



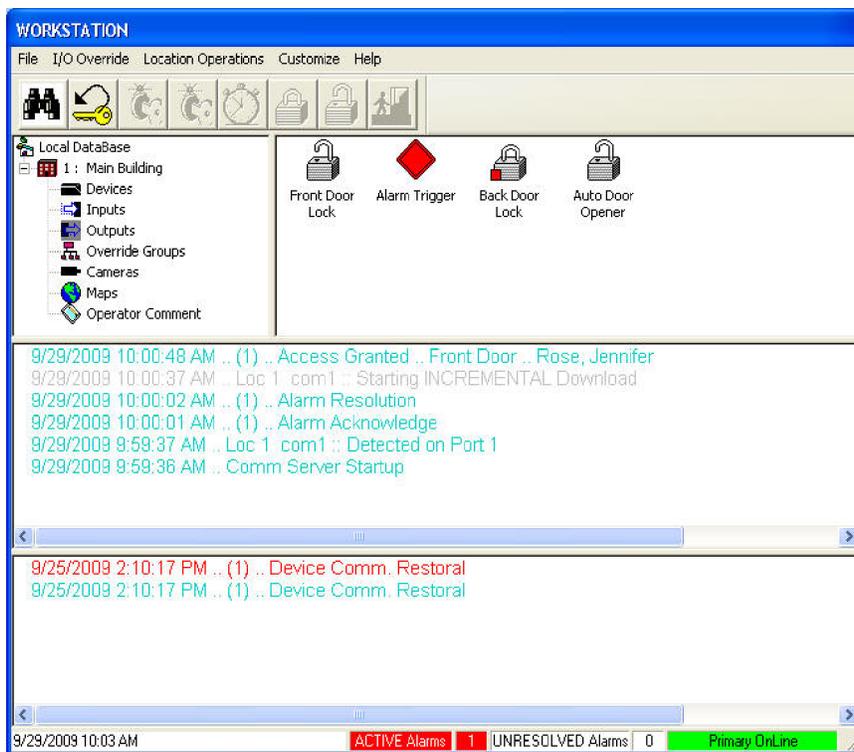
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DSX Access Systems, Inc.

Workstation WS.exe

Workstation - WS.exe

The Workstation program is the actual user interface for all communications and controller interaction in the system. There are four interactive windows within the Workstation program. These four windows are all sizeable with scroll bars to allow customizing of the desktop.



Event and Alarm Windows

The Workstation program has both an Event window and an Alarm window. The upper of the two horizontal windows provides a system-monitoring window that displays all system events as they occur.

The lower of the two windows is the Alarm window that shows only alarms in the order they occurred and based on priority. The Alarm window provides the alarm handling mechanism that gives the operator the ability to acknowledge and resolve alarms and enter comments as to the nature of the alarms.

These two windows have scroll bars so the operator can scroll back through the system events or alarms that have been received without having to run a history report. All events have a Time and Date Stamp and an indicator that is displayed when there is associated video stored in a DVR. The Alarm and Event windows

background color can be individually altered under DataBase/System/Setup/System Parameters. The text size in these windows can be configured under Workstation/Customize/Event Text Size.

Selection Window

The top left window is the selection window. It allows for a Location to be chosen for interaction. All Locations are listed here. (A Location is a site or building or basically a Master Controller and up to 63 Slave Controllers). Once a Location is selected the Location Operations Menu is active. Once the Location Menu is expanded there is a list of choices displayed. Select from the choices of Devices (readers), Inputs (alarm points), Outputs (locks), Override Groups (groups of inputs and/or outputs), Cameras (DVR or CCTV interface), Maps (facility maps or pictures), and Operator Comments (historical record). Whatever is chosen in the selection window is displayed in the control window. If Inputs is selected all Location Inputs are displayed in the sizeable scrollable control window.

