Intelligent Devices

Intelligent Control Help

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[#] [$] [K] [+] [>] Welcome

Intelligent Control is a Windows Based software program that allows you to easily communicate with and operate any NTCIP Devices. This software can be run under Windows 98, Windows 2000, Windows NT and Windows XP.

Intelligent Control can manage many Devices from one or more remote computers, or a laptop can be temporarily connected to a Device and used to operate that Device using Intelligent Control. While it is possible to use more than one computer to operate more than one Device, remember that a Device can only be connected to one computer at a time. Intelligent Control software can simultaneously communicate with more than one Device.

Intelligent Control can:

- Check which message is currently displayed on a sign;
- Retrieve a list of all the messages that are stored in the sign controller;
- Check the time and date on the sign controller;
- Check the battery voltage and illumination levels of the sign;
- Edit messages or make new messages to display on a sign;
- Update schedules for displaying messages.

These are just a few of the functions that Intelligent Control performs.

[#] Welcome
[$] Welcome
[K] Welcome
[+] MAIN:0
[>] Main

[#] [$] [K] [@] [+] [>] Log On

The Log On screen is where you enter your Name and Password so that you can access the sign control software.

The system is delivered with 3 Users and Passwords already created. These are:

User	Password	Access Level
Level1	1	Operations
Level2	2	Maintenance
Level3	3	Administration

It is recommended that you add your own Users and then delete these standard ones so that you have complete control over who has access to your system, and at which level. The Administration User has full access to the system. You must use this User and Password to administer Users.

Note that you will not be allowed to delete the Administration user if you have not created another Administration user. It is advisable to leave the Administration access (as defined on the Access Levels form) to read-write for all functions so that you have at least one level that always has access to the full functionality of the system.

[#] Log_On
[$] Log On
[K] Log On
[@] Status|0|0|0|0|||||
[+] MAIN:0
[>] Main

[#] [$] [K] [@] [+] [>] Name

Name is the name that you use to Log On to the system. User Names are allocated using the Add Operators function.

The Name that is entered here is also used to log operator events so that the administrator can keep track of who made changes and when they were made.

When a user downloads a message to the sign, their User name will be downloaded as the message owner.

The Name can be up to 10 characters in length. It can consist of alpha and numeric characters and is case sensitive.

[#] Name
[$] Name
[K] Name
[@] Status|0|0|0|0|||||
[+] MAIN:0
[>] Main

[#] [$] [K] [@] [+] [>] Log Off

Use the Log Off option to log off from the system. This function will not close the software. If you want to close the software, you must choose the Exit option.

If there is no activity for a specified period of time, a Log Off warning window will appear, warning you that you will be logged off. If you do not want to be logged off, click on the 'Stay Logged On' button within one minute of the form displaying. The specified period of inactivity time is entered on the Timeout form.

If you are logged on as a particular user and you need to log on as another user, you must first log off. Once you have done this, the Log On option from the File menu will be enabled so that you can Log On.

If you are connected to a Device when you log off, that connection will automatically be closed by the system.

[#] Log_Off
[$] Log Off
[K] Log Off
[@] Status|0|0|0|0|||||
[+] MAIN:0
[>] Main

[#] [$] [K] [@] [+] [>] Edit Master Schedules

This function allows you to implement schedules that should be activated on the signs at particular intervals. To implement a schedule, you will have to create Day Plans, generate Schedules for that day plan and indicate any Events and Actions that should occur.

[#] Edit_Master_Schedules
[$] Edit Master Schedules
[K] Schedules:Edit Master Schedules
[@] Status|0|0|0|0|||||
[+] MAIN:0
[>] Main

[#] [$] [K] [@] [+] [>] Archive/Restore

This option is used to archive and/or restore your database. You can choose to archive the entire database or select specific tables for archiving and you can restore specific tables from the archives into the current database.

[#] Archive_Restore
[$] Archive/Restore
[K] Archive/Restore
[@] Status|0|0|0|0||||||
[+] MAIN:0
[>] Main

[#] [$] [K] [@] [+] [>] Archiving the Entire Database

To archive the entire database, click on the Select All button. This will select all the files in the database. Click on the Archive button. A window will open allowing you to enter the name of the archive file and the location for that file. If you have previously archived up file to a particular directory, that directory will be the default directory for any subsequent archives. You can change the directory if required.

Enter the required name for the archive file and click on Save. You will be advised if your archive was successfully created.

[#] Archiving_Entire_Database
[$] Archiving Entire Database
[K] Archiving Entire Database
[@] Status|0|0|0|0|||||
[+] MAIN:0
[>] Main

[#] [$] [K] [@] [+] [>] Archiving Individual Tables from the Database

To archive individual tables from the database, check the check boxes for the tables that you want to archive. Click on the Archive button. A window will open allowing you to enter the name of the archive file and the location for that file. If you have previously archived files to a particular directory, that directory will be the default directory for any subsequent archives. You can change the directory if required

If you want to archive a specific table to its own file, i.e. a database that contains only that table, enter a name that indicates which table the archive contains. If you want to archive this table to an existing archive of the database, i.e. add the table into an archive that already exists, select the existing archive as the file name and click save. The table that you selected will be added to the archived database. If that table has previously been archived to that database, the existing table will be overwritten. If the database does not already contain that table, that table will be added to that database.

[#] Archiving_Individual_Tables_from_the_Database
[$] Archiving Individual Tables from the Database
[K] Archiving Individual Tables from the Database
[@] Status|0|0|0|0||||||
[+] MAIN:0
[>] Main

[#] [$] [K] [@] [+] [>] Restoring from an Archived Database

To restore files from an archived database, click on the Restore From button. The default directory will be the directory that you most recently used for an archiving or restoring function. Navigate to the required directory (if it is not the same as the default one), and highlight the database from which you wish to restore a file. Click on the Open button and the tables that are contained in that database will be displayed so that you can select the table(s) that you wish to restore. Select the table(s) that are to be restored and click on the restore button. The contents of the table(s) that are successfully restored will be displayed.

[#] Restoring_from_an_Archived_Database
[$] Restoring from an Archived Database
[K] Restoring from an Archived Database
[@] Status|0|0|0|0|||||
[+] MAIN:0
[>] Main

[#] [$] [K] [@] [+] [>] Reports

First check the box next to the report that is required. Then select the parameters that will further define the report:

Date Range

If you click on “For Date Range”, the Date Range fields will open allowing you to select the required date range for the report. Click on the drop down list box for Start Date and End Date to open a calendar page from which you can select the required dates.

If you click on “For All Dates” the Date Range selection boxes will not be displayed and the report will be generated for all dates.

Device Type

If you click on “For Selected Device Type”, the available Device Types will be listed in the window and you will be able to select the required Device Type by highlighting the required device Type in the drop down list

If you click on “For All Device Types”, the Device Type selection will not be displayed and the report will be generated for all Device Types.

Devices

If you click on “For Selected Devices”, all the Devices for the selected Device Types will be listed, allowing you to select a specific device. Click the drop down list box and highlight the required device.

If you click on “For All Devices”, the Device selection will not be displayed and the report will be generated for all Devices.

Users

If you click on “For Selected Users”, a Users list will open, allowing you select a specific user. Click the drop down list box and highlight the required user.

If you click on “For All Users”, the User selection will not be displayed and the report will be generated for all Users.

Once you have made the required selections, click on the Create Report button to process the report.

[#] Reports
[$] Reports
[K] Reports
[@] Status|0|0|0|0|||||
[+] MAIN:0
[>] Main

[#] [$] [K] [@] [+] [>] Exit

Select this option if you want to exit Intelligent Control and close the software. If you do not want to close the system entirely, you must chose the Log Off option. That will leave the system open so that you can log back in at a later time.

If the system is connected to a Device when you Exit, that connection will automatically be closed.

[#] Exit
[$] Exit
[K] Exit
[@] Status|0|0|0|0|||||
[+] MAIN:0
[>] Main

[#] [$] [K] [@] [+] [>] Change Password

This utility allows you to change your Password. You will notice that your Name is displayed for reference purposes. To change your Password first enter the Old Password. If your entry for Old Password is invalid, a message will be displayed advising of you this. Re-enter the correct Old Password and then continue.

Enter the new Password in both the Password field and the Confirm field. Your Password can be up to 10 characters in length and can consist of alpha and/or numeric characters. It is case sensitive.

If you enter the same Password in both fields (Password and Confirm), a message will be displayed advising you that your password change was successful. The new Password will be effective immediately and you will have to use it the next time you Log On. Please make a note of the new Password.

If you do not enter the same Password in the Password and Confirm field, you will receive a message advising you that the passwords do not match. The Change Password form will open again and you will have to re-enter the password information into both fields.

If you select the Change Password form in error, click on cancel to close the form.

[#] Change_Password
[$] Change Password
[K] Change Password
[@] Status|0|0|0|0|||||
[+] MAIN:0
[>] Main

[#] [$] [K] [@] [+] [>] Operators-Add

Only Operators with Administration access will be able to Add or Delete Users.

To add a new User, select the required level (Operations, Maintenance or Administration) from the drop down list. Click on the New button and the New User fields will be made available for input. Enter the Name of the new user as well as their Password. The Password must be entered into the Password field and the Confirm field.

[#] Operators_Add
[$] Operators-Add
[K] Operators-Add
[@] Status|0|0|0|0|||||
[+] MAIN:0
[>] Main

[#] [$] [K] [@] [+] [>] Operators-Delete

To remove a User from the system, highlight the User's Name in the Current Users List and click the Remove button.

Note that you will not be allowed to delete the last remaining Administration level operator.

[#] Operators_Delete
[$] Operators-Delete
[K] Operators-Delete
[@] Status|0|0|0|0||||||
[+] MAIN:0
[>] Main

[#] [$] [K] [@] [+] [>] Sign Control

The Sign Control form is used to interact with all the signs that you have connected.

The current data for that sign will be displayed in the fields. All the available pre-programmed and changeable messages will be displayed. If you want to display all the pre-programmed messages, make sure that Message Type pre-programmed is selected. If you want to view the changeable messages, make sure that Message Type changeable is selected.

Both the Changeable Messages and Pre-programmed messages are stored on the sign controller. Intelligent Control allows you to display the pre-programmed messages on the sign from your computer, but you cannot edit the pre-programmed messages in any way. The Changeable messages are also stored on the sign controller. Using Intelligent Control, you can check the contents of these messages (by using the Get selected Message from Sign button). You can also change these messages and download them to the sign for future or current displaying on the sign.

The Connect\Disconnect (red/green) button will display Connect (red) if you are not connected to the sign and Disconnect (green) if you are connected to the sign. If the button is green, a connection has already been established. If the button is red, establish a connection by selecting the required device and clicking on the red button.

To Send a Changeable Message to the Sign

If you want to send a changeable message to a sign, you should first select the Device by clicking on the drop down list box and highlighting the required sign. Then, select Changeable Message type by clicking on the Changeable radio button.

All the available Changeable Messages for that Device will be displayed in the message window. Highlight the one that you want to send to the sign. The message itself and its display information - Duration and Priority will display in the field below the message list.

Now that you have the message selected, you can choose from the range of Message Commands that are available. To send the message to the sign (and not display it) click Send Only. To send the message to the sign and display it, click on Send and Display.

Note about the Display Message on Sign

You should be cautious when using this option. The message number that you have highlighted in the Device Messages list will be the message that is displayed on the sign. This may not be the same message on the sign – in other words, the text of the message that you see in Intelligent Control may not be the same as the text of the message that is loaded on the sign controller. To avoid this happening, highlight the number of the message that you want to display on the sign. Click on the Retrieve Selected Msg button. The text of that message as it is loaded on the sign controller will then be displayed on Intelligent Control. If the text is OK, click on the Display Only button and that message will be displayed. If the text of the message is incorrect, you can edit that message (by clicking the Edit Message button), and then click the Send and Display button. Alternatively, you may want to select another message and check if the content of that message is correct and then display that message.

Add a New Message

If you want to add a new message, position the cursor on an “empty” line in the message list and then click on the New Message button. The Edit Message window will open, allowing you to create your new message.

When you have finished creating your message click on Close. The message will be displayed in the Message List and the MULTI Msg window. Click on the Save button to save the message to the database and Send Only if you want to send the message to the sign. If you want to send and display the message on the sign, click on the Send and Display button.

[#] Sign_Control_and_Status
[$] Sign Control and Status
[K] Sign Control and Status;Sign Control
[@] Status|0|0|0|0||||||
[+] MAIN:0
[>] Main

Edit an Existing Message

If you want to edit a message that already exists, highlight that message in the Device Messages list and click on the Preview Button. This will open the Sign Message Edit window so that you can make the required changes. Remember to send the message to the sign and save it in the database.

[#] [$] [K] [@] [+] [>] Door Open

This is a read only value that indicates if any of the doors on the sign are open. If ‘closed’ is reported, it means that all the doors are closed. If ‘open’ is reported, you will need to physically locate which door is open and close it.

[#] Door_Open
[$] Door Open
[K] Sign Status:Door Open
[@] Status|0|0|0|0|||||
[+] MAIN:0
[>] Main

[#] [$] [K] [@] [+] [>] Fan Failure

This indicates which fan (if any) has failed. If a fan has failed, the status will be displayed as failed. Click on the drop down list box to view details of exactly how many and which fans failed so that you can take the necessary action to have the problem rectified.

[#] Fan_Failure
[$] Fan Failure
[K] Sign Status:Fan Failure
[@] Status|0|0|0|0|||||
[+] MAIN:0
[>] Main

[#] [$] [K] [@] [+] [>] Fan Test Activation

This function allows you to activate a fan test. Click on the drop down list to select the Activate Test option. Then click on the Update Sign button to start the fan test. Any errors encountered during the test will be reported in the Fan Failure field.

[#] Fan_Test_Activation
[$] Fan Test Activation
[K] Sign Status:Fan Test Activation
[@] Status|0|0|0|0|||||
[+] MAIN:0
[>] Main

[#] [$] [K] [@] [+] [>] Sign Volts

This is a read only field that indicates the voltage of the power supply or batteries that supply power to the sign. It will only display a value if the sign supports this object. If the sign does not support it, it will display ‘not supported’.

[#] Sign_Volts
[$] Sign Volts
[K] Sign Status:Sign Volts
[@] Status|0|0|0|0|||||
[+] MAIN:0
[>] Main

[#] [$] [K] [@] [+] [>] Line Volts

This is a read only field that indicates the voltage of the main incoming power supply line to the sign. It will only display a value if the sign supports this object. If the sign does not support it, it will display ‘not supported’.

[#] Line_Volts
[$] Line Volts
[K] Sign Status:Line Volts
[@] Status|0|0|0|0||||||
[+] MAIN:0
[>] Main

[#] [$] [K] [@] [+] [>] Power Source

This is a read only field that will indicate the source of power currently utilized by the sign. The valid options for this field are:

Power Shutdown
No Sign Power
AC Line
Generator
Solar
Battery

A value of ‘Other’ indicates that the sign is currently powered by a method other than those listed above.

[#] Power_Source
[$] Power Source
[K] Sign Status:Power Source
[@] Status|0|0|0|0|||||
[+] MAIN:0
[>] Main

[#] [$] [K] [@] [+] [>] Minimum Cabinet Temperature

This read only field indicates the minimum temperature within the sign control cabinet, measured in degrees Celsius.

If the control cabinet has only one temperature sensor installed, the value received from that sensor will be returned in both the Minimum and Maximum Cabinet Temperature fields.

If the control cabinet has more than one temperature sensor installed, the lowest cabinet temperature reported by the sensors will be displayed here.

[#] Minimum_Cabinet_Temperature
[$] Minimum Cabinet Temperature
[K] Sign Status:Minimum Cabinet Temperature
[@] Status|0|0|0|0|||||
[+] MAIN:0
[>] Main

[#] [$] [K] [@] [+] [>] Maximum Cabinet Temperature

This read only field indicates the maximum temperature within the sign control cabinet, measured in degrees Celsius.

If the control cabinet has only one temperature sensor installed, the value received from that sensor will be returned in both the Minimum and Maximum Cabinet Temperature fields.

If the control cabinet has more than one temperature sensor installed, the highest cabinet temperature reported by the sensors will be displayed here.

[#] Maximum_Cabinet_Temperature
[$] Maximum Cabinet Temperature
[K] Sign Status:Maximum Cabinet Temperature
[@] Status|0|0|0|0|||||
[+] MAIN:0
[>] Main

[#] [$] [K] [@] [+] [>] Minimum Ambient Temperature

This read only field indicates the minimum temperature recorded in the immediate vicinity of the sign.

If the sign has only one ambient temperature sensor installed, the value received from that sensor will be returned in both the Minimum and Maximum Ambient Temperature fields.

If the sign has more than one temperature sensor installed, the lowest ambient temperature reported by the sensors will be displayed here.

[#] Minimum_Ambient_Temperature
[$] Minimum Ambient Temperature
[K] Sign Status:Minimum Ambient Temperature
[@] Status|0|0|0|0|||||
[+] MAIN:0
[>] Main

[#] [$] [K] [@] [+] [>] Maximum Ambient Temperature

This read only field indicates the maximum temperature recorded in the immediate vicinity of the sign.

If the sign has only one ambient temperature sensor installed the value received from that sensor will be returned in both the Minimum and Maximum Ambient Temperature fields.

If the sign has more than one temperature sensor installed, the highest ambient temperature reported by the sensors will be displayed here.

[#] Maximum_Ambient_Temperature
[$] Maximum Ambient Temperature
[K] Sign Status:Maximum Ambient Temperature
[@] Status|0|0|0|0|||||
[+] MAIN:0
[>] Main

[#] [$] [K] [@] [+] [>] Sign Housing Minimum Temperature

This read only field indicates the minimum temperature recorded in the sign housing.

If the sign has only one sign housing temperature sensor installed, the value received from that sensor will be returned in both the Minimum and Maximum Sign Housing Temperature fields.

If the sign has more than one temperature sensor installed, the lowest sign housing temperature reported by the sensors will be displayed here.

[#] Sign_Housing_Minimum_Temperature
[$] Sign Housing Minimum Temperature
[K] Sign Housing Minimum Temperature
[@] Status|0|0|0|0|||||
[+] MAIN:0
[>] Main

[#] [$] [K] [@] [+] [>] Sign Housing Maximum Temperature

This read only field indicates the minimum temperature recorded in the sign housing.

If the sign has only one sign housing temperature sensor installed, the value received from that sensor will be returned in both the Minimum and Maximum Sign Housing Temperature fields.

If the sign has more than one temperature sensor installed, the highest sign housing temperature reported by the sensors will be displayed here.

[#] Sign_Housing_Maximim_Temperature
[$] Sign Housing Maximim Temperature
[K] Sign Housing Maximim Temperature
[@] Status|0|0|0|0|||||
[+] MAIN:0
[>] Main

[#] [$] [K] [@] [+] [>] Global Time

Global Time is Greenwich mean Time (GMT) The time entered in this field, together with the value entered in Time Zone is used to calculate the local Device time. To simplify matters, you can set Global Time to the Local Time and enter a value of 0 (zero) in the Time Zone field.

[#] Global_Time
[$] Global Time
[K] Global Time
[@] Status|0|0|0|0|||||
[+] MAIN:0
[>] Main

[#] [$] [K] [@] [+] [>] Day Light Saving

If you are using the sign in a location that adheres to Day Light Saving Time, you can enable Day Light Saving. This will automatically cause the clock to change when day light saving comes into effect, and then change back to standard time when day light saving is no longer in effect.

[#] Day_Light_Saving
[$] Day Light Saving
[K] Day Light Saving
[@] Status|0|0|0|0|||||
[+] MAIN:0
[>] Main

[#] [$] [K] [@] [+] [>] Short Power Recovery Msg

Enter the Memory Type and Message Number of the message that should be displayed after the sign has recovered from a short power loss. Choose Memory Type from the drop down list box and then enter the number of the actual message that should be displayed.

The length of time that determines a short power loss is indicated in the Short Power Loss (sec) field on this same form.

[#] Short_Power_Recovery_Msg
[$] Short Power Recovery Msg
[K] Sign Summary:Short Power Recovery Msg
[@] Status|0|0|0|0|||||
[+] MAIN:0
[>] Main

[#] [$] [K] [@] [+] [>] Long Power Recovery Msg

Enter the Memory Type and the Message Number of the message that should be displayed after the sign has recovered from a long power loss. Choose Memory Type from the drop down list box and then enter the number of the actual message that should be displayed.

[#] Long_Power_Recovery_Msg
[$] Long Power Recovery Msg
[K] Sign Summary:Long Power Recovery Msg
[@] Status|0|0|0|0||||||
[+] MAIN:0
[>] Main

[#] [$] [K] [@] [+] [>] Reset Message

Enter the Memory Type and the Message Number of the message that should be displayed after the sign is reset.

