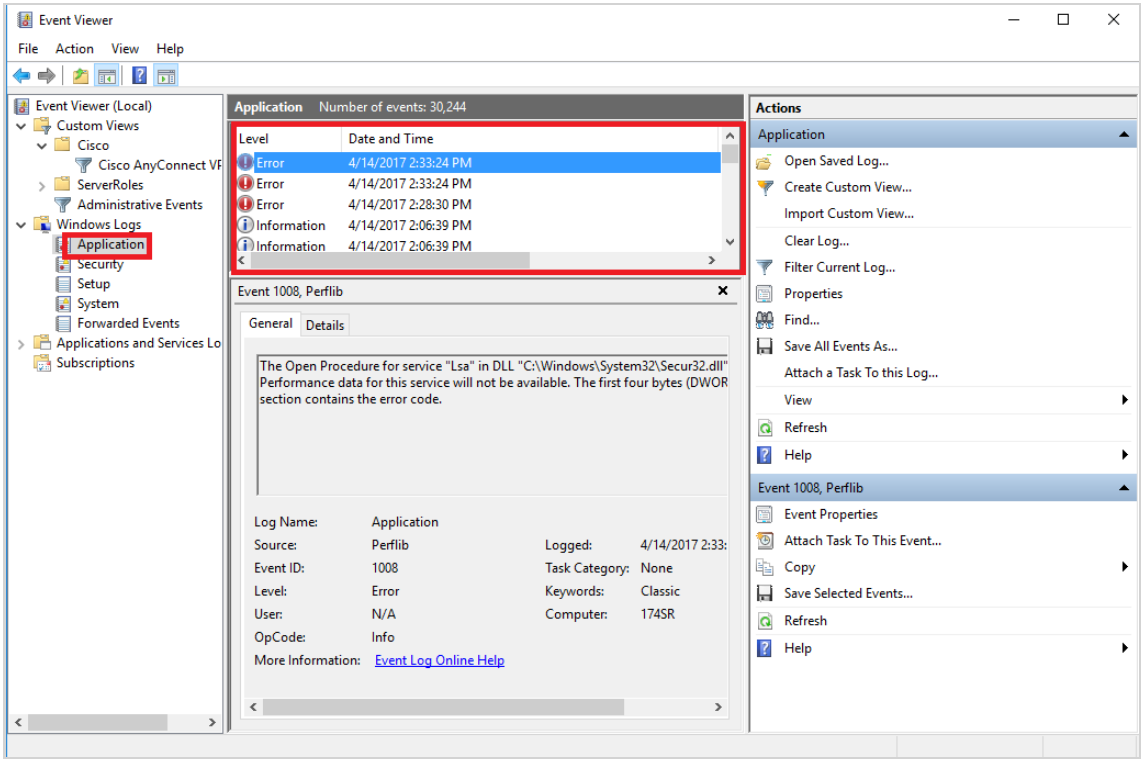
Troubleshooting

The following section details some troubleshooting steps that you can perform if you experience issues during the integration.

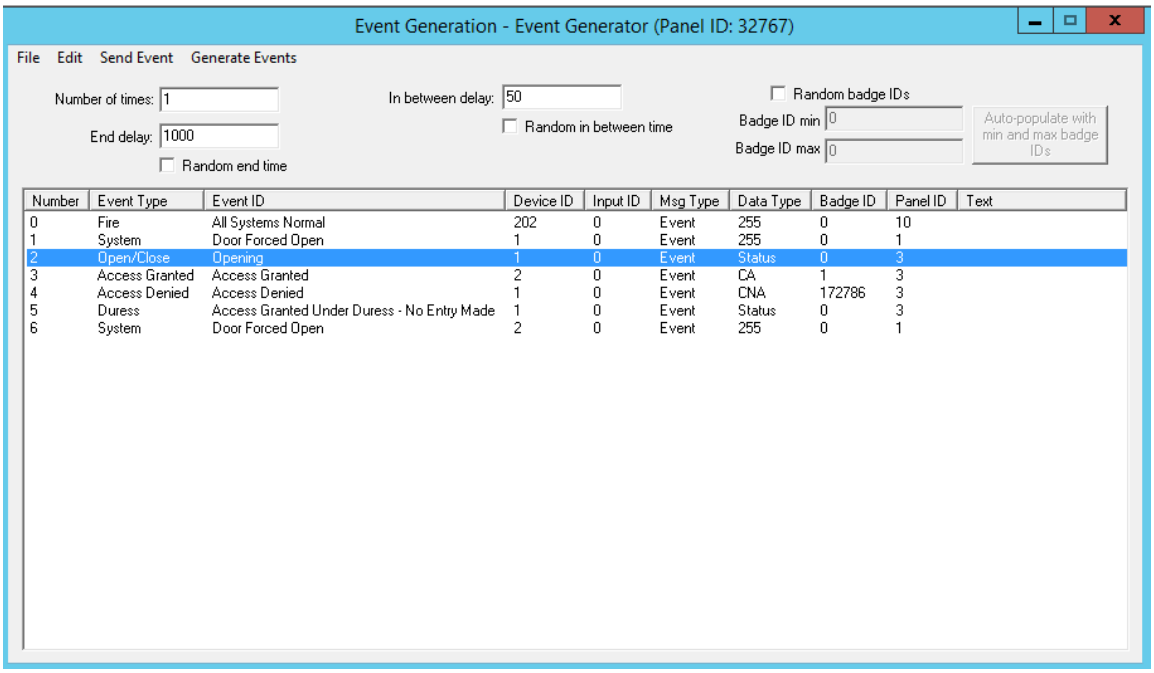
Procedure 19 Testing Lenel Connectivity

If the device list does not load correctly in the device manager, you can use the Microsoft Event Viewer to check for errors.

