



Manual SCC 5.0



Preamble

Thank you for choosing the Software SCC 5.0.

With this product from Martin Elektrotechnik GmbH, you now have the opportunity to ensure the greatest possible security for your patients/residents and staff. Using the SCC 5.0 software not only means the staff receive a simple alarm message, it also tells you who triggered the alarm and where in the facility it was triggered, depending on your individual settings. This can guarantee quick and, above all, targeted help in the event of an emergency.

In the following operating instructions, you will find all the necessary information on installation, setting options and operation of the software. For an optimal overview, an overall schematic diagram of the SCC 5.0 is enclosed on page 177.

We hope you enjoy using a **technology which serves humans!**



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1. System requirements

Hardware requirements:

Processor:	min. Intel Core i7 6x2.4 GHz (or equivalent)
Main memory:	min. 8 GB of free RAM
Data memory:	min. 500 GB free hard disk capacity
Operating system:	Debian 10 (64 bit)
Interfaces:	RS232 (connection for ESPA 4.4.4) / USB connection / LAN (TCP/IP) / Internet connection for remote maintenance

Software requirements:

TeamViewer 15 must be installed on the server for service purposes.

Browser requirement:

The SCC 5.0 software is designed for the browser Mozilla Firefox. Using other browsers may lead to elements not being displayed or being "moved".

In order to ensure a correct permanent representation, it is recommended to carry out regular browser updates.

2. Opening the application

The application is opened by entering the host name (IP address of the SCC 5.0 server) to your browser (preferably Mozilla Firefox). The login page (Figure 1) will appear.

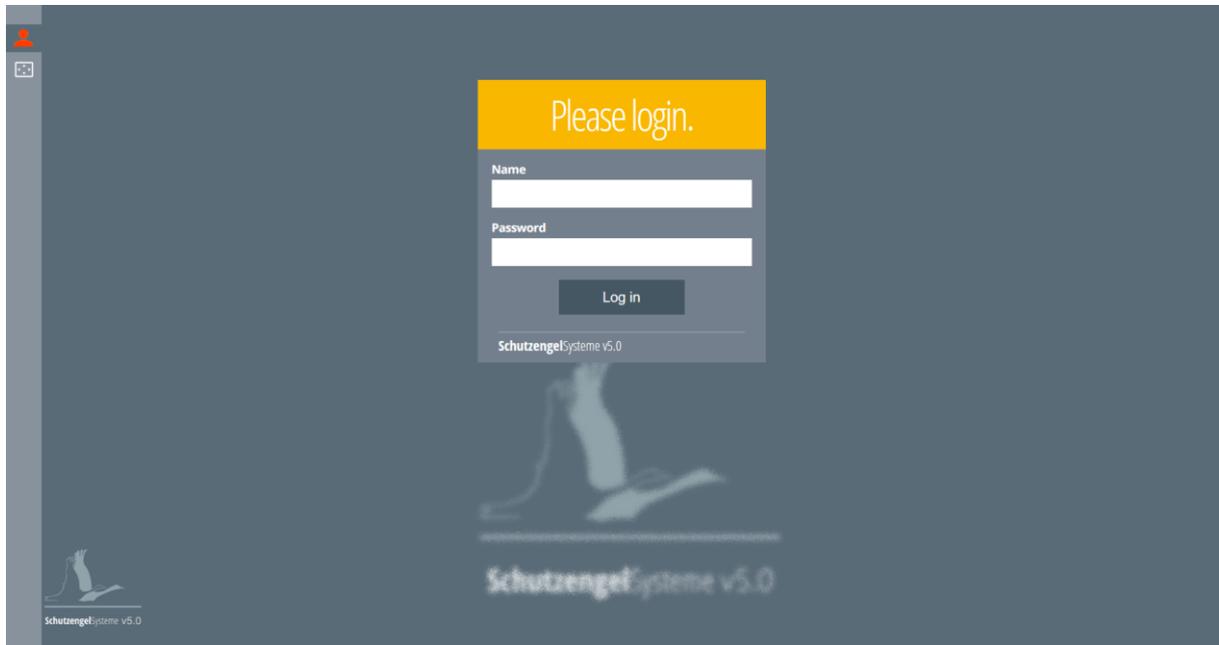


Figure 1: Login window

2.1. Logging in

Firstly, enter the predefined login credentials.

User name: admin
Password: *****

IMPORTANT: These login credentials should be changed. This is done under the menu item "User", which is described under "User Setup".

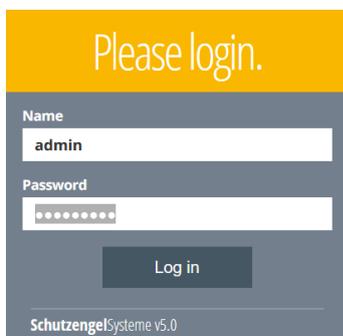


Figure 2: Login

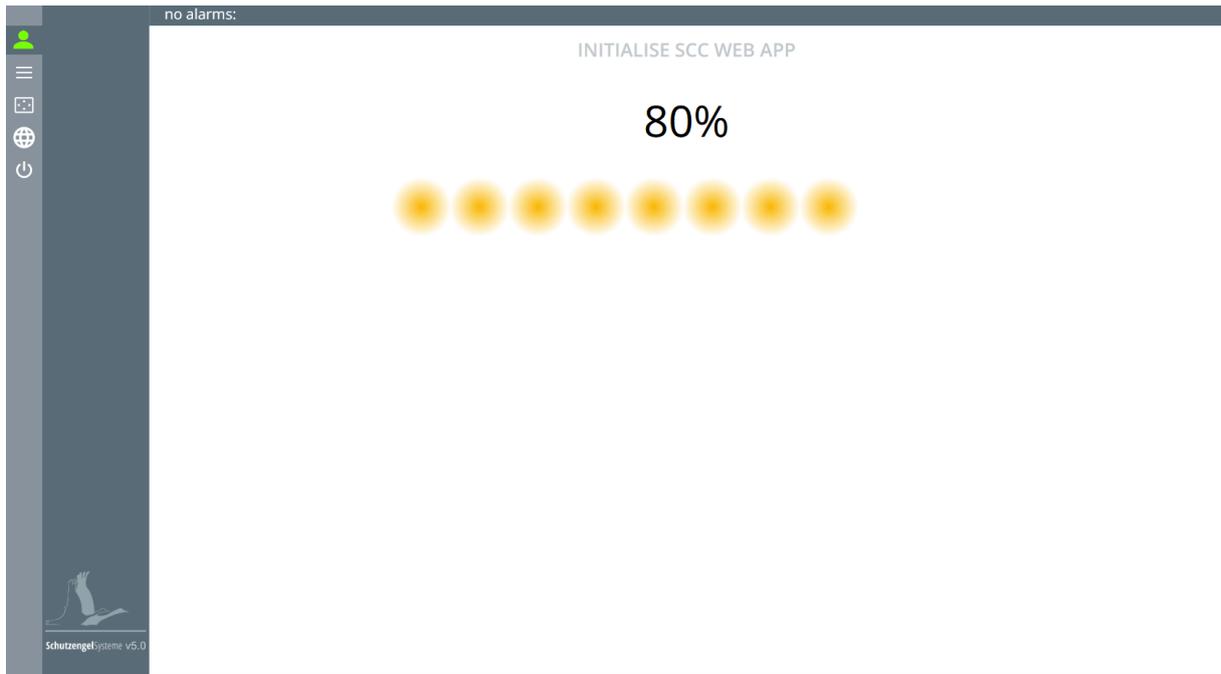


Figure 3: Loading

After logging in, the overview window of the SCC 5.0 software (Figure 4) will appear.

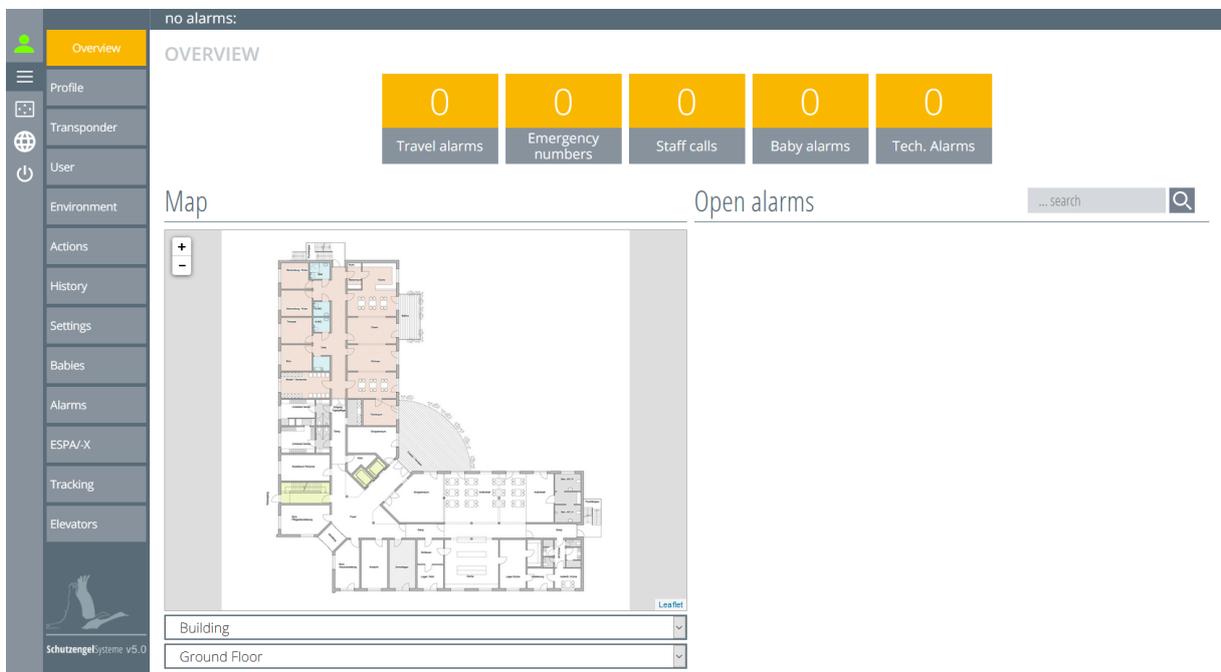


Figure 4: Overview

2.2. Status overview

Click on the green person in the upper left corner to display the credentials (Figure 5).

 means the server status is online

 means the server status is offline

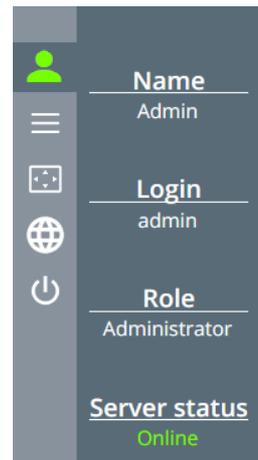


Figure 5: Login data

By clicking on the  button, you will switch back to the menu overview (Figure 6).

Clicking on the  button changes the screen to full screen.

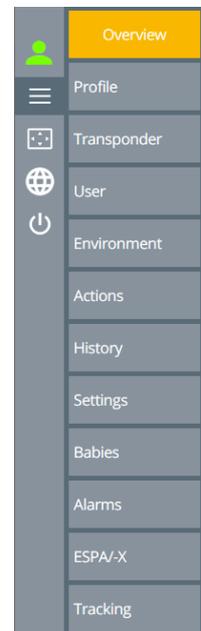


Figure 6: Menu overview

2.3. Language selection

Click on the  button to go to the language selection. You can select the desired language in which the software should be displayed here (Figure 7).



Figure 7: Language selection

2.4. Logging out

The software is logged off by clicking on the  button. After logging off, you will be returned to the login page.

3. Set up a new user

The user administration offers you the possibility to create new users, to edit existing users or to delete users. The user is called the system user.

You can assign individual access rights to users. The setting options for the users change by adjusting the access rights for the individual user and, consequently, the software view also changes. The usability can be clarified in this way, as unnecessary operating elements are eliminated. Access rights are dealt with in Chapter 12.5.

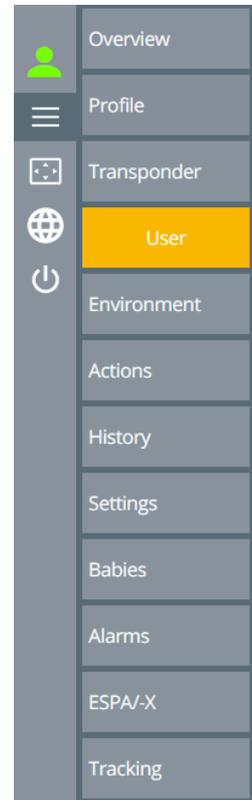


Figure 8: Menu selection user

3.1. Create new user

To enter the user management menu, click on the "User" button in the menu bar (Figure 8).

A list of the existing users who are logged in to the system appears (Figure 9).

You will find a search box in the upper right corner of your screen view. In order to facilitate the search for a particular user from the list of users, the corresponding username can be entered here. Click on the magnifying glass to start the search (Figure 9).

USER MANAGEMENT

List of users

Name	Username	Role	Active	Acknowledgement rights
Admin	admin	Administrator	<input checked="" type="checkbox"/>	Quick acknowledgement

Figure 9: List of system users

To create a new user, click on the **+** button in the upper left corner in user management (Figure 9).

An entry screen will appear with the required information about the user.

Enter the name of the person who should use the software and assign a login name for this person (Figure 10).

List of users

The screenshot shows a form titled "List of users" with a search bar and navigation icons. The form contains the following fields and options:

Name	Username	Role	Password	Active	Acknowledgement rights
<input type="text" value="First name"/> <input type="text" value="Last name"/>	<input type="text"/>	Monitor ▼	<input type="password" value="Password"/> <input type="password" value="Repeat password"/>	<input checked="" type="checkbox"/>	<input type="button" value="No software acknowledgement"/> <input type="button" value="Software acknowledgement"/> <input type="button" value="Quick acknowledgement"/>

Show password

Figure 10: Create user

Next, select the role of the user. To do this, click on the black arrow to open a drop-down menu (Figure 11). You can select the desired role by clicking on it with the mouse.

You can then give the user their own password (Figure 12). The password entry box will remain red until the entry is correct. At least 4 characters must be assigned. This will be displayed by ticking the box "Show password"

The tick in the selection field "Active" gives you the option of defining a user as "inactive" (e.g. during an extended holiday period of an employee).

The screenshot shows a dropdown menu titled "Role" with the following options:

- Monitor ▲
- Device management
- Division management
- Staff
- Staff with Pairing
- Monitor

Figure 11: User role

The screenshot shows the "List of users" form with the following data:

Name	Username	Role	Password	Active	Acknowledgement rights
Bob Smith	Smith	Device management ▼	<input type="password" value="••••"/> <input type="password" value="••••"/>	<input checked="" type="checkbox"/>	<input type="button" value="No software acknowledgement"/> <input type="button" value="Software acknowledgement"/> <input type="button" value="Quick acknowledgement"/>

Show password

Figure 12: User password assignment

The acknowledgement rights still have to be specified. There are several options:

No software acknowledgement

This user has no authorisation to acknowledge alarms.

Software acknowledgement

This user can acknowledge alarms. The personnel ID or name and an acknowledgment message must be entered for acknowledgement.

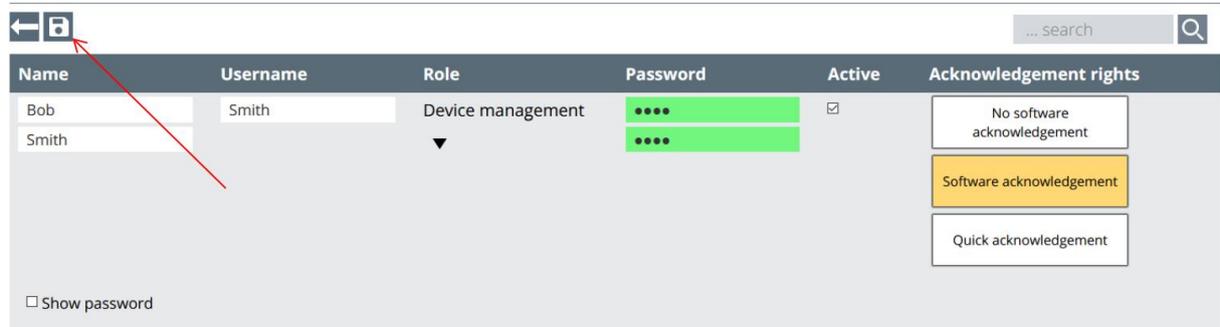
Quick acknowledgement

Notes cannot be entered for documentation with the quick acknowledgement function.

The views or functions received by the respective role are set by the administrator in the "Rights assignment" as described in Chapter 12.5.

After inputting entries to all the boxes, the user is created by clicking on the  button (Figure 13).

List of users



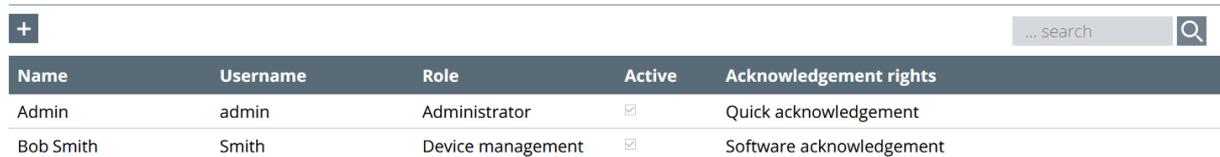
Name	Username	Role	Password	Active	Acknowledgement rights
Bob	Smith	Device management	••••	<input checked="" type="checkbox"/>	<input type="radio"/> No software acknowledgement
Smith		▼	••••		<input type="radio"/> Software acknowledgement
					<input type="radio"/> Quick acknowledgement

Show password

Figure 13: Save user

The screen now changes back to the "List of users" (Figure 14).

List of users



Name	Username	Role	Active	Acknowledgement rights
Admin	admin	Administrator	<input checked="" type="checkbox"/>	Quick acknowledgement
Bob Smith	Smith	Device management	<input checked="" type="checkbox"/>	Software acknowledgement

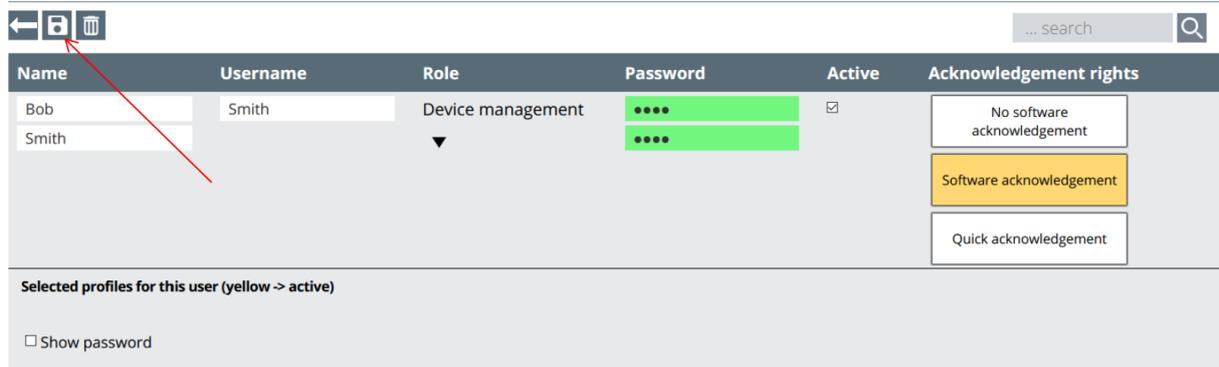
Figure 14: User overview

3.2. Edit user

To change the settings of an existing user, select the user from the "list of users" and click on the corresponding row. The selected user will be opened for editing.

After changing the entry, click on the  button to create the now edited user (Figure 15) and the screen will return to the list of system users.

List of users



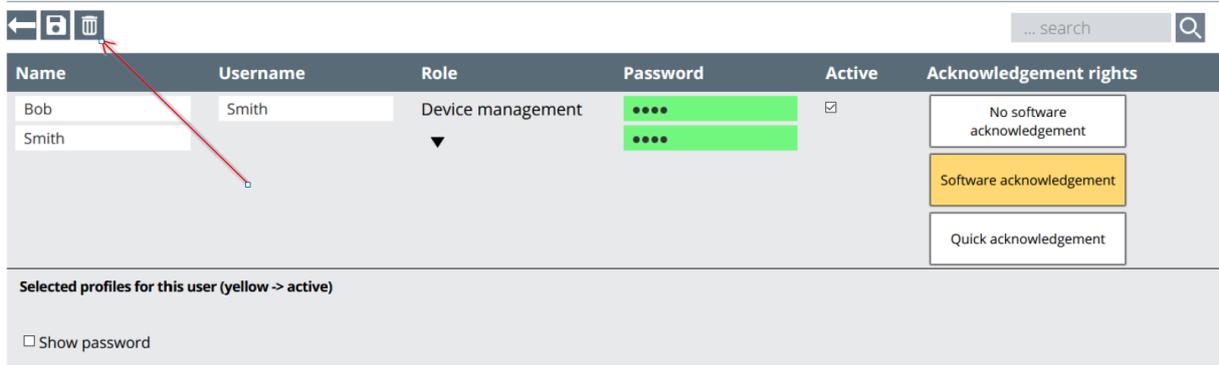
The screenshot shows a table with columns: Name, Username, Role, Password, Active, and Acknowledgement rights. The first row shows 'Bob' with username 'Smith' and role 'Device management'. The password field is masked with green dots. The 'Active' checkbox is checked. The 'Acknowledgement rights' section includes three options: 'No software acknowledgement', 'Software acknowledgement' (highlighted in yellow), and 'Quick acknowledgement'. Below the table, there is a section for 'Selected profiles for this user (yellow -> active)' and a 'Show password' checkbox.

Figure 15: Edit user

3.3. Delete user

To delete a user, select it from the list of system users and click on the appropriate row. The entry can be deleted with the  button (Figure 16).