[#] Reset_Message
[$] Reset Message
[K] Sign Summary:Reset Message
[@] Status|0|0|0|0||||||
[+] MAIN:0
[>] Main

[#] [$] [K] [@] [+] [>] Communications Loss Msg

The default message that the sign will display after a loss of communications is entered here. Choose either a Pre-programmed or Changeable Message type and then enter the number of the message that should be displayed.

[#] Communications_Loss_Msg
[$] Communications Loss Msg
[K] Sign Summary:Communications Loss Msg
[@] Status|0|0|0|0|||||
[+] MAIN:0
[>] Main

[#] [$] [K] [@] [+] [>] Power Loss Message

The default message that the sign will display after a loss of power is entered here. Choose either a Pre-programmed or Changeable Message type and then enter the number of the message that should be displayed.

[#] Power_Loss_Message
[$] Power Loss Message
[K] Sign Summary:Power Loss Message
[@] Status|0|0|0|0|||||
[+] MAIN:0
[>] Main

[#] [$] [K] [+] [>] Password

The Password that you enter is unique to your Name. It can be up to 10 characters in length and can consist of alpha and/or numeric characters. The password is case sensitive. Please make a note of your password, as it is stored on the system in an encrypted format so there is no way to retrieve the password if you forget it.

[#] Password
[$] Password
[K] Password
[+] MAIN:0:000020
[>] Main

[#] [$] [K] [+] [>] Access Levels

You can set various access levels for each Operator that has access to the system. The functions that a particular operator can access are set based upon the Access Level that is set for that operator.

Each Operator has an access level allocated when their details are added to the system. Up to 3 levels are provided for.

Every form in the system has controls on it. You can specify which controls should be accessible by which level of user.

To do this click on the Select Form drop down list box and highlight the form for which you want to set access levels.

Each control that is available on the form will be listed in the Control name list.

The description field provides you with a brief description of what the function of the control is.

Each level can have one of three types of access allocated – read-write, read only or not accessible. Read-write allows the operator full access to the field or control function, read only allows limited access (can only view the field or control function) and not accessible renders that field or control completely inaccessible to that level of operator.

To edit the access levels for a particular control or field, highlight that control or field in the list and its details will be displayed in the edit fields below the data window. Select the applicable access requirement for each Level and click on the Apply button.

[#] Access_Levels
[$] Access Levels
[K] Access Levels
[+] MAIN:0:000020
[>] Main

[#] [$] [K] [+] [>] Day Plans and Schedules

This function allows you to specify certain messages that are to be displayed at certain times on specific days. The simplest way to describe how this works is to work though an example.

You must be connected to the sign before you send data to the sign. To connect to the sign, open the Sign Control window; select the required sign from the Devices list and click on the Connect button. Then return to Edit Schedules.

Lets assume you want to display Changeable Message 1 at 6am and Changeable Message 2 at 6pm every weekday of the year, In addition, you want Changeable Message 2 to be displayed all weekend (from 6pm on Friday until 6am on Monday).

To do this, we need to set up a schedule that will be tied to a specific day plan that will activate two separate events.

So, we set up Schedule 1 to action Day Plan 1 every month (all months checked), Monday through Friday (Monday, Tuesday, Wednesday, Thursday and Friday checked) every day of the month (all days checked).

Save this schedule to the database by clicking on the Save button and update the sign by clicking on the Update Sign button.

Once this is done, you should click on the Day Plans tab so that we can set up Day Plan 1, which is tied to Schedule 1 that we have just created.

Select Day plan Number 1, and select Day Plan Event Number 1. This Day Plan event is to be activated at 6am so the Day Plan Event Time should be set at Hour 6 and Minute 0.

We then need to indicate what action is to be taken by this event number. Indicate Day Plan Action 1, which will be set up on the Events and Actions tab to display Changeable Message 1.

Save the Day Plan to the Database (click on Save to Database) and update the sign (click Update Sign) and then select the Events and Actions tab.

Here we set up Display Message Action 1 to display Changeable Message 1.

Note

It is important that you check the content of the message that you specify here before you create the schedule. To do this, click on the Sign Control Button, select the sign and highlight the required message (in this case Changeable Message 1). Then click on the Get from Sign button and preview the message.

Each message has a CRC number allocated to it when that message is created and every time that it is changed. This is a calculated value that indicates the current version of this message. When you specify a message for an action, you must get that messages CRC from the sign. That CRC number is then stored together with the message number in the database and on the sign. If when the schedule runs, the message that is specified in the schedule has a CRC different to the one that was saved at the time the schedule was created, that message will not be displayed and the action will be ignored. This eliminates the probability that another operator could change a message that is allocated to a schedule, causing an incorrect message to be displayed.

Before you click on Save to Database to save this action to the database and Update Sign to save this information on the sign, click on the Refresh CRC from sign so that the current version of that message is allocated to the action.

We must now repeat the previous two steps to create a day plan event for displaying changeable message 2 at 6pm.

Select the Day Plan tab.

[#] Day_Plans_and_Schedules
[$] Day Plans and Schedules
[K] Schedules:Day Plans and Schedules
[+] MAIN:0:000020
[>] Main

Now we set up Day Plan Event Number 2, which will action Day Plan Action2 at 6 p.m. Note that the Day Plan Event Time is in military time format – 6pm is 18h00.

Once this is saved to the database and the sign is updated, click on the Events and Actions tab to set up Day Plan Action 2 which will activate Changeable Message 2.

Here you can see that Message Action 2 has been set up to display Changeable Message 2.

Once again, remember to check the contents of changeable message 2 before adding it to the day plan, and retrieve the CRC from the sign for that message before you update the sign and save the information to the database.

Now, as far as the displaying of Changeable Message 2 on the weekend is concerned, remember that Changeable Message 2 has been set to display at 6pm on Friday. No other action has been specified to take place until 6am on Monday morning. So, we do not have to do anything else to keep Changeable Message 2 displaying all weekend.

[#] [$] [K] [@] [+] [>] End Duration Message

The default message that should be displayed when the currently displayed message has reached the end of its display period is entered here. Choose either a Pre-programmed or Changeable Message Type and then enter the number of the message that should be displayed.

[#] End_Duration_Message
[$] End Duration Message
[K] End Duration Message
[@] Status|0|0|0|0||||||
[+] MAIN:000021
[>] Main

[#] [$] [K] [@] [+] [>] Time Comm Loss (min)

Enter the number of minutes that should pass before a communications loss is considered to have occurred.

[#] Time_Comm_Loss_min_
[$] Time Comm Loss (min)
[K] Time Comm Loss (min)
[@] Status|0|0|0|0||||||
[+] MAIN:000041
[>] Main

[#] [$] [K] [@] [+] [>] Default Flash On

If the message that you create is going to make use of the flash mode, the default for the length of time for the flash on position will be entered here.

[#] Default_Flash_On
[$] Default Flash On
[K] Sign Summary:Default Flash On
[@] Status|0|0|0|0||||||
[+] MAIN:000121
[>] Main

[#] [$] [K] [@] [+] [>] Default Flash Off

If the message that you create is going to make use of the flash mode, the default for the length of time for the flash off position will be entered here.

[#] Default_Flash_Off
[$] Default Flash Off
[K] Sign Summary:Default Flash Off
[@] Status|0|0|0|0||||||
[+] MAIN:000141
[>] Main

[#] [$] [K] [@] [+] [>] **Default Font**

The font that you use most often when creating new messages should be chosen here. This will sent the font automatically when you create a new message or edit an existing one.

[#] Default_Font
[$] Default Font
[K] Sign Summary:Default Font
[@] Status|0|0|0|0||||||
[+] MAIN:000161
[>] Main

[#] [$] [K] [@] [+] [>] **Sign Type**

This indicates the type of sign. It is a read only field that cannot be edited. The valid values for this field are:

Other
Blank Out Sign (bos)
Changeable Message Sign (cms)
Variable Message Sign with character matrix setup (vmsChar)
Variable Message Sign with line matrix setup (vmsLine)
Variable Message Sign with full matrix setup (vmsFull)
Portable Other
Portable Blank Out Sign (portableBOS)
Portable Changeable Message Sign (portableCMS)
Portable Variable Message Sign with character matrix setup (portableVMSChar)
Portable Variable Message Sign with line matrix setup (portableVMSLine)
Portable Variable Message Sign with full matrix setup (portableVMSFull)

[#] Sign_Type
[$] Sign Type
[K] Sign Configuration:Sign Type
[@] Status|0|0|0|0||||||
[+] MAIN:000261
[>] Main

[#] [$] [K] [@] [+] [>] Beacon Type

This indicates the configuration of the type, numbers and flashing patterns of beacons on a sign. It is a read only field that cannot be edited. The valid values for this field are:

Other
None
One Beacon flashing
Two Beacons – synchronized flashing
Two Beacons – opposing flashing
Four Beacons – synchronized flashing
Four Beacons – alternate rows flashing
Four Beacons – alternate column flashing
Four Beacons – alternate diagonal flashing
Four Beacons – no synchronized flashing
One Beacon – strobe light
Two Beacons – strobe light
Four Beacons – strobe light

[#] Beacon_Type
[$] Beacon Type
[K] Sign Configuration:Beacon Type
[@] Status|0|0|0|0||||||
[+] MAIN:000281
[>] Main

[#] [$] [K] [@] [+] [>] Sign Access

This indicates the method of access to the sign. It is a read only value that cannot be edited. The valid methods are:

Other
Walk In access
Rear access
Front access

[#] Sign_Access
[$] Sign Access
[K] Sign Configuration:Sign Access
[@] Status|0|0|0|0||||||
[+] MAIN:000301
[>] Main

[#] [$] [K] [@] [+] [>] Sign Height

The height of the sign indicated in millimeters. This information is stored in the sign controller and cannot be edited.

[#] Sign_Height
[$] Sign Height
[K] Sign Configuration:Sign Height
[@] Status|0|0|0|0||||||
[+] MAIN:000321
[>] Main

[#] [$] [K] [@] [+] [>] Sign Width

The width of the sign indicated in millimeters. This information is stored in the sign controller and cannot be edited.

[#] Sign_Width
[$] Sign Width
[K] Sign Configuration:Sign Width
[@] Status|0|0|0|0||||||
[+] MAIN:000341
[>] Main

[#] [$] [K] [@] [+] [>] Horizontal Border

This is the minimum border distance in millimeters that exits on the left and right-hand sides of the sign. It is a read only field that cannot be edited.

[#] Horizontal_Border
[$] Horizontal Border
[K] Sign Configuration:Horizontal Border
[@] Status|0|0|0|0||||||
[+] MAIN:000361
[>] Main

[#] [$] [K] [@] [+] [>] Vertical Border

This is the minimum border distance in millimeters that exists on the top and bottom of the sign. It is a read only field that cannot be edited.

[#] Vertical_Border
[$] Vertical Border
[K] Sign Configuration:Vertical Border
[@] Status|0|0|0|0||||||
[+] MAIN:000381
[>] Main

[#] [$] [K] [@] [+] [>] Legend

This indicates if a legend is shown on the sign. It is a read only field that cannot be edited. The valid values for this field are:

Other
No legend
Legend Exists

[#] Legend
[$] Legend
[K] Sign Configuration:Legend
[@] Status|0|0|0|0||||||
[+] MAIN:000401
[>] Main

[#] [$] [K] [@] [+] [>] Sign Technology

This indicates the utilized technology in a bitmap format. This is a read only field that cannot be edited. The valid values for this field are:

Other
LED
Flip Disk
Fiber Optics
Shuttered
Lamp
Drum

[#] Sign_Technology
[$] Sign Technology
[K] Sign Configuration:Sign Technology
[@] Status|0|0|0|0||||||
[+] MAIN:000421
[>] Main

[#] [$] [K] [@] [+] [>] Character Height In Pixels

This indicates the height of a single character in pixels. A value of zero (0) indicates a variable character height. This is a read only field that cannot be edited.

[#] Character_Height_In_Pixels
[$] Character Height In Pixels
[K] Sign Configuration:Character Height In Pixels
[@] Status|0|0|0|0||||||
[+] MAIN:000441
[>] Main

[#] [$] [K] [@] [+] [>] Character Width In Pixels

This indicates the width of a single character in pixels. The value zero (0) indicates a variable character width. This is a read only field that cannot be edited.

[#] Character_Width_In_Pixels
[$] Character Width In Pixels
[K] Sign Configuration:Character Width In Pixels
[@] Status|0|0|0|0||||||
[+] MAIN:000461
[>] Main

[#] [$] [K] [@] [+] [>] Sign Height In Pixels

The height of the sign indicated in pixels. This information is stored in the sign controller and cannot be edited.

[#] Sign_Height_In_Pixels
[$] Sign Height In Pixels
[K] Sign Configuration:Sign Height In Pixels
[@] Status|0|0|0|0||||||
[+] MAIN:000481
[>] Main

[#] [$] [K] [@] [+] [>] Sign Width In Pixels

The width of the sign indicated in pixels. This information is stored in the sign controller and cannot be edited.

[#] Sign_Width_In_Pixels
[$] Sign Width In Pixels
[K] Sign Configuration:Sign Width In Pixels
[@] Status|0|0|0|0||||||
[+] MAIN:000501
[>] Main

[#] [$] [K] [@] [+] [>] Horizontal Pitch

This field indicates the horizontal distance from the center of one pixel to the center of the neighboring pixel in millimeters. This is a read only field that cannot be edited.

[#] Horizontal_Pitch
[$] Horizontal Pitch
[K] Sign Configuration:Horizontal Pitch
[@] Status|0|0|0|0||||||
[+] MAIN:000521
[>] Main

[#] [$] [K] [@] [+] [>] Vertical Pitch

This field indicates the vertical distance from the center of one pixel to the center of the neighboring pixel in millimeters. This is a read only field that cannot be edited.

[#] Vertical_Pitch
[$] Vertical Pitch
[K] Sign Configuration:Vertical Pitch
[@] Status|0|0|0|0||||||
[+] MAIN:000541
[>] Main

[#] [$] [K] [@] [+] [>] Control Mode

This field indicates the selected control mode of the sign. Do not change this value unless you are fully aware of the implications of that change.

The available Control modes are:

- Other
- Local
- External
- Central
- Central Override
- Simulation

[#] Control_Mode
[$] Control Mode
[K] Diagnostics:Control Mode
[@] Status|0|0|0|0||||||
[+] MAIN:000561
[>] Main

[#] [$] [K] [@] [+] [>] Message Table Source

This field indicates the message number that is used to generate the currently displayed message. This is a read only field that cannot be edited.

[#] Message_Table_Source
[$] Message Table Source
[K] Diagnostics:Message Table Source
[@] Status|0|0|0|0||||||
[+] MAIN:000601
[>] Main

[#] [$] [K] [@] [+] [>] Message Requestor

This field stores a copy of the value in the Activate Message field. If the current message was not activated, then this field will display a value of 0.

[#] Message_Requestor
[$] Message Requestor
[K] Diagnostics:Message Requestor
[@] Status|0|0|0|0||||||
[+] MAIN:000621
[>] Main

[#] [$] [K] [@] [+] [>] **Memory Management**

This field indicates the status of the sign's memory. It is a read write field and the valid values are:

Other
Normal
Clear Changeable Messages
Clear Volatile Messages

[#] Memory_Management
[$] Memory Management
[K] Diagnostics:Memory Management
[@] Status|0|0|0|0||||||
[+] MAIN:000641
[>] Main

[#] [$] [K] [@] [+] [>] Short Error Status

This indicates a summary of errors that exist. It is a read only field and the valid values are:

1	Other error
2	Communications error
4	Power error
8	Attached device error
16	Lamp error
32	Pixel error
64	Photocell error
128	Message error
256	Controller error
512	Temperature warning
1024	Fan error

[#] Short_Error_Status
[$] Short Error Status
[K] Diagnostics:Short Error Status
[@] Status|0|0|0|0||||||
[+] MAIN:000681
[>] Main

[#] [$] [K] [@] [+] [>] Controller Error

The value in this field indicates a specific error with the controller. This is a read only field and the valid values are:

Other controller error
PROM error
Program/processor error
RAM error

[#] Controller_Error
[$] Controller Error
[K] Diagnostics:Controller Error
[@] Status|0|0|0|0||||||
[+] MAIN:000701
[>] Main

[#] [$] [K] [@] [+] [>] Syntax Error

This error code identifies the first detected syntax error within a MULTI message. It is a read only field and the valid values are:

Other
None
Unsupported tag
Unsupported tag value
Text too big
Font not defined
Character not defined
Field device does not exist
Field device error
Flash region error
Tag conflict
Too many pages

[#] Syntax_Error
[$] Syntax Error
[K] Diagnostics:Syntax Error
[@] Status|0|0|0|0||||||
[+] MAIN:000721
[>] Main

[#] [$] [K] [@] [+] [>] Syntax Error Position

This indicates the offset from the first character of the MULTI message where the syntax error has occurred.

[#] Syntax_Error_Position
[$] Syntax Error Position
[K] Diagnostics:Syntax Error Position
[@] Status|0|0|0|0||||||
[+] MAIN:000741
[>] Main

[#] [$] [K] [@] [+] [>] Other Error Description

This indicates any Intelligent Control specific error messages.

[#] Other_Error_Description
[$] Other Error Description
[K] Diagnostics:Other Error Description
[@] Status|0|0|0|0||||||
[+] MAIN:000761
[>] Main

[#] [$] [K] [@] [+] [>] Pixel Fail Type

This indicates which type of pixel failure reporting you wish to view. If you want to view those pixels that are indicated as failed in the normal displaying of a message, click the Message Display radio button and then click the Refresh button. The failed pixels will be reported in the table displayed on the form.

If you want to view the results of an actual pixel test, click on the Pixel Test radio button. You will have to actively perform a pixel test before any values will be returned.

[#] Pixel_Fail_Type
[$] Pixel Fail Type
[K] Pixel Fail Type
[@] Status|0|0|0|0||||||
[+] MAIN:000781
[>] Main

[#] [$] [K] [@] [+] [>] Device

The drop down list box attached to the Device field will display a full list of all the devices that are accessible using Intelligent Control. Select the Device that you wish to operate and the required information for that Device will be displayed.

[#] Devices
[$] Devices
[K] Devices
[@] Status|0|0|0|0||||||
[+] MAIN:000801
[>] Main

[#] [$] [K] [@] [+] [>] Sign Brightness Control

There are several ways in which you can control the brightness of the sign. It can be done manually, with a timer or using photocells.

[#] Sign_Brightness_Control
[$] Sign Brightness Control
[K] Sign Brightness Control
[@] Status|0|0|0|0||||||
[+] MAIN:000821
[>] Main

[#] [$] [K] [@] [+] [>] Photocell Level Status

This is a read only field that indicates the status of the photocell level.

[#] Photocell_Level_Status
[$] Photocell Level Status
[K] Sign Brightness Control:Photocell Level Status
[@] Status|0|0|0|0|||||
[+] MAIN:000861
[>] Main

[#] [$] [K] [@] [+] [>] Brightness Level Status

This is a read only field that indicates the current status of the brightness level.

[#] Brightness_Level_Status
[$] Brightness Level Status
[K] Sign Brightness Control:Brightness Level Status
[@] Status|0|0|0|0||||||
[+] MAIN:000901
[>] Main

[#] [$] [K] [@] [+] [>] Manual Brightness Level

If you are controlling the brightness of the sign manually, you can set the desired level of the brightness here. Enter the required level and then Send to the Sign.

[#] Manual_Brightness_Level
[$] Manual Brightness Level
[K] Sign Brightness Control:Manual Brightness Level
[@] Status|0|0|0|0|||||
[+] MAIN:000921
[>] Main

[#] [$] [K] [@] [+] [>] Brightness Table

The entries here determine the values for the brightness levels that are supported by the sign. You can have as many rows as required.

[#] Brightness_Table
[$] Brightness Table
[K] Sign Brightness Control:Brightness Table
[@] Status|0|0|0|0||||||
[+] MAIN:000941
[>] Main

[#] [$] [K] [@] [+] [>] Light Output Status

This indicates the current output of the brightness of the lamps on the sign. Its value ranges from 0 (darkest) to 65535 (brightest). This is a read only field that cannot be edited.

[#] Light_Output_Status
[$] Light Output Status
[K] Sign Brightness Control:Light Output Status
[@] Status|0|0|0|0||||||
[+] MAIN:000961
[>] Main

[#] [$] [K] [@] [+] [>] Brightness Values Error

The value in this field indicates the error (if any) that was encountered when the brightness table was SET. It is a read only field that cannot be edited. The valid values for this field are:

1	Other
2	None
3	Photocell Gap
4	Negative Slope
5	Too Many Levels
6	Invalid Data

[#] Brightness_Values_Error
[$] Brightness Values Error
[K] Sign Brightness Control:Brightness Values Error
[@] Status|0|0|0|0||||||
[+] MAIN:000981
[>] Main

[#] [$] [K] [@] [+] [>] Message Type

There are different types of messages that can be sent to, stored on and/or displayed on a sign. You can use Intelligent Control to display Pre-programmed Messages on the sign and create, edit or display Changeable Messages.