Note:
Before you begin this procedure, ensure that you log into victor client.



Step	Action
1	Click the **Start** button.
2	In the search bar, type Event Viewer.
3	Select the **Event Viewer** program.
4	Expand the **Windows Logs** list and then select **Application**.
5	To test Lenel OnGuard connectivity, use the Event Generator's Simulator Tool to generate events from simulated Lenel Readers.



6 Search for Lenel device events in the victor client journal:

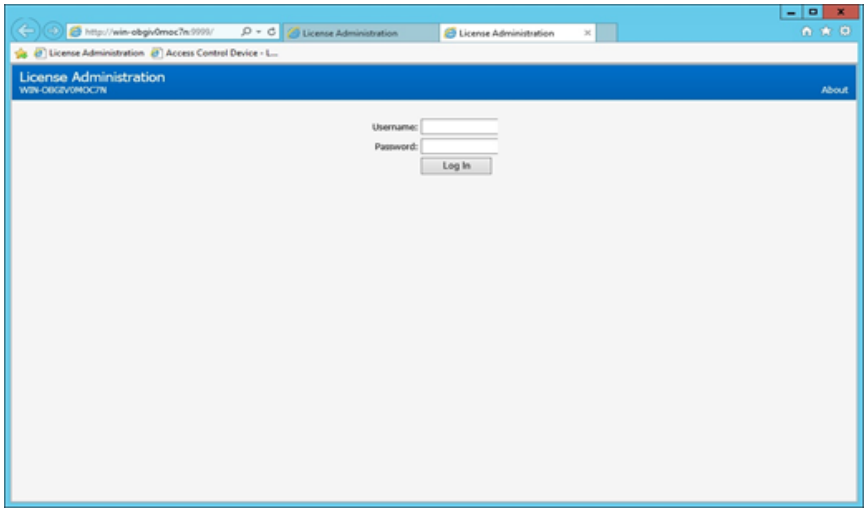
a Switch to victor client

b Select  , then select **Activity Viewer**.

- End -

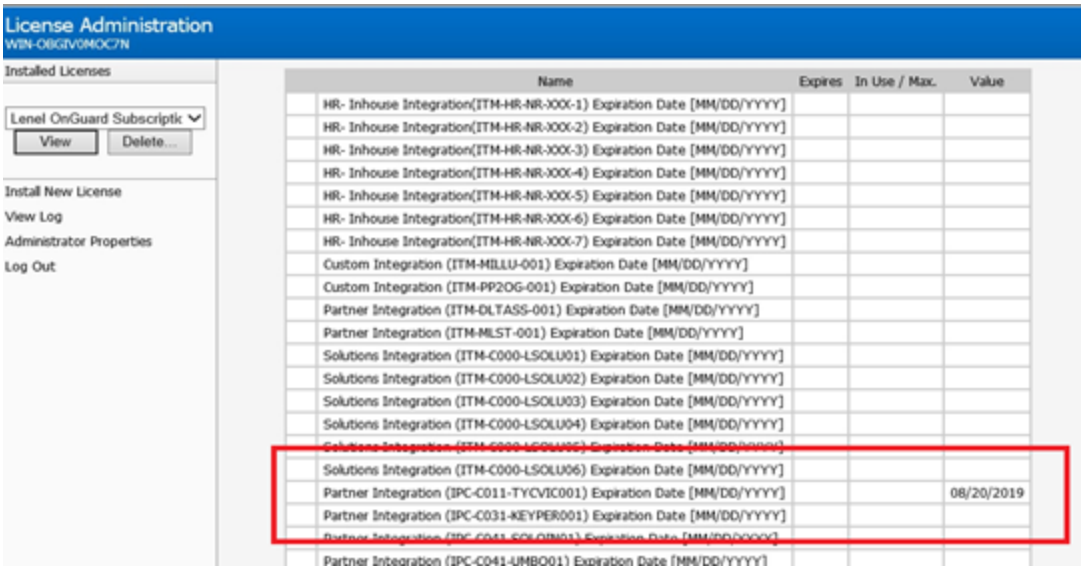
Lenel License checking

The following details how to check the Lenel License is configured on the Lenel Server.



Procedure 20 Confirming that the Lenel OAAP license has been installed for Victor

Step	Action
1	Launch License Administration
2	Enter the **Username** and **Password**. (Default values: admin / admin)
3	Click **Log In**.
4	In the Licensing Admin page, select **View** for all Lenel Licenses. Confirm that the license IPC-C011_TYCVIC001 is present. The integration will not work unless this license is installed.



- End -