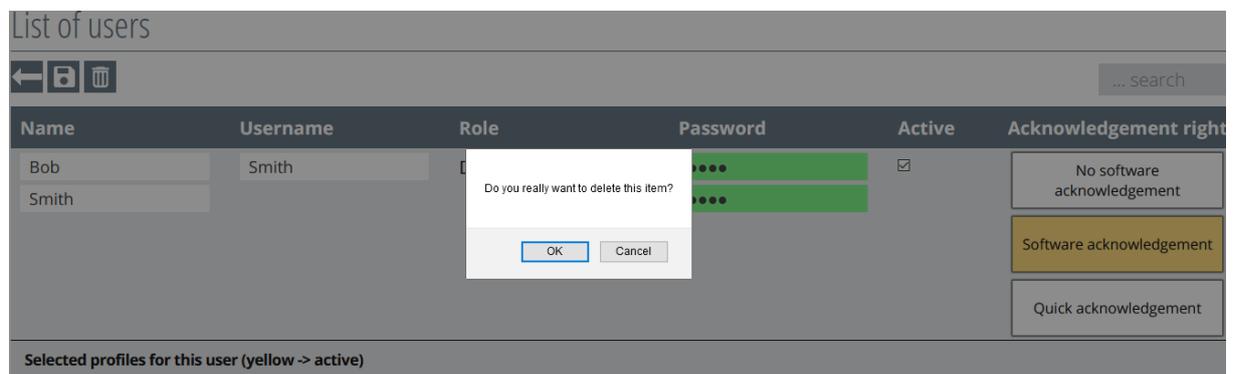
List of users



This screenshot is identical to Figure 15, showing the 'List of users' interface. A red arrow points to the trash icon in the top toolbar, indicating the delete action.

Figure 16: Delete user

Before the entry is completely deleted, a confirmation prompt must be confirmed.

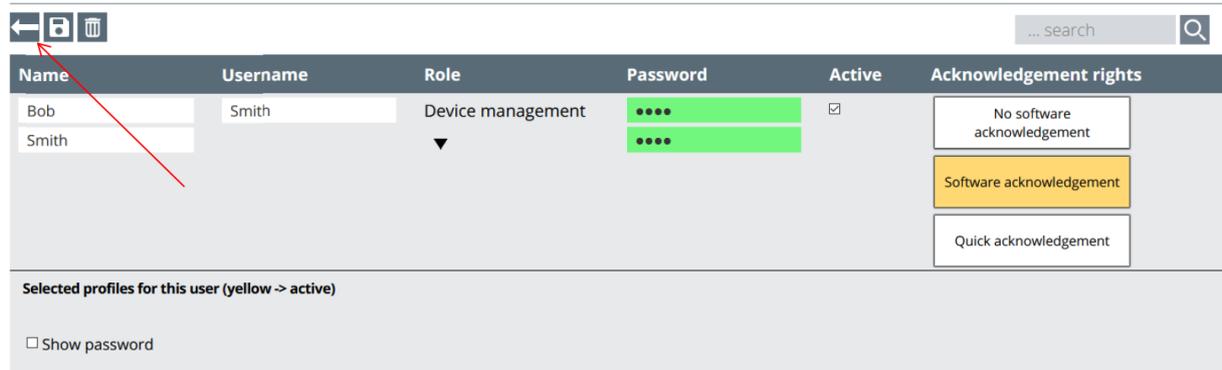


The screenshot shows the 'List of users' interface with a confirmation dialog box overlaid. The dialog box contains the text 'Do you really want to delete this item?' and two buttons: 'OK' and 'Cancel'. The background interface is dimmed.

Figure 17: Delete User Security Question

The  button will then return you to the list of users (Figure 18).

List of users



Name	Username	Role	Password	Active	Acknowledgement rights
Bob	Smith	Device management	••••	<input checked="" type="checkbox"/>	No software acknowledgement
Smith		▼	••••		Software acknowledgement
					Quick acknowledgement

Selected profiles for this user (yellow -> active)

Show password

Figure 18: Return to the overview

4. Set up the environment

In this section, you will learn about the principle and structure of the environment editor.

The environment editor has 3 different levels.

The first level is the "Building".

The level below is the "Floor". The building plan is inserted into this level. This is important for the location function.

The third and bottom level is the location or room in which the LF units have been placed. These are also available for selection there.

The individual steps are described in the following chapters.

Click on the "Environment" button in the left menu bar, as shown in Figure 19.

The environment editor window will open (Figure 20)

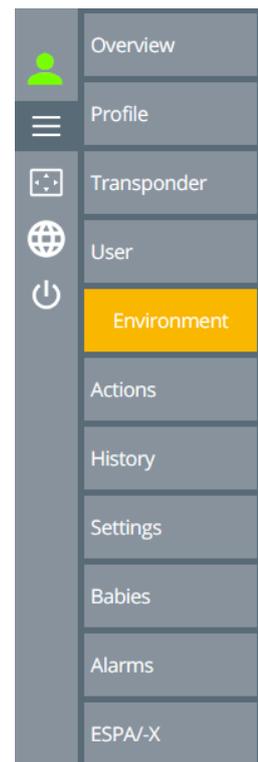


Figure 19: Select environment editor

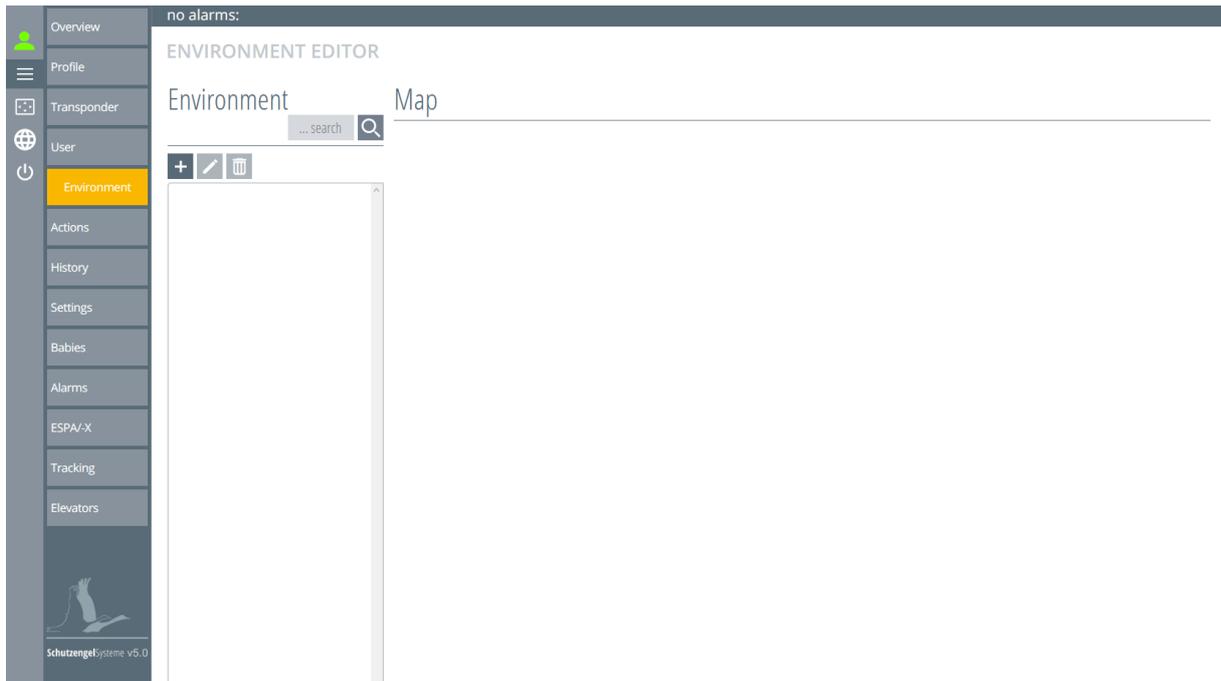


Figure 20: Environment editor overview

4.1. Create new building

Click on the **+** button in the upper left corner of the environment editor (Figure 20).

This opens an entry window in which the building name must be entered (Figure 21).



Figure 21: Retrieve the building level

Now enter the building name in the entry box; "main building" was entered in the example (Figure 22).



Figure 22: Designate building level

Click on the "Save"  button to create the building (first level) (Figure 23).



Figure 23: Create building level

You can set up and manage several buildings using the SCC 5.0 software. To do this, you must repeat the steps described above for each additional building.

4.1.1. Edit building

Once the building(s) has/have been created, click on the building to be edited (Figure 24). When clicked on, the building turns yellow and is therefore active. At the same time, the functions are activated in the upper left area of the environment editor.

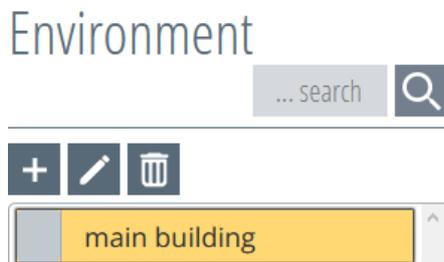


Figure 24: Opening the building

To edit, press the "Edit"  button. This opens an entry window in which the changes can be made (Figure 25). By pressing the "Save"  button, the change is saved and the entry window closes.



Figure 25: Changing the building name

4.1.2. Delete building

Once the building(s) has/have been created, click on the building to be deleted (Figure 26). When clicked on, the building turns yellow and is therefore active.



Figure 26: Opening the building

By pressing the  button, a confirmation prompt appears asking if you really want to delete the object (Figure 27).

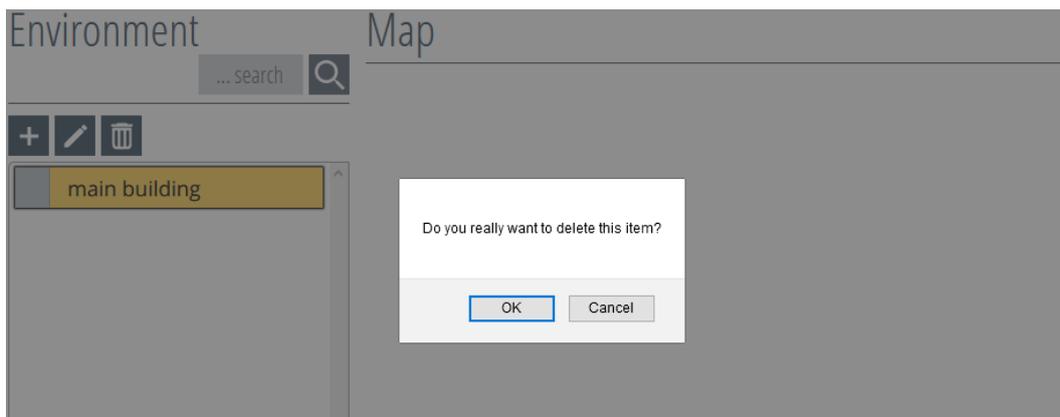


Figure 27: Building confirmation prompt

Confirming the confirmation prompt will remove the object.

4.2. Setting up a new floor

A building must firstly be created (see Chapter 4.1) in order to set up a new floor.

When clicked on, the building turns yellow and is therefore active. At the same time, the functions are activated in the upper left area of the environment editor (Figure 28).



Figure 28: Opening the building

By clicking the **+** button, the entry window of the floor level opens and the floor name must be entered here (Figure 29).



Figure 29: Retrieve floor level

Now enter the floor name in the entry box (Figure 30).

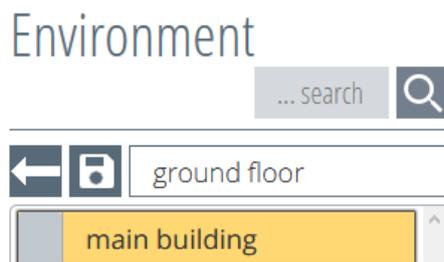


Figure 30: Naming the floor

By pressing the "Save" **Save** button, the floor (second level) is created (Figure 31).

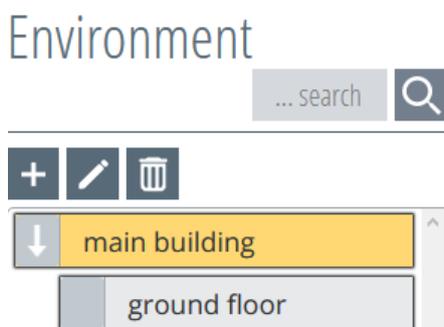


Figure 31: Creating the floor level

You can set up and manage multiple floor levels below the building levels using the SCC 5.0 software. To do this, repeat the steps above for each floor level.

The arrow on the left in the building button (Figure 32) shows that there are more sub-levels in this building which can be opened. In this way, all sub-levels can be displayed.

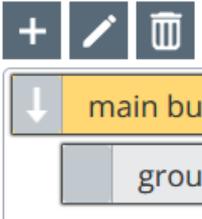


Figure 32: Opening function

4.2.1. Edit floor

Once the floor(s) has/have been created, select the floor to be edited (Figure 33). When clicked on, the floor turns yellow and is therefore active. At the same time, the functions are activated in the upper left area of the environment editor and the map functions appear in the overview.

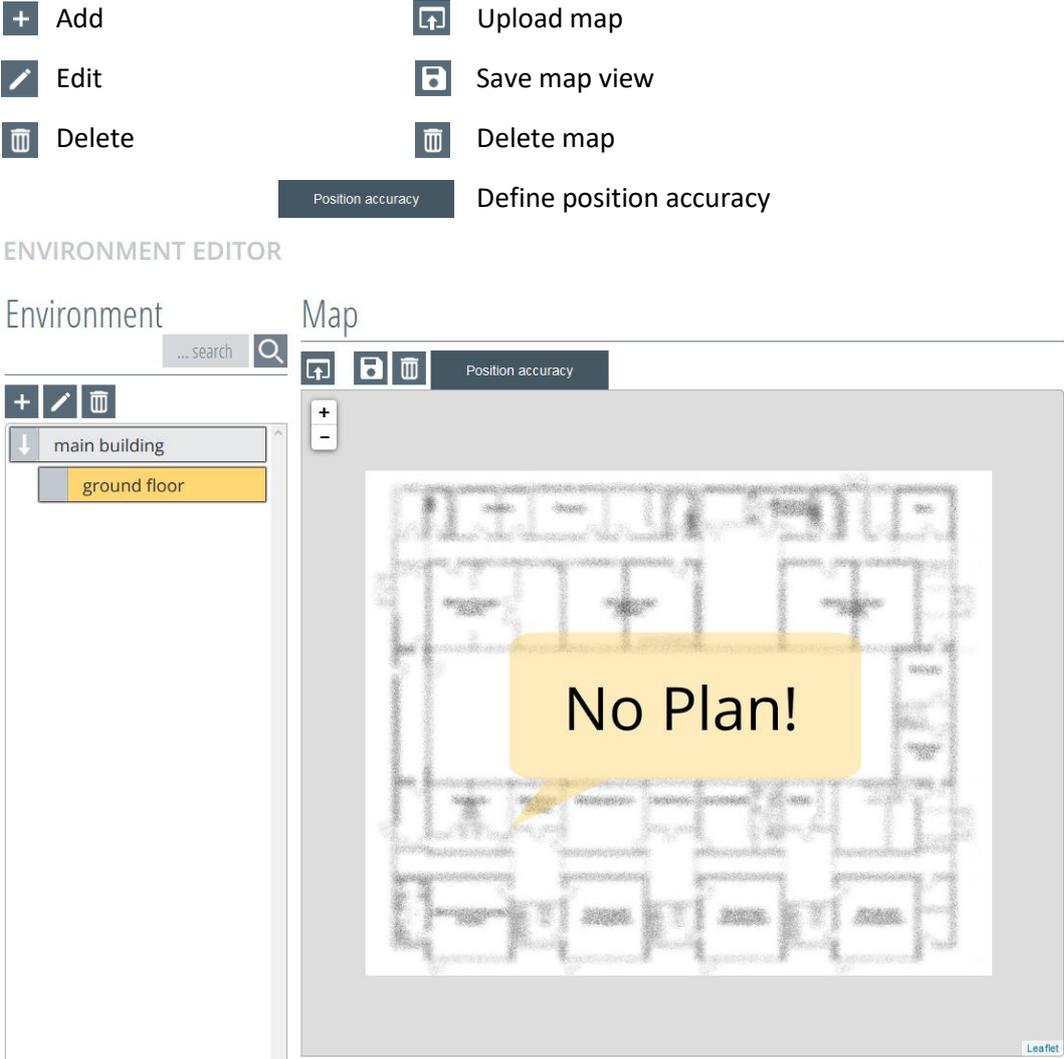


Figure 33: Opening the floor

To edit the floor, press the  button. This opens an entry window in which the changes can be made (Figure 34). By pressing the  button, the change is made and the entry window closes.

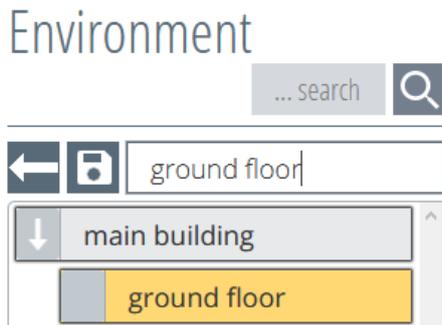


Figure 34: Changing the floor name

4.2.2. Deleting the floor

Once the floor(s) has/have been created, select the desired floor by clicking on it with the mouse (Figure 35). When clicked on, the floor turns yellow and is therefore active. At the same time, the functions are activated in the upper left area of the environment editor.

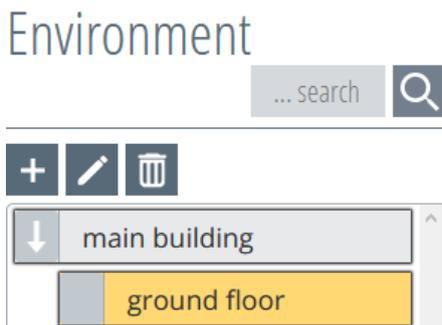


Figure 35: Opening the floor

By pressing the  button, a confirmation prompt appears asking if you really want to delete the object (Figure 36).

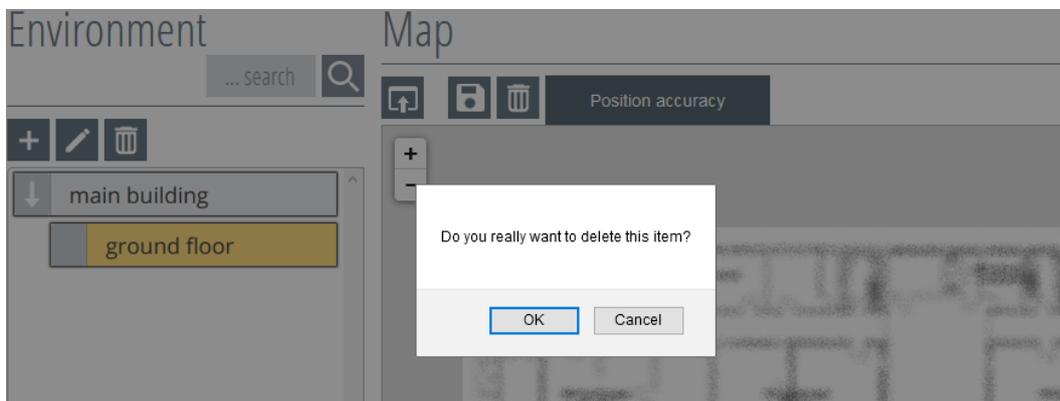


Figure 36: Floor confirmation prompt

Confirming the confirmation prompt will remove the object.

4.2.3. Inserting the floor plan

To create the floor plan, select the desired floor by clicking on it with the mouse (Figure 37). When clicked on, the floor turns yellow and is therefore active. At the same time, the functions are activated in the upper left area of the environment editor and the map functions appear in the overview.

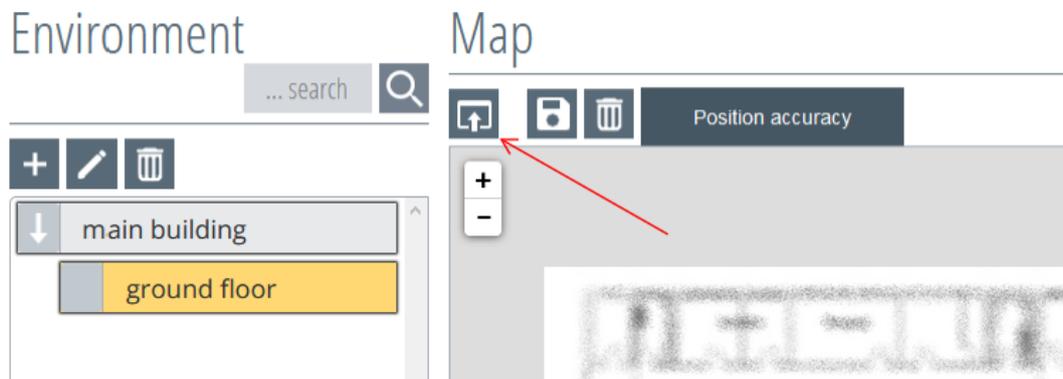
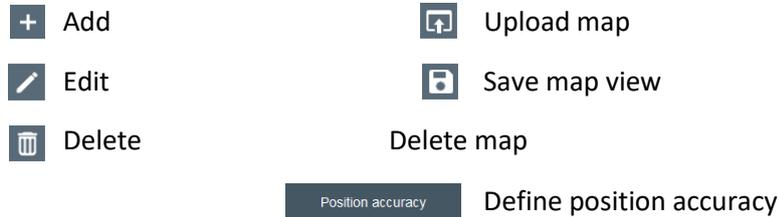


Figure 37: Opening the floor

To integrate a map, it must first be uploaded. To do this, press the  button in the map overview area.

It opens the file management of the respective computer, in which the folder or the file must be opened (Figure 38).

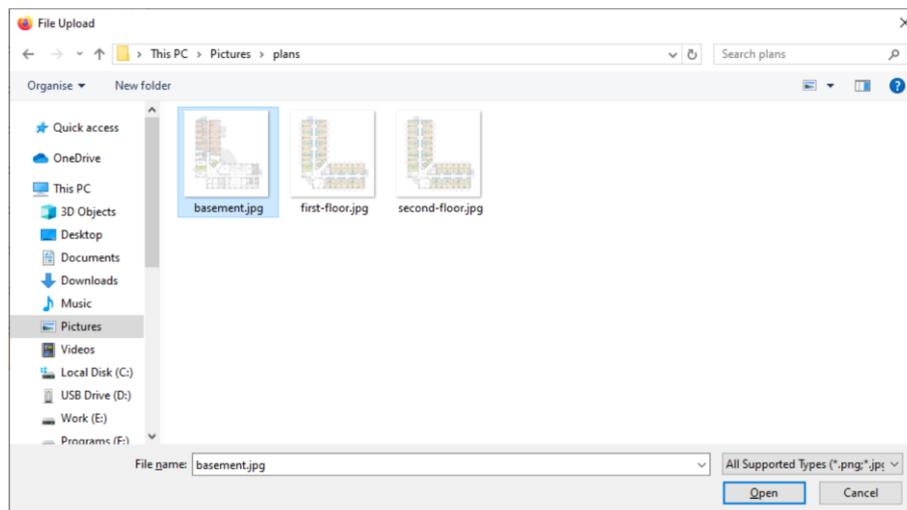


Figure 38: Upload floor plan

By pressing the button "Open", the file is uploaded and a message window appears that the process will be loaded (Figure 39).