The other NTCIP Message Types; namely Other, Volatile, Current Buffer or Schedule can be added to the database as valid options once they are supported by the sign and the software.

[#] Message_Type
[$] Message Type
[K] Sign Control:Message Type
[@] Status|0|0|0|0||||||
[+] MAIN:001001
[>] Main

[#] [$] [K] [@] [+] [>] Pre Programmed Messages

Pre programmed messages are messages that are ‘hard-coded’ into the sign and controller software. Using Intelligent Control, they can be viewed and displayed on a sign but they cannot be changed. A new pre-programmed message cannot be added, nor can an existing pre-programmed message be deleted.

[#] Pre_Programmed_Messages
[$] Pre-Programmed Messages
[K] Sign Control:Pre-Programmed Messages
[@] Status|0|0|0|0||||||
[+] MAIN:001021
[>] Main

[#] [$] [K] [@] [+] [>] Changeable Messages

Changeable Messages are messages that you can change using Intelligent Control. You can edit or delete existing messages and you can add new ones (space permitting). You can preview them and send them to the sign for display.

[#] Changeable_Messages
[$] Changeable Messages
[K] Sign Control:Changeable Messages
[@] Status|0|0|0|0|||||
[+] MAIN:001041
[>] Main

[#] [$] [K] [@] [+] [>] Device Messages

This is a list of all the messages that exist in the database for the Device that you selected. If you want to see the messages that are stored in the Device, you need to highlight the number of the message and click on the Retrieve Selected Msg. The message as it appears in the sign controller will be displayed in the Device Messages Window.

Make sure that the sign is connected before clicking the Retrieve Current Msg button. If the Connect/Disconnect button is green, then Intelligent Control is connected, If the button is red, a connection needs to be established with the sign. Click on the red button to do this.

[#] Device_Messages
[$] Device Messages
[K] Sign Control:Device Messages
[@] Status|0|0|0|0||||||
[+] MAIN:001061
[>] Main

[#] [$] [K] [@] [+] [>] Duration

The duration indicates for how long the message will be displayed. When the end of the duration period is reached, the End Duration Message that is specified on the Message Defaults tab will be displayed.

See Forever and Minutes.

[#] Duration
[$] Duration
[K] Duration
[@] Status|0|0|0|0||||||
[+] MAIN:001081
[>] Main

[#] [$] [K] [@] [+] [>] Priority

The message priority is the priority that is assigned to a message when it is sent to the sign. Activation Priority is the priority that is assigned when a message is activated on a sign. If the message that is being activated has an Activation Priority that is greater than or equal to the Message Priority of the message that is currently being displayed on the sign, the activation will be successful. If the Activation Priority of the message being activated is lower than the Message Priority of the message currently being displayed, that activation will be rejected. Intelligent Control will display a message to that effect. In this case, if the user has the correct access level, the activation can be forced (i.e. the message that is being activated will override the currently displayed message, regardless of the Message Priority of that message).

[#] Priority
[$] Priority
[K] Sign Control:Priority
[@] Status|0|0|0|0||||||
[+] MAIN:001101
[>] Main

[#] [$] [K] [@] [+] [>] Save

Save will save the current message in the database.

[#] Save
[$] Save
[K] Sign Control:Save Selected Msg in Database
[@] Status|0|0|0|0|||||
[+] MAIN:001121
[>] Main

[#] [$] [K] [@] [+] [>] Retrieve Current Message

Retrieved Current Message will connect to the sign and “get” the message that is currently stored as the selected message number in the sign controller.

You can choose to edit Changeable Messages and then send the edited message back to the sign, but you cannot edit Pre-programmed Messages.

[#] Retrieve_Current_Message
[$] Retrieve Current Message
[K] Sign Control:Retrieve Current Message
[@] Status|0|0|0|0|||||
[+] MAIN:001141
[>] Main

[#] [$] [K] [@] [+] [>] Message Defaults

The Message Defaults Tab contains details of the default messages that are to be used by the sign under certain specific conditions. In addition, it contains the defaults that the system is to use when creating a new message.

If you want to view the defaults that are currently in use by the sign, select the sign from the drop down Device list box. Then click on the Refresh button, and the values that are currently in use by the sign will be returned. If you make any changes to these defaults, you should save them to the database (click Save) as well as send them to the sign (Update Sign).

[#] Message_Defaults
[$] Message Defaults
[K] Sign Summary:Message Defaults
[@] Status|0|0|0|0||||||
[+] MAIN:001161
[>] Main

[#] [$] [K] [@] [+] [>] Day Plans

Day plans are referenced by schedules and indicate which event should be activated, and at what time. Events and Actions are selected on the Events and Actions tab.

See Day Plans and Schedules for more information.

[#] Day_Plans
[$] Day Plans
[K] Schedules:Day Plans
[@] Status|0|0|0|0||||||
[+] MAIN:001541
[>] Main

[#] [$] [K] [@] [+] [>] Schedules

Schedules contain a collection of Day Plans that determine what should be displayed on the sign at a particular time and/or a particular day or selection of days.
See Day Plans and Schedules for more information.

When schedules are created and saved to a Device, they need to be activated before they will run. When schedules are activated (see Activate Schedule), you must remember that each and every schedule that has been saved to the Device will be activated and displayed. Please check all the schedules that are resident on the Device before activating schedules. To do this, select a schedule number on the Schedules tab and Refresh. This will recover the schedule details from the sign so that you can check the contents of the schedule. Repeat this for each available Schedule number.

[#] Schedules
[$] Schedules
[K] Schedules
[@] Status|0|0|0|0||||||
[+] MAIN:001561
[>] Main

[#] [$] [K] [@] [+] [>] Events and Actions

Each Day plan that you have for a schedule will have an event and action associated with it. This event and action determines what should be displayed on the sign, depending on the Day Plan in force.

See Day Plans and Schedules for more information.

[#] Events_and_Actions
[$] Events and Actions
[K] Events and Actions
[@] Status|0|0|0|0|||||
[+] MAIN:001581
[>] Main

[#] [$] [K] [@] [+] [>] Day Plan

Select a number from the drop down list box that will uniquely identify the particular day plan that you are creating or editing.

See Day Plans and Schedules for more information.

[#] Day_Plan
[$] Day Plan
[K] Schedules:Day Plan
[@] Status|0|0|0|0||||||
[+] MAIN:001601
[>] Main

[#] [$] [K] [@] [+] [>] Day Plan Event Number

Each day plan can have more than one event attached to it. Select the required day plan event number from the drop down list box.

See Day Plans and Schedules for more information.

[#] Day_Plan_Event_Number
[$] Day Plan Event Number
[K] Schedules:Day Plan Event Number
[@] Status|0|0|0|0||||||
[+] MAIN:001621
[>] Main

[#] [$] [K] [@] [+] [>] Day Plan Event Time

Enter the time that this event is to occur. The time is entered in military format. The valid values for hour are 0-23 and the valid minutes are 0-59.

See Day Plans and Schedules for more information.

[#] Day_Plan_Event_Time
[$] Day Plan Event Time
[K] Schedules:Day Plan Event Time
[@] Status|0|0|0|0||||||
[+] MAIN:001641
[>] Main

[#] [$] [K] [@] [+] [>] Day Plan Action

Select the number that correlates to the action that is to be taken by the scheduled day plan at the specified time. Day plan actions are set up on the Events and Actions tab.

See Day Plans and Schedules for more information.

[#] Day_Plan_Action
[$] Day Plan Action
[K] Schedules:Day Plan Action
[@] Status|0|0|0|0||||||
[+] MAIN:001661
[>] Main

[#] [$] [K] [@] [+] [>] Schedule Number

Select a schedule number that will identify the schedule that you are creating from the drop down list box. See Day Plans and Schedules for more information.

[#] Schedule_Number
[$] Schedule Number
[K] Schedule Number
[@] Status|0|0|0|0||||||
[+] MAIN:001681
[>] Main

[#] [$] [K] [@] [+] [>] Months

Specify, by clicking on the applicable check boxes, the months of the year this schedule is to be run. If the schedule is to be run every month of the year, click on the Set All button.

See Day Plans and Schedules for more information.

[#] Months
[$] Months
[K] Months
[@] Status|0|0|0|0||||||
[+] MAIN:001701
[>] Main

[#] [$] [K] [@] [+] [>] Days of Week

Specify, by clicking on the applicable check boxes, the day or days of the week that the schedule should run. If you want the schedule to run every day of the week, click on the Set All button.

See Day Plans and Schedules for more information.

[#] Days_of_Week
[$] Days of Week
[K] Schedules:Days of Week
[@] Status|0|0|0|0||||||
[+] MAIN:001721
[>] Main

[#] [$] [K] [@] [+] [>] Days

Specify, by clicking on the applicable check boxes, the specific day or days of the month that the schedule should run. If you want the schedule to run every day of the month, click on the Set All button.

See Day Plans and Schedules for more information.

[#] Days
[$] Days
[K] Schedules:Days
[@] Status|0|0|0|0||||||
[+] MAIN:001741
[>] Main

[#] [$] [K] [@] [+] [>] Display Message Actions

The number of the action is specified here. This number should be unique for each action that is specified for each day plan.

See Day Plans and Schedules for more information.

[#] Display_Message_Actions
[$] Display Message Actions
[K] Display Message Actions
[@] Status|0|0|0|0||||||
[+] MAIN:001761
[>] Main

[#] [$] [K] [@] [+] [>] Memory Type

There are different types of messages that can be sent to, stored on and/or displayed on a sign. You can use Intelligent Control to display Pre-programmed Messages on the sign and create, edit or display Changeable Messages.

The other NTCIP Message Types; namely Other, Volatile, Current Buffer or Schedule may be added to the database as valid options once they are supported by the sign and the software.

[#] Memory_Type
[$] Memory Type
[K] Memory Type
[@] Status|0|0|0|0||||||
[+] MAIN:001781
[>] Main

[#] [$] [K] [@] [+] [>] Message CRC

Each time a message is changed, the CRC changes, so the CRC effectively “stamps” and labels a message as a particular version of that message. If the schedule encounters a message CRC that is different to the one that is stored here, that action will be ignored and the message will not be displayed.

Once you have ascertained that the message that you have indicated in Message Number is the correct one, click on the Refresh CRC from Sign button so that the CRC that is saved on the sign with that message is retrieved and stored with the schedule. This will ensure that the specified message will not be displayed if anyone has changed the message.

See Day Plans and Schedules for more information.

[#] Message_CRC
[$] Message CRC
[K] Message CRC
[@] Status|0|0|0|0||||||
[+] MAIN:001801
[>] Main

[#] [$] [K] [@] [+] [>] Timeout

Enter the number of seconds of inactivity that should pass before the timeout warning window is displayed. The minimum timeout time that can be entered is 5 minutes and the maximum is 60 minutes. Note that the default value is 10 minutes.

When the specified period of inactivity is reached a message will pop up indicating that you will be logged off unless you click the Stay Logged On button within the allowed time frame. If you do not click that button, you will be logged off.

[#] Timeout
[$] Timeout
[K] Timeout
[@] Status|0|0|0|0||||||
[+] MAIN:001861
[>] Main

[#] [$] [K] [@] [+] [>] **Forms**

This is a drop down list that lists all the forms for which you can set access levels for each User.

[#] Forms
[$] Forms
[K] Forms
[@] Status|0|0|0|0||||||
[+] MAIN:001881
[>] Main

[#] [$] [K] [@] [+] [>] Control Name

Each Control that is functional on the form selected will be listed here.

[#] Control_Name
[$] Control Name
[K] Control Name
[@] Status|0|0|0|0||||||
[+] MAIN:001901
[>] Main

[#] [$] [K] [@] [+] [>] Description

This provides a description of the control, detailing the function of that control.

[#] Description
[$] Description
[K] Description
[@] Status|0|0|0|0||||||
[+] MAIN:001921
[>] Main

[#] [$] [K] [@] [+] [>] **Operations**

Specify the access type that the Operations level users are to have to the selected control on the selected form. There are three levels of access:

Read-write allows the operator full access to the field or control function.
Read only allows limited access (can only view the field or control function).
Not accessible renders that field or control completely inaccessible to the operator.

To specify the required access, highlight the control name, and then select the applicable access from the drop down list box that is displayed below the list.

When you have set the required levels, click on the Apply button to put the changes into effect.

[#] Operations
[$] Operations
[K] Operations
[@] Status|0|0|0|0||||||
[+] MAIN:001941
[>] Main

[#] [$] [K] [@] [+] [>] **Maintenance**

Specify the access type that the Maintenance level users are to have to the selected control on the selected form. There are three levels of access:

Read-write allows the operator full access to the field or control function.
Read only allows limited access (can only view the field or control function).
Not accessible renders that field or control completely inaccessible to the operator.

To specify the required access, highlight the control name, and then select the applicable access from the drop down list box that is displayed below the list.

When you have set the required levels, click on the Apply button to put the changes into effect.

[#] Maintenance
[$] Maintenance
[K] Maintenance
[@] Status|0|0|0|0||||||
[+] MAIN:001961
[>] Main

[#] [$] [K] [@] [+] [>] Administration

Specify the access type that the Administration level users are to have to the selected control on the selected form. There are three levels of access:

Read-write allows the operator full access to the field or control function.
Read only allows limited access (can only view the field or control function).
Not accessible renders that field or control completely inaccessible to the operator.

To specify the required access, highlight the control name, and then select the applicable access from the drop down list box that is displayed below the list.

When you have set the required levels, click on the Apply button to put the changes into effect.

[#] Administration
[$] Administration
[K] Administration
[@] Status|0|0|0|0||||||
[+] MAIN:001981
[>] Main

[#] [$] [K] [@] [+] [>] **Day Plan Number**

This references the number of the day plan that is to be run by the schedule.

[#] Day_Plan_Number
[$] Day Plan Number
[K] Schedules:Day Plan Number
[@] Status|0|0|0|0||||||
[+] MAIN:002001
[>] Main

[#] [$] [K] [@] [+] [>] Confirm

When you add a User or change an existing User's Password, you will have to enter the password twice. First in the Password field and then in the Confirm field. This is to double check that you have entered the password correctly.

The entry that you make here must be identical to the entry in the Password field and follows all the applicable rules for Password entry.

[#] Confirm
[$] Confirm
[K] Confirm
[@] Status|0|0|0|0||||||
[+] MAIN:002021
[>] Main

[#] [$] [K] [@] [+] [>] Level

Each User has an Access Level allocated to them. This level is used to define the functions to which that operator has access. The valid options are Operator, Maintenance and Administration.

The Access Levels form controls the functions that can be performed by each level. Note that you will only be able to make changes or view this form if you are logged on with an ID that has the required access permission.

[#] Level
[$] Level
[K] Level
[@] Status|0|0|0|0||||||
[+] MAIN:002041
[>] Main

[#] [$] [K] [@] [+] [>] Connect/Disconnect

This button is used to establish a connection with the Device that is selected in the Device field. When the button displays red, this indicates that there is no active connection with any Device. If you intend sending or receiving data to or from the Device, you must select the required Device and click on the Connect button to establish a connection. The Connect/Disconnect button will display green when a connection is established.

You will remain connected to that Device until you click the Connect button, which will change to red to indicate that there is no connection.

You will automatically be disconnected from the Device if you are logged off from Intelligent Control due to inactivity, if you shut the application down or you log off.

[#] Connect_Disconnect
[$] Connect/Disconnect
[K] Connect/Disconnect
[@] Status|0|0|0|0||||||
[+] MAIN:002081
[>] Main

[#] [$] [K] [@] [+] [>] About Intelligent Control

This details the current version that you have installed. If you click on the System Info button, the information window will open, providing you with a summary of system details. This may be required for diagnostic purposes.

[#] About_Intelligent_Control
[$] About Intelligent Control
[K] About Intelligent Control
[@] Status|0|0|0|0||||||
[+] MAIN:002101
[>] Main

[#] [$] [K] [@] [+] [>] Set Up and Configure BMP Maps

The Map utility provides a pictorial representation of the position of the Devices that are controlled by the system. Not only does it visually represent the position of the Devices, but it also allows you to check the status of each Device, as well as view the messages that are currently running on any signs. The Map menu contains the utilities that allow you to configure the maps and icons that are used in your maps.

[#] Set_Up_and_Configure_BMP_Maps
[$] Set Up and Configure BMP Maps
[K] Set Up and Configure BMP Maps
[@] Status|0|0|0|0||||||
[+] MAIN:002121
[>] Main

[#] [$] [K] [@] [+] [>] **Search**

This will open the Help file so that you can browse the available help.

[#] Search
[$] Search
[K] Search
[@] Status|0|0|0|0||||||
[+] MAIN:002141
[>] Main

[#] [$] [K] [@] [+] [>] Adding a New Map

To add a new map, you must first ensure that you have created a bitmap (*.bmp) file of that map and that the map is copied into the map files directory.

Click on Maps and select Add a New Map option from the drop down list that is displayed in the Maps field.

Enter the Name of the map as it should appear in the Maps list when you access Maps in Intelligent Control.

Enter a description of the map. This description is displayed when the map is opened. It can contain pertinent information about the map itself as well as the Devices that are located in that map area.

You can either enter the name and full path of the map file or you can click on browse to select the map. Highlight the .bmp file that is to be added and click on the Open button. The file name and it complete path will be stored in the Map File Name field.

If you manually enter the path and file name in the Map File Name field, you can click on the Test Map button to “test” that the path and file name that you entered is correct.

[#] Adding_a_New_Map
[$] Adding a New Map
[K] Adding a New Map
[@] Status|0|0|0|0||||||
[+] MAIN:002181
[>] Main

[#] [$] [K] [@] [+] [>] Editing an Existing Map

Select the map for which information is to be changed. Edit the required information and then click the Save button, which will be enabled as soon as a change is made to any data.

[#] Editing_an_Existing_Map
[$] Editing an Existing Map
[K] Editing an Existing Map
[@] Status|0|0|0|0||||||
[+] MAIN:002201
[>] Main

[#] [$] [K] [@] [+] [>] **Deleting a Map**

Select the map that is to be deleted from the drop down list box attached to the Maps field.

[#] Deleting_a_Map
[$] Deleting a Map
[K] Deleting a Map
[@] Status|0|0|0|0||||||
[+] MAIN:002221
[>] Main

[#] [$] [K] [@] [+] [>] Icons

You can specify the icons that are to be used in the map system. The system is installed with standard icons, but you can customize these to suite your needs. You can use any .ico file (size 32x32). To access the icon information, click on Icons from the Maps menu. You can add new icons or you can delete or edit existing icons.

Adding an Icon

Deleting an Icon

Editing an Icon

[#] Icons
[$] Icons
[K] Icons
[@] Status|0|0|0|0||||||
[+] MAIN:002241
[>] Main

[#] [$] [K] [@] [+] [>] Adding an Icon

To add a new icon, select Add a New Icon from the Icon Names drop down list box. Enter the name that is to be used by the Map system to identify the icon. Then either enter the full path and file name of the icon file, or click browse to locate the icon file.

Select the icon that you want to use and then click on the Open button. The icon that you have selected will be displayed on the form so that you can check that you have selected the correct one. If you choose to enter the file and path name of the .ico file (without using the browse button), you can check the icon file by clicking on the Test Icon button.

Once you have added the required information, click on Add to add the information to the system.

[#] Adding_an_Icon
[$] Adding an Icon
[K] Adding an Icon
[@] Status|0|0|0|0||||||
[+] MAIN:002261
[>] Main

[#] [$] [@] [+] [>] [K] Link Icon to Device Type

When you have added all the icons to the system (see Adding an Icon), you can link each Device to a particular icon. To do this, select Link Icon to Device Type from the Map menu.

All the Device Types that are installed in the system will be displayed in the drop down list box attached to the Device Types field. Select a Device and then double click that Device Type in the list that is displayed. This will open the form to allow you to allocate an icon to that Device Type.

Click on the Icon names drop down list box and all the available icons will be displayed. Select the one that you want to use for the Device Type that is highlighted. That icon will display next to the field so that you can check that it is the correct one. When you have selected the correct one, click on the Link to Icon button to complete the process.

Note that you will not be permitted to allocate an icon to more than one Device Type. This ensures that there is no confusion when the icons are placed on a map.

[#] Link_Icon_to_Device_Type
[$] Link Icon to Device Type
[@] Status|0|0|0|0||||||
[+] MAIN:002281
[>] Main
[K] Link Icon to Device Type

[#] [$] [K] [@] [+] [>] Place Icon on Map

Each Device that you can connect to using Intelligent Control can be displayed on a map. To do this, you should first have allocated an icon to each Device. The available icons are displayed along the bottom of the map. The drop down list boxes attached to each icon will list all the Devices that have been added to the system.

Note that you will only be allowed to position one instance of each Device on the map. If you attempt to position that Device a second time, an error message will be displayed.

The Device Icons Displayed window will list the description of each Device that has been saved as an icon on this map. The Device Icons Temporarily Displayed is a list of those icons that you have added to the map but have not yet saved as a permanent part of the map. Any Devices that are not in either of these lists but do appear when you click on the drop down list box attached to the icons have not been added to the map.