Status and Control Window

Once a selection is made, the Control Window displays all inputs or outputs as animated icons that change to indicate their status. Inputs can be represented with two different icons that switch automatically. One icon depicts the abnormal state while another represents the normal state. Output status is also displayed with two different icons. One icon appears when the output is open and another appears when the output goes secure. Full control over the inputs and outputs is provided through right clicking on the point for a control menu, which has all of the interaction commands from which to choose. The toolbar at the top of the screen displays icons that can also provide manual control over the input or output selected. The toolbar at the top can be moved to any desired location on the screen. Double clicking in the control window but not on an icon allows the control window to change to full screen showing even more icons at a single glance. Typing XSD allows for the device and point addresses to be displayed instead of the point names.

Input / Output / Override Groups

Inputs and Outputs can both be placed in Override Groups to allow for simple control and summary status indication. From the Workstation software an Override Group can show the summary status of a group of inputs. If any Input in the Group were abnormal the Group would indicate this fault by displaying its abnormal icon. At the same time the Override Group icon will allow for easy, armed state control of all Inputs in the Group. Override Groups can also be used for Outputs. The Group icon will indicate if any Output is open and provide simple but complete control over every Output in the Group. The Group icon has an Expansion feature that allows the Group to expand and the control window to show the individual icons for each Input or Output in the Group. The individual icons can then be quickly compressed back into one icon. Scheduled Overrides can also be used to control Override Groups.

Graphic Maps

Graphic pictures or Maps can be imported into the system for alarm annunciation and Input and Output control. 21 different graphic file formats can be imported into the system. The maps can have the system Inputs, Outputs, Override Groups, and Camera icons placed on them. Maps are accessible from the Workstation Program where the real time status of the Inputs and Outputs can be viewed as well as controlled. System I/O points can be defined on multiple Maps. Select Inputs can automatically display a Map upon alarm. When an alarm occurs, the Map that contains that Input will automatically pop up on the screen. The Input icon will be blinking red and additional relevant Maps can be accessed.

It is possible to use photographs instead of CAD drawings for Maps. Some people have a hard time interpreting floor plans or blueprint type drawings. In a case like this a digital camera can be used to photograph building entrances and areas where there are alarm points or control outputs. Once accessed most people can identify the entry or exit to the building by looking at a photograph of it. The photograph can have Inputs, Outputs, Override Groups, and Cameras defined on it just as floor plan type drawings.

Workstation now has the ability to display a Map on Startup. There are provisions to set size and location of the map for startup. This accommodates applications where a Map is to always be displayed.

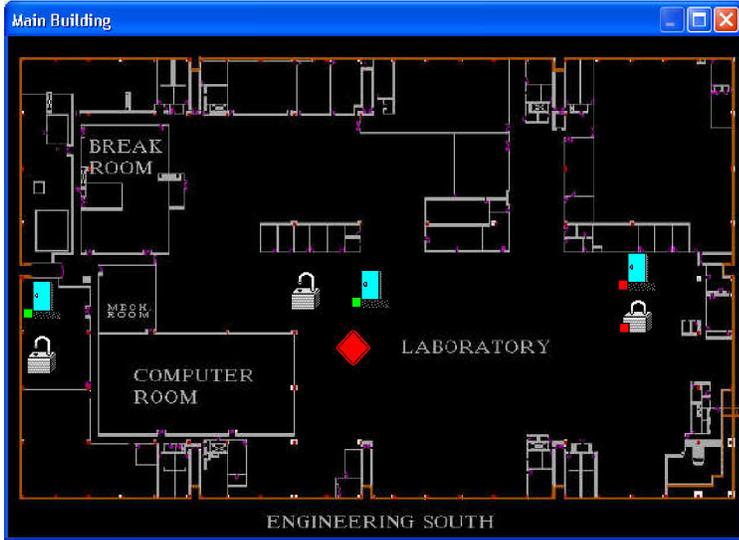


Image ReCall is accessible manually by clicking on an access Granted or Denied event in the Event Window of Workstation. It can also be configured to turn automatically by Time Zone and by Reader. Below is the Image Recall Window that shows the Name, Primary Image, date/time, and Door the event took place at.



Search Names can be invoked by clicking on the Binoculars in the Workstation Toolbar or by double clicking on the photo in the Image ReCall Window.