ENVIRONMENT EDITOR

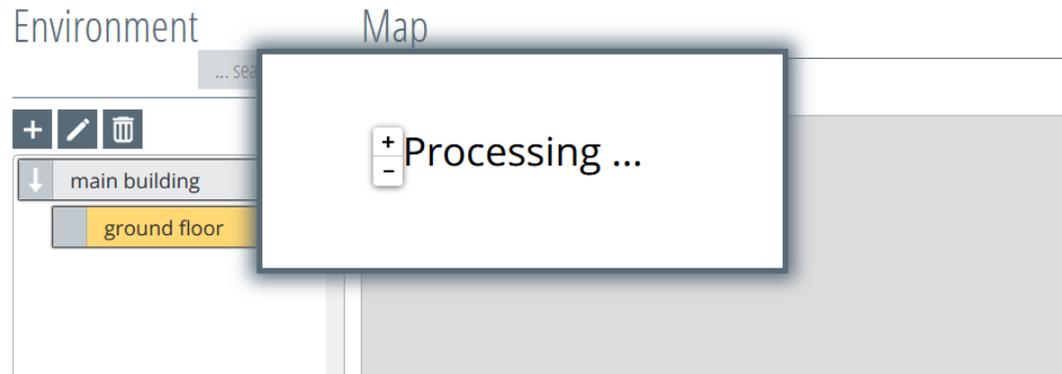


Figure 39: Map loading process

After uploading, the map is displayed in the map overview and can be zoomed to the desired size using the +/- signs.

The set view is stored by pressing the  button.

4.2.4. Deleting the floor plan

To delete the created floor plan, select the desired floor by clicking on it with the mouse (Figure 40). When clicked on, the floor turns yellow and is therefore active. At the same time, the functions are activated in the upper left area of the environment editor and the map functions appear in the overview.

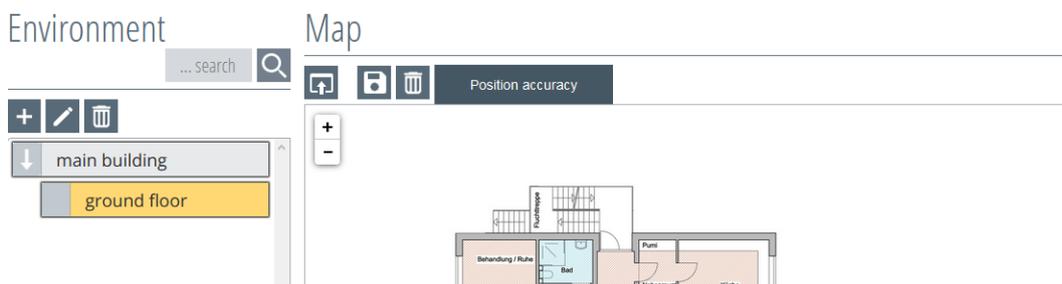


Figure 40: Opening the floor

By clicking the  button in the map area window on the right, the floor map can be deleted.

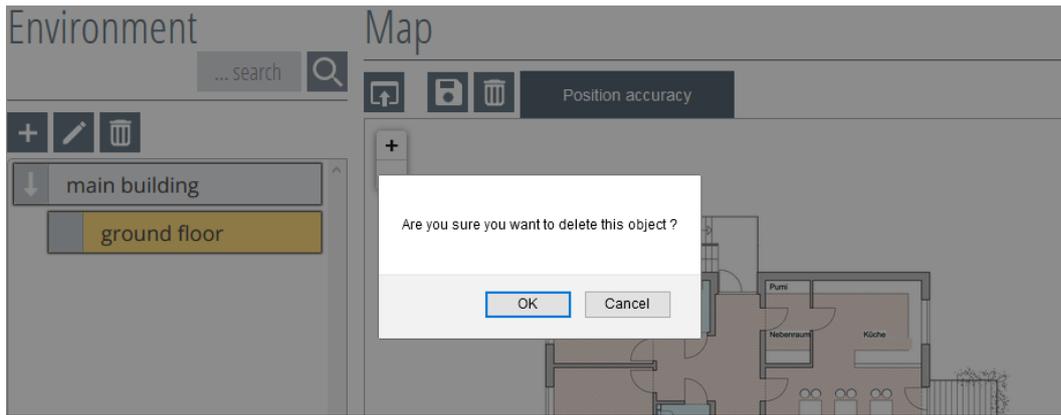


Figure 41: Map confirmation prompt

Confirming the confirmation prompt will remove the object (Figure 41).

4.2.5. Setting up the positioning accuracy

To set up the positioning accuracy on the created floor plan, select the desired floor by clicking on it with the mouse (Figure 42). When clicked on, the floor turns yellow and is therefore active. At the same time, the functions are activated in the upper left area of the environment editor and the map functions appear in the overview.

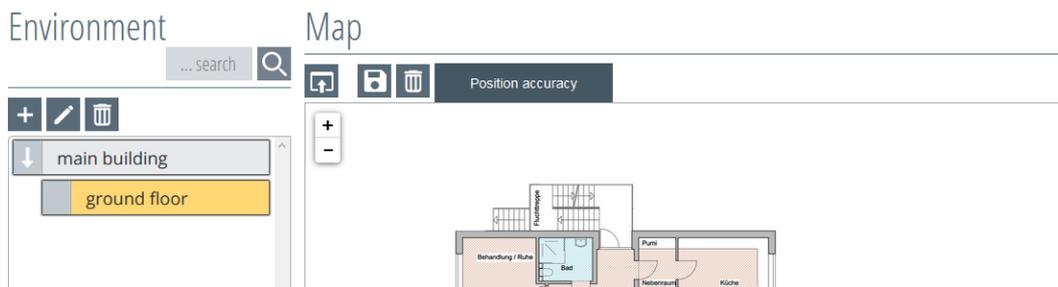


Figure 42: Opening the floor

Once the floor map is open, move the mouse over the **Position accuracy** button. As a result, a slider will appear underneath the button to display a radius on the map (Figure 43). This indicates precisely how and at which distance the positioning messages are displayed on the overview map.

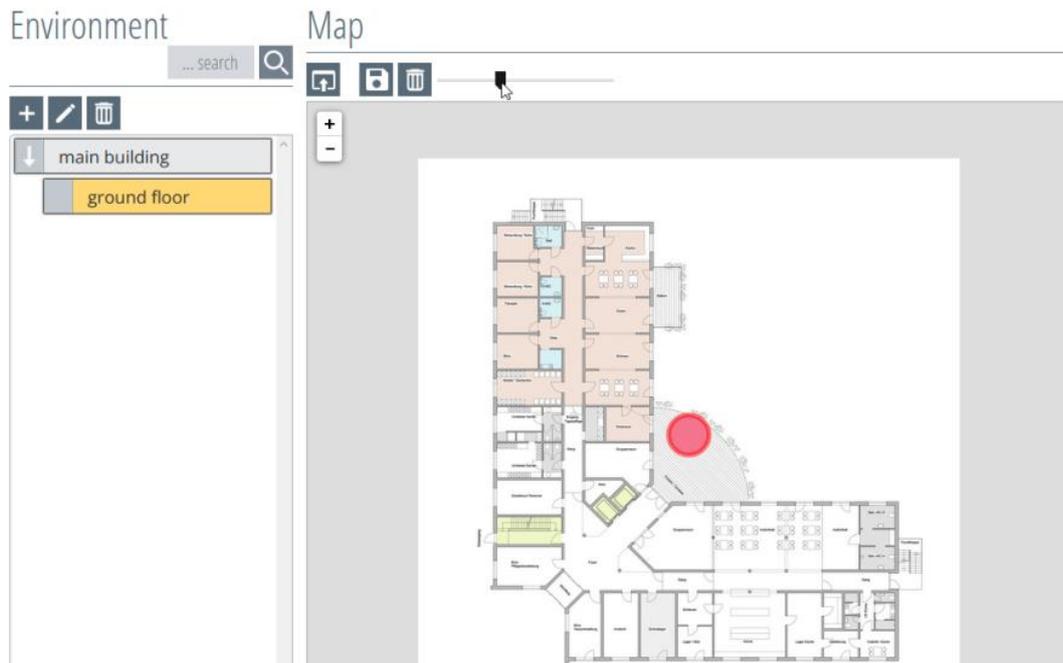


Figure 43: Positioning accuracy

Press the  button to save the selected view.

4.3. Setting up the room

To set up a room, you must first create a building and a floor (see Chapters 4.1 and 4.2).

Activate the floor in which the room should be placed by clicking on it; the building will therefore turn yellow. At the same time, the functions are activated in the upper left area of the environment editor (Figure 44).

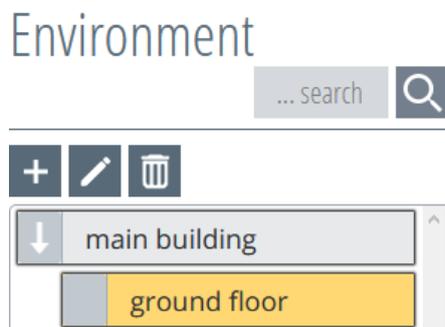


Figure 44: Opening the floor

By clicking on the  button, the entry window of the room level opens and the room name must be entered here (Figure 45).

Environment

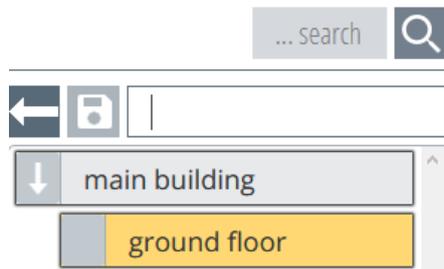


Figure 45: Retrieving the room level

Now enter the room name in the corresponding box. In the example (Figure 46), the name "room 104" was selected.

Environment

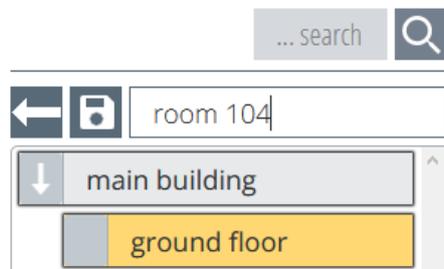


Figure 46: Naming the room

By clicking on the "Save"  button, the room (third level) is created and saved (Figure 47).

Environment

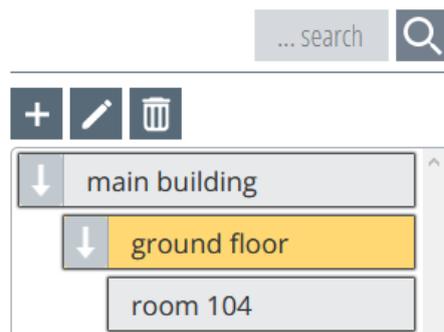


Figure 47: Creating the room level

You can set up and manage multiple room levels below the floor levels using the SCC 5.0 software. You will need to repeat the steps above for each room.

The arrow on the left in the building button shows that there are more sub-levels in this building which can be opened. In this way, all sub-levels can be displayed (Figure 48).

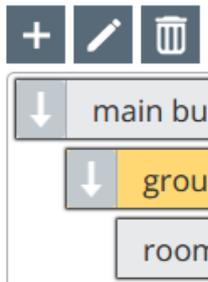


Figure 48: Opening function

4.3.1. Editing rooms

Once the room(s) has/have been created, select the desired room by clicking on it with the mouse (Figure 49). When clicked on, the room turns yellow and is therefore active. At the same time, the functions are activated in the upper left area of the environment editor and the map functions appear in the overview.

-  Add (this button is disabled because there are no further sub-levels)
-  Edit
-  Delete

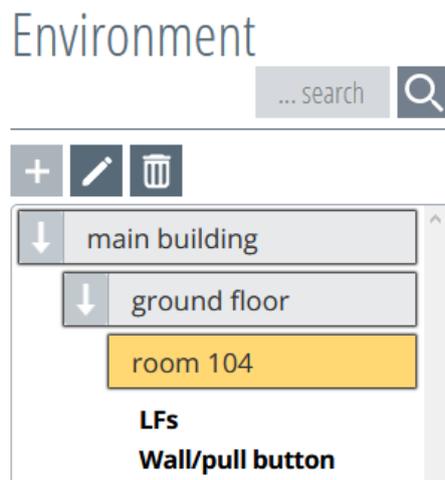


Figure 49: Opening the room

Press the  button to edit. This opens an entry window in which the changes can be made (Figure 50). By pressing the  button, the change is made and the entry window closes.

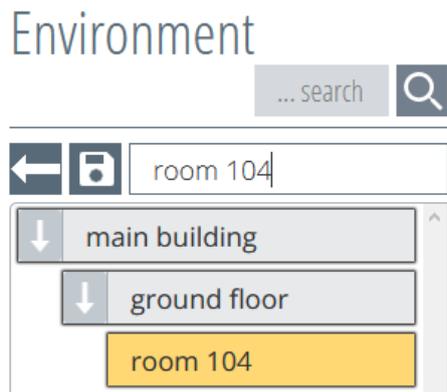


Figure 50: Changing the name of the room

4.3.2. Deleting the room

Once the room(s) has/have been created, select the desired room by clicking on it with the mouse (Figure 51). When clicked on, the room turns yellow and is therefore active. At the same time, the functions are activated in the upper left area of the environment editor.

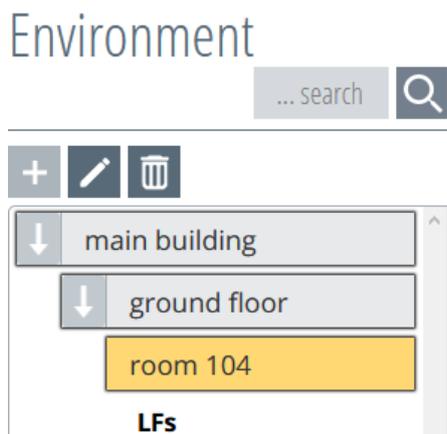


Figure 51: Opening the room

By pressing the  button, a confirmation prompt appears asking if you really want to delete the object (Figure 52).

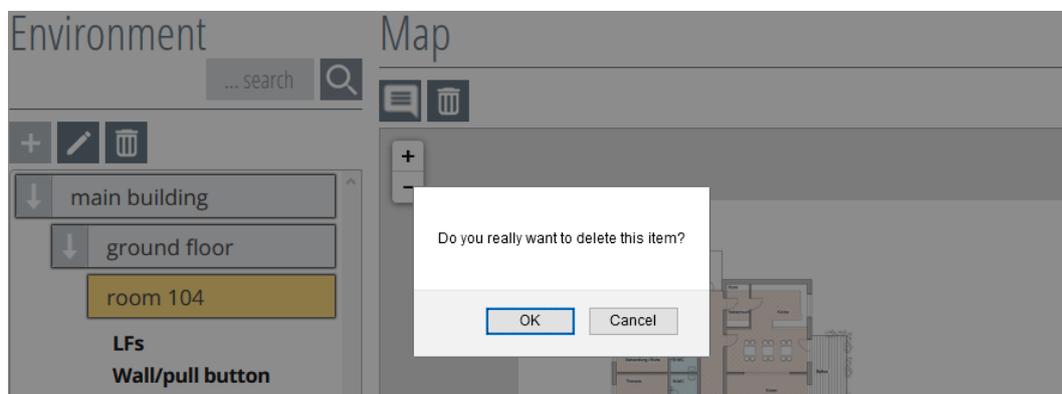


Figure 52: Room confirmation prompt

Confirming the confirmation prompt will remove the object.

4.4. Setting up the LF detection units

In order to set up or allocate the LF detection units, these must be installed and switched on at the planned locations. The RF receiver units, which establish the communication between hardware and software, also have to be switched on and connected to the server in the LAN network.

The hardware components, such as RF receiver units and LF detection units, are then automatically recognised by the software. If it is ensured that all components are functioning properly, the LF detection units can be assigned to the rooms.

Set-up

In order to assign the LF detection units to the rooms, the object tree must be opened and activated up to the third level (= room) in the "Environment". When clicked on, the room turns yellow and is therefore active. At the same time, the functions are activated in the upper left area of the environment editor and the map functions appear in the overview (Figure 53).

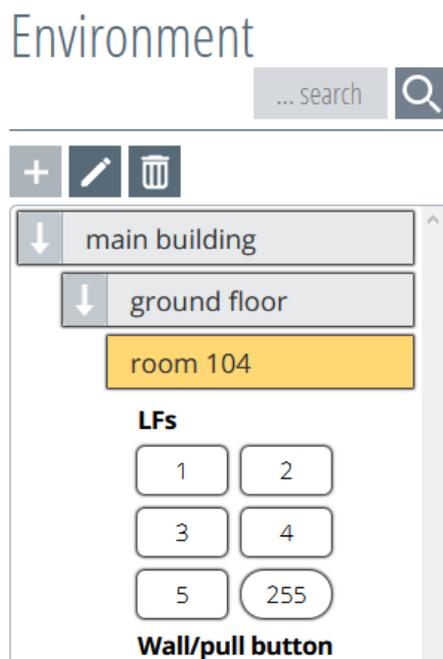


Figure 53: Opening the room

After the software has recognised the LF detection units by their heartbeats, these are now displayed underneath the rooms for selection with their IDs.

Click on the desired LF detection unit to select it, and it will appear below the room and above the map view (Figure 54).

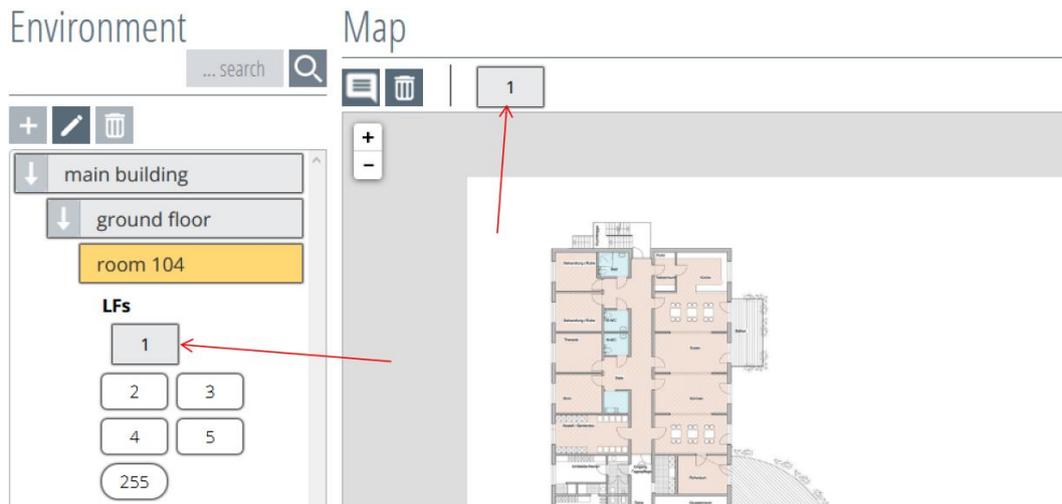


Figure 54: Select LF detection unit

Once the LF detection unit is already assigned to the room, it still has to be placed on the map for location purposes. By clicking on the LF icon in the map overview, it will turn yellow and is therefore active. At the same time, the mouse pointer will change into a cross-hair pointer (Figure 55).

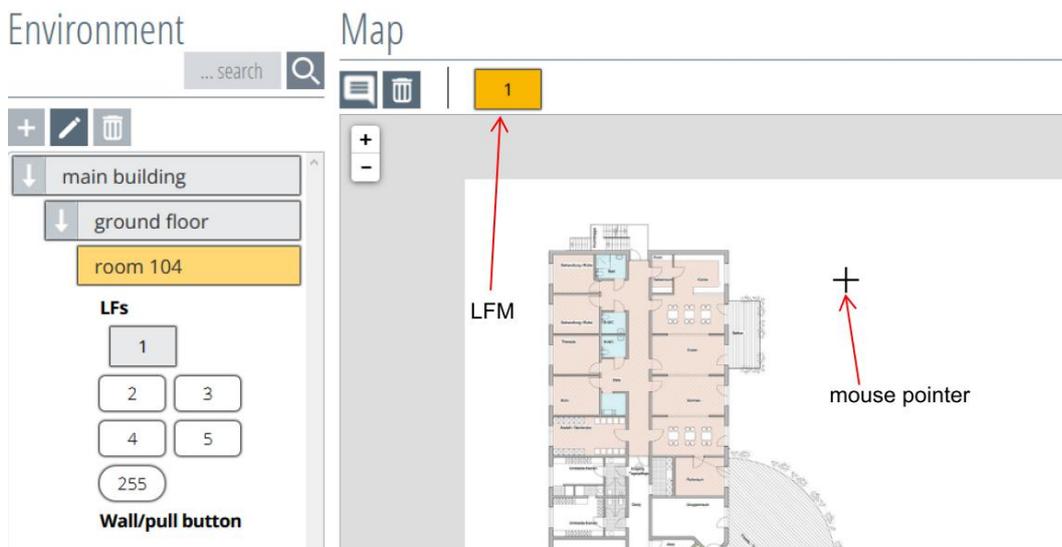


Figure 55: Marking the LF detection unit

Move the mouse pointer (cross-hair pointer) to the desired position in the map and click on the position where the LF detection field should be placed. The LF detection unit icon will now appear on the bottom right next to the cross-hair pointer (Figure 56). You can therefore see that the LF detection unit has been placed. If the location should be changed, click on the location with the mouse pointer once again and place it onto the desired location as described above.