To add a Device to the map, click on the drop down list box attached to the icon that represents the Device that you want to add to the map. You will notice that those Devices that have already been added to the Map will be grayed out in the list so that you cannot select them a second time. Highlight the name of the actual Device from the drop down list box and release the mouse button. The list will close and the cursor will change to a square with a cross inside. Drag this square to the point on the map where you want the Device located and click the left-hand mouse button. The icon will be displayed and the description of the Device will be added to the Device Icons Temporarily Displayed window.

Repeat these steps for each Device that you want to see on the map.

When you are certain that the icons are in the correct position, you should save the icons to the map so that next time you access the map the icons remain positioned in the right place.

[#] Place_Icon_on_Map
[$] Place Icon on Map
[K] Place Icon on Map
[@] Status|0|0|0|0||||||
[+] MAIN:002321
[>] Main

[#] [$] [K] [@] [+] [>] Saving an Icon on a Map

There are two ways in which you can save an icon to a map.

1. Select the icon by clicking the left-hand mouse button while the cursor is positioned on the icon. Click the right hand mouse button to open the Device Icon menu. Select Save Device Icon Position.

2. Select the icon by clicking the left-hand mouse button while the cursor is positioned on the icon. Then click on the Save button on the task bar.

You will notice that the description for that icon moves from the Device Icons Temporarily Displayed list to the Device Icons Displayed list.

[#] Saving_an_Icon_on_a_Map
[$] Saving an Icon on a Map
[K] Saving an Icon on a Map
[@] Status|0|0|0|0||||||
[+] MAIN:002341
[>] Main

[#] [$] [K] [@] [+] [>] Removing an Icon From a Map

You can remove icons from maps in one of two ways.

1. Select the icon by clicking the left-hand mouse button while the cursor is positioned on the icon. Click the right hand mouse button to open the Device Icon menu. Select Remove Device Icon.

2. Select the icon by clicking the left-hand mouse button while the cursor is positioned on the icon. Then click on the Remove button on the task bar.

You will notice that the Icon is erased from the map and the description for that Icon is removed from the Device Icons Displayed list.

[#] Removing_an_Icon_From_a_Map
[$] Removing an Icon From a Map
[K] Removing an Icon From a Map
[@] Status|0|0|0|0||||||
[+] MAIN:002361
[>] Main

[#] [$] [K] [@] [+] [>] Accessing a Device from a Map

There are several configurable functions that can be performed for a Device from a map. To access these functions, highlight the icon on the map that represents the Device that you want to work with and click the right-hand mouse button. Each particular Device Type has its own set of options. The following table illustrates which options are available for which Device Type. For more information about any of these options, click on the particular function to open a pop up window with more detail.

Device Type	Menu	Sub menu	Sub Menu	Sub Menu
Intersection/Sensor	Save Icon Position			
	Remove Icon			
	Display Object	Polling Rate		
		Save Object Position		
		Type of Grid Display	Standard	
			Hide	
			Alarm	
	Status			
Camera	Save Icon Position			
	Remove Icon			
	Camera Control			
Sign (Portable, Overhead, VSL, etc.)	Save Icon Position			
	Remove Icon			
	Display Object	Polling Rate		
		Sign Zoom		
		Save Object Position		
		Type of Display	Sign View	Sign View Only
				Sign View & Grid
			Grid	Standard
				Hide
				Alarm
	Status			
Weather	Save Icon Position			
	Remove Icon			
	Display Object	Polling Rate		
		Save Object Position		
		Type of Display	Weather View	Weather Only
				Weather & Grid
			Grid	Standard
				Hide
				Alarm
	Weather Status			

[#] Accessing_a_Device_from_a_Map
[$] Accessing a Device from a Map
[K] Accessing a Device from a Map
[@] Status|0|0|0|0|||||
[+] MAIN:002381
[>] Main

[#] [$] [K] [@] [+] [>] Diagnostic Topics

This utility allows you to do a comprehensive check of all the subsystems on the sign. Check the box next to each test that you wish to perform and then click the Run Diagnostics button. A Green check mark will be displayed if the test was successful and a red X will be displayed if the test failed.

If a test fails, you can run more detailed diagnostics as follows:

Diagnostic Test	Location for Detailed Diagnostics
Pixels	Sign Summary/ Pixels
Fans	Sign Summary/Sign Status
Door Status	Sign Summary/Sign Status
Temperature	Sign Summary/Sign Status
Line Volts	Sign Summary/Sign Status
Controller Error	Sign Summary/Diagnostics

[#] Diagnostic_Topics
[$] Diagnostic Topics
[K] Diagnotic Topics
[@] Status|0|0|0|0||||||
[+] MAIN:002441
[>] Main

[#] [$] [K] [@] [+] [>] Bulk Operations

This Tab contains utilities that will allow you perform bulk downloads to and from the sign.

To retrieve the information from the sign, check the check boxes for the information that you wish to retrieve and then click on the Refresh button. Then Save that information to the database by clicking on the Save button. To update the sign controller with the information, click on the Update Sign button.

If you select a sign and then click Update Sign, the information that is currently stored in the database will be sent to the sign.

It is recommend that as part of the regular housekeeping of your signs that you ensure that the information on the signs and the information in your database is synchronized on a regular basis. To do this, select a sign and then click on the Refresh button. This will cause all the information (as indicated by the check boxes selected) to be uploaded from the sign so that you can then click on Save to update the database.

To update a sign with information that is stored on the database, check the applicable check boxes and then click on the Update Sign button.

[#] Bulk_Operations
[$] Bulk Operations
[K] Bulk Operations
[@] Status|0|0|0|0||||||
[+] MAIN:002461
[>] Main

[#] [$] [K] [@] [+] [>] Deleting an Icon

To delete an icon, select the icon that is to be deleted from the Icon Names drop down list box. Make sure that it is the icon that you want to delete and click on the Remove button.

Note that you will not be able to delete an icon that is still being used by the system. You will have to ensure that the icon that is being deleted is not allocated to any of the Devices on any map.

[#] Deleting_an_Icon
[$] Deleting an Icon
[K] Deleting an Icon
[@] Status|0|0|0|0||||||
[+] MAIN:002481
[>] Main

[#] [$] [K] [@] [+] [>] Editing an Icon

If you want to change the picture that is being used as an icon, click on that Icon from the Icon names drop down list box. The current icon will be displayed. Browse to the new .ico file that is to be used and select that file. The new picture will then be used. You will not be able to use an icon file that is already being used. This will prevent any confusion about what the icon actually represents when it is displayed on your map.

[#] Editing_an_Icon
[$] Editing an Icon
[K] Editing an Icon
[@] Status|0|0|0|0||||||
[+] MAIN:002501
[>] Main

[#] [$] [K] [@] [+] [>] Start Date

The Start Date is designed to filter event log entries. Use the start/end date fields to review actions taken by any operator on any range of dates. If you know the event for which you want to add a comment, enter that date in both fields. If you are not sure of the date, you can enter a range of dates so that all the events that were logged between those dates will be displayed in the list so that you can locate the required event. The start date defaults to the current (today's) date…you may change to a specific date as needed.

[#] Start_Date
[$] Start Date
[K] Start Date
[@] Status|0|0|0|0||||||
[+] MAIN:002541
[>] Main

[#] [$] [K] [@] [+] [>] End Date

The end date is designed to filter event log entries. Use the start/end date fields to review actions taken by any operator on any range of dates. If you know the event for which you want to add a comment, enter that date in both fields. If you are not sure of the date, you can enter a range of dates so that all the events that were logged between those dates will be displayed in the list so that you can locate the required event. The end date defaults to the current (today's) date…you may change to a specific date as needed.

[#] End_Date
[$] End Date
[K] End Date
[@] Status|0|0|0|0||||||
[+] MAIN:002561
[>] Main

[#] [$] [K] [@] [+] [>] Operators

Choose the Operator(s) from the drop down list to review actions taken by any operator on any range of dates. Recorded operator actions will be shown in the event log details box.

[#] Operators
[$] Operators
[K] Operators
[@] Status|0|0|0|0||||||
[+] MAIN:002581
[>] Main

[#] [$] [K] [@] [+] [>] Map Name

Enter the name of the map as it should appear in the Maps list when you access Maps in Intelligent Control.

[#] Map_Name
[$] Map Name
[K] Map Name
[@] Status|0|0|0|0||||||
[+] MAIN:002601
[>] Main

[#] [$] [K] [@] [+] [>] **Map Description**

Enter a description of the map. This description is displayed when the map is opened. It can contain pertinent information about the map itself as well as the Devices that are located in that map area.

[#] Map_Description
[$] Map Description
[K] Map Description
[@] Status|0|0|0|0||||||
[+] MAIN:002621
[>] Main

[#] [$] [K] [@] [+] [>] Map File Name

The Map File Name represents the physical location of the saved Map File on your computer's hard drive. You can enter the name and full path of the map file or you can click on browse to select the map.

Highlight the .bmp file that is to be added and click on the Open button. The file name and its complete path will be stored in the Map File Name field.

If you manually enter the path and file name in the Map File Name field, you can click on the Test Map button to "test" that the path and file name that you entered is correct.

[#] Map_File_Name
[$] Map File Name
[K] Map File Name
[@] Status|0|0|0|0||||||
[+] MAIN:002641
[>] Main

[#] [$] [K] [@] [+] [>] Icon Name

Enter the name of the icon as it should appear in the Icon Names list when you access Icons in Intelligent Control, Select the icon you want to use from the drop down box, or choose to Add a New Icon

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[#] Icon_Name
[$] Icon Name
[K] Icon Name
[@] Status|0|0|0|0||||||
[+] MAIN:002661
[>] Main

[#] [$] [K] [@] [+] [>] Icon File Name

The Icon File Name indicates the physical location of the saved Icon File on your computer's hard drive. You can enter the name and full path of the icon file or you can click on browse to select the icon.

Highlight the .ico file that is to be added and click on the Open button. The file name and its complete path will be stored in the Icon File Name field.

If you manually enter the path and file name in the Icon File Name field, you can click on the Test Icon button to "test" that the path and file name that you entered is correct.

[#] Icon_File_Name
[$] Icon File Name
[K] Icon File Name
[@] Status|0|0|0|0||||||
[+] MAIN:002701
[>] Main

[#] [$] [K] [+] [>] **Short Power Loss**

Enter the number of seconds that should pass before a short power loss is considered to have occurred.

[#] Short_Power_Loss
[$] Short Power Loss
[K] Sign Summary:Short Power Loss
[+] MAIN:0:000020
[>] Main

[#] [$] [K] [+] [>] Default Line Justification

When you create a message, there are four line justification options that you can choose: Other, Left, Center and Right. Specify the one that you use most often and that will be the automatically selected line justification option when you edit an existing message or create a new on.

Left:	All text will be aligned along the left-hand side of the line.
Center:	All text entered will be positioned in the center of the line.
Right:	All text entered will be aligned along the right hand side of the line.

[#] Default_Line_Justification
[$] Default Line Justification
[K] Sign Summary:Default Line Justification
[+] MAIN:0:000020
[>] Main

[#] [$] [K] [+] [>] Default Page Justification

When you create a message, there are four page justification options that you can choose: Other, Top, Middle and Bottom. Specify the one that you use most often and that will be the automatically selected page justification option when you edit and existing message or create a new one.

Top:	All lines will be positioned starting from the top most line of the sign.
Middle:	All lines will be positioned in the center of the sign.
Bottom:	All lines will be positioned starting from the bottom most line of the sign.

[#] Default_Page_Justification
[$] Default Page Justification
[K] Sign Summary:Default Page Justification
[+] MAIN:0:000020
[>] Main

[#] [$] [K] [@] [+] [>] SW Reset

This provides a software interface that will initiate a controller reset. The valid values for this field are:

No Reset

Reset

Once the controller has been reset, this field will be changed to no reset.

[#] SW_Reset

[$] SW Reset

[K] Diagnostics:SW Reset

[@] Status|0|0|0|0||||||

[+] MAIN:003181

[>] Main

[#] [$] [K] [@] [+] [>] Device Icons Displayed

The Device Icons Displayed window will list the description of each Device that has been saved as an icon on this map. If you click on a Device in this list, the Icon representing that Device on the map will flash so that you can easily identify its location.

[#] Device_Icons_Displayed
[$] Device Icons Displayed
[K] Device Icons Displayed
[@] Status|0|0|0|0|||||
[+] MAIN:003201
[>] Main

[#] [$] [K] [@] [+] [>] Device Icons Temporarily Displayed

The Device Icons Temporarily Displayed is a list of those Devices that you have added to the map but have not yet saved as a permanent part of the map.

[#] Device_Icons_Temporarily_Displayed
[$] Device Icons Temporarily Displayed
[K] Device Icons Temporarily Displayed
[@] Status|0|0|0|0||||||
[+] MAIN:003221
[>] Main

[#] [$] [K] [@] [+] [>] Member of Event Group

An Event Group is a description of a group of similar occurrences within a sign, i.e. monitoring different types of temperature within a sign would be “grouped” together in a temperature group of events.

[#] Member_of_Event_Group
[$] Member of Event Group
[K] Member of Event Group
[@] Status|0|0|0|0||||||
[+] MAIN:003261
[>] Main

[#] [$] [K] [@] [+] [>] **Monitor This Object**

Specify the object in the event you wish to monitor.

[#] Monitor_This_Object
[$] Monitor This Object
[K] Monitor This Object
[@] Status|0|0|0|0||||||
[+] MAIN:003281
[>] Main

[#] [$] [K] [@] [+] [>] Compare Value

State a specific value that will trigger an event, i.e. you are monitoring the temperature of the control cabinet and you want to record and entry when the temperature exceeds 20 degrees Celsius, you would enter 20 in the compare value field.

[#] Compare_Value
[$] Compare Value
[K] Compare Value
[@] Status|0|0|0|0||||||
[+] MAIN:003321
[>] Main

[#] [$] [K] [@] [+] [>] **Record This Event**

Check this box to make this event active.

[#] Record_This_Event
[$] Record This Event
[K] Record This Event
[@] Status|0|0|0|0||||||
[+] MAIN:003361
[>] Main

[#] [$] [K] [@] [+] [>] Instance

A means to identify a specific object.

[#] Instance
[$] Instance
[K] Instance
[@] Status|0|0|0|0||||||
[+] MAIN:003381
[>] Main

[#] [$] [K] [@] [+] [>] **One/Tenth of a Second**

Value or Time indicator box dependent on your selection in the When Value field.

[#] One_Tenth_of_a_Second
[$] One/Tenth of a Second
[K] One/Tenth of a Second
[@] Status|0|0|0|0||||||
[+] MAIN:003401
[>] Main

[#] [$] [K] [@] [+] [>] Activate Message Error

An Activate Message is a code that indicates the message that the sign shall activate. This value is set when a message is sent to the sign for display. If a message activation error occurs, the message is not displayed and an error is reported in this field.

[#] Activate_Message_Error
[$] Activate Message Error
[K] Diagnostics:Activate Message Error
[@] Status|0|0|0|0||||||
[+] MAIN:003481
[>] Main

[#] [$] [K] [@] [+] [>] Minutes Left

Indicates how much time remains to display the current message.

[#] Minutes_Left
[$] Minutes Left
[K] Sign Control:Minutes Left
[@] Status|0|0|0|0||||||
[+] MAIN:003501
[>] Main

[#] [$] [K] [@] [+] [>] Forever

Indicates that the current message will display forever.

[#] Forever
[$] Forever
[K] Sign Control:Forever
[@] Status|0|0|0|0||||||
[+] MAIN:003521
[>] Main

[#] [$] [K] [@] [+] [>] Font Editor

The Font Editor will allow you to edit, update and change various Fonts and Characters for use in your sign. The Font Editor Help can be used to find information on all of Font Editor's properties and functions. The function F1 can be used for context sensitive help while running Font Editor.

To access the Font Editor help file, click on the link provided below:

Font Editor

If you are unable to gain access to the link above then most likely the module you have purchased does not include NTCIP Font Editor. Please contact Intelligent Devices, Inc at (770) 831-3370 for assistance.

[#] Font_Editor
[$] Font Editor
[K] Edit Master Fonts
[@] Status|0|0|0|0|||||
[+] MAIN:003641
[>] Main

[#] [$] [K] [@] [+] [>] Sign Message Edit

The Message Editor allows you to create new messages of varying types or configurations as well as edit existing messages. This application gives you the flexibility of sending what you want to your sign, along with how you want the message displayed.

To access the Sign Message Edit help file, click on the link provided below:

Message Edit

If you are unable to gain access to the link above then most likely the module you have purchased does not include Sign Message Edit. Please contact Intelligent Devices, Inc at (770) 831-3370 for assistance.

[#] Sign_Message_Edit
[$] Sign Message Edit
[K] Sign Message Edit
[@] Status|0|0|0|0||||||
[+] MAIN:003661
[>] Main

[#] [$] [@] [+] [K] [>] Minutes

The number of minutes that the message is to be displayed will be shown here.

[#] Minutes
[$] Minutes
[@] Status|0|0|0|0||||||
[+] MAIN:003701
[K] Sign Control:Minutes
[>] Main

[#] [$] [K] [@] [+] [>] Display Only

When you click the Display Only button, the message number that is highlighted in the Device Messages list will be the message that is displayed on the sign. This may not be the same message on the sign – in other words, the text of the message that you see in Intelligent Control may not be the same as the text of the message that is loaded on the sign controller. To avoid this happening, highlight the number of the message to be displayed on the sign. Click on the Retrieve Selected Msg button. The text of that message as it is loaded on the sign controller will then be displayed on Intelligent Control. If the text is OK, click on the Display Only button and that message will be displayed. If the text of the message is incorrect, edit that message, and then Send and Display that message. Alternatively, select another message and check if the content of that message is correct and then display that message.

[#] Display_Only
[$] Display Only
[K] Sign Control:Display Only
[@] Status|0|0|0|0||||||
[+] MAIN:003721
[>] Main

[#] [$] [K] [@] [+] [>] Send Only

This option will send the selected message to the sign controller but will not display that message.

[#] Send_Only
[$] Send Only
[K] Sign Control:Send Only
[@] Status|0|0|0|0||||||
[+] MAIN:003741
[>] Main

[#] [$] [K] [@] [+] [>] Send & Display

This option will send the selected message to the sign and will then display that message.

[#] Send_Display
[$] Send & Display
[K] Sign Control:Send & Display
[@] Status|0|0|0|0|||||
[+] MAIN:003761
[>] Main

[#] [$] [K] [@] [+] [>] Sign Summary

Sign Summary contains several tabs that provide information about the sign to which Intelligent Control is connected and the system defaults that are currently set.

A connection must be established to the sign before data is sent to or retrieved from a sign. To connect to the sign, select the required sign from the Devices list and click on the Connect button. If the button is green, Intelligent Control is already connected to a sign.

To display information about the sign, select the Tab that contains the required information, and click on the Refresh button on that tab. Note that each tab has its own Refresh button and each time the Device is changed or another tab is selected, the refresh button must be clicked to retrieve data.

[#] Sign_Summary
[$] Sign Summary
[K] Sign Summary
[@] Status|0|0|0|0||||||
[+] MAIN:003801
[>] Main

[#] [$] [K] [@] [+] [>] Sign Configuration

The Sign Configuration Tab contains details of the physical attributes of the sign. The following information can be obtained by clicking on the Refresh button one the Device has been selected and a connection has been established.

Sign Type
Beacon Type
Sign Access
Legend
Sign Technology
Sign Height
Sign Width
Vertical Border
Horizontal Border
Character Height
Character Width
Sign Height (in pixels)
Sign Width (in pixels)
Vertical Pitch
Horizontal Pitch

[#] Sign_Configuration
[$] Sign Configuration
[K] Sign Configuration
[@] Status|0|0|0|0||||||
[+] MAIN:003861
[>] Main

[#] [$] [K] [@] [+] [>] Sign Status

The Sign Status Tab provides details of the current status of the sign as far as temperature, door status, fan status and electrical information is concerned. This information can be retrieved from the sign by clicking on the Refresh button once a connection has been established with the sign.

The following information is available on this tab:

Minimum Cabinet Temperature
Maximum Cabinet Temperature
Minimum Ambient Temperature
Maximum Ambient Temperature
Sign Housing Minimum Temperature
Sign Housing Maximum Temperature
Door Open
Fan failure
Fan test Activation
Sign Volts
Line Volts
Power Source

[#] Sign_Status
[$] Sign Status
[K] Sign Status
[@] Status|0|0|0|0|||||
[+] MAIN:003921
[>] Main

[#] [$] [@] [+] [K] [>] Event Log Comment

To add a particular note to a specific event, click on the Operator Comments Option in the Operations menu.

A window will open, allowing you to enter a comment for a particular event.

If you know the date of the event for which you want to add a comment, enter that date in both fields. If you are not sure of the date, you can enter a range of dates so that all the events that were logged between those dates will be displayed in the list so that you can locate the required event.

