Counter How2

Version 0. 1

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2010-7-14

Revision History

Name	Date	Reason For Changes	Version
MDH	14-Jul-10	Initial document	0.1

Contents

1. General

The system provides for numerous counters to be kept within the system. Counters cannot prevent something from happening, they cannot prevent a card from using a reader(See zone counting for this). Counters count. Counters can be used to trigger events(See event setup guide).

2. Setup

a. Click Setup, Setup editor, Counters.
b. Right click on a counter and select Properties.
  i. In Counter Name enter a name for the counter.
  ii. Minimum is the minimum, when the counter is here or lower the counter reports Minimum
  iii. Now is the current count.
  iv. Maximum is the maximum, , when the counter is here or higher the counter reports Maximum
  v. Report Minimum: When the counter value changes and is minimum, the change is set to be logged, displayed, and printed and to trigger other events (or counters).
  vi. Report Now: When the counter value changes and is not minimum or maximum, the change is set to be logged, displayed, and printed and to trigger other events (or counters).
  vii. Report Maximum: When the counter value changes and is maximum, the change is set to be logged, displayed, and printed and to trigger other events (or counters).
  viii. Min TG: When the counter changes and is minimum, the time-group setting sets when the event is an alarm and when the timed report function is active
  ix. Now TG: When the counter changes and is not minimum or maximum, the time-group setting sets when the event is an alarm and when the timed report function is active.
  x. Max TG: When the counter changes and is maximum, the time-group setting sets when the event is an alarm and when the timed report function is active.
  xi. Click the add button. This is where the trigger for the counter is setup.
    1. **Type:** The event type defines what kind of event occurred
    2. **System Item:** Defines which reader, input, output, counter or controller.
    3. **Status:** What event occurred, e.g. out-of-area, level change, off-line, maximum reached, depending on type, e.g.
        readers: Out of area, Out of time, Entered, Card enabled, Card disabled.
        inputs: Level change.
        outputs: Level change.
        counter: Minimum reached, count changed, maximum reached.
        Controllers: On, off-line, powered up
    4. **Value:** Some event types use this value to indicate more information, e.g. input change. It indicates the level of the input change (1 or 2). In reader event types it can be set with the card trigger group that must match the event (if zero, the cards trigger group is ignored).
    5. **Xref:** Some event types use this to give additional information. When used with readers, it indicates a specific card (if zero, all cards).

6. **Alarm:** When the PC receives an event, it is checked whether it is in alarm. Certain events are always alarm (e.g. off-line) and others on only on set time (e.g. inputs).
7. **+-:** The value by which the counter is incremented is indicated with a plus (e.g. +1) or decremented with a minus (e.g. –2).
8. **Z1 and Z2:** Certain events use additional z1 to z7 parameters that contain additional data. The vending and long card number data are stored in these parameters

Figure 1: Counter Setup