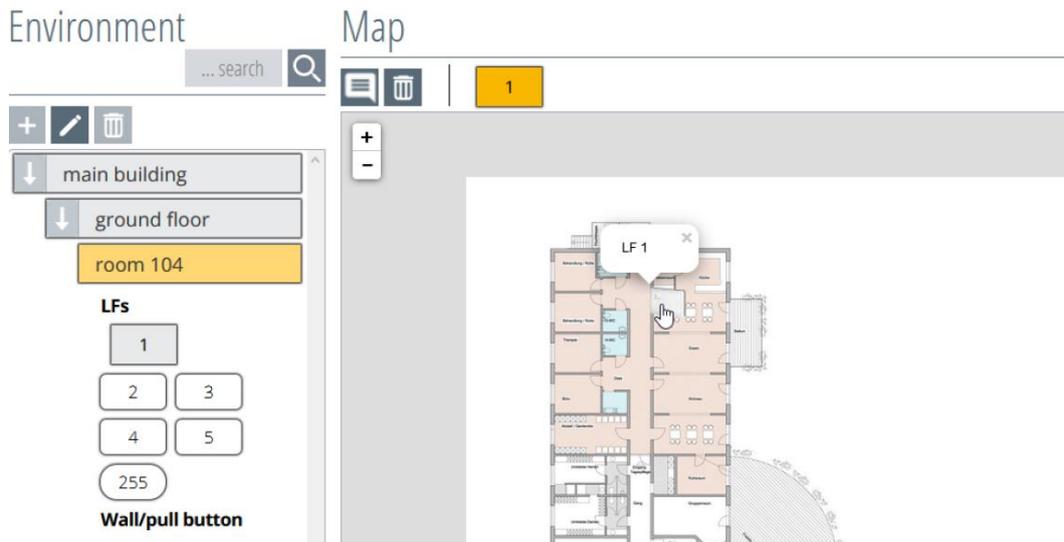


Figure 56: Placing the LF detection unit

To disable the placing function, click on the LF detection unit icon in the map menu once again. As a result, the LF icon will turn grey again and the mouse pointer will change into a hand pointer.

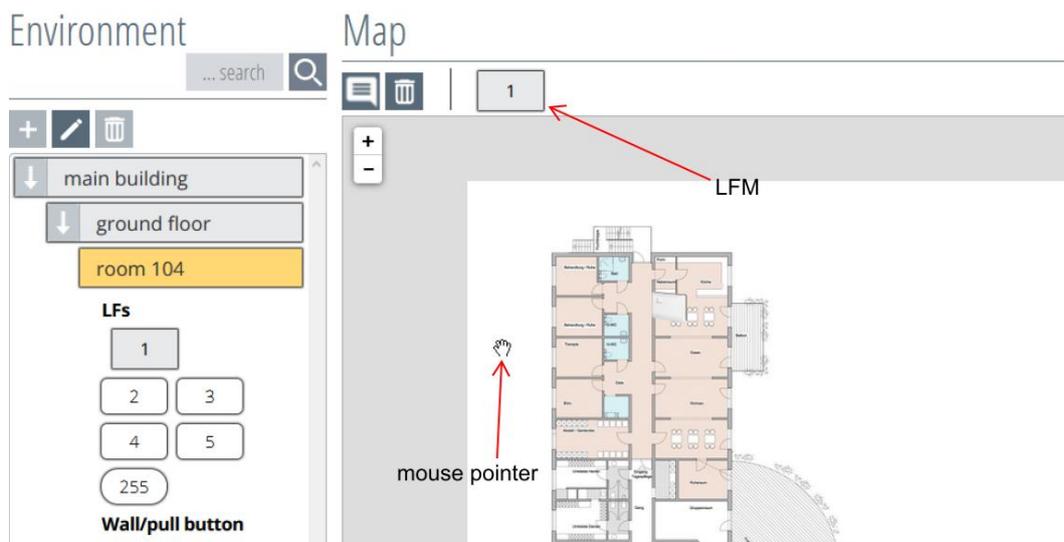


Figure 57: Completing placement of the LF detection unit

4.4.1. Deleting the LF detection unit

The assignment of the LF detection unit to the room (here: Room 104) can be deleted by clicking on the LF detection unit symbol in the object level (Figure 58).

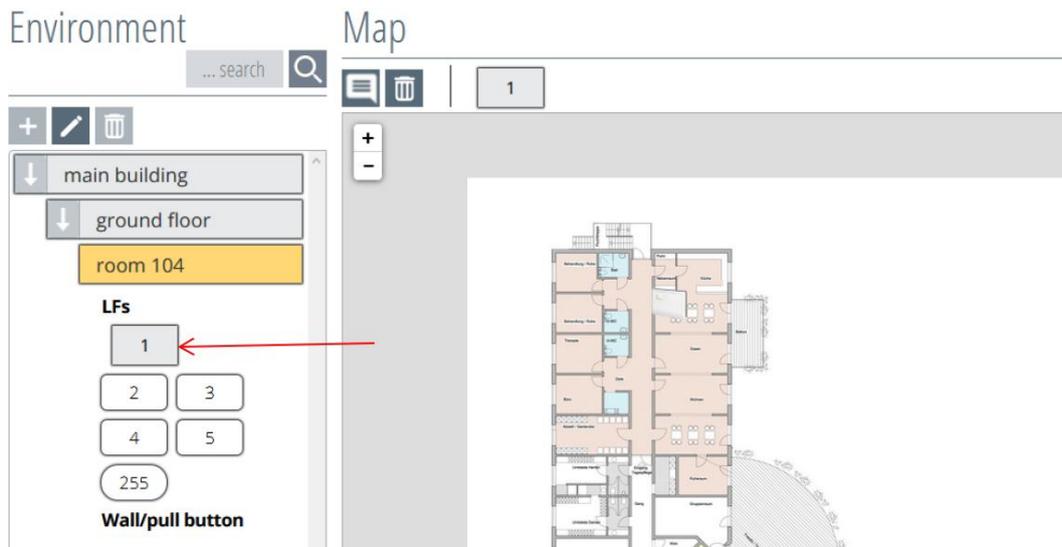


Figure 58: Deleting the LF detection unit

NOTE! When deleting the LF detection unit, no confirmation prompt will appear.

4.4.2. Labelling the LF detection unit

A label can be added in addition to the LF detection unit icon. This function is retrieved by clicking on the  button, and the mouse pointer changes to a cross-hair pointer (Figure 59).

Now place the mouse pointer on the desired area and click on it. This creates and stores a label field.

The function is reset by clicking on the  button again.

If the labelling box should be deleted, the labelling function must be activated by clicking on the  button. Now delete the label field using the  button. To finish, press the  button again to deactivate this function.

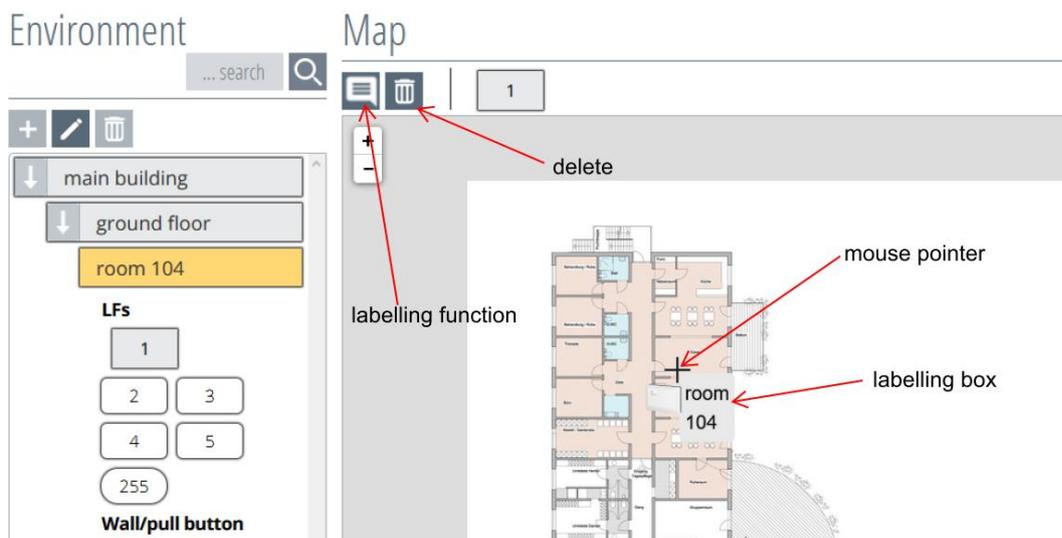


Figure 59: LF detection unit labelling function

5. Configuring actions

Actions in the software SCC 5.0 are understood as the type of alarm messages or the switching action behaviour. Actions are triggered by a transponder in an LF detection field. The type of action depends on the settings of the transponder profile and on whether a maintenance transponder is also in the same field.

Click on the button "**Actions**", as displayed in Figure 60.

IMPORTANT NOTE:

If an action creates a detention measure (door lock), a court order is required for this.

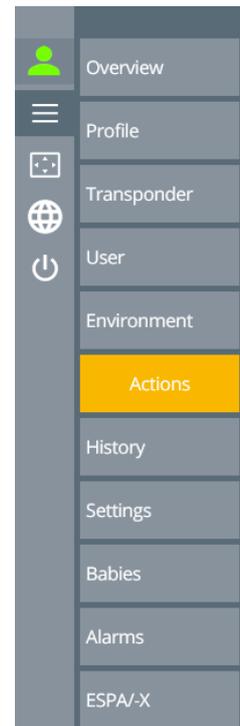


Figure 60: Menu selection

Now the "Overview of all actions" window (Figure 61) will open.

The list will still be empty when it is first created.

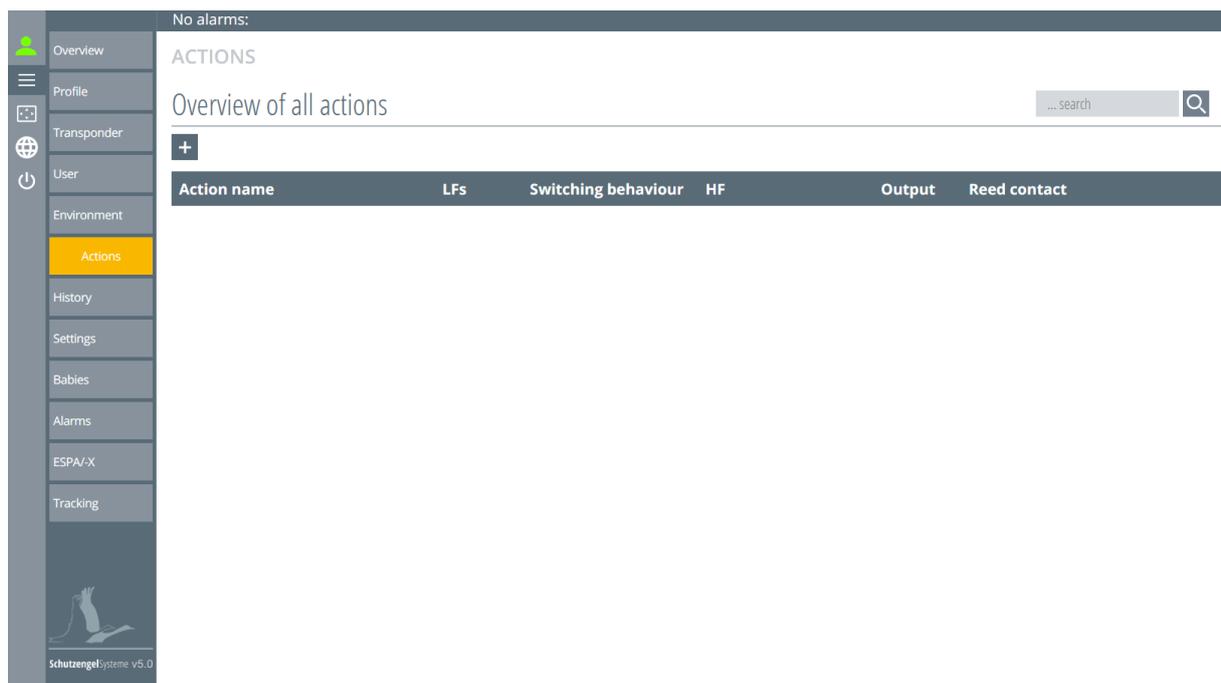


Figure 61: Action overview

5.1. Creating new actions

Click the **+** button in the top left corner of the action manager (Figure 61). If there is no more LF registration unit available, the **+** button is displayed in light gray.

This opens a window, which is divided into three sections (Figure 62).

The screenshot shows a web interface titled "Overview of all actions" with a search bar in the top right. Below the title bar are navigation icons. The main content area is divided into three sections:

- Top section:** "Action name" (input field) and "Alarm" (radio buttons for "Alarm on action suppression", "Alarm on entry", "No alarm", and "Selective door control").
- Middle section:** "Select building, floor and room" (three dropdown menus with values "main building", "ground floor", and "room 104"), "Select LF" (input field with value "1"), and "Selected LFs" (a box containing the text "No LF module selected.").
- Bottom section:** "Select HF" (input field with value "1 (2A44DC57)"), "Switching behaviour" (radio buttons for "Continuous" and "Pulsing"), "Switching duration" (input field with value "0"), "Switching delay" (input field with value "0"), "Output" (a box containing "No outputs available."), "Reset button" (a box containing "No inputs available."), and "Reed contact" (input field with value "FRK 1").

Figure 62: Creating an action

❖ Top section

The name of the action is assigned to the topmost column. Here, a name should be selected which is easy to find in the assignment at a later point. The function describes e.g. door lock WB1.

The following can be selected as the alarm:

- **Action suppression alarm**

During this action, a door status (open or closed) is checked via a wired reed contact or via a radio reed contact. If the door is open, no switching action is performed when entering an LF field. At the same time, an alarm is generated in the alarm display. If the door is closed, the switching action is only performed when entering an LF field.

- **Alarm on entrance (with switching action)**

In this action, a switching action is performed when an LF field is entered, and an alarm is generated in the alarm display.

- **No alarm** (only switching action)

In this action, only a switching action is performed when an LF field is entered.

- **Selective door control**

With selective door control, resident transponders and personal transponders can trigger a relay circuit when they are detected in the associated LF detection field. In contrast to the other actions, this action also triggers a switching action for the personal transponder. Optionally, the door can be checked for its state (open or closed) using a wired reed contact or radio reed contact and the relay only triggers a switching action when the door is closed. If no reed contact or radio reed contact is included in the action, the relay always switches when the affected transponder enters the associated LF detection field.

This action will trigger a switching action for resident transponders and personal transponders in the assigned profile.

❖ **Centre section**

LF detection fields are selected in the centre section, which trigger this action when entering the LF detection field with an assigned transponder.

The LF detection units are selected by selecting the building and floor.

The available LF detection units can be selected under the column "**Select LF**".

The LF detection units which have already been selected are displayed under the column "**Selected LFs**". The selected LFs can be deleted from the list by clicking "**without confirmation prompt**".

❖ **Lower section**

- **Select HF:** In the lower section, select the linked RF module on which the desired output (relay or OPTO-OUT) switches.
- **Switching behaviour:** The switching characteristic that the output has is determined here.

"Continuous": As long as a transponder is in the LF detection field and triggers the action, the output remains activated.

NOTE: The switching time must be set to 0 here.

"Flashing": As long as a transponder is in the LF detection field and triggers the action, the output flashes.

"Switching time": Setting to determine how long the output is controlled.

NOTE: For the flashing setting, the switching period should be at least 1 second.

"Switch delay": This is a pick-up delay by which value the actual switch action is delayed. If the transponder leaves the detection field before the delay time has expired, the action is not carried out.

"Pulse length": Setting determining how long the pulse of the output is activated.

NOTE: The switching period should be at least 1 second.

"Pulse delay": This is a pick-up delay which delays the switching action by the set value after it has actual been triggered. If the transponder leaves the detection field before the delay time has expired, the action is not carried out.

"Pulse pause": Pauses in switching between the switch-on pulses.

- Output: Select the output of the already selected HF module. This can only be selected once for the respective action.
- Reset button: an alarm reset function can be retrieved with the OPTO inputs.
- Reed contact: you can select an input (OPTO) here, to which a wired reed contact or a radio reed contact (FRK) is connected for door control. The radio reed contacts are automatically registered by the software as soon as they have sent their heartbeats to a connected RF module.
- Alarm on action suppression

Example 1:

Residential door with door lock and radio reed contact for door control:

There is only one alarm, which goes off when the door is open and when a transponder triggering the action is in the field. The relay for the door control is continuously activated as long as there is a transponder in the LF detection field and the door is closed (Figure 63, Figure 64, Figure 65).

Figure 63: Example 1 naming and selecting the alarm

Figure 64: Example 1 selecting the LF detection unit

Figure 65: Example 1 assigning HF, relay, and reed contact

- Alarm on entrance (with switching action)

Example 2:

Exit locking with alarm:

If a resident with a transponder is in the detection field, a relay circuit is executed and an alarm is also triggered. If the resident leaves the detection field, the alarm remains in the SCC5.0 until it has been acknowledged. The relay drops out after the resident leaves (Figure 66, Figure 67, Figure 68).

Action name exit locking	Alarm <input type="radio"/> Alarm on action suppression <input checked="" type="radio"/> Alarm on entry <input type="radio"/> No alarm <input type="radio"/> Selective door control
------------------------------------	--

Figure 66: Example 2 naming and selecting the alarm

Select building, floor and room main building ground floor exit	Select LF 3	Selected LFs 3
---	-----------------------	--------------------------

Figure 67: Example 2 selecting the LF detection unit

Select HF 1 (2A44DC57) 2 (3312DA1F) 3 (62AB4179) 4 (BD33F273)	Switching behaviour <input checked="" type="radio"/> Continuous <input type="radio"/> Pulsing Switching duration 0 Switching delay 0	Output REL1 REL2 DIGOUT1 DIGOUT2 DIGOUT3 DIGOUT4 DIGOUT5 DIGOUT6 Reset button OPTO1 OPTO2
--	---	---

Figure 68: Example 2 assigning HF and relays

- o No alarm (only switching action)

Example 3:

Opening a door when entering an LF detection field without triggering an alarm (Figure 69, Figure 70, Figure 71).

Action name passage	Alarm <input type="radio"/> Alarm on action suppression <input type="radio"/> Alarm on entry <input checked="" type="radio"/> No alarm <input type="radio"/> Selective door control
-------------------------------	--

Figure 69: Example 3 naming and selecting the alarm

Select building, floor and room main building ground floor passage	Select LF 6	Selected LFs 6
--	-----------------------	--------------------------

Figure 70: Example 3 selecting the LF detection unit

Select HF 1 (2A44DC57) 2 (3312DA1F) 3 (62AB4179) 4 (BD33F273)	Switching behaviour <input checked="" type="radio"/> Continuous <input type="radio"/> Pulsing Switching duration 0 Switching delay 0	Output REL1 REL2 DIGOUT1 DIGOUT2 DIGOUT3 DIGOUT4 DIGOUT5 DIGOUT6 Reset button OPTO1 OPTO2
--	---	---

Figure 71: Example 3 assigning HF and relays

- Selective door control

Example 4:

A relay circuit is triggered for resident transponders and also staff transponders when the door is closed. These must be selected, assigned or inherited in a profile. Optionally, it is possible to integrate a reed contact. Then no relay switching is performed when the door is open. No alarm can be triggered for this action. (Figure 72, Figure 73, Figure 74)



Figure 72: Example 4 selecting the designation of the alarm

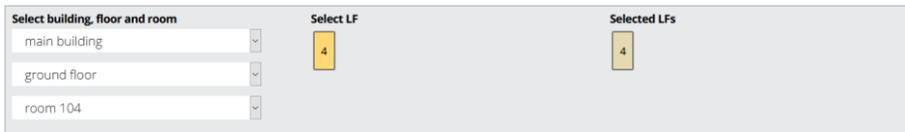


Figure 73: Example 4 selecting the LF acquisition unit

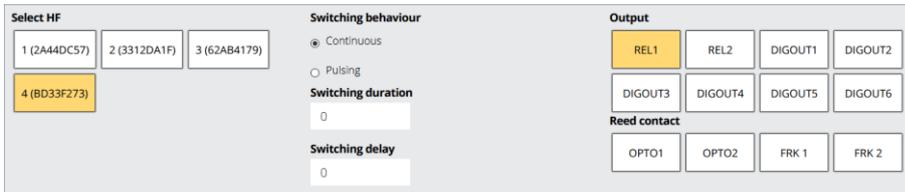


Figure 74: Example 4 assigning HF and relays

5.1.1. Assigning an action name

You have to enter a defined action name in the red frame (Figure 75).



Figure 75: Assigning an action name

5.1.2. Assigning an alarm

Only one function can be selected in the alarm area. These functions are described in detail in **Chapter 5**. A brief note appears when the mouse pointer is moved over the respective point (Figure 76).

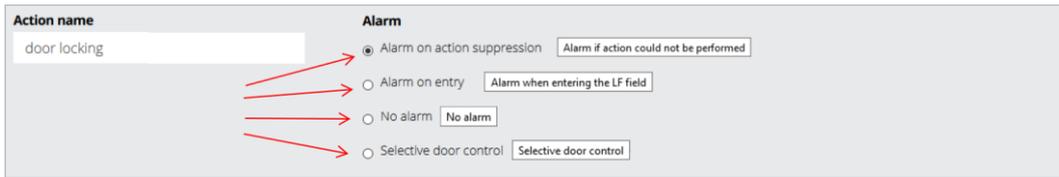


Figure 76: Assigning the alarm

5.1.3. Assigning the LF detection field

The LF detection units can be selected via the drop-down buttons (see red arrows in



Figure 77).

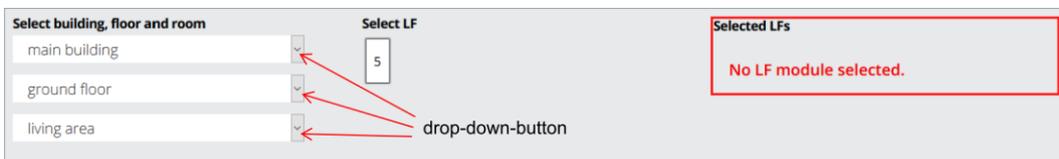


Figure 77: Select LF detection field

The LF detection unit symbol becomes active and assigned when it is clicked (Figure 78).

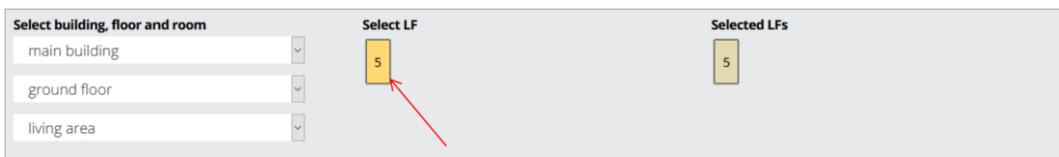


Figure 78: Select LF detection unit

The LF detection unit can also be deselected by clicking on it once again (Figure 79).



Figure 79: Remove LF entry fields

A brief note appears when the mouse pointer is moved over the respective point (Figure 79).

5.1.4. Select the HF module

By clicking on the HF module symbol, it becomes active and at the same time and the switching action to be triggered is selected at the same time (Figure 80).