You can also specify that events logged by a specific operator should be displayed. To do this, select the specific operator from the drop down list box. Only events logged for that operator will be displayed so that you can add the required comment.

Locate the event for which you want to add a comment. Double click on that event and the edit field will be activated.

Type the comment for that event in the Comment field. Click Save Comment and the comment will be added to the event log and will be included in the Event Log when it is printed

---

[#] Event_Log_Comment
[$] Event Log Comment
[@] Status|0|0|0|0||||||
[+] MAIN:003961
[K] Event Log Comment
[>] Main

[#] [$] [K] [@] [+] [>] Extended Logging

Extended logging controls the amount and type of detail that is included in the log files. For standard operation, extended logging should not be turned on. It should only be turned on if additional detail is required in the log file for diagnostic purposes.

If Extended Logging is active, a check mark will appear next to it when the drop down menu is opened. If there is no check mark, Extended Logging is inactive. To make it active when it is inactive, or inactive when it is active, click on the menu option and follow the prompts.

[#] Extended_Logging
[$] Extended Logging
[K] Extended Logging
[@] Status|0|0|0|0||||||
[+] MAIN:003981
[>] Main

[#] [$] [@] [+] [>] [K] New Message

Clicking on this button will open the Edit Message window so that you can create a new message.

[#] New_Message
[$] New Message
[@] Status|0|0|0|0||||||
[+] MAIN:004021
[>] Main
[K] New Message

[#] [$] [@] [+] [K] [>] Sequence

The Sequence function allows messages to be constructed using pre-prepared text. This eliminates spelling mistakes and is an easy method for a user to create a message for display. Terminology remains consistent and the standard use of terms can be guaranteed.

To create a Sequence message, highlight the number of the message that you want to create in the Device Message List on the Sign Control Form. The Sequence window will open. The size of the sign that was open when Sequence was selected will be displayed and used as the size for the sequence messages that are created.

Highlight the required line of text and click on the arrow buttons to move the text in or out of the Message Sequence window.

Once you are satisfied with the message, click on Save to save the message. You can choose to preview the message that you created before saving it. To do this, click on the Preview button. If you are not satisfied with the speed at which the message displays, you can alter that speed by checking the Set Rate check box and sliding the speed bar to adjust the speed.

[#] Sequence
[$] Sequence
[@] Status|0|0|0|0||||||
[+] MAIN:004041
[K] Sequence
[>] Main

[#] [$] [@] [+] [K] [>] Preview

This button will open a preview window so that you can see exactly how the selected message will appear when it is displayed on the sign.

[#] Preview
[$] Preview
[@] Status|0|0|0|0||||||
[+] MAIN:004061
[K] Preview
[>] Main

[#] [$] [@] [+] [K] [>] Blank Sign

Click on this button to blank the sign to which Intelligent Control is connected.

[#] Blank_Sign
[$] Blank Sign
[@] Status|0|0|0|0||||||
[+] MAIN:004081
[K] Blank Sign
[>] Main

[#] [$] [@] [+] [K] [>] Schedule Time

The time at which the scheduled message should display.

[#] Schedule_Time
[$] Schedule Time
[@] Status|0|0|0|0||||||
[+] MAIN:004461
[K] Schedule Time
[>] Main

[#] [$] [@] [+] [K] [>] Action Message Number

The selected message number and the contents of that message will be displayed here so that you can verify that the correct message has been selected for the schedule.

[#] Action_Message_Number
[$] Action Message Number
[@] Status|0|0|0|0||||||
[+] MAIN:004481
[K] Action Message Number
[>] Main

[#] [$] [@] [+] [K] [>] Maximum Entries in Log

This indicates the maximum allowable entries in the log file. When this maximum is reached, the oldest records in the log will be dropped from the log file and the most recent entries will be added to the log file. This value can be changed at any time, without compromising the data already contained in the log file (unless you make the file smaller than it already is, then the records in excess of the maximum allowable will be dropped from the file).

[#] Maximum_Entries_in_Log
[$] Maximum Entries in Log
[@] Status|0|0|0|0||||||
[+] MAIN:004521
[K] Maximum Entries in Log
[>] Main

[#] [$] [@] [+] [K] [>] Default Background Color

The default background color that is to be used for the background of any new message that you create is entered here. For most signs, the background will be black and the foreground will be amber.

[#] Default_Background_Color
[$] Default Background Color
[@] Status|0|0|0|0||||||
[+] MAIN:004541
[K] Default Background Color
[>] Main

[#] [$] [@] [+] [K] [>] Default Foreground Color

The default foreground color that is to be used for the foreground of any new message that you create is entered here. For most signs, the background will be black and the foreground will be amber.

[#] Default_Foreground_Color
[$] Default Foreground Color
[@] Status|0|0|0|0||||||
[+] MAIN:004561
[K] Default Foreground Color
[>] Main

[#] [$] [@] [+] [K] [>] Default Page On Time

Enter the default number of seconds for which a new page of a new message will display. The value is entered in tenths of a second. If the page is to be displayed for 1 second, enter 10 in this field, 4 seconds, 40, 6 seconds, 60 etc.

This value can be changed for each page of a message. The value that is entered here will be used as the default if no other value is specified.

[#] Default_Page_On_Time
[$] Default Page On Time
[@] Status|0|0|0|0||||||
[+] MAIN:004581
[K] Default Page On Time
[>] Main

[#] [$] [@] [+] [K] [>] Default Page Off Time

Enter the default number of seconds for which a new page of a new message will be off. The value is entered in tenths of a second. If the page is to be off for 1 second, enter 10 in this field, 4 seconds, 40, 6 seconds, 60 etc.

This value can be changed for each page of a message. The value that is entered here will be used as the default if no other value is specified.

[#] Default_Page_Off_Time
[$] Default Page Off Time
[@] Status|0|0|0|0||||||
[+] MAIN:004601
[K] Default Page Off Time
[>] Main

[#] [$] [@] [+] [K] [>] **Window**

This option will list all the currently opened windows so that you can select another window to display.

[#] Window
[$] Window
[@] Status|0|0|0|0||||||
[+] MAIN:005021
[K] Window
[>] Main

[#] [$] [@] [+] [K] [>] View Map

The View Map facility allows you to visually display the Devices that are connected to intelligent Control on a map of the area in which they are located. Not only can you see the Device locations, but you can also use View Map to poll the Devices at pre-determined intervals, retrieve the current status of the Devices and display them on the monitor.

The view map window can be left open with all the Device status windows open so that you can verify at a glance the current status of each Device.

To view the status of a Device, position the cursor on the Icon of that Device and right click the mouse. Click on the (Device) Status menu item to open the Status window.

If the Device is a Sign, you will also be able to open the Sign Control window from the Map. To do this, position the cursor on the Icon for the Sign, right click the mouse and select Sign Status from the menu.

If the Status window is too small (or too big), you can toggle the size of it by clicking on Toggle Size. The largest size will be the size that is defined when the Administrator places the Icon on the Map.

If the Sign Status window that is open is blocking some other icons on the map, you can move the Sign Status window. To do this, click on the window and drag it to its new location. You will notice that the window is “rubber banded” to its original location so that you can determine the exact location for the Device when looking at its status.

If you want to see a message on a sign, but do not necessarily want to open the status window, position the cursor on the Icon for that Sign. The Tool tip that is displayed will include the name of the Device as well as the text of the message that is currently being displayed on that sign.

[#] View_Map
[$] View Map
[@] Status|0|0|0|0||||||
[+] MAIN:005041
[K] View Map
[>] Main

[#] [$] [@] [+] [K] [>] Retrieve Selected Message

Clicking this button will retrieve the currently selected message (i.e. the message number that his highlighted in the Device Messages list) from the device.

[#] Retrieve_Selected_Message
[$] Retrieve Selected Message
[@] Status|0|0|0|0||||||
[+] MAIN:005061
[K] Retrieve Selected Message
[>] Main

[#] [$] [@] [+] [K] [>] Sign Size

The Sequence form will default to the size of the sign that was highlighted on the Sign Control form when the Sequence option was selected. This will be the correct size if you are creating or editing a sequence message for the currently selected sign. If you need to make sequence message for another size of sign, change the sign size to the required size.

[#] Sign_Size
[$] Sign Size
[@] Status|0|0|0|0||||||
[+] MAIN:005081
[K] Sign Size
[>] Main

[#] [$] [@] [+] [K] [>] Messages

A list, in alphabetic order, of all the available lines of text for the size sign selected. To use a line in the sequence message that you are creating, highlight the required line and click on the “right arrow” button to move that line into the Message Sequence window. Each line that you move will be displayed in the Message Sequence Window and in the Sequenced Message field.

[#] Messages
[$] Messages
[@] Status|0|0|0|0||||||
[+] MAIN:005101
[K] Messages
[>] Main

[#] [$] [@] [+] [K] [>] **Message Sequence**

The lines of text that you have chosen for the sequenced message will be displayed here. To remove a line of text, highlight that line and click on the “left arrow” button to move that line out of the Message Sequence.

[#] Message_Sequence
[$] Message Sequence
[@] Status|0|0|0|0||||||
[+] MAIN:005121
[K] Message Sequence
[>] Main

[#] [$] [@] [+] [K] [>] Sequenced Message

The completed message as it is built in the Message Sequence message will be displayed here. When you are satisfied with the content of that message, click on the Save button to move that message to the Message List for the selected sign in the Sign control Form

---

[#] Sequenced_Message
[$] Sequenced Message
[@] Status|0|0|0|0||||||
[+] MAIN:005141
[K] Sequenced Message
[>] Main

[#] [$] [@] [+] [K] [>] Scenarios and Amber Alerts

Scenarios and Amber Alerts provide the functionality that enables the logical grouping of messages that should be displayed on Devices under certain given circumstances. If the Camera module is included in Intelligent Control, this function will also allow the positioning of those cameras at certain given positions, based on the circumstance. This is an effective and accurate way to implement incident management. The pre-prepared messages for amber alerts and scenarios ensure that the correct message is displayed on the applicable sign at the required time.

The ultimate effectiveness of this function depends on the attention to detail and the extent to which the messages and camera positions are created for each type of scenario.

Amber Alert

The Amber Alert system was started in 1996 in Texas when broadcasters and the local police there teamed together to create a system to assist in finding abducted children. Since then the system has grown nationwide with all but one state currently (as of July 04) having an Amber Alert System in place.

The US Department of Justice, in an effort to create a uniform, interoperable network of plans across the country, has recommended that the following criteria be taken into account when issuing an amber alert.

- The abduction has been confirmed by law enforcement.
- There is a risk of serious bodily injury or death.
- There is sufficient descriptive information about the suspect and/or the vehicle involved in the abduction.
- The child is 17 years old or younger.

It is also recommended that as part of the Amber Alert, details of the child's name and other critical data elements (including the Child Abduction flag) be entered into the National Crime Information Center (NCIC). This step automatically takes the search for an abducted child from a local, state or regional level to a national level.

The System Administrator would set up the pre-prepared procedures so that the operator would be able to activate the correct messages on the correct signs, given a particular scenario.

Displaying an Amber Alert

Creating a Scenario

Displaying a Scenario

[#] Scenarios_and_Amber_Alerts
[$] Scenarios and Amber Alerts
[@] Status|0|0|0|0||||||
[+] MAIN:005161
[K] Scenarios and Amber Alerts
[>] Main

[#] [$] [@] [+] [K] [>] Sign Group

This is the name of the scenario group that will appear in the scenario tree. It should give an indication of the type of scenarios that are contained in that group.

[#] Sign_Group
[$] Sign Group
[@] Status|0|0|0|0||||||
[+] MAIN:005181
[K] Sign Group
[>] Main

[#] [$] [@] [+] [K] [>] Communications Activity Log

This window provides a line by line log file of the activity generated by Intelligent Control. This can be used to verify that an amber alert or scenario was successfully sent out or to see the current status of the polling activity for Incident Management. It will also indicate if any errors were encountered during the communication.

[#] Communications_Activity_Log
[$] Communications Activity Log
[@] Status|0|0|0|0||||||
[+] MAIN:005201
[K] Communications Activity Log
[>] Main

[#] [$] [@] [+] [K] [>] Sign Group Name

This will indicate the group of signs for which the scenario is being created. This name should give the operator some indication of the signs that are included in a particular scenario group.

[#] Sign_Group_Name
[$] Sign Group Name
[@] Status|0|0|0|0||||||
[+] MAIN:005221
[K] Sign Group Name
[>] Main

[#] [$] [@] [+] [K] [>] **Sign Group Description**

This provides a further, possibly more detailed description of the contents of the scenario that has been created.

[#] Sign_Group_Description
[$] Sign Group Description
[@] Status|0|0|0|0||||||
[+] MAIN:005241
[K] Sign Group Description
[>] Main

[#] [$] [@] [+] [K] [>] Displaying An Amber Alert

Expand the Scenarios and Amber Alerts tree to display all the available Scenarios and Amber Alerts.

The pre-prepared messages and the signs on which the messages should be displayed can easily be seen when the “tree” is expanded.

To activate an amber alert, highlight the required Amber Alert, and click on the Activate button. Full details of the procedure that is activated will be displayed in the Activity Log.

It is advised that you **Verify** the Amber Alert before actually activating it. This step will walk through the Amber Alert without actually activating it, verifying that the signs are connected and then retrieving the selected message so that it can be verified that the correct message will be displayed when the Amber Alert is activated.

When the Amber Alert has to be stopped or cancelled, the devices can be reset using a Blank Signs scenario (if one has been created for you). In this case, select the required group of signs and activate the blank scenario. If there is no scenario to blank the signs, blank the signs using the Sign Control option.

[#] Displaying_An_Amber_Alert
[$] Displaying An Amber Alert
[@] Status|0|0|0|0||||||
[+] MAIN:005261
[K] Displaying An Amber Alert
[>] Main

[#] [$] [@] [+] [K] [>] Creating a Scenario

A scenario is a pre-defined message that is sent to a specified group of Devices (or a set of camera positions sent to a group of cameras if the camera module is installed) when a certain event occurs. An Administrator creates scenarios, so that a user can implement the pre-prepared procedure so that the correct information is displayed on the Devices at the correct time.

To create a Scenario, expand the Scenarios and Amber Alerts tree and highlight SCENARIOS. Right click the mouse and select New and then select Scenario Group. A new directory will be added to the tree. Rename the directory to meaningfully indicate the contents of that group of scenarios. Once this is done, highlight that directory and then right click the mouse. Select New and then Scenario Sign Group.

Enter the specific name for this Scenario, as well as a description of the Sign Group. Indicate the Activation priority for the Scenario message. In addition, indicate if the message that is sent is to override the priority of the message this is being displayed on the Device when the Scenario is activated, and if the CRC check for the message should be ignored. Click Save to update the scenario tree with the Sign Group.

To define which specific signs and which message on the sign is to be activated highlight the Sign Group and right click the mouse. Select New and then Device. Select the Device that is to be added to the Sign Group and select the actual message that should be displayed. If the message that you want to display does not appear in the Device Messages list, you will need to add the message to the Device using the Sign Message Edit function which is accessible from the Sign Control form.

[#] Creating_a_Scenario
[$] Creating a Scenario
[@] Status|0|0|0|0||||||
[+] MAIN:005281
[K] Creating a Scenario
[>] Main

[#] [$] [@] [+] [K] [>] Displaying a Scenario

To display a Scenario, open Scenarios and Amber Alerts. Expand the Scenario tree until the Scenario that you want to activate is displayed in the tree. Highlight that Scenario and click on the Verify button. This will run through the Scenario as if it was being displayed, checking that the Devices are available and that the messages that have been allocated to display are still the same on the sign controller.

The results of this verification will display in the Activity window. If you are satisfied with the results, click on the Activate button to activate the Scenario.

The Message will display for the duration indicated. If it has been set to run forever, the message will be displayed until you display another message, or blank the signs. This can be achieved by individually accessing each sign and displaying a message or blanking the sign, or you can create a new Scenario to display another message or blank all the signs. If the message in the scenario has a number of minutes duration, when that number of minutes is reached, the End Duration message specified for that device will be displayed.

[#] Displaying_a_Scenario
[$] Displaying a Scenario
[@] Status|0|0|0|0||||||
[+] MAIN:005301
[K] Displaying a Scenario
[>] Main

[#] [$] [@] [+] [K] [>] Activate Schedule

The Activate Schedule option will activate any and all schedules on a sign. Activate Schedule causes the schedules that have been saved on the sign to be run, either for the duration specified when the Schedule is activated, or, if the forever option was selected, until another message is sent to the sign, or the sign is blanked.

It is extremely important that you are absolutely sure of the contents of each and every schedule that is saved in the sign controller before you use the Activate Schedule option.

[#] Activate_Schedule
[$] Activate Schedule
[@] Status|0|0|0|0||||||
[+] MAIN:005321
[K] Activate Schedule
[>] Main

[#] [$] [@] [+] [K] [>] Standard Operating Procedure

Each Scenario that is added may have a Standard Operating Procedure (SOP) attached to it. This procedure will provide instructions to the Operator, detailing the steps have to be followed in the event of the Scenario occurring. This standardizes the response to scenarios and ensures that all the necessary steps are taken and all the necessary people have been advised of the situation.

To set up a Standard Operating procedure for a Scenario, highlight the Sign Group for which the SOP is to be created. Right click the mouse and select New and then Standard Operating Procedure.

[#] Standard_Operating_Procedure
[$] Standard Operating Procedure
[@] Status|0|0|0|0||||||
[+] MAIN:005361
[K] Standard Operating Procedure
[>] Main

[#] [$] [@] [+] [K] [>] **Local Device Time**

This is the time at the Device. It is calculated using the value in Global Time and Time Zone.

[#] Local_Device_Time
[$] Local Device Time
[@] Status|0|0|0|0||||||
[+] MAIN:005381
[K] Local Device Time
[>] Main

[#] [$] [@] [+] [K] [>] Time Zone

This indicates the number of hours that local time is offset from the Greenwich Mean Time (GMT) which is stored in Global Time. If you set Global Time to the Local Time value, then you should enter 0 (zero) here.

[#] Time_Zone
[$] Time Zone
[@] Status|0|0|0|0||||||
[+] MAIN:005401
[K] Time Zone
[>] Main

[#] [$] [@] [+] [>] [K] Manual Poll

This is a utility that will poll the selected Device and display the retrieved information. The information that is displayed can is user defined. These values are defined using the Configure Logs option in Maps.

[#] Manual_Poll
[$] Manual Poll
[@] Status|0|0|0|0||||||
[+] MAIN:005421
[>] Main
[K] Manual Poll

[#] [$] [@] [+] [K] [>] Sign Information

This returns details about the Make, Model and Software Versions of the Device.

[#] Sign_Information
[$] Sign Information
[@] Status|0|0|0|0||||||
[+] MAIN:005441
[K] Sign Information
[>] Main

[#] [$] [@] [+] [K] [>] **Log Object List**

This is a list of all the objects that can be logged.

[#] Log_Object_List
[$] Log Object List
[@] Status|0|0|0|0||||||
[+] MAIN:005461
[K] Log Object List
[>] Main

[#] [$] [@] [+] [K] [>] Event Group

The available Event Groups will be displayed in the Event Group window when you click on the drop down list box.

[#] Event_Group
[$] Event Group
[@] Status|0|0|0|0||||||
[+] MAIN:005481
[K] Event Group
[>] Main

[#] [$] [@] [+] [K] [>] Rows Allocated

This indicates the number of rows that have been allocated for the selected Event Group in the Event Log.

[#] Rows_Allocated
[$] Rows Allocated
[@] Status|0|0|0|0||||||
[+] MAIN:005501
[K] Rows Allocated
[>] Main

[#] [$] [@] [+] [K] [>] Event

This indicates the events that are included in the selected Event Group

---

[#] Event
[$] Event
[@] Status|0|0|0|0||||||
[+] MAIN:005521
[K] Event
[>] Main

[#] [$] [@] [+] [K] [>] Mode

This indicates the conditions under which the object should be logged. The valid values are:

Changes	log when the value changes
Greater Than	log when the value exceeds the compare value
Less Than	log when the value is less than the compare value
In between	log when the value falls outside the compare values
Periodic	log every “x’ number of seconds

[#] Mode
[$] Mode
[@] Status|0|0|0|0||||||
[+] MAIN:005541
[K] Mode
[>] Main

[#] [$] [@] [+] [K] [>] Time

This represents the number of seconds that should be used when periodic mode is selected.

[#] Time
[$] Time
[@] Status|0|0|0|0||||||
[+] MAIN:005561
[K] Time
[>] Main

[#] [$] [@] [+] [K] [>] Exceeded in Time

This indicates the value that should be entered depending on the Mode selected.

[#] Exceeded_in_Time
[$] Exceeded in Time
[@] Status|0|0|0|0||||||
[+] MAIN:005581
[K] Exceeded in Time
[>] Main

[#] [$] [@] [+] [K] [>] Objects

Select the required Object from the drop down list box.