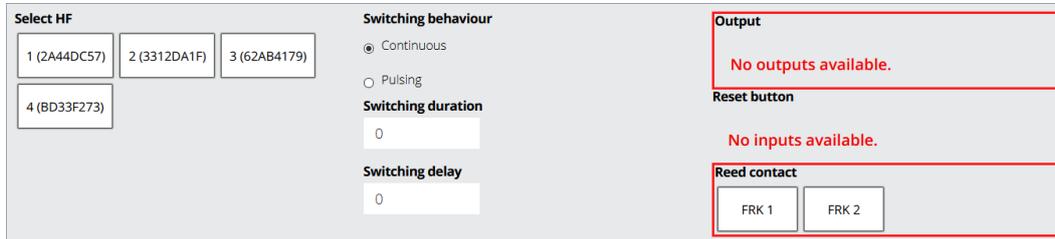


Figure 80: Selecting the HF module

By selecting the HF unit, the free outputs and inputs of this HF unit become visible (Figure 81).

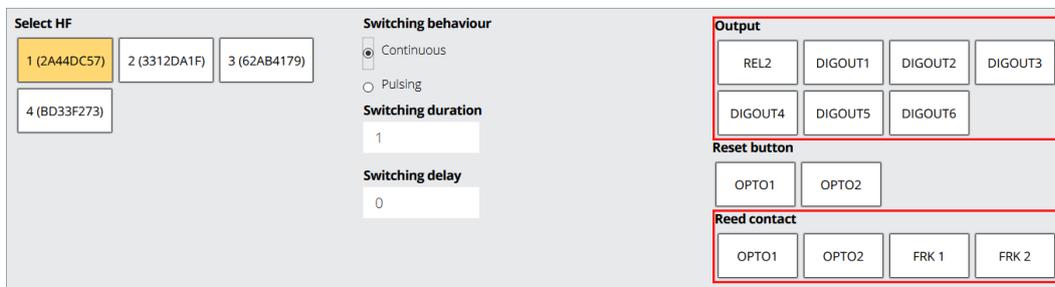


Figure 81: HF module selected

5.1.5. Selecting switching behaviour

The switching behaviour should now be selected:

The switching duration and switching delay still have to be assigned for the switching behaviour "Continuous".

Switching duration = 0 -> the relay remains activated for the time as long as the transponder is in the LF field. Switching duration e.g. = 1 -> the relay only switches for 1 second.

Switching delay = 0 -> no delay

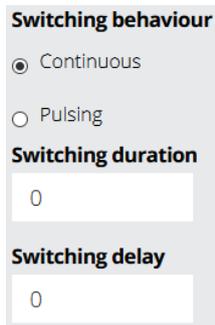


Figure 82: Continuous switching behaviour

The pulse length, pulse delay and pulse pause still have to be assigned for the switching behaviour "flashing".

Pulse delay = 0 -> the relay flashes immediately according to the set pulse length and pulse pause.

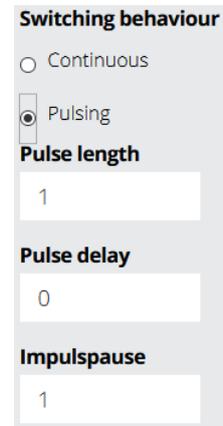


Figure 83: Flashing switching behaviour

The switching action behaviour is described in detail in section **Fehler! Verweisquelle konnte nicht gefunden werden.**

5.1.6. Selecting the output

Now select the output by which the action should be switched by clicking on it. The red frame is retained until an output is selected (Figure 84 and Figure 85).



Figure 84: Outputs to choose from



Figure 85: Output selected

5.1.7. Assigning the reset function to an input

If a reset function should be applied by a button, you can select it here (Figure 86).

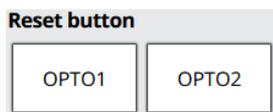


Figure 86: Reset button selection

5.1.8. Assigning the reed contact

Now select the desired reed contact, which assumes the door control (Figure 87 and Figure 88), by clicking on it.

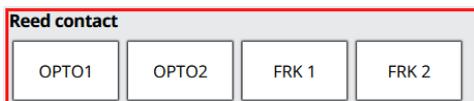


Figure 87: Reed contacts for selection



Figure 88: Reed contact selected

Note:

The reed contact is then used in conjunction with a door lock if an alarm should only be triggered when the door is open and the transponder is in the LF detection field.

Once all of the entries have been made, the "Save"  button will become active in the upper left corner of the screen. The action is saved by clicking on the button, and the screen will return to the action overview (Figure 89).

Overview of all actions

... search 



Action name door locking		Alarm <input checked="" type="radio"/> Alarm on action suppression <input type="radio"/> Alarm on entry <input type="radio"/> No alarm <input type="radio"/> Selective door control	
Select building, floor and room main building ground floor living area		Select LF 5	Selected LFs 5
Select HF 1 (2A44DC57) 2 (3312DA1F) 3 (62AB4179) 4 (BD33F273)		Switching behaviour <input checked="" type="radio"/> Continuous <input type="radio"/> Pulsing Switching duration	Output REL1 REL2 DIGOUT1 DIGOUT2 DIGOUT3 DIGOUT4 DIGOUT5 DIGOUT6

Figure 89: Saving the action

The  button takes you back to the action overview without saving.

Action overview with the assigned components.

Overview of all actions

... search 



Action name	LFs	Switching behaviour	HF	Output	Reed contact	
door locking	[5]	 Continuous	1 (2A44DC57)	REL1	FRK	

Figure 90: Action overview with "alarm on action suppression"

Overview of all actions

... search 



Action name	LFs	Switching behaviour	HF	Output	Reed contact	
exit locking	[3]	 Continuous	2 (3312DA1F)	REL1	NONE	

Figure 91: Action overview with "alarm on entry"

Overview of all actions

... search 



Action name	LFs	Switching behaviour	HF	Output	Reed contact	
passage	[6]	 Continuous	3 (62AB4179)	REL1	NONE	

Figure 92: Action overview with "no alarm"

Overview of all actions ... search

+

Action name	LFs	Switching behaviour	HF	Output	Reed contact
room 104	[4]	Continuous	4 (BD33F273)	REL1	NONE

Figure 93: Action overview with "selective door control"

5.2. Editing the actions

Click on the desired action with the mouse pointer to edit it. This opens the input window which you already know from creating the action. Modify the action you want to change, then press the **"Save"** button (Figure 89).

5.3. Deleting the action

To delete an action entry, click the **"Delete"** button at the right edge of the table in the respective row.

Overview of all actions ... search

+

Action name	LFs	Switching behaviour	HF	Output	Reed contact
dor locking	[5]	Continuous	1 (2A44DC57)	REL1	FRK

Figure 94: Action overview

A confirmation prompt will appear when you click, which you must confirm. The screen will then return to the action overview (Figure 95).

Overview of all actions ... search

+

Action name	LFs	Switching behaviour	HF	Output	Reed contact
dor locking	[5]		(2A44DC57)	REL1	FRK
exit locking	[3]		(3312DA1F)	REL1	NONE
passage	[6]		(62AB4179)	REL1	NONE
room 104	[4]		(BD33F273)	REL1	NONE

Do you really want to delete this item?

Figure 95: Action overview confirmation prompt

6. Elevators

Under the menu "Elevators", the elevators are created and configured in the SCC 5.0 software. The functionality of the elevator action is fixed and can only be assigned to one LF registration unit and only to one output

If a resident with a transponder enters the configured elevator area, the selected relay switches and stops the elevator. At the same time, an alarm is generated in the overview of the SCC5.0 interface. Interface messages are also generated depending on the configuration.

If the resident leaves the elevator area again, the pending alarm in the surface and pending interface alarms are acknowledged after leaving the detection field, depending on the configuration. The relay drops out and releases the elevator again.

The type of action depends on the settings of the transponder profile and whether a personal transponder is also in the same field.

Click on the button "Elevators" in the left menu bar, as shown in Figure 96.

If the menu item "Elevators" cannot be found in the menu selection, it must be enabled by the "superadmin" in the rights assignment.

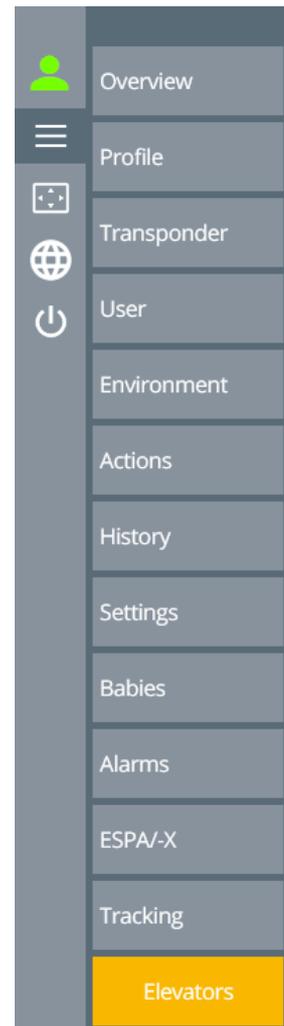


Figure 96: Menu selection

The window of the "Overview of all elevator actions" now opens (Figure 97).

When you first create the list, it is still empty.



Figure 97: Overview of all elevators

If there is no more LF acquisition unit to select, the  button is displayed in light grey.

6.1. Create new Elevator actions

Click on the  button at the top left of the Elevator Action Management (Figure 97).

A window opens that is divided into three sections (Figure 62).

Figure 98: Create elevator action

❖ Top section

The action name is assigned in the top section. This name should be chosen in such a way that it is easy to find later when assigning the action.

❖ Middle section

In the middle section, LF detection fields are selected that trigger this action when entered with an assigned transponder in the LF detection field. Only LF detection fields that are not yet assigned to another action are listed.

❖ Lower section

- Select HF: In the lower section, the linked HF module is selected on which the desired output (relay or OPTO-OUT) switches.
- Switching behaviour: This determines the switching character of the output.

„**Continuous**“: As long as a transponder is in the LF detection field and triggers the action, the output remains activated.

NOTE: The switching time must be set to 0.

„**Pulsing**“: As long as a transponder is in the LF detection field and triggers the action, the output pulses.

„**Switching duration**“: Setting how long the output is controlled.

NOTE: For Pulsating, the time of the switching duration should be at least 1 second.

„**Switching delay**“: This is a pick-up delay by the value of which the actual switching action is postponed.

„**Pulse length**“: Setting how long the pulse of the output is controlled.

NOTE: The time of the switching duration should be at least 1 second.

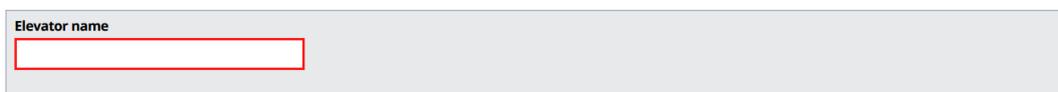
„**Pulse delay**“: This is a pick-up delay that delays the switching action by the set value after its actual triggering.

„**Pulse pause**“: Switching pauses between the switch-on pulses.

- Output: Select the output of the already selected HF module. This can only be selected once.
- Reset button: An alarm reset function can be called up with the OPTO inputs.

6.1.1. Assign elevator action names

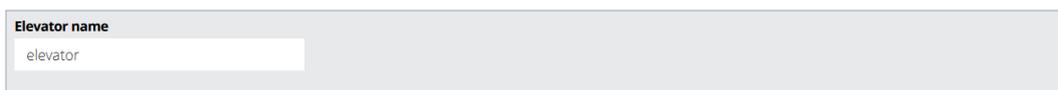
You must enter a defined action name in the red frame (Figure 99).



The screenshot shows a grey rectangular area with the label 'Elevator name' at the top left. Below the label is a white rectangular input field with a red border, indicating it is the focus of the current step.

Figure 99: Assign elevator action names

The red frame disappears after the entry has been made. (Figure 100).

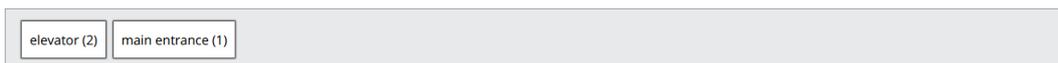


The screenshot shows the same grey rectangular area as Figure 99. The input field now contains the text 'elevator' and no longer has a red border.

Figure 100: Elevator action names

6.1.2. Assign LF detection field

Click on the desired LF button.



The screenshot shows two buttons side-by-side. The left button is labeled 'elevator (2)' and the right button is labeled 'main entrance (1)'. Both buttons are currently white with black text.

Figure 101: Select Elevator Action LF

After the selection, the LF button turns yellow and is thus active.



The screenshot shows the same two buttons as in Figure 101. The 'elevator (2)' button is now highlighted with a yellow background, while the 'main entrance (1)' button remains white.

Figure 102: Elevator action-LF

6.1.3. Select HF module

Clicking on the HF module symbol activates it and at the same time selects the module with which the switching action is to be triggered. (Figure 103).

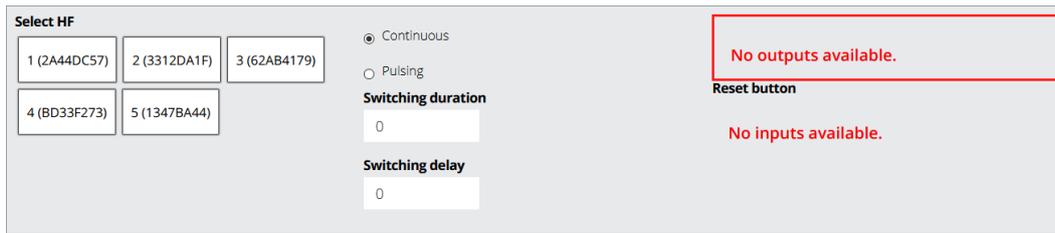


Figure 103: Select Elevator HF module

By selecting the HF unit, free outputs and inputs of this HF unit become visible. (Figure 104).

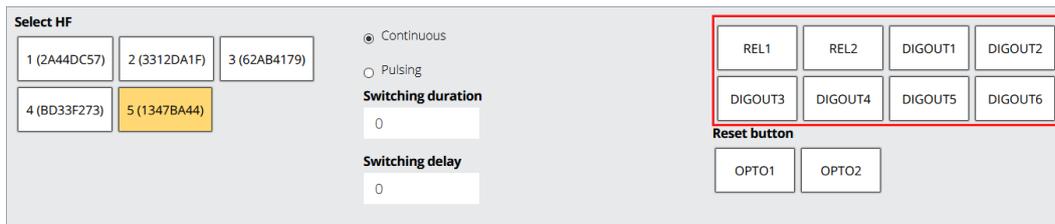


Figure 104: Elevator HF module selected

6.1.4. Select switching behaviour

The switching behaviour should now be selected:

The switching duration and switching delay still have to be assigned for the switching behaviour "Continuous".

Switching duration = 0 -> the relay remains activated for the time as long as the transponder is in the LF field. Switching duration e.g. = 1 -> the relay only switches for 1 second.

Switching delay = 0 -> no delay

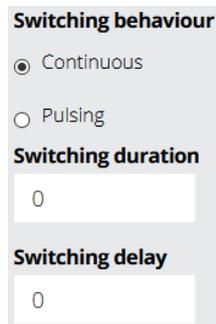


Figure 105: Continuous switching behaviour

The pulse length, pulse delay and pulse pause still have to be assigned for the switching behaviour "flashing".

Pulse delay = 0 -> the relay flashes immediately according to the set pulse length and pulse pause.

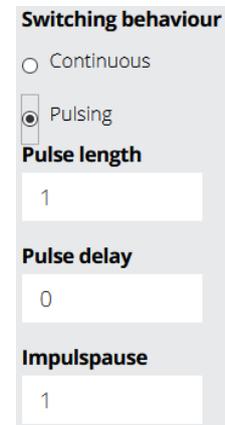


Figure 106: Flashing switching behaviour

The switching action behaviour is described in detail in selection **Fehler! Verweisquelle konnte nicht gefunden werden..**

6.1.5. Selecting the output

Now select the output by which the action should be switched by clicking on it. The red frame is retained until an output is selected (Figure 107 and Figure 108).



Figure 107: Outputs to choose from



Figure 108: Output selected

6.1.6. Assigning the reset function to an input

If a reset function should be applied by a button, you can select it here (Figure 109).



Figure 109: Reset button selection

Once all entries have been made, the "Save" button at the top left of the view becomes active. Clicking the  button saves the action and the view returns to the action overview (Figure 110).

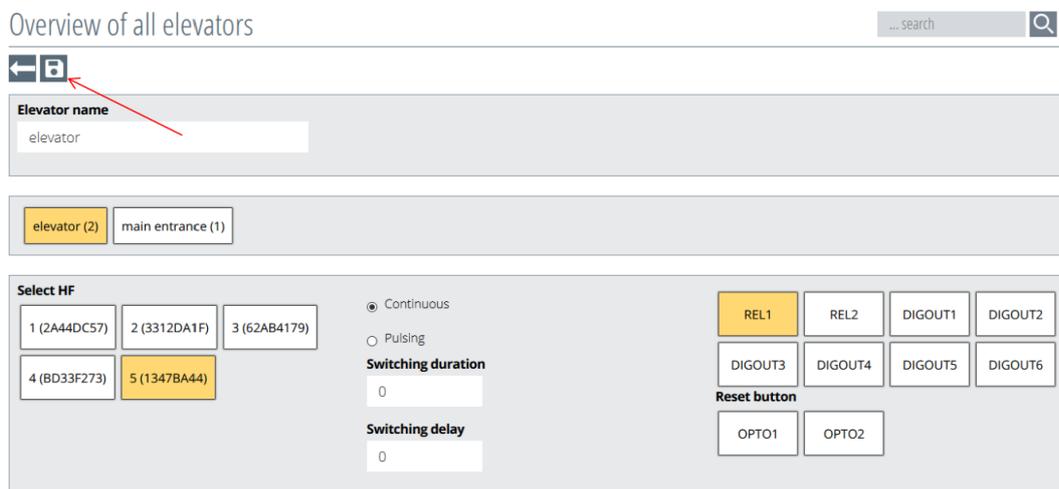


Figure 110: Save Elevator Action

The  button takes you back to the action overview without saving.

Elevator action overview with the assigned components (Figure 111).

Elevator name	LF	Switching behaviour	HF	Output
elevator	[2]	Continuous	5 (1347BA44)	REL1

Figure 111: Elevator action overview

6.2. Edit Elevator actions

To edit the Elevator action, click with the mouse pointer on the desired action. This opens the input window that you already know from creating the action. Modify the action you want to change and then click on the "Save" button. (Figure 110).

6.3. Delete Elevator action

To delete an action entry, click the "Delete" button on the right side of the table in the respective row.

Overview of all elevators ...search

Elevator name	LF	Switching behaviour	HF	Output
elevator	[2]	Continuous	5 (1347BA44)	REL1

Figure 112: Elevator action overview

When you click on it, a security prompt appears, which you must confirm. After that the view returns to the action overview again (Figure 95).

Overview of all elevators

Elevator name	LF	Switching behaviour	HF	Output
elevator			5 (1347BA44)	REL1

Do you really want to delete this item?

Figure 113: Elevator overview Security prompt

7. Alarm interfaces to external devices

As an alarm is usually not only passed through a client screen, it is also possible to forward the alarm to a telephone system or nurse call system. The common protocol for this is ESPA 4.4.4 or ESPA-X.

The SCC 5.0 software offers both protocols.

In the first step, it is necessary to create a system which can receive information via the ESPA protocol.

You must ask the system manufacturer or service technician which system needs to be connected in your case. In addition, the interface parameters are required for configuration. The number of characters that the downstream equipment is able process is also an important factor.

Example parameters for setting up the system interface are shown below.

NEW: Up to **four** ESPA4.4.4 interfaces can be operated on the SCC5.0.

For this purpose, click on the button "ESPA/-X" (Figure 114).

A window will now open to create system interfaces (Figure 115).

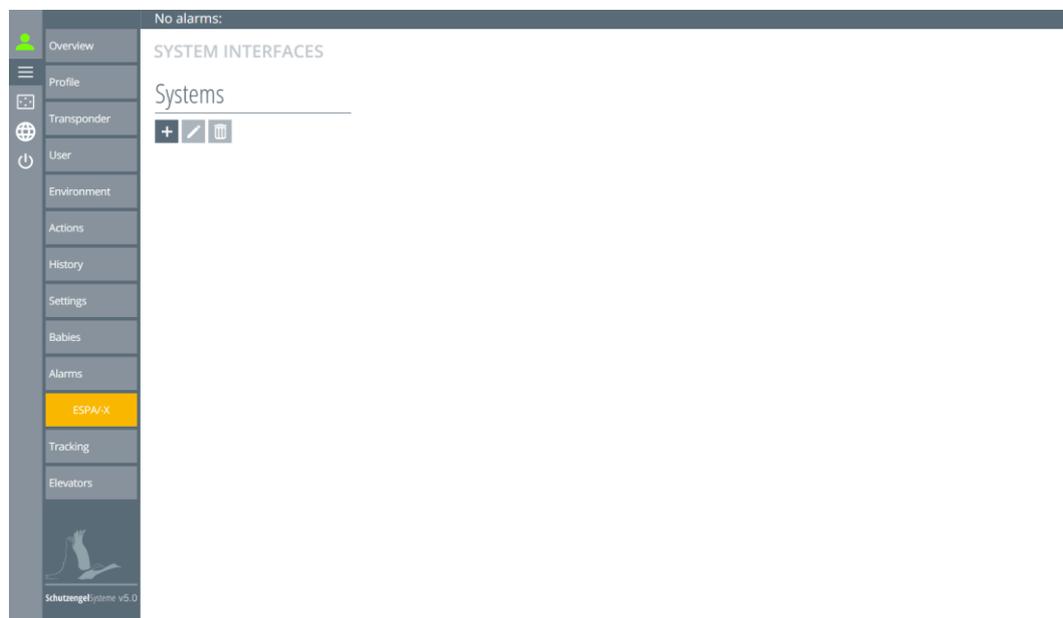
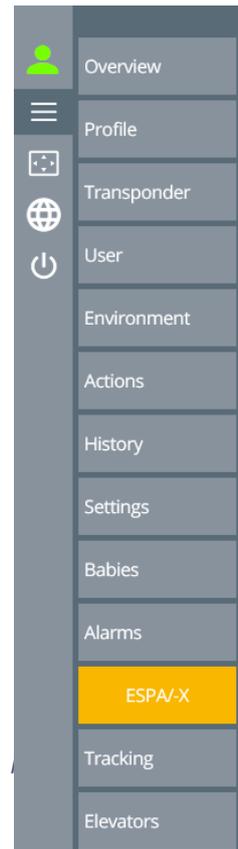


Figure 115: Overview of system interfaces

7.1. Selecting the system type

Click the  button at the top left of the system interface overview (Figure 115).