[#] Objects
[$] Objects
[@] Status|0|0|0|0||||||
[+] MAIN:005601
[K] Objects
[>] Main

[#] [$] [@] [+] [K] [>] **Monitor**

[#] Monitor
[$] Monitor
[@] Status|0|0|0|0||||||
[+] MAIN:005621
[K] Monitor
[>] Main

[#] [$] [@] [+] [K] [>] **Log**

[#] Log
[$] Log
[@] Status|0|0|0|0||||||
[+] MAIN:005641
[K] Log
[>] Main

[#] [$] [@] [+] [K] [>] **Log This Object**

[#] Log_This_Object
[$] Log This Object
[@] Status|0|0|0|0||||||
[+] MAIN:005661
[K] Log This Object
[>] Main

[#] [$] [@] [+] [K] [>] Clear Event Log

This option is used to clear logs. You can select to clear a specific Event Group or you can clear all the entries in the log.

To clear a specific Event Group, click on the drop down list box for Event Group and select the required Event Group. Under Device Action, select the date before which you want the entries deleted by clicking on the drop down list box and selecting the required date from the calendar that opens. Then check the “Clear Event Log Entries for the Selected Event Group Only” check box. A message will be displayed asking that you confirm your next step. If you are sure that you have made the correct selections, click on Yes to proceed and the Event log will be cleared as requested. If you need to amend your selections, click on No to return to the Clear Event Log screen so that you can make the necessary changes.

[#] Clear_Event_Log
[$] Clear Event Log
[@] Status|0|0|0|0||||||
[+] MAIN:005681
[K] Clear Event Log
[>] Main

[#] [$] [@] [+] [K] [>] View Recorded Events

This allows you to view the contents of the Log File. You can select to view specific Event Groups and within the selected Event Group, events within a certain date range.

[#] View_Recorded_Events
[$] View Recorded Events
[@] Status|0|0|0|0||||||
[+] MAIN:005701
[K] View Recorded Events
[>] Main

[#] [$] [@] [+] [K] [>] Zoom Areas

You can Zoom from one map to another using the Zoom feature. When you select New Zoom Area, the cursor will change to a cross hair within a square. Move the cursor to the area of the map that is to Zoom. You can then resize the square until it is the required size. Then select the Map to which the zoom is to jump. Click on the Zoom To drop down list box to see all the maps that are available.

[#] Zoom_Areas
[$] Zoom Areas
[@] Status|0|0|0|0||||||
[+] MAIN:005721
[K] Zoom Areas
[>] Main

[#] [$] [@] [+] [K] [>] **Zoom To**

This indicates the map that has been specified as the Map that should be displayed when the Zoom Area is activated.

[#] Zoom_To
[$] Zoom To
[@] Status|0|0|0|0||||||
[+] MAIN:005741
[K] Zoom To
[>] Main

[#] [$] [@] [+] [K] [>] Profiles

Profiles allow you to set different access levels for different levels of operators.

[#] Profiles
[$] Profiles
[@] Status|0|0|0|0||||||
[+] MAIN:005761
[K] Profiles
[>] Main

[#] [$] [@] [+] [K] [>] Administrator Community Name

Using this feature without fully understanding the consequences of the changes you make could result in communication with any or all of your Devices being permanently disabled.

The default Administrator Community Name is administrator. You should not make changes to this field unless you are completely aware of the implications of such changes. See Device Security.

[#] Administrator_Community_Name
[$] Administrator Community Name
[@] Status|0|0|0|0||||||
[+] MAIN:005781
[K] Administrator Community Name
[>] Main

[#] [$] [@] [+] [K] [>] Security Type

Using this feature without fully understanding the consequences of the changes you make could result in communication with any or all of your Devices being permanently disabled.

Select the level of security for which you anticipate making changes. See Device Security.

[#] Security_Type
[$] Security Type
[@] Status|0|0|0|0||||||
[+] MAIN:005801
[K] Security Type
[>] Main

[#] [$] [@] [+] [K] [>] User Community Name

Using this feature without fully understanding the consequences of the changes you make could result in communication with any or all of your Devices being permanently disabled.

The default User Community Name is public. You should not make changes to this field unless you are completely aware of the implications of such changes. See Device Security.

[#] User_Community_Name
[$] User Community Name
[@] Status|0|0|0|0||||||
[+] MAIN:005821
[K] User Community Name
[>] Main

[#] [$] [@] [+] [K] [>] **Creating an Amber Alert**

1. Select Scenarios and Amber Alerts from the Administration Menu.

2. Expand Scenarios and Amber Alerts to display those that have already been created.

3. Highlight Amber Alerts and then right click the mouse. From the menu that is displayed, select New and from the menu that is then displayed, select Amber Alert. A new Amber Alert will be added. Rename the Amber Alert that you have created. Press Enter to update the name and open the next window.

4. Select the Device Types for which the Amber Alert is being created.

5. A list of all the available Devices will be displayed. Click on the check box next to each sign on which the Amber Alert is to be displayed.

6. Select the Message Action which will determine if the Amber Alert is to replace the existing message that is being displayed on the signs or if the Amber Alert is to be added onto (appended to) the current message that is being displayed.

7. Change the Activation Details if required.

8. To create a new message, either click the Allow manual text input on pages check box, in which case you will be able to type the message in the line fields. You will be limited to entering the number of lines and characters that will display on the smallest sign included in the sign selection.

   Alternatively, leave that check box unchecked and you can build the message by selecting options from the drop down list boxes that are provided.

   Select the required option from the drop down list box. Then click on Action. The following options will be displayed:

   Place word or phrase on page – used to create message
   Add word or phrase to list – used to add new item to drop down list
   Delete word or phrase from list – used to delete option from drop down list

   Placing a word or phrase on a page.

   Select the Vehicle Make, Vehicle Color or Special Phrase from the drop down list of available options. Click on the Action button and select the Place word or phrase on page option. Drag the word or phrase to the field in which you want it to display.

   Note that you can add more than one word or phrase to a line of a page if the number of characters allows it. If you place too many characters in a field, only those characters of the word or phrase that will be displayed on the sign will appear in the field. To remove one or more word or phrases, you must click the clear button next to the line that is to be cleared. This will clear everything from the field so that you can replace the cleared value with the correct value.

   Add Word or Phrase to List

   If the vehicle make, vehicle color or special phrase that you want to use is not in the drop down list, you can add it to the list provided you have the required access to doing this. To add a new value to the drop down list boxes, type the new value in the required field. Then click on the Action button. Select the Add Word or Phrase to List Option. The new word will initially be added to the bottom of the list but will be moved into the correct alphabetical position the next time the lists are closed and opened again.

[#] Creating_an_Amber_Alert
[$] Creating an Amber Alert
[@] Status|0|0|0|0||||||
[+] MAIN:005841
[K] Creating an Amber Alert
[>] Main

Delete a Word or Phrase from List

To remove a value from the list, select that value and then click on the Action button. Select the Remove item from List option and that value will be removed from the list.

Special Note about Tag Number

To add a Tag Number (or any other details), type the required details as they should be displayed in the Vehicle Tag field. Click on the Action button and select the Place word or phrase on page option. Drag the word or phrase to the field in which you want it to display.

9. Preview the message that you have created by clicking on the Preview button.

10. Click on Close to close the Preview window and then click on Save and Exit to return to the Scenarios and Amber Alerts control page.

11. To send the Amber Alert, click on the Activate button. The message will be sent out to all the devices that are listed in the top right hand window.

[#] [$] [@] [+] [>] [K] Status

Clicking on Status will open a window that will show the current message that is being displayed on the sign.

[#] Status
[$] Status
[@] Status|0|0|0|0||||||
[+] MAIN:005861
[>] Main
[K] Status

[#] [$] [@] [+] [K] [>] Old Password

When you wish to change your password, you must first enter your existing password in this field. If the entry that you make in this field is correct, the Change Password procedure will continue. If you enter the incorrect password in this field, a message will be displayed and you will be able to re-enter the Old Password.

[#] Old_Password
[$] Old Password
[@] Status|0|0|0|0||||||
[+] MAIN:005881
[K] Old Password
[>] Main

[#] [$] [@] [+] [>] [K] Overview of Device Configurations

This window lists all the Devices that have been configured on Intelligent Control.

If you need to change information for a particular Device, highlight that Device in the list and click on the Edit Device Button. That will open a window that will allow you to make the required changes.

If you want to add a new Device, click on the Add Device button. That will open a window that will allow you to enter the details for the new Device.

If you want to delete a Device, highlight that Device in the list and then click on the Edit Device Button. That will open the detail window that will allow you to verify that you have selected the correct Device. Then click on the Delete Button to remove that Device.

[#] Overview_of_Device_Configurations
[$] Overview of Device Configurations
[@] Status|0|0|0|0||||||
[+] MAIN:005901
[>] Main
[K] Overview of Device Configurations

[#] [$] [@] [+] [>] [K] Edit Device

This window contains the details that you can edit for any Device. The following fields can be edited:

Device Name
Description
Device Type
Connection
Device Address

[#] Edit_Device
[$] Edit Device
[@] Status|0|0|0|0||||||
[+] MAIN:005921
[>] Main
[K] Edit Device

[#] [$] [@] [+] [>] [K] Add Device

The Add Device button will open the Enter/Edit Devices window. Before you add a Device, ensure that the Device Type and Connection Type for that Device already exist. If they don't, add the details for the Device Type and Connection before attempting to create a new Device.

The following fields will be required when you add a new Device:

Device Name

Description

Device Type

Connection

Device Address

[#] Add_Device

[$] Add Device

[@] Status|0|0|0|0||||||

[+] MAIN:005941

[>] Main

[K] Add Device

[#] [$] [@] [+] [>] [K] Detail - Device Name

Enter the name of the Device as you want it to appear wherever the Device is displayed in Intelligent Control. Make the name as meaningful as possible to make identifying the Device as easy as possible.

[#] Detail_Device_Name
[$] Detail - Device Name
[@] Status|0|0|0|0||||||
[+] MAIN:005961
[>] Main
[K] Detail - Device Name

[#] [$] [@] [+] [>] [K] Detail - Description

Further details about the Device may be entered here to further assist in identifying the Device. For example, the physical location of the Device, or the Manufacturer's Name can be entered here.

[#] Detail_Description
[$] Detail - Description
[@] Status|0|0|0|0||||||
[+] MAIN:005981
[>] Main
[K] Detail - Description

[#] [$] [@] [+] [>] [K] Detail - Device Type

Each Device that is added to Intelligent Control is defined as a particular Device Type. Select the Device Type from the drop down list box that is attached to he field. If the Device Type that you require is not included in the list of available Device Types, you will have to add that Device Type.

[#] Detail_Device_Type
[$] Detail - Device Type
[@] Status|0|0|0|0||||||
[+] MAIN:006001
[>] Main
[K] Detail - Device Type

[#] [$] [@] [+] [>] [K] Detail - Connection

Each Device that is added to Intelligent Control must have a Connection specified. Select the required Connection from the drop down list box that is attached to that field. If the Connection that you require is not included in the list of Connections, then you will have to add that Connection.

[#] Detail_Connection
[$] Detail - Connection
[@] Status|0|0|0|0||||||
[+] MAIN:006021
[>] Main
[K] Detail - Connection

[#] [$] [@] [+] [>] [K] Detail - Device Address

The Device Address should be entered here.

[#] Detail_Device_Address
[$] Detail - Device Address
[@] Status|0|0|0|0||||||
[+] MAIN:006041
[>] Main
[K] Detail - Device Address

[#] [$] [@] [+] [>] [K] Procedures

The procedures buttons allow you to chose whether the displayed record should be added (Save), changed (Edit) or deleted (Delete). If you do not want to update the database with the information that you have entered, click Close to return to the Overview form.

[#] Procedures
[$] Procedures
[@] Status|0|0|0|0||||||
[+] MAIN:006061
[>] Main
[K] Procedures

[#] [$] [@] [+] [>] [K] Enter/Edit Device Type

This is where you would add a new Device Type or edit information for an existing Device Type. This form also caters for the deletion of a Device Type.

To add a new device Type, highlight New Device Type in the Device Type drop down list box. Enter the required information and then click on the Save button to update the database.

To edit an existing Device Type, highlight that Device Type in the Device Type drop down list box. The current information for that Device Type will be displayed. Make the required changes and click on the Save button to update the database.

To delete a Device Type, highlight that Device Type and click on the Delete button. The record will be deleted from the database.

[#] Enter_Edit_Device_Type
[$] Enter/Edit Device Type
[@] Status|0|0|0|0||||||
[+] MAIN:006081
[>] Main
[K] Enter/Edit Device Type

[#] [$] [@] [+] [>] [K] Detail - Device Type Name

This is the descriptive name of the Device Type that will appear in the drop down list box whenever a Device Type is selected. Make the name as descriptive as possible so that the correct Device Type is selected whenever the list for Device Types is presented for selection purposes.

[#] Detail_Device_Type_Name
[$] Detail - Device Type Name
[@] Status|0|0|0|0||||||
[+] MAIN:006101
[>] Main
[K] Detail - Device Type Name

[#] [$] [@] [+] [>] [K] Detail - Description (Device Type)

This is an optional field that allows you to further define or describe the Device Type.

[#] Detail_Description_Device_Type_
[$] Detail - Description (Device Type)
[@] Status|0|0|0|0||||||
[+] MAIN:006121
[>] Main
[K] Detail - Description (Device Type)

[#] [$] [@] [+] [>] [K] **Detail - Master Table**

Select the applicable Master Table that is used by the Device Type.

[#] Detail_Master_Table
[$] Detail - Master Table
[@] Status|0|0|0|0||||||
[+] MAIN:006141
[>] Main
[K] Detail - Master Table

[#] [$] [@] [+] [>] [K] Detail - Icon Names

All the Device Types should have an Icon attached to them to provide pictorial representation of the Device Type, specifically for use in Maps. All the available Icons will be included in the drop down list box attached to Icon Names. When you select an Icon in the list, a picture of the Icon will be displayed below the field so that you can visually confirm that you have selected the correct Icon.

If you want to add a new Icon for the Device Type, highlight New in the drop down list box and the Icon Detail window will open, allowing you to enter the details for the new Icon.

If you don't want any Icon associated with the Device Type, highlight None in the drop down list.

[#] Detail_Icon_Names
[$] Detail - Icon Names
[@] Status|0|0|0|0||||||
[+] MAIN:006161
[>] Main
[K] Detail - Icon Names

[#] [$] [@] [+] [>] [K] Icon Detail

If you choose to add a new Icon, or you just want to view the details for the Icon file selected, click on the Icon detail button. The following information will be displayed:

Icon Name

Icon Filename

To add a new Icon, enter the name of the Icon and then enter the filename (including its path) in the filename field. If you do not know the full path and file name, click on the Browse button to navigate to the directory that contains the Icon file that you want to use.

If you enter the file name manually, you can check that it is correct by clicking on the Test Icon button. This will locate the Icon and display it sop that you can verify that the correct Icon has been selected.

Click on Save to save the Icon to the database and have it allocated to the Device Type.

[#] Icon_Detail
[$] Icon Detail
[@] Status|0|0|0|0||||||
[+] MAIN:006181
[>] Main
[K] Icon Detail

[#] [$] [@] [+] [>] [K] Overview of Connections

This window lists all the Connections that have been configured on Intelligent Control.

If you need to change information for a particular Connection, highlight that Connection in the list and click on the Edit Connection Button. That will open a window that will allow you to make the required changes.

If you want to add a new Connection, click on the Add Connection Button. That will open a window that will allow you to enter the details for the new Connection.

If you want to delete a Connection, highlight that Connection in the list and then click on the Edit Connection Button. That will open the detail window that will allow you to verify that you have selected the correct Connection. Then click on the Delete Button to remove that Connection.

[#] Overview_of_Connections
[$] Overview of Connections
[@] Status|0|0|0|0||||||
[+] MAIN:006201
[>] Main
[K] Overview of Connections

[#] [$] [@] [+] [>] [K] **Edit Connection**

This window contains the details that you can edit for any Connection. The following fields can be edited:

Connection Name
Description
Connection Type
Transport Type
Connection Timeout
Response Time Default
Retry Count Default
Wait for Connection
Client/Server
CDPD Mode
Parameters Required for Connection Type

[#] Edit_Connection
[$] Edit Connection
[@] Status|0|0|0|0||||||
[+] MAIN:006221
[>] Main
[K] Edit Connection

[#] [$] [@] [+] [>] [K] Add Connection

To add a new Connection, highlight New Connection in the Connections drop down list box. You will be required to enter the following information for the new Connection.

[#] Add_Connection
[$] Add Connection
[@] Status|0|0|0|0||||||
[+] MAIN:006241
[>] Main
[K] Add Connection

[#] [$] [@] [+] [>] [K] Detail - Connection Name

The Connection name is used to describe the Connection. You should make this name as descriptive as possible so that when it is displayed in a drop down list for selection, there is no doubt about which connection is being selected.

[#] Detail_Connection_Name
[$] Detail - Connection Name
[@] Status|0|0|0|0||||||
[+] MAIN:006261
[>] Main
[K] Detail - Connection Name

[#] [$] [@] [+] [>] [K] Detail - Description (Connection)

This field provides further information about the Connection. This field is not required but you should use it to further define the Connection Type.

[#] Detail_Description_Connection_
[$] Detail - Description (Connection)
[@] Status|0|0|0|0||||||
[+] MAIN:006281
[>] Main
[K] Detail - Description (Connection)

[#] [$] [@] [+] [>] [K] Detail - Connection Type

There are several different types of Connection that can be established. The valid ones will be presented when the drop down list box for Connection Type is clicked. Each Connection Type will require additional parameters to be entered. The following table illustrates the available Connection Types and the parameters that will have to be entered for each one:

Connection Type	Parameters	Values
PMPP Serial	Serial Port Number	Com1
		Com2
		Com3
		Com4
	Baud Rate	1200
		2400
		4800
		9600
		19200
		38400
		57600
		115200
	Data Bits	Eight
		Seven
	Stop Bits	1
		1.5
		2
	Parity	None
		Odd
		Even
		Mark
		Space
PMPP Dial Up	Modem	
	Telephone Number	
PPP Serial	Serial Modem Name	
	User Name	
	Password	
PPP Dial Up	Modem Name	
	Telephone Number	
	User Name	
	Password	
Ethernet	Server Port Number	
	Server IP Address	
PMPP Modem Array	Modem	
	Telephone Number	

[#] Detail_Connection_Type
[$] Detail - Connection Type
[@] Status|0|0|0|0||||||
[+] MAIN:006301
[>] Main
[K] Detail - Connection Type

[#] [$] [@] [+] [>] [K] Detail - Transport Type

The three valid options for Transport Type are Null, TCP/IP and UDP/IP.

For PMPP Serial and PMPP Dial Up, the only valid option for Transport Type is Null.
For PPP Serial and PPP Dial UP, only TCP/IP and UDP/IP are valid options for Transport Type.

If either TCP/IP or UDP/IP is selected, further information will have to be entered. If the Connection is being configured as a Client, enter the Server Port Number and the Server IP Address. If the Connection is being configured as a Server, you will only have to enter the Server Port Number.

[#] Detail_Transport_Type
[$] Detail - Transport Type
[@] Status|0|0|0|0||||||
[+] MAIN:006321
[>] Main
[K] Detail - Transport Type

[#] [$] [@] [+] [>] [K] **Detail - Connection Timeout**

This indicates the number of seconds that should be allowed before an unsuccessful connection attempt is timed out.

[#] Detail_Connection_Timeout
[$] Detail - Connection Timeout
[@] Status|0|0|0|0||||||
[+] MAIN:006341
[>] Main
[K] Detail - Connection Timeout

[#] [$] [@] [+] [>] [K] Detail - Response Time Default

This indicates the maximum amount of time that Intelligent Control should wait for a response when a packet of information is sent out.

[#] Detail_Response_Time_Default
[$] Detail - Response Time Default
[@] Status|0|0|0|0||||||
[+] MAIN:006361
[>] Main
[K] Detail - Response Time Default

[#] [$] [@] [+] [>] [K] Detail - Retry Count Default

If a response is not received within the Default Response Time, the value here will indicate how many attempts should be made before the system reports a non-response.

[#] Detail_Retry_Count_Default
[$] Detail - Retry Count Default
[@] Status|0|0|0|0||||||
[+] MAIN:006381
[>] Main
[K] Detail - Retry Count Default

[#] [$] [@] [+] [>] [K] Wait for Connection

This value indicates how long Intelligent Control should wait for a connection to be established before it stops trying to connect.

[#] Wait_for_Connection
[$] Wait for Connection
[@] Status|0|0|0|0||||||
[+] MAIN:006401
[>] Main
[K] Wait for Connection

[#] [$] [@] [+] [>] [K] Client / Server

This indicates how the software must connect. If the software is the server, check the Server option. If the software is going to connect to another computer that is the Server, check the Client option.