This will open an entry window, into which the name of the interface is entered and the interface type is selected (Figure 116).

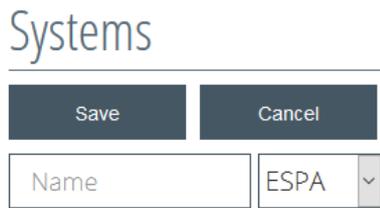


Figure 116: Designating/selecting ESPA-X

3 interface protocols are available here.

- ESPA (ESPA 4.4.4) is a message-oriented protocol based on short messages transmitted via a serial data connection.
- ESPA-X is the successor of the ESPA 4.4.4 protocol and is based on [TCP / IP](#) and [XML](#).
- IPC is a customised interface protocol.

The interface name is entered in the text field and the interface type (red arrow Figure) should be selected via the drop-down button.

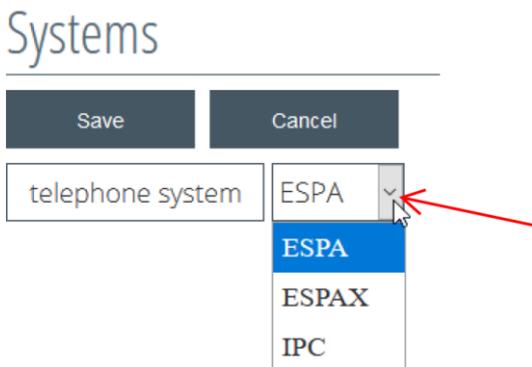


Figure 117: Interface assignment

The button "Save" saves the setting and the system interface is created (Figure 118).



Figure 118: Created system

7.2. Configuring the system interfaces

To access the system interface configuration, click on the system interface which has already been created. It is now activated for editing. The system button will turn yellow and the adjustment options (Figure 119) will appear on the right.

The configuration is divided into four sections, which are individually described below.

Connection parameters

Port	Parity	Baud rate
<input type="text" value="/dev/ttyS0"/>	<input type="text" value="EVEN (2)"/>	<input type="text" value="1200"/>
Data bits	Stop bits	Confirmation
<input type="text" value="7"/>	<input type="text" value="2"/>	<input type="text" value="NONE"/>

Attention: Interface settings must also be made in the device manager of your server!

Addresses

Abbreviation rules

Technical alarms

LF lost	LF antenna error	HF lost	FRK lost
W/P-Button lost	W/P-Button Bat.low	FRK Bat.low	TP Bat.low

Resident alarms

Escapee alarm	Emergency call	Staff call	Wall/pull button
---------------	----------------	------------	------------------

Baby alarms

Baby unsupervised alarm	Baby kidn.alarm	Baby sensor alarm
-------------------------	-----------------	-------------------

Latest News

"RE,"	Firstname	0	","	Lastname	0	","
Room	0	()			

Free placeholders

Escapee alarm	Transponder	Building	Floor	Free text
---------------	-------------	----------	-------	-----------

Example text

RE, Peter, Fallmann, Raum 101

Interface test

Message	Address	<input type="button" value="Test"/>
<input type="text"/>	<input type="text"/>	

Figure 119: Interface parameters

7.2.1. ESPA-4.4.4/ESPA-X connection parameters

The desired parameters can be selected via the drop-down buttons. These are immediately assumed by the software when the settings are made.

Up to four ESPA4.4.4 interfaces can be integrated in the SCC5.0.

NOTE! As also pointed out in Figure 121, the interface of the server must also be adapted in the device manager. The interface module or server also has to be restarted.

For ESPA-X, the parameters must be entered in the respective text boxes. The text boxes remain framed in red as long as no text has been entered.

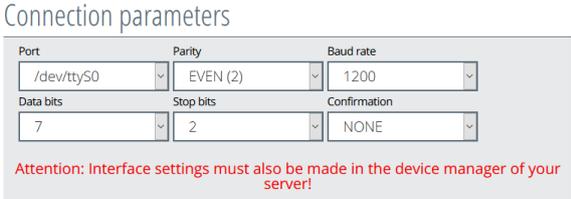


Figure 120 ESPA 4.4.4 connection parameters



Figure 121 ESPA-X connection parameters

7.2.2. Allocating system addresses

Clicking on the **+** button changes the address overview into an entry screen (Figure 122).

Addresses

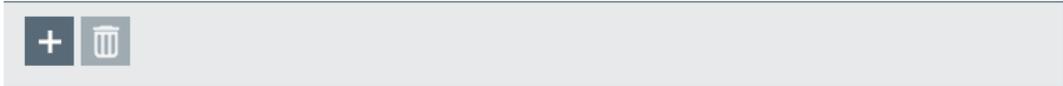


Figure 122: Overview of system addresses

Enter a defined name in the text box of the entry window and enter the address to which the message should be sent next to it (Figure 123). The red frame will remain until an entry has been entered and the **"Save"** button becomes active.

Addresses



Figure 123: Entering the system address

The button **"Save"** stores the entry and the screen returns to the address overview (Figure 124). The **"Cancel"** button takes you back to the address overview without saving.

Addresses

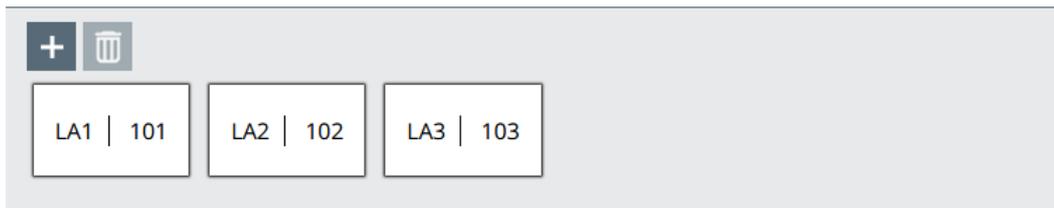


Figure 124: System address overview

7.2.3. Deleting addresses

The ESPA addresses cannot be edited afterwards but only deleted.

Clicking on the respective address activates it for deletion (the "Delete" button also becomes active) and it can be deleted by pressing the  button (Figure 125).

Addresses

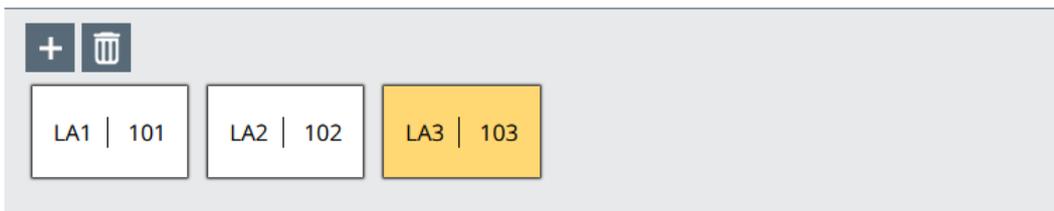


Figure 125: Delete system addresses

7.2.4. System abbreviation regulations

Under the heading "abbreviation regulations", you can define the form in which a message should be sent via the system interface. Since some output devices provide only a limited number of characters for the alarm, the user themselves can determine the abbreviation and the order (Figure 126).

The abbreviation regulations must be configured separately for each interface.

If an ESPA4.4 interface is configured with the acknowledgement option "TEXT" in the interface parameters, the abbreviation regulations for the acknowledgement text must also be adapted or set up system-specifically. Information on the system-specific configuration must be obtained from the manufacturer or service technician.

The respective alarm type can be selected/activated by clicking on it. An activated alarm type is highlighted in yellow.

Abbreviation rules

Figure 126: System abbreviation regulations

To do this, use drag & drop to move the respective free placeholders into the open bracket until a red frame appears behind the placeholder (

Figure 127). Then release the mouse button.

Figure 127: Moving the free text using drag & drop

After release, the **"free text"** placeholder will appear as follows Figure.

Any text can be entered by clicking between the quotation marks in the free text button. There will already be a space in front of the entered text. This must be removed beforehand (Figure 129).

The other predefined "placeholders" can, as described above, be dragged and dropped (red frame), but not changed, as the software generates the texts directly from the specifications (Figure 130).

Figure 129: Editing free text

The placeholders can also be pulled back using drag & drop until the red frame appears. Releasing the mouse button removes the placeholder from the display text (Figure 131).

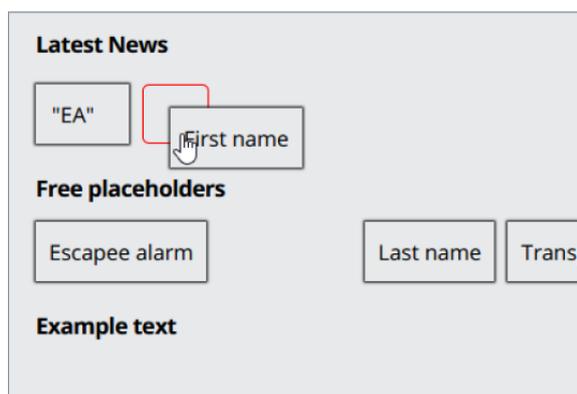


Figure 130: Moving the placeholder using drag & drop

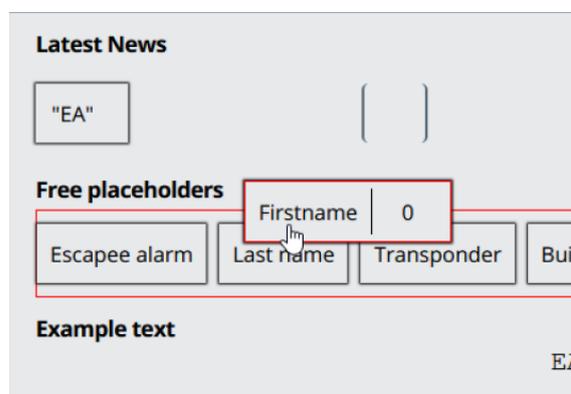


Figure 131: Removing the placeholder

The following order was selected in the example: free text (changed in WL), surname and place.

IMPORTANT:

Our experience is that each institution titles its alarms differently. Therefore, the alarm type has to be named in the "Free text" box. For example: Deso, WL, escapee, header, dementia alarm etc.

If the text specified for the surname, first name or place is too long, there is an option to reduce it. To do this, click on the number "0" of the text message you want to customise. If the number "0" remains, the complete word is sent in the alarm.

The number you can enter (instead of the "0") determines how many letters (from the beginning) will be included in the message.

The text output is displayed in the section below (Figure 132 under "Sample text").

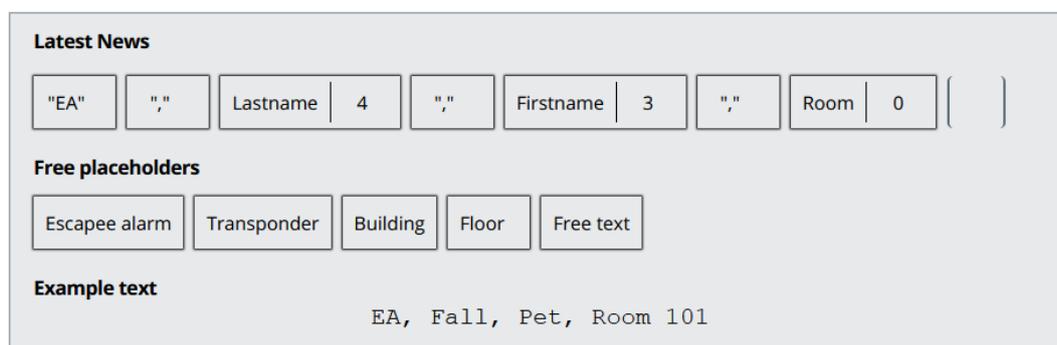


Figure 132: Reduced system message

Attention: If an abbreviation is absolutely necessary, care must be taken to provide the clearest possible identification in the spaces with the first letters, so that no nurse needs to guess where they have to hurry in the event of emergency.

Entries for the other alarm types must be carried out in the same way with regard to abbreviation regulations.

7.2.5. Interface test

In this section you can send a test message to the downstream system. To do this, enter a text in the "Message" text box and the respective address to which this text should be sent. Clicking on the button "Test" cancels the message.

The communication function between the software and the external system interface can be tested in this way (Figure 133).

Interface test

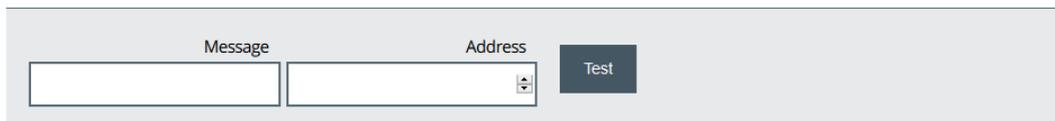


Figure 133: System interface test

7.3. Changing the name of the system

You must click on the respective system interface in order to change it (Figure 134). This activates the system interface for editing (yellow).

Now press the  button to open the text box for editing.

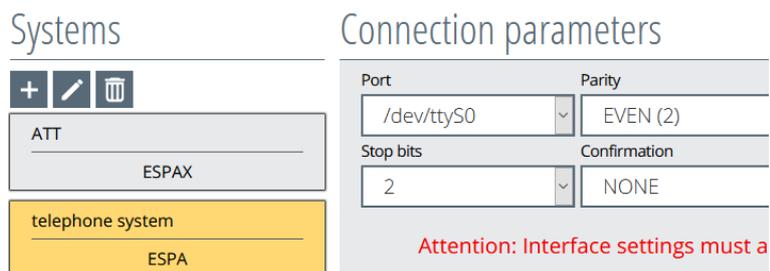


Figure 134: Edit system interfaces

The desired change can now be made in the opened text box of the system interface (Figure 135).

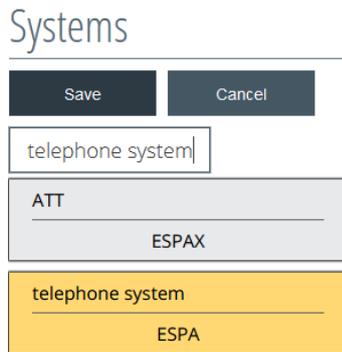


Figure 135: Changing the system interface

The change will be applied by pressing the "Save" button.

The change can be cancelled without saving by pressing the "Cancel" button.

7.4. Deleting the system

You must click on the respective system interface in order to delete it (Figure 136). This activates the system interface for editing (yellow). Now press the "Delete"  button.

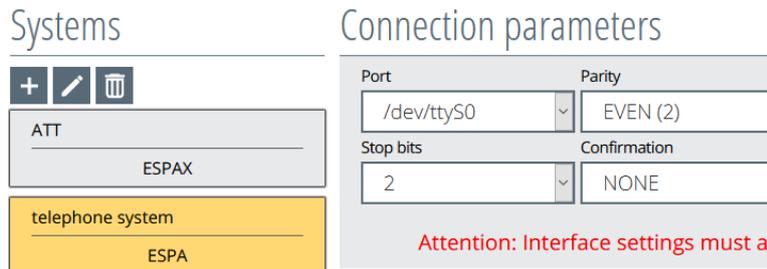


Figure 136: Deleting the system interface

Pressing the  button will open a confirmation prompt (Figure 137).

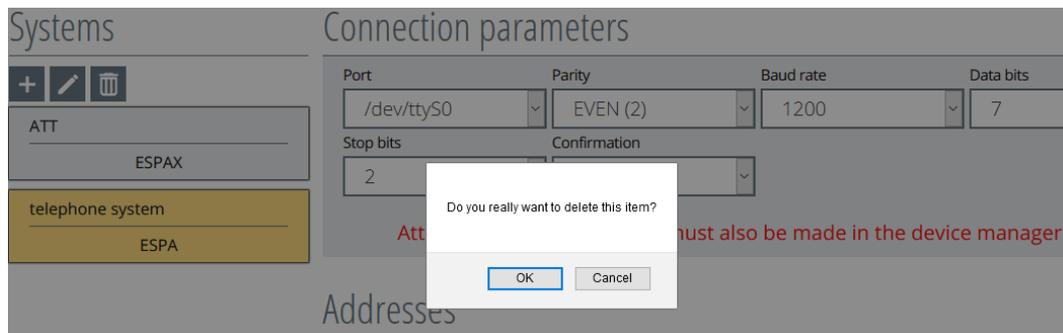


Figure 137: Deleting system security prompt

Confirming the confirmation prompt will delete the system interface.

8. IPC interface

The customer-specific system interface IPC can only be activated by activating the product key or configuring it here in the software.

Press the "ESPA/-X" (Figure 138) button to retrieve the IPC system.

Click the **+** button at the top left of the system interface overview (Figure 139).

SYSTEM INTERFACES

Systems



Figure 139: Overview of system interfaces

The interface name is entered in the text field and the interface type (see the red arrow Figure) should be selected via the drop-down button.

Systems

Save	Cancel
Name	ESPA
	ESPA
	ESPAX
	IPC

Figure 140: Interface assignment

The button "Save" saves the setting and the system interface is created.

Systems

nurse call
IPC

Figure 141: Created system

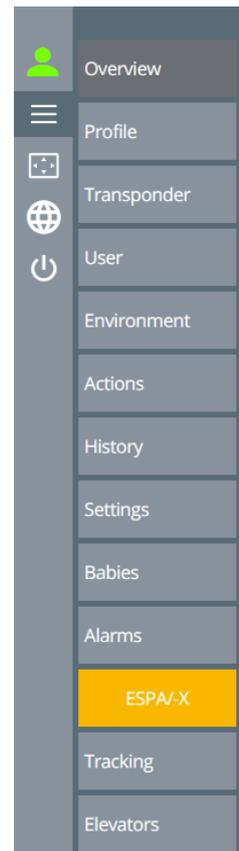


Figure 138: Retrieve the IPC interface

8.1. Configure the IPC interface

To access the system interface configuration, click on the system interface which has already been created. This will activate it for editing. The system button will turn yellow and the adjustment options (Figure 142) will appear on the right.

The configuration is divided into five sections, which are individually described below.

Connection parameters

IPC server port		
1111	127.0.0.1	90

Addresses


Abbreviation rules

Technical alarms									
LF lost	LF antenna error	HF lost	FRK lost	W/P-Button lost					
W/P-Button Bat.low	FRK Bat.low	TP Bat.low							
Resident alarms									
Escapée alarm	Emergency call	Staff call	Wall/pull button						
Baby alarms									
Baby unsupervised alarm	Baby kidn.alarm	Baby sensor alarm							
Latest News									
"RE,"	Firstname	0	","	Lastname	0	","	Room	0	()
Free placeholders									
Escapée alarm	Transponder	Building	Floor	Free text					
Example text									
RE, Peter, Fallmann, Raum 101									

Interface test

Message	Address	
<input type="text"/>	<input type="text"/>	

Figure 142: Interface parameters

8.1.1. Connection parameters

The connection parameters should be requested from the manufacturer or service technician and entered into the entry screen.

Connection parameters



IPC server port

1111 127.0.0.1 90

Figure 143: IPC connection parameters

8.1.2. Assigning addresses

Clicking on the **+** button IPC address overview changes the address overview into an entry screen (Figure 144).

Addresses

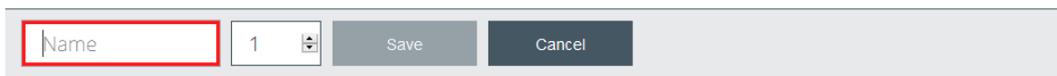


+ 🗑️

Figure 144: IPC address overview

Give a defined name to the address in the text box as well as the address to which the message should be sent (see Figure 145). The red frame will remain until an entry has been entered and the **"Save"** button becomes active.

Addresses

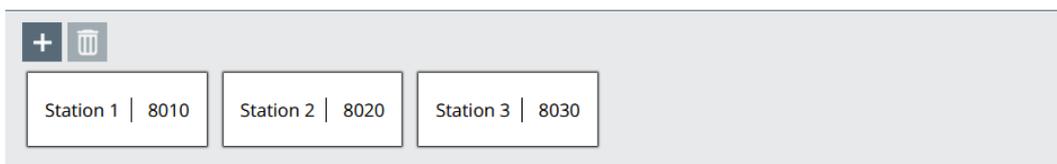


Name 1 Save Cancel

Figure 145: Entering the IPC address

The button **"Save"** stores the entry and the screen returns to the address overview (Figure 146). The **"Cancel"** button takes you back to the address overview without saving.

Addresses



+ 🗑️

Station 1 | 8010 Station 2 | 8020 Station 3 | 8030

Figure 146: IPC address overview

8.1.3. Deleting addresses

The IPC addresses cannot be edited afterwards but only deleted.

By clicking on the respective address, this and the "Delete" button will be activated. Now the address can be deleted by pressing the  button (Figure 147).

Addresses

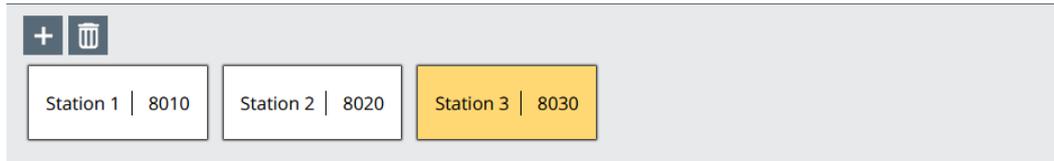


Figure 147: Deleting the IPC address

8.1.4. Creating an alarm assignment

To create an IPC assignment, you must click on the  button (Figure 148).

IPC assignment

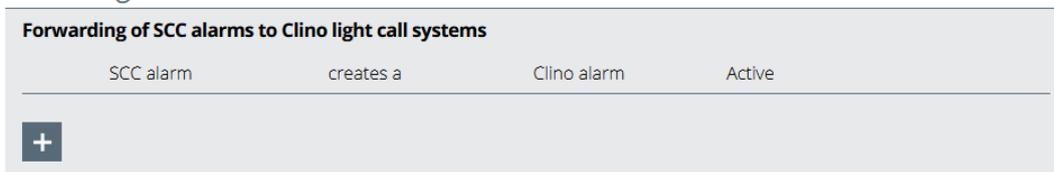


Figure 148: IPC assignment

The IPC interface has several set alarm types which must be assigned to the SCC 5.0 alarm types. These can each be selected via the drop-down buttons (red arrows in Figure 149).