[#] Client_Server
[$] Client / Server
[@] Status|0|0|0|0||||||
[+] MAIN:006421
[>] Main
[K] Client / Server

[#] [$] [@] [+] [>] [K] CDPD Mode

This indicates if the connection is to be made using a CDPD modem.

[#] CDPD_Mode
[$] CDPD Mode
[@] Status|0|0|0|0||||||
[+] MAIN:006461
[>] Main
[K] CDPD Mode

[#] [$] [@] [+] [>] [K] Required Parameters for Connection Type

Depending on the entry made for Connection Type, other information will have to be entered. Only those fields that are required for the Connection Type selected will be available for input. The fields that are not required will remain grayed and can be ignored.

See Connection Type for a table listing each Connection Type and the required parameters.

[#] Required_Parameters_for_Connection_Type
[$] Required Parameters for Connection Type
[@] Status|0|0|0|0||||||
[+] MAIN:006481
[>] Main
[K] Required Parameters for Connection Type

[#] [$] [@] [+] [>] [K] Message Number

This is the number of the actual message that is to be displayed. Before you specify the message here, make sure that the contents of the message are what you expect them to be. To do this, go to Sign Control, select the required sign and highlight the required message. Then click on Retrieve Selected Msg and verify that the message contains the correct information.

[#] Message_Number
[$] Message Number
[@] Status|0|0|0|0||||||
[+] MAIN:006501
[>] Main
[K] Message Number

[#] [$] [@] [+] [>] [K] Schedule Duration

This indicates for how long the Schedule should run. If you check the Forever box, the Schedule will run until a message with a higher priority is received for display.

[#] Schedule_Duration
[$] Schedule Duration
[@] Status|0|0|0|0||||||
[+] MAIN:006521
[>] Main
[K] Schedule Duration

[#] [$] [@] [+] [>] [K] **Schedule Priority**

This indicates the priority level that the Schedule must have. The four available options are Low, Regular, High and Emergency. See Priority for further information about priority levels.

[#] Schedule_Priority
[$] Schedule Priority
[@] Status|0|0|0|0||||||
[+] MAIN:006541
[>] Main
[K] Schedule Priority

[#] [$] [@] [+] [>] [K] Source Filter

The selection that you make here will determine which Log Entries will be displayed so that comments can be applied. If you select general Activity, all the entries for the selected Operator(s) and Dates will be included in the list. If you select Devices Activity, the Devices check boxes will be activated so that you can select which particular Device(s) to include. Only the Log Entries for the selected Device(s) will be displayed in the list. The third option is to select Error Logs. Once again, you will be able to select particular Devices for inclusion in the list.

[#] Source_Filter
[$] Source Filter
[@] Status|0|0|0|0||||||
[+] MAIN:006561
[>] Main
[K] Source Filter

[#] [$] [@] [+] [>] [K] Log Entries (Found)

The Log entries that are available depending on the selections that you make for Operator, Range, Source and Devices will be listed in this window. To enter a Comment, highlight the Log Entry and then enter the required Comment in the Comment Box. Click on Save to update the Log Entry and Save the comment.

[#] Log_Entries_Found_
[$] Log Entries (Found)
[@] Status|0|0|0|0||||||
[+] MAIN:006581
[>] Main
[K] Log Entries (Found)

[#] [$] [@] [+] [>] [K] SOP Name

The name entered here should provide some indication of the contents of the SOP. For example, Notify DOT would indicate that the SOP will provide details of the contact that should be made with the DOT when the SOP is activated.

[#] SOP_Name
[$] SOP Name
[@] Status|0|0|0|0||||||
[+] MAIN:006601
[>] Main
[K] SOP Name

[#] [$] [@] [+] [>] [K] **SOP Description**

This field can further describe the intention of the SOP.

[#] SOP_Description
[$] SOP Description
[@] Status|0|0|0|0||||||
[+] MAIN:006621
[>] Main
[K] SOP Description

[#] [$] [@] [+] [>] [K] **SOP Path In Scenarios**

This indicates the location of the SOP on the Scenario and Amber Alerts form.

[#] SOP_Path_In_Scenarios
[$] SOP Path In Scenarios
[@] Status|0|0|0|0||||||
[+] MAIN:006641
[>] Main
[K] SOP Path In Scenarios

[#] [$] [@] [+] [>] [K] SOP Priority

This indicates the importance of the SOP. Check the button next to the required priority level.

[#] SOP_Priority
[$] SOP Priority
[@] Status|0|0|0|0||||||
[+] MAIN:006661
[>] Main
[K] SOP Priority

[#] [$] [@] [+] [>] [K] SOP Mode

This provides some indication to the Operator whether the SOP is Advisory, Mandatory or Informative. Check the required option.

[#] SOP_Mode
[$] SOP Mode
[@] Status|0|0|0|0||||||
[+] MAIN:006681
[>] Main
[K] SOP Mode

[#] [$] [@] [+] [>] [K] SOP Notify

This list contains the details of the people or agencies that need to be contacted when the SOP is activated. The available entries for this list are contained in the Notifications drop down list box. If the agency or person that should be notified is not in the Notify List, select that agency or person from the Notifications list and then position the cursor in the blank lined area of the Notify field and click the left hand mouse button. Details of the selected agency/person will be added to the list.

To remove an agency or person from the Notify List, highlight the incorrect entry and press the Delete key. The details for that agency/person will be removed from the list.

[#] SOP_Notify
[$] SOP Notify
[@] Status|0|0|0|0||||||
[+] MAIN:006701
[>] Main
[K] SOP Notify

[#] [$] [@] [+] [>] [K] SOP Title

The Title of the contact can be used to indicate the person's title, e.g. Police Chief, or the Agency to which the person Belongs, e.g. DOT Maintenance. This is the field that displays in the Notify field of the list of people to be contacted.

[#] SOP_Title
[$] SOP Title
[@] Status|0|0|0|0||||||
[+] MAIN:006721
[>] Main
[K] SOP Title

[#] [$] [@] [+] [>] [K] SOP Contact Name

This is the actual name of the person that is to be contacted. It can be generic, e.g. Operator on Duty, or it can be a specific name.

[#] SOP_Contact_Name
[$] SOP Contact Name
[@] Status|0|0|0|0||||||
[+] MAIN:006741
[>] Main
[K] SOP Contact Name

[#] [$] [@] [+] [>] [K] SOP Phone

This is the phone number of the person that is to be contacted.

[#] SOP_Phone
[$] SOP Phone
[@] Status|0|0|0|0||||||
[+] MAIN:006761
[>] Main
[K] SOP Phone

[#] [$] [@] [+] [>] [K] Select Icon

This list allows you to either select to Add a new Icon or to select an existing Icon so that you can check the details for it.

[#] Select_Icon
[$] Select Icon
[@] Status|0|0|0|0||||||
[+] MAIN:006781
[>] Main
[K] Select Icon

[#] [$] [@] [+] [>] [K] Error Icons

If the Device Type that is being displayed on the Map is being polled and you want to be made aware of an error, you can choose to have a different Icon display in the event of an error condition being reported. To do this, you should allocate an Icon to each type of Error for each Device and then select that Icon to be displayed when that error is reported.

[#] Error_Icons
[$] Error Icons
[@] Status|0|0|0|0||||||
[+] MAIN:006801
[>] Main
[K] Error Icons

[#] [$] [@] [+] [>] [K] Save Icon Position

If you want to the Icon for a Device to be displayed in the same position each time the Map is opened, you will need to Save that Icon to the Map. There are two ways in which this can be done:

1. Select the Icon by clicking the left hand mouse button with the cursor on the Icon. Then right click the mouse and select the Save Icon Position option.
2. Select the Icon by clicking the left hand mouse button with the cursor on the Icon. Then click the Save button on the Task Bar.

The Icon will then be permanently positioned and its description will be moved into the Device Icons Displayed list.

If you need to move an Icon, and repeat the Save Icon Position steps to save the Icon to its new position.

[#] Save_Icon_Position
[$] Save Icon Position
[@] Status|0|0|0|0||||||
[+] MAIN:006821
[>] Main
[K] Save Icon Position

[#] [$] [@] [+] [>] [K] Remove Icon

If an Icon has to be removed from a map, you can use one of two methods to achieve this:

1. Select the Icon by clicking the left hand mouse button with the cursor on the Icon. Click the right hand mouse button to open the menu. Select Remove Icon.
2. Select the Icon by clicking the left hand mouse button with the cursor on the Icon. Then click the Remove button on the Task Bar.

The Icon will then be removed from the map and it s name will no longer appear in the Device Icons Displayed List.

[#] Remove_Icon
[$] Remove Icon
[@] Status|0|0|0|0||||||
[+] MAIN:006841
[>] Main
[K] Remove Icon

[#] [$] [@] [+] [K] [>] Display Object

This Menu item opens another menu that allows you to set parameters for displaying the Device on the Map. Select one of the following options:

Polling Rate

Sign Zoom (this will only be available if the Device Type supports this feature)

Save Object Position

Type of Display

[#] Display_Object

[$] Display Object

[@] Status|0|0|0|0||||||

[+] MAIN:006861

[K] Display Object

[>] Main

[#] [$] [@] [+] [>] [K] Polling Rate

This indicates the frequency at which the Device should be polled when polling is active. The rate is entered in minutes. If you enter 0 (zero), the Device will not be included in the Polling process.

[#] Polling_Rate
[$] Polling Rate
[@] Status|0|0|0|0||||||
[+] MAIN:006881
[>] Main
[K] Polling Rate

[#] [$] [@] [+] [>] [K] Save Object Position

This will Save the position of the Sign View window on the map. If a Grid has been configured, this will also Save the position of the Grid on the map.

[#] Save_Object_Position
[$] Save Object Position
[@] Status|0|0|0|0||||||
[+] MAIN:006901
[>] Main
[K] Save Object Position

[#] [$] [@] [+] [>] [K] Type of Display

For Sign Device Types you can choose to include a display of the current message on the map. The Sign View can be set so that at any time you can see what is currently displaying on the sign, You can also display the configured grid of information regarding the status of predefined objects from the sign. See Configure Device Type.

Sign View Only will cause only the Preview of the sign to be displayed on the map.

Sign View and Grid will cause both the sign preview and the configured grid of objects to be displayed on the map.

For Weather Device Types, you can choose to include a display of the weather information on the map.

Weather Only will display only the weather information

Weather and Grid will display both the weather information and the configured grid of objects on the map.

[#] Type_of_Display
[$] Type of Display
[@] Status|0|0|0|0||||||
[+] MAIN:006921
[>] Main
[K] Type of Display

[#] [$] [@] [+] [>] [K] Type of Grid Display

If you choose to configure a log for a Device, you will be able to decide which of the three available options you want to use to display on the map.

Standard	The grid will display in the saved position whenever the map is opened.
Hide	The grid will remain closed until you choose to open it.
Alarm	The grid will only display automatically if an alarm condition is received for any of the logged objects.

[#] Type_of_Grid_Display
[$] Type of Grid Display
[@] Status|0|0|0|0||||||
[+] MAIN:006941
[>] Main
[K] Type of Grid Display

[#] [$] [@] [+] [>] [K] Sign Zoom

This option is only available for Sign Device Types. It indicates the size of the Sign View window that will display when the Preview window is opened. The smaller the value you enter here, the smaller the window will be.

[#] Sign_Zoom
[$] Sign Zoom
[@] Status|0|0|0|0||||||
[+] MAIN:006961
[>] Main
[K] Sign Zoom

[#] [$] [@] [+] [>] [K] Camera Control

This option will only be available of the Device Type is a Camera. It will open the Camera Control Window so that the settings for the Device can be changed.

[#] Camera_Control
[$] Camera Control
[@] Status|0|0|0|0||||||
[+] MAIN:006981
[>] Main
[K] Camera Control

[#] [$] [@] [+] [>] [K] Weather Status

Clicking on Weather Status will open a window that will show the current weather information from the Device.

[#] Weather_Status
[$] Weather Status
[@] Status|0|0|0|0||||||
[+] MAIN:007021
[>] Main
[K] Weather Status

[#] [$] [@] [+] [>] [K] Configure Device Type

Each Device that is placed on a Map can have a log configured so that specific information can be retrieved from the Device. This information can be displayed on the Map, used to trigger alarms and it can be used as input for the spreadsheets that are used in Incident Management.

Click on the Radio button next to the required Device Type. All the available Devices for that Device Type will be included in the Drop down list box. Select the required Device and then select the objects for inclusion in the grid.

[#] Configure_Device_Type
[$] Configure Device Type
[@] Status|0|0|0|0||||||
[+] MAIN:007041
[>] Main
[K] Configure Device Type

[#] [$] [@] [+] [>] [K] Select Objects to be Logged

All the MIB objects for the selected Device will be included in the drop down list. Highlight the required object and the Description of the object will be displayed so that you can ensure that you have selected the correct object. Click Add Object to List to add the selected object to the log list.

[#] Select_Objects_to_be_Logged
[$] Select Objects to be Logged
[@] Status|0|0|0|0||||||
[+] MAIN:007061
[>] Main
[K] Select Objects to be Logged

[#] [$] [@] [+] [>] [K] Log Object List (for Device)

This lists all the objects that have been selected for logging for the selected Device.

To add an object to the list, select the Object from the Object drop down list, select the required instance and then click the Add Object to List button. That object will be added to the list with the status “New Object”. Click on Update Database Table to update the log list and make the new object part of the log list.

To remove an object from the log list, highlight that object in the list and press the Delete Key. The object name will change to red and its status will be “REMOVE”. Click on Update Database Table to update the log list and remove the object from the log list.

[#] Log_Object_List_for_Device_
[$] Log Object List (for Device)
[@] Status|0|0|0|0||||||
[+] MAIN:007081
[>] Main
[K] Log Object List (for Device)

[#] [$] [@] [+] [>] [K] Configure Grid

This form allows you to define the look and feel of the grid that will display on the map. As you change the characteristics of the grid, the changes will be displayed in the grid, allowing you to see how the grid will appear on the Map display.

[#] Configure_Grid
[$] Configure Grid
[@] Status|0|0|0|0||||||
[+] MAIN:007101
[>] Main
[K] Configure Grid

[#] [$] [@] [+] [>] [K] Grid Size

The grid can be as many rows and columns as required. Select the number of columns and rows for the grid. Choose the color that you want for the background of the headings in the grid (the first row and the first column).

[#] Grid_Size
[$] Grid Size
[@] Status|0|0|0|0||||||
[+] MAIN:007121
[>] Main
[K] Grid Size

[#] [$] [@] [+] [>] [K] Headings

The default headings are Row Name and Column. Make these headings more meaningful so that they describe the contents of the fields that they represent. The heading of the columns determines the width of the columns. If the column name that you enter is not wide enough to facilitate the correct displaying of any of the field values in the column, you can widen the columns by enter leading and/or trailing characters in the column name. A space cannot be the first leading character – we suggest using a dash, underscore or period.

[#] Headings
[$] Headings
[@] Status|0|0|0|0||||||
[+] MAIN:007141
[>] Main
[K] Headings

[#] [$] [@] [+] [>] [K] Thresholds

For each Object that you log, you can specify values that should be used to determine the color of the grid display on the map. For example if the battery voltage falls below a certain value, you can specify that when any value below the specified value is retrieved when the device is polled, the grid for that devices should be changed so that the display for that object is red. If the value falls between an acceptable, but low range, you can specify that the value be displayed with a yellow background. If the value returned is perfectly in range, the background can be green. This allows users to quickly see if an alarm condition is reported.

[#] Thresholds
[$] Thresholds
[@] Status|0|0|0|0||||||
[+] MAIN:007161
[>] Main
[K] Thresholds

[#] [$] [@] [+] [>] [K] Scaling

NTCIP values are often reported in measurements that are not easily understood. For example, battery voltage is reported in hundredths of a volt. The more meaningful value for a user would be whole volts. You can specify here the scale that is to be used to adjust the NTCIP value to a more understandable value for the User. In this case, the scale value would be .01 to bring the returned OID value into whole volts for displaying on the grid.

[#] Scaling
[$] Scaling
[@] Status|0|0|0|0||||||
[+] MAIN:007181
[>] Main
[K] Scaling

[#] [$] [@] [+] [>] [K] **Data Type**

Indicates the format of the data that will be retrieved when the highlighted object is retrieved.

[#] Data_Type
[$] Data Type
[@] Status|0|0|0|0||||||
[+] MAIN:007201
[>] Main
[K] Data Type

[#] [$] [@] [+] [>] [K] Device Security

Using this feature without fully understanding the consequences of the changes you make could result in communication with any or all of your Devices being permanently disabled.

NTCIP communication provides for a password to be created to control who has access to NTCIP Devices. This password is referred to as the Community Name. The default Community name is public. The “public” Community Name can only be changed using a “Super Password”. The default “Super Password” is administrator.

All your Devices must have the same Community Name. If you change it for one Device, you must change it for all Devices and any new Devices that are connected must be also be updated as soon as they are connected. This is not an insignificant challenge and we recommend that you do not make any changes to either the User Community Name (Password) or the Administrator Community name (Super Password) unless you are absolutely sure of what you are doing and the advantages of restricting unauthorized access to your Devices far outweigh the disadvantages of ensuring that the changes to Community Names are administered correctly.

Effectively, if a transaction is sent to a Device with the incorrect Community Name, the transaction is “silently discarded”. The Device appears to be broken and the transaction is ignored. No error message is returned advising you of this status.

[#] Device_Security
[$] Device Security
[@] Status|0|0|0|0||||||
[+] MAIN:007221
[>] Main
[K] Device Security

[#] [$] [@] [+] [>] [K] **Spreadsheet Name**

A list of all the spreadsheets that have already been created to manage incidents will be displayed in this field.

[#] Spreadsheet_Name
[$] Spreadsheet Name
[@] Status|0|0|0|0||||||
[+] MAIN:007241
[>] Main
[K] Spreadsheet Name

[#] [$] [@] [+] [>] [K] **Name (Incident Management)**

The name of the Spreadsheet should be descriptive enough to immediately indicate what type of incident is being managed.

[#] Name_Incident_Management_
[$] Name (Incident Management)
[@] Status|0|0|0|0||||||
[+] MAIN:007261
[>] Main
[K] Name (Incident Management)

[#] [$] [@] [+] [>] File Directory (Incident Management)

The full path of the selected incident will be displayed in this field.

[#] File_Directory_Incident_Management_

[$] File Directory (Incident Management)

[@] Status|0|0|0|0||||||

[+] MAIN:007281

[>] Main

[#] [$] [@] [+] [>] [K] Polling

Each spreadsheet can have polling set to On or Off.

If Polling is On, the Devices included in the selected Incident Management routine will be polled at the interval specified in Polling Rate. Details of the result of the polling will also be displayed in the Communications Activity Log on this form. If the Communications Activity Log is not displayed, click the View Communications button and the details will be displayed for viewing.

If Polling is Off, no input will be retrieved from the Devices and no action will be taken.

[#] Polling
[$] Polling
[@] Status|0|0|0|0||||||
[+] MAIN:007301
[>] Main
[K] Polling

[#] [$] [@] [+] [>] [K] Configure Spreadsheet

The functionality of Incident Management is controlled using Excel spreadsheets. The spreadsheet consists of 3 sheets. The first sheet contains the input that is to be used to determine if any action needs to be taken. The data from this sheet is passed to the second sheet which manipulates the data and thus determines if any action needs to be taken. The results of the data manipulation are passed to the third sheet which then triggers the required output, depending on the outcome from the second sheet.

To select the input for the first Sheet of the spreadsheet, click on the Configure Spreadsheet button.

Select the Device Type from the list. All the Devices of that Type that are configured in Intelligent Control will be listed, as well as the available Log Table objects. Note that the objects that are displayed for selection here are the only objects that can be used as data for the calculations in Incident Management.

The available Log table Objects are those objects that are included in the Log Configuration for each Device. The Log is configured in Maps, and the maps Log determines which objects will be retrieved from a Device when it is polled.

Note that if the Device(s) that you are intending to use as the source of data for your Incident Management calculations is not one of the Devices on your Map and does not have a Log Configured, no objects will be available to you for selection when you configure the spreadsheet in Incident Management.

Click the checkboxes next to the Devices that are to be used in the Spreadsheet. Once the Devices have been checked, the list of Available Log Table Columns will be un-grayed and you will be able to select them for your spreadsheet.

Highlight the required object and then click on the double right arrow to move the selected object for each of the selected Devices to the Spreadsheet Column Selection window.

Once you have made all the required selections, click on the Update Excel Spreadsheet button.

Note that until you Retrieve the values for the spreadsheet, the Log Date Time, OID Value and Status fields will remain empty.

The Calculation spreadsheet will use the data that it retrieved into Sheet 1 (Input Objects) and will then perform calculations to determine what action should be taken. The calculations are performed using standard Excel formulas and macros. Calculations will be triggered by a change in the Input values in sheet 1 (Input Objects) when the Devices are polled. If there is no change to the input data, no calculations are performed and no output actions are triggered. If there are changes in the data retrieved, the calculation is triggered and output Actions are triggered.

When it has completed its calculations, specific cells will be marked and the program will use these cells to determine if any action is to be taken. If some action is to be taken, that action will be performed by Sheet 3 (Output Actions).

There is a range of actions that can be triggered by Incident management. To define Actions, select the 3rd Sheet (Output Actions) and double click on an empty line – preferably the first empty line, in the Action Column. Select from one of the following Actions:

Activate Message	This will activate the message specified in Message on the specified Device, using the Duration and Priority settings indicated here.
Download and Activate Message	This will download the message generated by Sheet 2 (Calculations), on the Device specified by the Output Actions using the Duration and Priority settings specified on the Output Actions sheet.
Trigger Scenario	This will trigger the Scenario selected in the Scenario and SOPs field. If there is a Standard Operating Procedure (SOP) attached to the Scenario, that SOP will also be included in the activation.

[#] Configure_Spreadsheet
[$] Configure Spreadsheet
[@] Status|0|0|0|0||||||
[+] MAIN:007321
[>] Main
[K] Configure Spreadsheet

Trigger Scenario SOP	Only the selected Standard Operating procedure will be triggered and not the Scenario to which it is attached.
Trigger Camera Preset	This will trigger the camera presets indicated in the Camera Preset field.

Each row of the Output Action sheet will contain one action that is to be triggered. If you want to trigger a message that should be displayed on multiple Devices, you would create a scenario that would cater for that and then trigger that Scenario in Incident Management.

The Status cell for each action is the indicator that Incident Management uses to trigger each Action. If the status is Active, the Output Action specified in that row will be activated.

Close Excel and Save the spreadsheet.

[#] [$] [@] [+] [>] [K] Spreadsheet Column Selection

As you select the objects that are to be used in your spreadsheet, the Spreadsheet Column Selection list will be populated, indicating the Device and the OID.

[#] Spreadsheet_Column_Selection
[$] Spreadsheet Column Selection
[@] Status|0|0|0|0||||||
[+] MAIN:007341
[>] Main
[K] Spreadsheet Column Selection

[#] [$] [@] [+] [>] [K] **Update Excel Spreadsheet**

Click this button to transfer the information from the Configure Grid fields to the Input Sheet in the Excel Spreadsheet.

[#] Update_Excel_Spreadsheet
[$] Update Excel Spreadsheet
[@] Status|0|0|0|0||||||
[+] MAIN:007361
[>] Main
[K] Update Excel Spreadsheet

[#] [$] [@] [+] [>] [K] Spreadsheet Input

This is Sheet 1 of the Excel spreadsheet and contains the Input values that are to be used in the calculations made in Sheet 2 that will trigger a response to an incident. This sheet is populated from the Configure Spreadsheet function in Incident Management.

If you are creating a new spreadsheet, Log Date Time, OID Value and Status will remain blank until you poll the Devices and retrieve the data.

[#] Spreadsheet_Input
[$] Spreadsheet Input
[@] Status|0|0|0|0||||||
[+] MAIN:007381
[>] Main
[K] Spreadsheet Input

[#] [$] [@] [+] [>] [K] Spreadsheet Calculations

The data from Sheet 1 is passed to Sheet 2 and is used as input in whatever calculations are performed. The calculations are performed using standard Excel formulas and macros. Once the calculations are complete, specific cells are marked and the program uses these cells to determine if any output action needs to be triggered.

[#] Spreadsheet_Calculations
[$] Spreadsheet Calculations
[@] Status|0|0|0|0||||||
[+] MAIN:007401
[>] Main
[K] Spreadsheet Calculations

[#] [$] [@] [+] [>] [K] Spreadsheet Output

The specific cells that are marked in Sheet 2 are used by Sheet 3 to trigger Output Actions. The following are the output actions that can be triggered.

Activate Message	This will activate the message specified in message on the Device specified, using the Duration and Priority settings indicated here.
Download and Activate message	This will download the message generated by Sheet 2 (Calculations), on the Device specified by the Output Actions using the Duration and Priority settings specified on the Output Actions sheet.
Trigger Scenario	This will trigger the scenario selected in the Scenario and SOPs field. If there is a Standard Operating Procedure (SOP) attached to the Scenario, that SOP will also be included in the activation.
Trigger Scenario SOP	Only the selected Standard Operating procedure will be triggered and not the Scenario to which it is attached.
Trigger Camera Preset	This will trigger the camera presets indicated in the Camera Preset field.

[#] Spreadsheet_Output
[$] Spreadsheet Output
[@] Status|0|0|0|0||||||
[+] MAIN:007421
[>] Main
[K] Spreadsheet Output

[#] [$] [@] [+] [>] [K] View Communications

This button will change the display area on the form so that the Communications Log can be viewed.

[#] View_Communications
[$] View Communications
[@] Status|0|0|0|0||||||
[+] MAIN:007441
[>] Main
[K] View Communications

[#] [$] [@] [+] [>] [K] Retrieve and Re-calculate

This option allows you to force the retrieval of input values so that the spreadsheet can use these values in its calculations and trigger any action that is required.

[#] Retrieve_and_Re_calculate
[$] Retrieve and Re-calculate
[@] Status|0|0|0|0||||||
[+] MAIN:007461
[>] Main
[K] Retrieve and Re-calculate

[#] [$] [@] [+] [>] [K] Select Device

The available Device Types and Devices of each type will be displayed here. As each Device Type is selected, the list of the available Devices will be populated with all the Devices of that Type that have been configured in Intelligent Control. Check the box next to the Devices that are to be used in this Incident Management routine.

[#] Select_Device
[$] Select Device
[@] Status|0|0|0|0||||||
[+] MAIN:007481
[>] Main
[K] Select Device

[#] [$] [@] [+] [>] [K] Available Log Table Columns

This list of Objects that can be used as Input from the selected Device will be listed here. Only those objects that are included in the Log that is created for each Device will be included in this list. The Log is created in the Map Management function of Intelligent Control.

[#] Available_Log_Table_Columns
[$] Available Log Table Columns
[@] Status|0|0|0|0||||||
[+] MAIN:007501
[>] Main
[K] Available Log Table Columns

[#] [$] [@] [+] [>] [K] Incident Management

Incident Management is a tool that allows you to automate processes that are predefined, depending on data that is received from external sources. At preset intervals, Intelligent Control will poll the Devices, retrieve specified data, and use that data in calculations to determine the action (if any) that should be triggered. Incident Management uses Excel as the calculation engine. A standard Excel spreadsheet template is provided and this forms the basis for all the calculations that are performed by the Incident Management feature.

The spreadsheet consists of 3 sheets. The first sheet contains the input that is to be used to determine if any action needs to be taken. The data from this sheet is passed to the second sheet which manipulates the data and thus determines if any action needs to be taken. The results of the data manipulation are passed to the third sheet which then triggers the required output, depending on the outcome from the second sheet.

[#] Incident_Management
[$] Incident Management
[@] Status|0|0|0|0||||||
[+] MAIN:007521
[>] Main
[K] Incident Management

[#] [$] [K] [@] [+] [>] Currently Logged On Users

This option allows you to view all the Users that are logged on to your system. All the Users, their IP address and the time that they logged on will be displayed.

Shutdown Selected Clients

If you need to shut down a client for any reason, for example, to do some software maintenance, check the User(s) and then click on the Shutdown selected Clients button. This will force a Log Off for the selected user. A window will display on their screen advising them that they are about to be logged off, and then they will be logged off.

[#] Currently_Logged_On_Users
[$] Currently Logged On Users
[K] Currently Logged On Users
[@] Status|0|0|0|0||||||
[+] MAIN:007541
[>] Main

[#] [$] [K] [@] [+] Poll From Database

This option should be checked if you are polling data from the Intelligent Control database rather than the Device itself.

[#] Poll_From_Database
[$] Poll From Database
[K] Poll From Database
[@] Status|0|0|0|0||||||
[+] MAIN:007561

[#] [$] [K] [@] [+] Controller Upload and Download

This function allows timing and configuration parameters for each of the intersections that is connected to Intelligent Control to be retrieved from the controllers and/or sent to the controllers. This enables the operators to monitor the health and status of all the connected devices, synchronize the time so that co-ordination runs properly, upload data out of the controller to Intelligent Control and/or download data from Intelligent Control to the controller.

Each controller will have a different Upload/Download form. These forms have been designed to simulate the look and feel of the type of controller in use.

The buttons below the data display window are used to control the upload and download of data to and from he Intelligent Control database and the controller.

Getting Data from the Intelligent Control Database

The data for each controller that is connected to Intelligent Control will be stored in the Intelligent Control database. To retrieve the database values for a controller, select the required Device Type and the actual Device and then click on one of the refresh From Database buttons.

Get [This Page]	This will retrieve only the data for the current page from the database.
Get [All Pages]	This will retrieve all the data for all the pages from the database.

Getting Data from the Controller

If you want to retrieve the data that is actually in the controller, select the required Device Type and the actual Device and then click on one of the Refresh From Controller buttons.

Get [Changed]	This will retrieve the controller values for the fields that have changed on the Currently displayed page.
Get [This Page]	This will retrieve all the data for the current page from the controller.
Get [All Pages]	This will retrieve all the data for all the pages from the controller.

Saving Data to the Intelligent Control Database

If you want to update the database with the values that are currently displayed (either the values have changed or you have retrieved them from a controller and want to save the to the database), select one of the Save to Database options.

Send [This Page]	This will save the data on the currently displayed page to the database.
Send [All Pages]	This will save all the pages for the selected Device to the database.

Saving Data to the Controller

If you want to update the controller with the values that are currently displayed (either the values have changed or you have retrieved them from the database and want to update the controller), select one of the Update to Controller options.

Send [Changed]	Only data that has changed on the current page will be sent to the controller.
Send [This Page]	Only the data from the current page will be saved to the controller.
Send [All Pages]	All the data from all the pages will be saved to the controller.

<u>Editing Values</u>

There are 3 types of input that can be edited on these forms:

Phase Input

You can either use the mouse to check the required check boxes, or you can use the keyboard as follows:

[#] Controller_Upload_and_Download
[$] Controller Upload and Download
[K] Controller Upload and Download
[@] Status|0|0|0|0||||||
[+] MAIN:007581

Key	Functions
1	Toggles the check box for Phase 1 on and off
2	Toggles the check box for Phase 2 on and off
3	Toggles the check box for Phase 3 on and off
4	Toggles the check box for Phase 4 on and off
5	Toggles the check box for Phase 5 on and off
6	Toggles the check box for Phase 6 on and off
7	Toggles the check box for Phase 7 on and off
8	Toggles the check box for Phase 8 on and off
9	Turns all the check boxes on
0	Turns all the check boxes off.

Numbers

To enter a value in a number field, double click the left hand mouse button while the cursor is positioned in that field. The following window will open, allowing you to enter the required value:

Enumerated Values

This is used when there is a finite list of options for the value of a field. When a field can only contain a predefined range of values, when you click on that field, a window will open allowing you to select one of those predefined values.

When data is edited or displayed, the following color codes will indicate the current state of the field:

Yellow	Value is from the Intelligent Control Database.
Blue	Value is from the Device.
Red	Value was changed by the user

[#] [$] [K] [@] [+] Map Management

The Map utility provides a pictorial representation of the position of the connected Devices. You can check the status of each device from the Map.

There are two kinds of Maps that can be used in Intelligent Control – maps can either be Bitmap based or GIS based. Bitmap map files are static picture files that form the basis of the map display but cannot be zoomed or panned. While GIS map files also form the basis of the map files, they can be zoomed and panned. The level of zoom and pan available is restricted by license that Intelligent Devices, Inc has to distribute royalty free data. If you require GIS Maps that have grater detail, you should contact ESRI to get more Shape files.

If you are using Bitmap (.bmp) maps, click here for more details on How to Set Up and Configure BMP Maps.

If you are using GIS maps, click here for more details on How to Set Up and Configure GIS Maps.

[#] Map_Management
[$] Map Management
[K] Map Management
[@] Status|0|0|0|0||||||
[+] MAIN:007601

[#] [$] [K] [@] [+] Set Up and Configure GIS Maps

The Map utility provides a pictorial representation of the position of the Devices that are controlled by the system. Not only does it visually represent the position of the Devices, but it also allows you to check the status of each Device, as well as view the messages that are currently running on any signs. The Map menu contains the utilities that allow you to configure the maps and icons that are used in your maps.

[#] Set_Up_and_Configure_GIS_Maps
[$] Set Up and Configure GIS Maps
[K] Set Up and Configure GIS Maps
[@] Status|0|0|0|0||||||
[+] MAIN:007641

[#] [$] [@] [+] [K] Adding a New GIS Map

When you open Map Management and select Create New Map View from the Map View drop down list box, the Full extent map will be opened.

Enter the Name of the Map View in the map View Name field. This is the name that will reference the map when it is selected for display.

Enter a description of the Map in the Description field.

Target the area for the map view by positioning your cursor around the area that is to constitute the map view. Hold down the left hand mouse button and drag the cursor to define an area. Release the mouse button and the map will zoom in to display only the selected area. Continue this process until you have a view that displays the correct area for your map.

Click on the Save View button to save the map view and add it to the Map Views list.

[#] Adding_a_New_GIS_Map
[$] Adding a New GIS Map
[@] Status|0|0|0|0||||||
[+] MAIN:007661
[K] Adding a New GIS Map

[#] [$] [K] [@] [+] Map View Name

This is the name of the map as it will appear in Intelligent Control You should make the name as meaningful as possible so that you know exactly which area the map depicts.

[#] Map_View_Name
[$] Map View Name
[K] Map View Name
[@] Status|0|0|0|0||||||
[+] MAIN:007681

[#] [$] [K] [@] [+] Description (GIS Maps)

The input here will further describe the map. This description is displayed when the map is opened. It can contain pertinent information about the map itself as well as the Devices that are located in that map area.

[#] Description_GIS_Maps_
[$] Description (GIS Maps)
[K] Description (GIS Maps)
[@] Status|0|0|0|0||||||
[+] MAIN:007701

[#] [$] [K] [@] [+] Deleting a GIS Map

To delete a Map View that is no longer used, select the Map View that is to be deleted from the Map View drop down list. Click on the Remove View button and follow the system prompts.

[#] Deleting_a_GIS_Map
[$] Deleting a GIS Map
[K] Deleting a GIS Map
[@] Status|0|0|0|0||||||
[+] MAIN:007721

[#] [$] [K] [@] [+] Editing an Existing GIS Map

To change an existing map, select that map from Map Views. Make the required changes and then click on Save View button to Save the changes to the map.

[#] Editing_an_Existing_GIS_Map
[$] Editing an Existing GIS Map
[K] Editing an Existing GIS Map
[@] Status|0|0|0|0||||||
[+] MAIN:007741

[#] [$] [K] [@] [+] Place Icons on GIS Map

Icons that are place on GIS maps are geo-located using latitude and longitude values. This means that they will move with the map when the map is panned or zoomed. The icons will always be located in the same geographical position, regardless of which portion of the map is being displayed. If you zoom in to a smaller area, you might find that some of the Devices “disappear”. This is because those Devices are not physically located in the actual area that you are viewing. The same thing will happen if you pan the map East, West or North or South.

Select the Device that is to be placed on the map from the drop down lists at the bottom of the page. All the Devices that are currently installed on Intelligent Control will be listed here.

Devices that have already been placed on the map will not be available for selection.

Drag the Icon representing the Device to its exact location on the map.

The name of the Device will appear in the Devices Temporarily Displayed list. When you are sure that it is correctly placed, click on the Device Icon and then on the Save button on the Toolbar. The Device will now be listed in the Devices Displayed list.

[#] Place_Icons_on_GIS_Map
[$] Place Icons on GIS Map
[K] Place Icons on GIS Map
[@] Status|0|0|0|0||||||
[+] MAIN:007761

[#] [$] [K] [@] [+] Block Builder

Block Builder is a function that allows objects to be grouped into Manufacturer Specific Object Groups. It facilitates the conformance of the uploading and downloading of object to and from controllers to legacy protocol.

[#] Block_Builder
[$] Block Builder
[K] Block Builder
[@] Status|0|0|0|0||||||
[+] MAIN:007781

[#] [$] [K] [@] [+] Intersection Configuration

This option allows you to customize the look and feel of your intersection displays. You can define how the intersection display should look on the map view, depending on the level of detail that is selected for the map.

Each Device can have its own intersection display customized to accurately reflect the activity of the controller at any given time.

The display can also be customized so that the detail that is displayed is adjusted depending on the level of zoom details that the actual map is displaying.

[#] Intersection_Configuration
[$] Intersection Configuration
[K] Intersection Configuration
[@] Status|0|0|0|0||||||
[+] MAIN:007801

[#] [$] [K] [@] [+] View Map (BMP Maps)

When Intelligent Control is installed, the required maps and the Devices that are connected to Intelligent Control will be set up so that each of the Devices can be accessed from a map.

Each Device is represented by an icon. Click on the icon to see which Device it represents. To see the message that is currently displayed on that Device, right click the mouse and select Preview Message. Connection will automatically be established with the device and a small preview window will open and the message that is currently on the device will be displayed. If that window is left open when Maps is closed, the next time that Maps is opened, that window will be displayed and Intelligent Control will automatically connect to the device and retrieve the current message. If all the device preview message windows are left open, you will be able to check at a glance at which messages are running on all the connected Devices.

Start or Suspend Polling temporarily by clicking the Suspend/Polling button.

If a more detailed map is available for zooming purposes, the zoom-able area will be indicated with a magnifying glass cursor. Double click the mouse when the cursor is a magnifying glass, and the new map will be opened.

Use Back and Next to scroll through Maps that have already been opened.

Right Click on an icon to open the menu options to preview the sign or access Sign Control. Preview Sign windows that were open when View Maps was previously closed will automatically be opened when View Maps is opened again. The message that was displaying when the map was closed will be displayed until the sign is polled and the current message is retrieved. The signs will automatically be polled based on the settings specified when the Icon is added to the map.

To view the status of a Device, position the cursor on the Icon of that Device and right click the mouse. Click on the (Device) Status menu item to open the Status window.

If the Device is a Sign, you will also be able to open the Sign Control window from the Map. To do this, position the cursor on the Icon for the Sign, right click the mouse and select Sign Status from the menu.

If the Status window is too small (or too big), you can toggle the size of it by clicking on Toggle Size. The largest size will be the size that is defined when the Icon is placed on the Map by the Administrator.

If the Sign Status window that is open is blocking some other icons on the map, you can move the Sign Status window. To do this, click on the window and drag it to its new location. You will notice that the window is “rubber banded” to its original location so that you can determine the exact location for the Device when looking at its status.

If you want to see a message on a sign, but do not necessarily want to open the status window, position the cursor on the Icon for that Sign. The Tool tip that is displayed will include the name of the Device as well as the text of the message that is currently being displayed on that sign.

[#] View_Map_BMP_Maps_
[$] View Map (BMP Maps)
[K] View Map (BMP Maps)
[@] Status|0|0|0|0||||||
[+] MAIN:007821

[#] [$] [K] [@] [+] View Map (GIS Maps)

The Devices that are placed on a GIS Map are located using latitude and longitude measurements. This means that if you zoom or pan the map, the Devices will be moved and positioned according to their latitude and longitude positions.

The map that will open when you first select View map will be the last map that was accessed by Intelligent Control. You can select another map for viewing by clicking on the Map Views drop down list and highlighting the map that you wish to access.

When you Zoom In on a map, the detail level of the map itself will increase, as will the level of detail on the Icons for the Devices. To zoom in to an area, click the Zoom In button and then, holding the left hand mouse button down “draw” a box around the area that you want to look at, and release the mouse button. The Map and the Device icons will be repositioned and resized, still correctly reflecting the correct geographical position of the devices.

To Zoom out to get a wider view of the map area, click on the Zoom Out button and then click the left hand mouse button anywhere on the map. The Map will Zoom Out one level (the actual details levels are set by the administrator) with each click on the mouse. The Device Icons will be repositioned and resized with each level.

To pan to another area of a map, click on the Pan Icon. The cursor will change to look like a hand. Position the cursor on the Map, and , holding down the left hand moose button, move the map until east, west, north or south. The map will relocate, and the Devices will remain located in the actual geographical positions. Note that while you are actually moving the map, parts of the screen will appear blank, As soon as you release the mouse map, the entire screen will be redrawn with the new view area displayed.

To get back to the original map and display, click on the Full Extent button. This will revert the map to its original saved zoom level and icon display.

Each Device Type will have a menu attached to it which is accessed by right clicking the mouse with the cursor positioned on the Device Icon. The menu items are specific for each type of device and will contain options such as accessing the Device Control, viewing the status of the Device and expanding the Icon display

Click Full Extent to revert to the original saved map view display.

Click Polling/Suspend to suspend or resume polling.

[#] View_Map_GIS_Maps_
[$] View Map (GIS Maps)
[K] View Map (GIS Maps)
[@] Status|0|0|0|0||||||
[+] MAIN:007841