IPC assignment

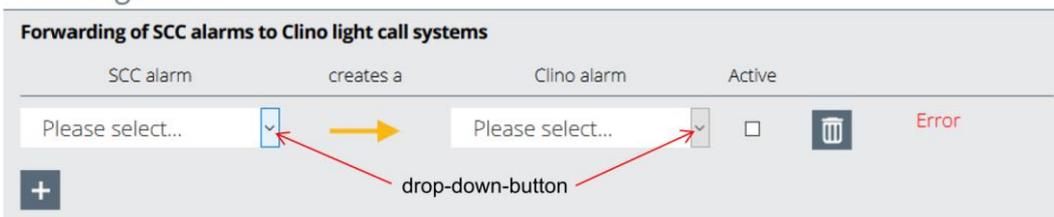


Figure 149: IPC assignment selection

List of alarm types:

SCC 5.0 alarm types:

- Escapée alarm
- Emergency call
- Doctor's call
- Baby escapée alarm
- Baby unsupervised alarm
- Baby sensor alarm
- Baby abduction alarm

Clino light call alarm types:

- Vital call
- Staff call
- Standard call
- Priority call
- Emergency call with PR1
- Doctor's call

If the alarm type assignment has been made, the error message in the right-hand column will disappear (see Figure 150).

IPC assignment

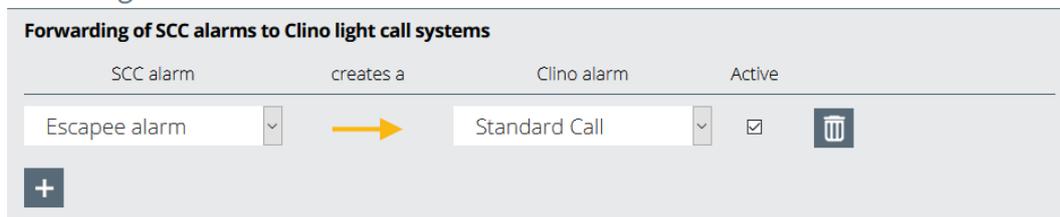


Figure 150: Assigning the IPC alarm type

8.1.5. Activating/deactivating the assignment

The function is activated by ticking "**active**". Remove the tick once again to deactivate it (see Figure 150).

8.1.6. Deleting the assignment

The  button deletes the assignment without a confirmation prompt (see Figure 150).

8.1.7. Abbreviation regulations

Under the heading "abbreviation regulations", you can define the form in which a message should be sent via IPC. Since some output devices provide only a limited number of characters for the alarm, the user themselves can determine the abbreviation and the order.

The respective alarm type can be selected/activated by clicking on it. Activated alarm types are displayed in yellow.

Abbreviation rules

The screenshot shows a configuration interface for IPC abbreviation regulations. It is divided into several sections:

- Technische Alarme**: A grid of buttons for technical alarms, including "LF lost", "LF antenna error", "HF lost", "FRK lost", "W/P-Button lost", "W/P-Button Bat.low", "TYPE_FRKBATTERY", and "TP Bat.low".
- Bewohneralarme**: A row of buttons for resident alarms, including "Escapee alarm", "Emergency call", "Doctor call", and "Wall/pull button".
- Babyalarme**: A row of buttons for baby alarms, including "Baby unsupervised alarm", "Baby kidn.alarm", and "Baby sensor alarm".
- Latest News**: A section with an empty pair of parentheses " () " for defining the news format.
- Free placeholders**: A row of buttons for selecting placeholders, including "Escapee alarm", "First name", "Last name", "Transponder", "Building", "Floor", "Room", and "Free text".
- Example text**: A section for previewing the final abbreviated message.

Figure 151: IPC abbreviation regulations

To do this, use drag & drop to move the respective free placeholders into the open bracket until a red frame appears behind the placeholder (see Figure 153). Then release the mouse button.

This screenshot shows the "Latest News" section with the parentheses " () ". Below it, the "Free placeholders" row is visible. A red box highlights the "Free text" button, and a mouse cursor is positioned over it, indicating it is being selected for drag-and-drop.

Figure 152: Free text placeholder view

This screenshot shows the "Latest News" section where the "Free text" placeholder has been successfully moved into the parentheses. The parentheses now contain three dots "...", representing the selected placeholder. The "Free placeholders" row remains visible below.

Figure 153: Moving the free text using drag & drop

After release, the "free text" placeholder will appear as follows.

Any text can be entered by clicking between the quotation marks in the free text button. There will already be a space in front of the entered text. This still has to be removed (see Figure 154).



Figure 154: Editing free text

The other predefined "placeholders" can, as described above, be dragged and dropped (red frame), but not changed, as the software generates the texts directly from the specifications (Figure 155).

The following order was selected in the example: free text (changed in WL), surname and place.

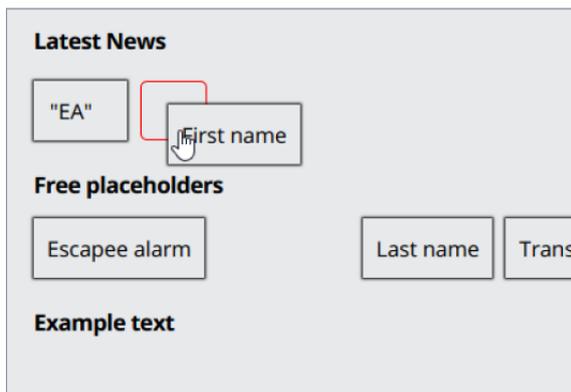


Figure 155: Moving the placeholder using drag & drop

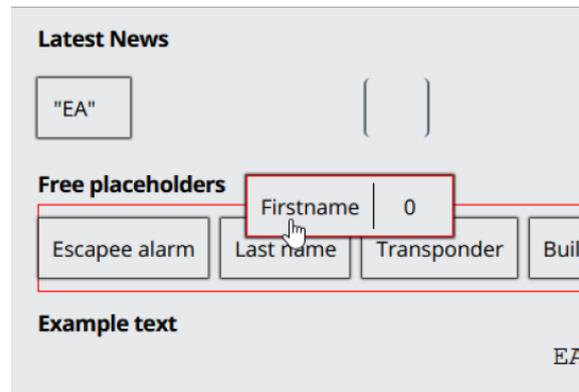


Figure 156: Removing the placeholder

IMPORTANT: Our experience is that each institution titles its alarms differently. Therefore, the alarm type has to be named in the "Free text" box. For example: Deso, WL, escapee, header, dementia alarm etc.

If the text specified for the surname, first name or place is too long, there is an option to reduce it. To do this, click on the number "0" of the text message you want to customise. If the number "0" remains, the complete word is sent in the alarm.

The number you can enter (instead of the "0") determines how many letters (from the beginning) will be included in the message.

The text output is displayed in the section below (see Figure 157 under "Sample text").

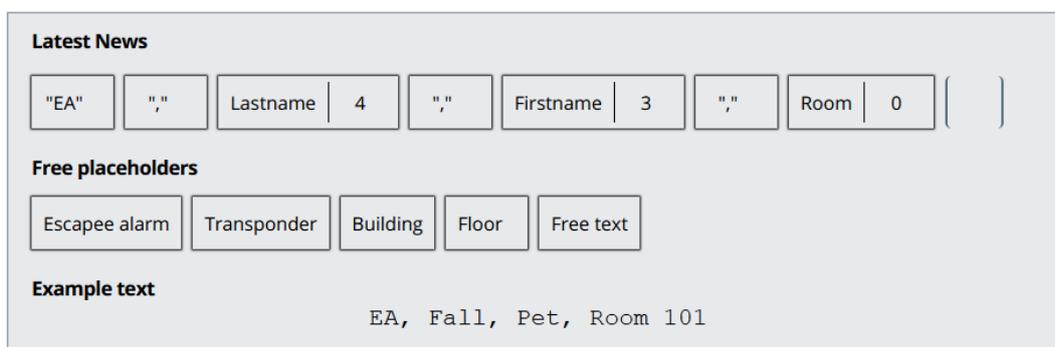


Figure 157: Abbreviated IPC message

Attention: If an abbreviation is absolutely necessary, care must be taken to provide the clearest possible identification of the name in the spaces with the first letters, so that no nurse needs to guess where they have to hurry in the event of emergency.

Entries for the other alarm types must be carried out in the same way with regard to abbreviation regulations, as described above.

8.1.8. Interface test

In this section, a test message can be sent to the downstream IPC interface. To do this, enter a text in the "**Message**" text box and the respective address to which this text should be sent. Clicking on the button "**Test**" sends the message.

The communication function between the software and the external system interface can therefore be tested in this way.

Interface test

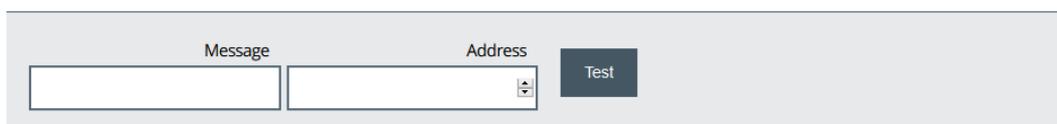


Figure 158: IPC interface test

8.2. Editing the IPC interface name

You have to click on the respective system interface to change it (Figure 159). This activates the system interface for processing and appears yellow in the display.

Now press the  button to open the text box for editing.

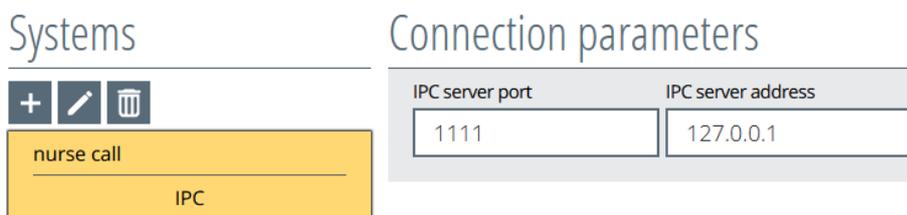


Figure 159: Changing system interfaces

The desired change can now be made in the opened text box of the system interface (Figure 160).

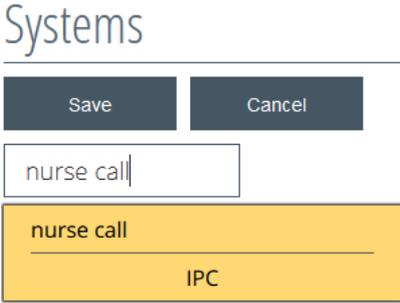


Figure 160: Changing the system interface

The change will be applied by pressing the "Save" button.

The change can be cancelled without saving by pressing the "Cancel" button.

8.3. Deleting the IPC interface

You must click on the respective system interface in order to delete it (Figure 161). This activates the system interface for processing and appears yellow in the display.

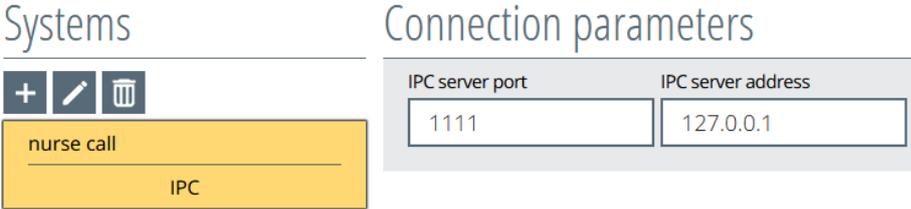


Figure 161: Deleting the system interface

Pressing the  button will open a confirmation prompt.

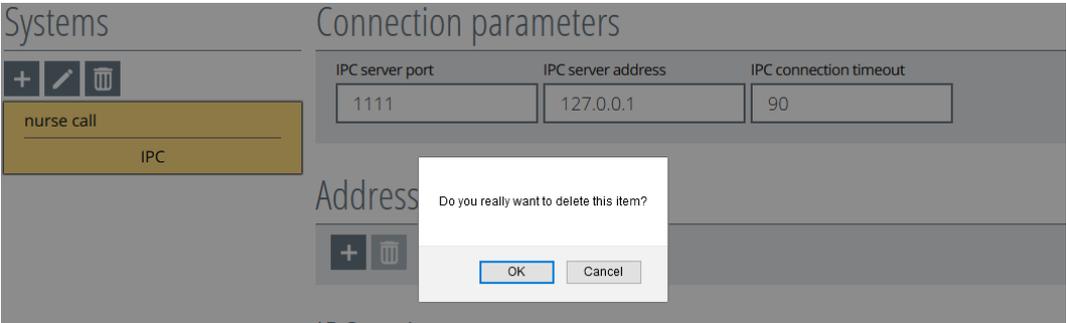


Figure 162: Deleting the system confirmation prompt

Confirming the confirmation prompt will delete the system interface.

9. Setting up profiles

Before transponders can be created in the system, it is absolutely necessary to create profiles for them in advance (Figure 163), so that they can be assigned to these when created.

With a transponder profile, you can customise various actions for different user groups. For example, a transponder profile for different residents or patient groups can be used in accordance with different wards in an institution or hospital.

The following can be created in the profiles

- which transponder may enter which area,
- at which time this may happen,
- where should be alarmed in this case
- which action (e.g. relay switching for door locking) should be performed when entering a field.

To create a profile, proceed as follows:

Click on the "Profile" button in the left menu bar, as shown in Figure 163.

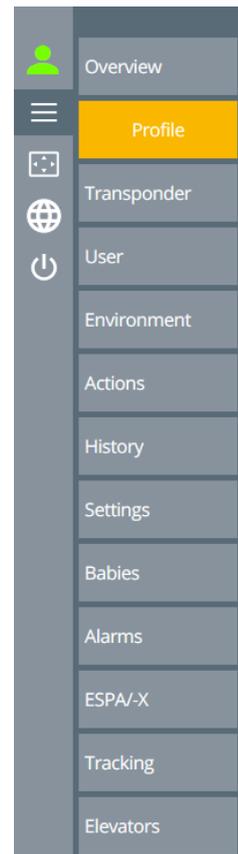


Figure 163: Menu selection profiles

Now the window "Transponder Profile Management" (Figure 164) will open.

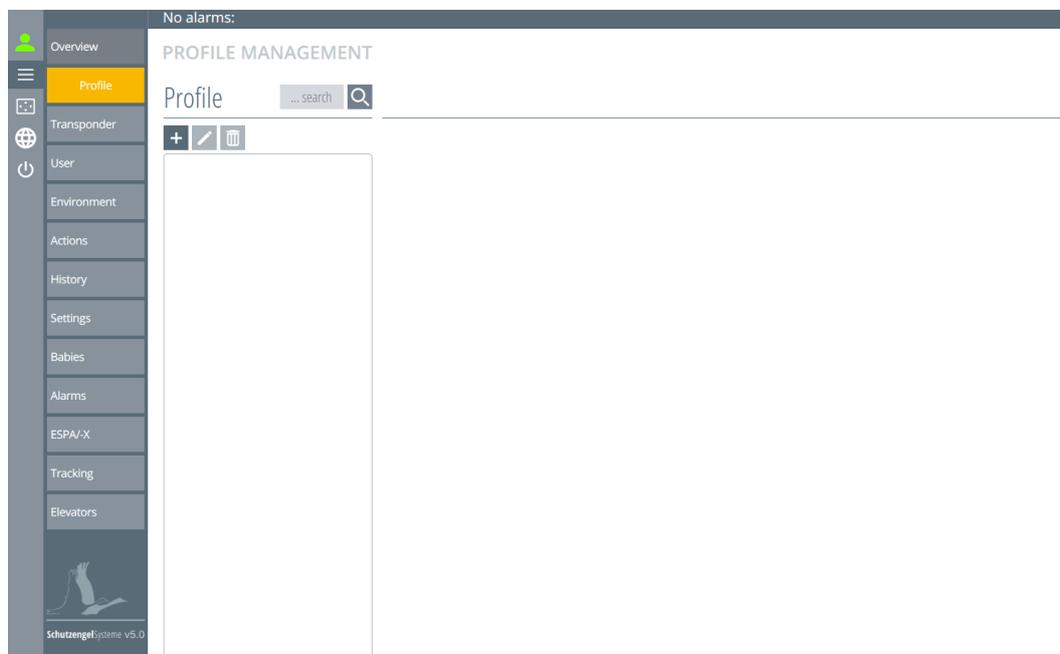


Figure 164: Profile overview

9.1. Create new profile

Click on the **+** button at the top left in transponder profile management.

This opens an entry window into which the profile name must be entered (Figure 165).



Figure 165: Retrieving the profile name

Now enter the profile name (Figure 166). The profile name can be selected on the basis of the area that the profile manages or the function which it triggers.



Figure 166: Naming the profile

The profile is created by pressing the **"Save"**  button (Figure 167).

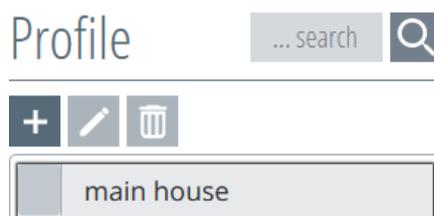


Figure 167: Creating the profile

You can set up and manage multiple profiles using the SCC 5.0 software. You will need to repeat the steps above for each profile.

9.1.1. Creating subprofiles

Further subprofiles can be created for each profile, which initially assume the functions of the top profile. This "inheritance" of the settings of a top profile is always carried out automatically in the subprofile(s) below it.

Subsequently, the functions of the subprofiles can be adjusted separately.

To create a subprofile, simply click on the profile that should be superordinate. When clicked on, the profile turns yellow and is therefore active. At the same time, the functions are activated in the upper left area of the profile overview.

-  Add
-  Edit
-  Delete

By clicking on the  button, an entry window appears and the name of the profile must be entered here (Figure 168).

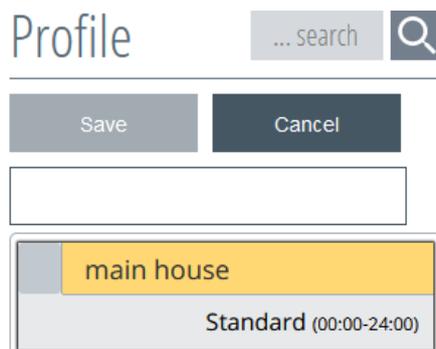


Figure 168: Creating a subprofile

Now enter the name of the subprofile (Figure 169).

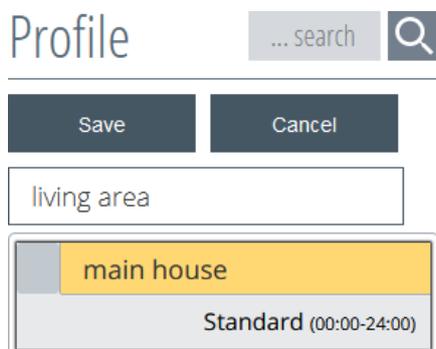


Figure 169: Naming the subprofile

The subprofile is created by pressing the " **Save** "  button (Figure 170).

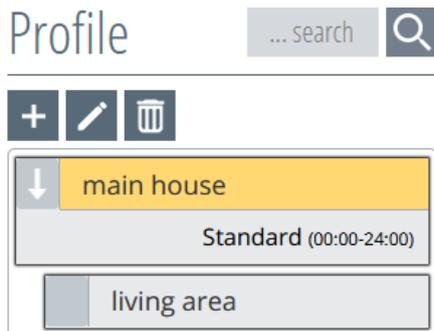


Figure 170: Created subprofile

An arrow has now been created in addition to the top profile. This allows the lower profile to be pulled out or pushed in order to keep track of many profiles (Figure 171).

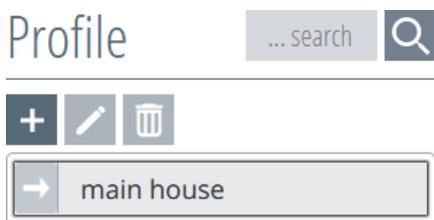


Figure 171: Pulling out profiles

The function of pulling out/pushing in is generated for each subordinate subprofile.

9.1.2. Editing the profile

Once the profile(s) has/have been created, select the desired profile by clicking on it with the mouse (Figure 172). When clicked on, the profile turns yellow and is therefore active. At the same time, the functions are activated in the upper left area of the profile overview.

-  Add
-  Edit
-  Delete

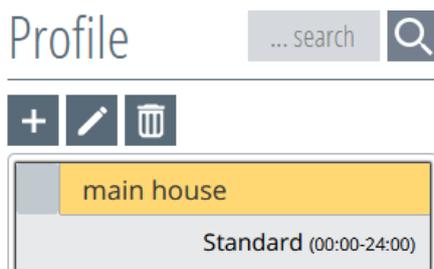
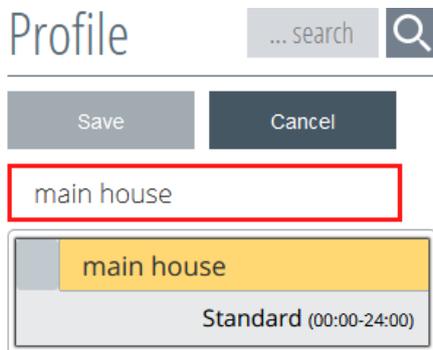


Figure 172: Opening the profile

Press the  button to edit. This opens an entry window in which the changes can be made (Profile 173). A red frame appears, which only disappears once a change has been made and the "Save " button becomes active. By pressing the button "Save", the change is made and the entry window closes.

By clicking the button "Cancel", the action is cancelled.



Profile 173: Changing the name of the profile

9.1.3. Deleting the profile

Once the profile(s) has/have been created, select the desired profile by clicking on it with the mouse (Figure 174). When clicked on, the profile turns yellow and is therefore active. At the same time, the functions are activated in the upper left area of the profile overview.

-  Add
-  Edit
-  Delete
-  Delete (light grey deactivated)

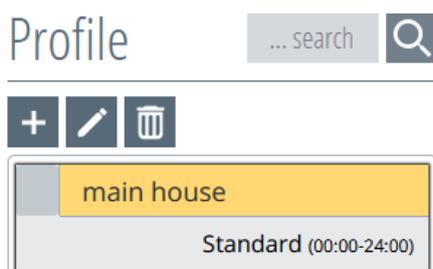


Figure 174: Opening the profile

By pressing the  button, a confirmation prompt appears asking if you really want to delete the object (Figure 175).

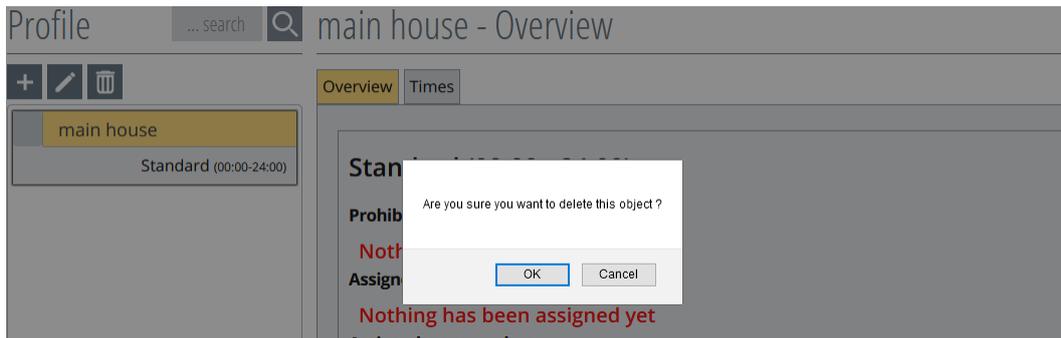


Figure 175: Profile confirmation prompt

Confirming the confirmation prompt will remove the object.

If transponders are already assigned to the profile, the delete function will be deactivated. The delete button is displayed in light grey.

The profile can be deleted again as soon as no transponders are assigned to this profile, but not before (Figure 176).

 Delete (light grey means this is deactivated)

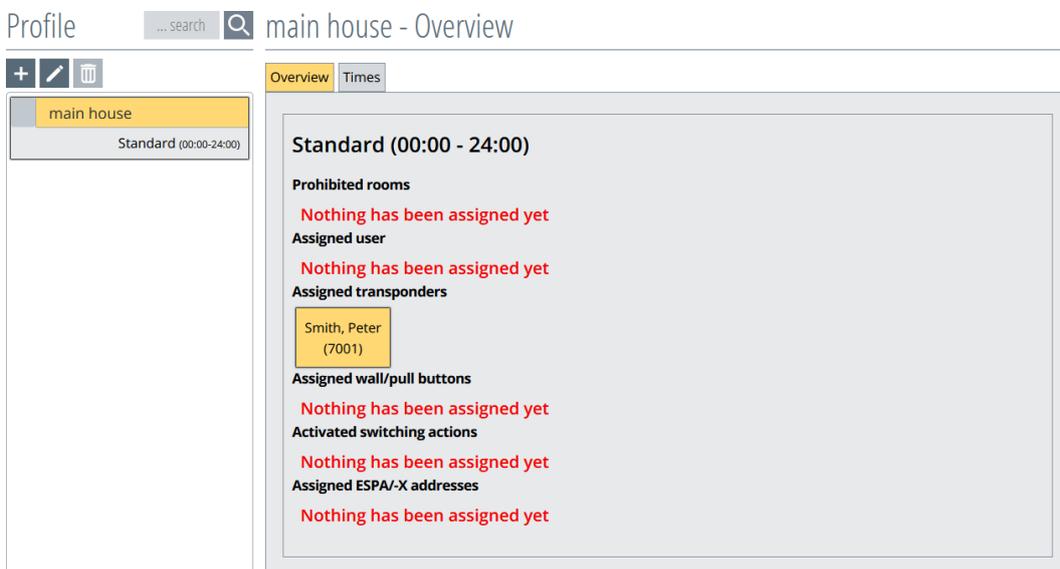


Figure 176: Deleting the profile overview

By clicking on the deactivated "Delete" button, a window will appear listing all transponders managed in this profile (Figure 177).

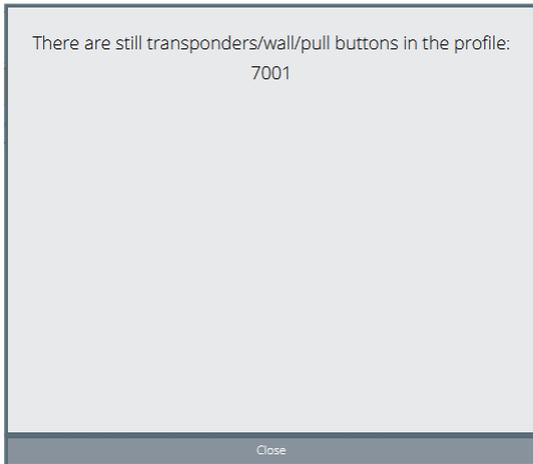


Figure 177: Transponder listing in the profile

The profile can only be deleted again as soon as no transponders are assigned to this profile.

9.2. Overview

Once the profile has been created, an overview can be retrieved by clicking it, in which all stored functions, assigned transponders and users, etc. are listed (Figure 178).

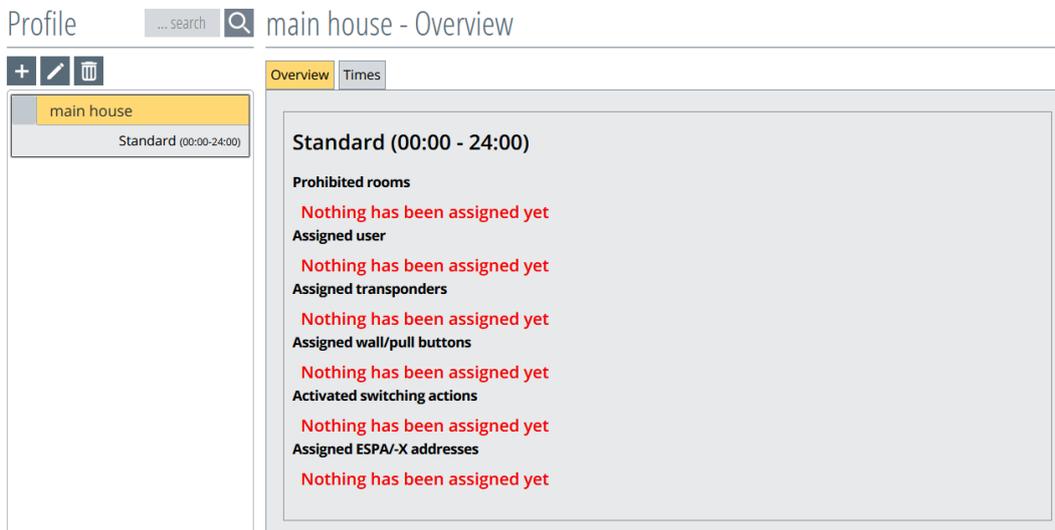


Figure 178: Profile overview

9.3. Profile times

There is a tab for times in the profile overview (Figure 179). Clicking on the tab leads to a screen in which the times are set for all profiles. However, this is only possible in the top profile, as the times are automatically transferred to the subprofiles (Figure 180).

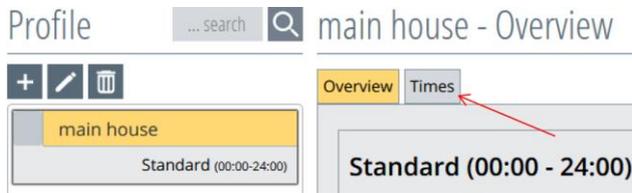


Figure 179: Retrieving the profile time

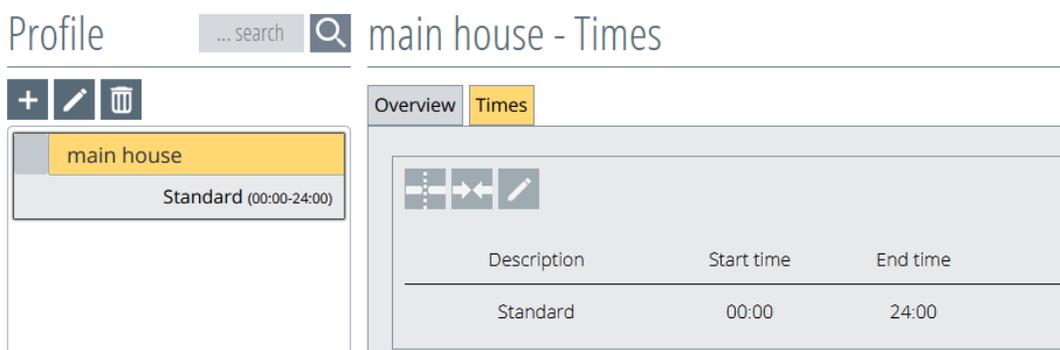


Figure 180: Opening profile times

9.3.1. Setting profile times

To change a profile time, click on the time to be changed with the mouse pointer. This will then turn yellow and the functions become active at the top (Figure 181).

-  Split profile time
-  Merge profile time
-  Change name of profile time
-  Back

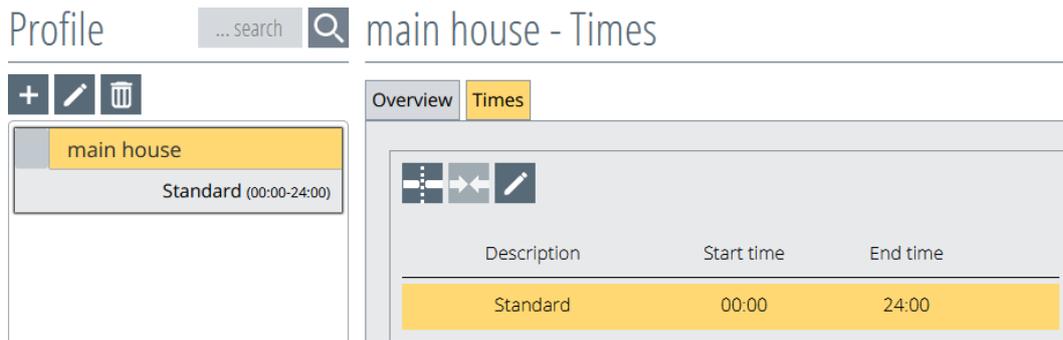


Figure 181: Mark profile time

Clicking on the  button opens another window in which the times are set.

Here you have the option of making a simple division of time or dividing it into time ranges (Figure 182).

The desired time can be selected by pressing the drop-down button next to the times (see red arrows in Figure 182). The red frame remains until there is no overlap between the times.

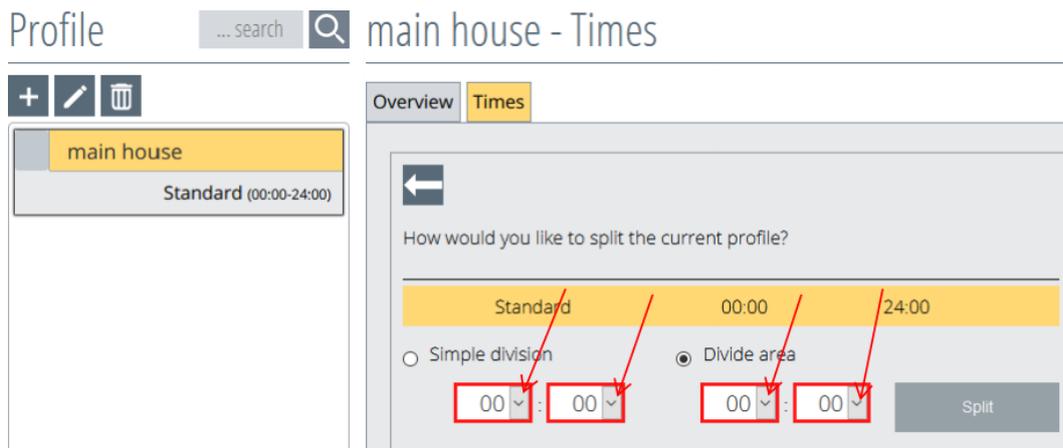


Figure 182: Divide the profile time into areas

Example: Divide the area from 6 am - 6 pm (Figure 183 and Figure 184).



Description	Start time	End time
Standard_1	06:00	18:00
Standard_2	18:00	06:00

Figure 183: Example of dividing the profile time into areas

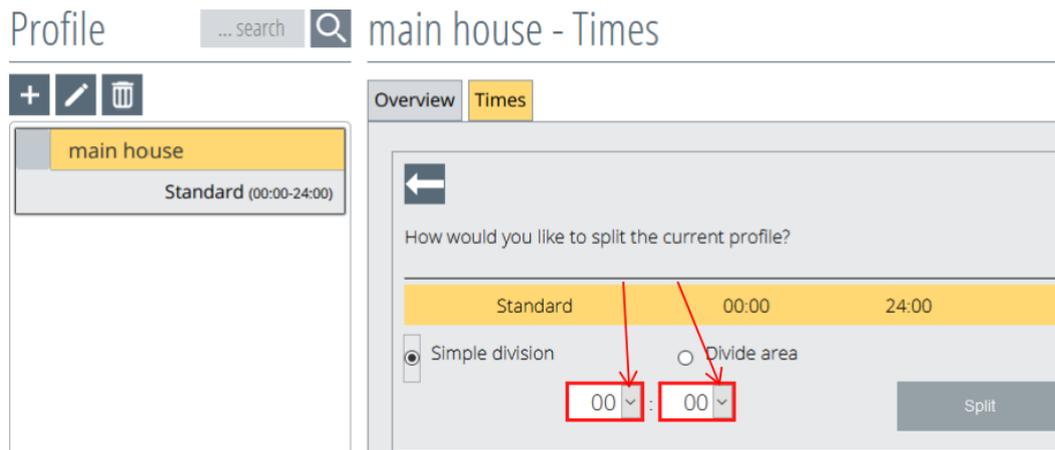


Figure 184: Dividing the profile time

Example: Simple division at 12 pm (Figure 185).

Description	Start time	End time
Standard_1	00:00	12:00
Standard_2	12:00	24:00

Figure 185: Example of a simple division of the profile time

9.3.2. Name profile times

The profile time name must be selected by clicking on it. When clicked on, the desired profile time will turn yellow and is therefore active (Figure 186). In the upper part of the profile time window, the function buttons become active and can be selected.

-  Split profile time
-  Merge profile time
-  Change name of profile time
-  Back

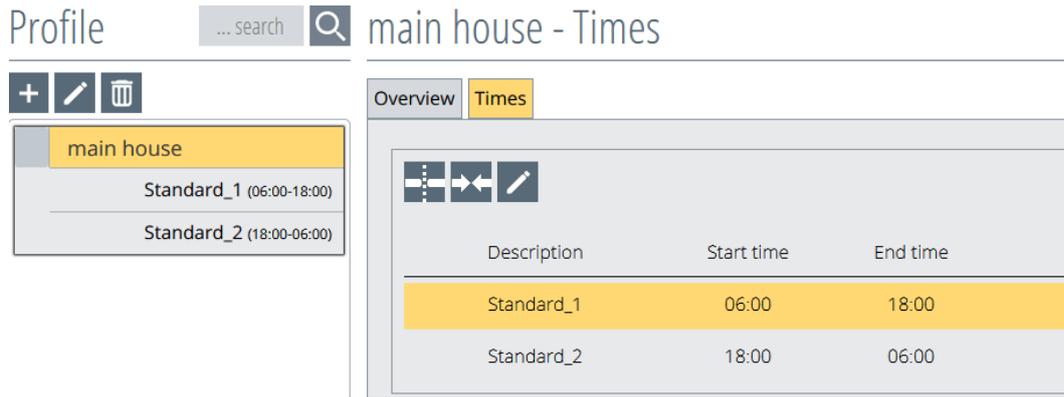


Figure 186: Naming profile times

Clicking the  button will open a box into which the desired profile time designation can be entered. The red frame remains until no duplicate entries are created (Figure 187).

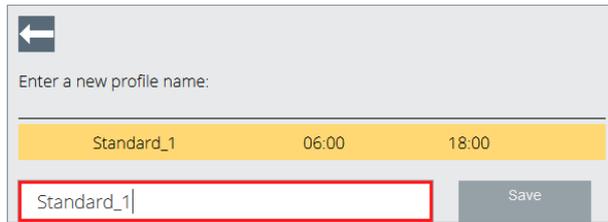


Figure 187: Retrieve the profile time name

After entering the designation, press the "Save" button to end the action (Figure 188).

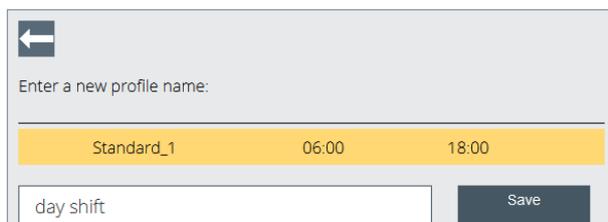


Figure 188: Naming the profile time

Follow the steps described above until all profile times have the desired name.

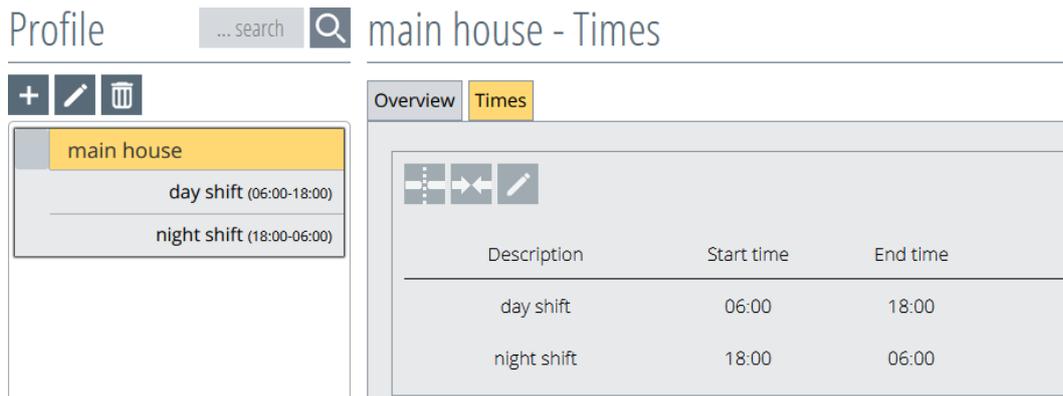


Figure 189: Profile time overview

The newly created and designated profile times are now also displayed in the overview (Figure 189).

9.3.3. Merge profile times

The merge profile times function is required because it is not possible to change a profile time. A new time allocation is only possible with the combination of profile times and redistribution.

Part of a profile time must be clicked on using the mouse in order to merge profile times. This will then turn yellow. In the upper part of the profile time window, the function buttons become active and can be selected (Figure 190).

-  Split profile time
-  Merge profile time
-  Change name of profile time
-  Back

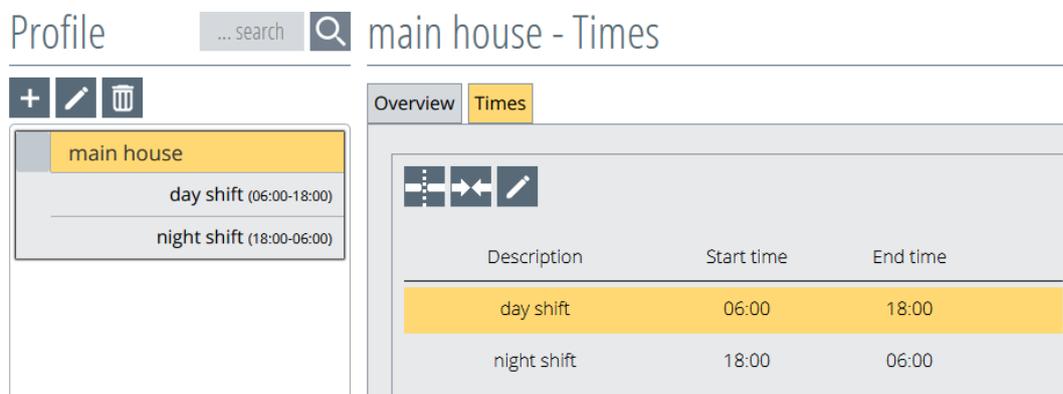


Figure 190: Merging profile times

Using the  button, the screen changes to show the selection of which time should be merged with the highlighted time (Figure 191).

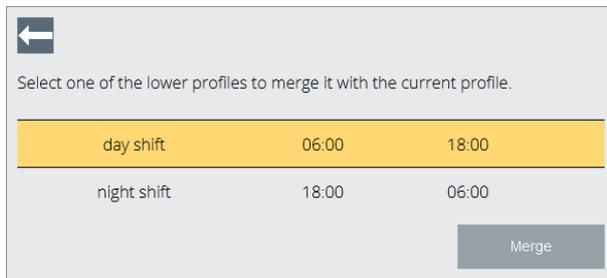


Figure 191: Merge profile times selection

By clicking on the desired time it will turn yellow, and the Merge button will become active.

By pressing the button "**Merge**" the window will close and the selected times are merged (Figure 192).

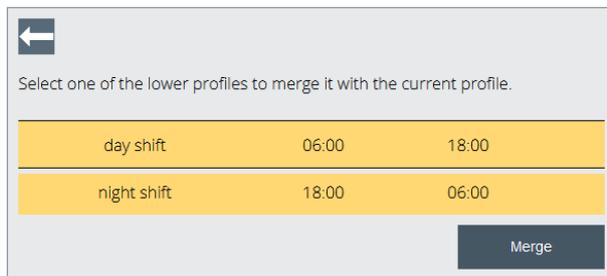


Figure 192: Merge profile times

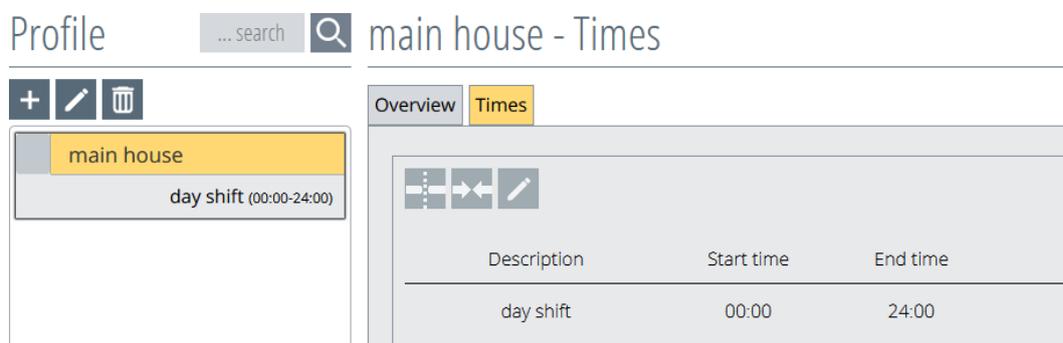


Figure 193: Profile times overview

Now you can change the name as described in Chapter "5.3.2 Naming profile times".

9.4. Prohibited rooms

Prohibited rooms are understood as rooms (and also entrances and exits) that may not be entered or crossed by one or more transponder profiles.

The definition of prohibited rooms and the corresponding settings for the respective transponder profiles are made within the software as described below. A prerequisite for defining prohibited rooms is the appropriate hardware equipment in these rooms.

9.4.1. Assignment of prohibited rooms

The desired profile in the correct profile time must be clicked on in order to assign the profile to the prohibited rooms. A screen will then open, in which the available rooms are displayed (Figure 194).

The profile time "day shift" has been selected in the profile "main building". The function tab "Rooms" is active.

To be able to select a room, it must first be created under the "**Environment**" menu. This is described separately in Chapter 4 "Setting Up the Environment".

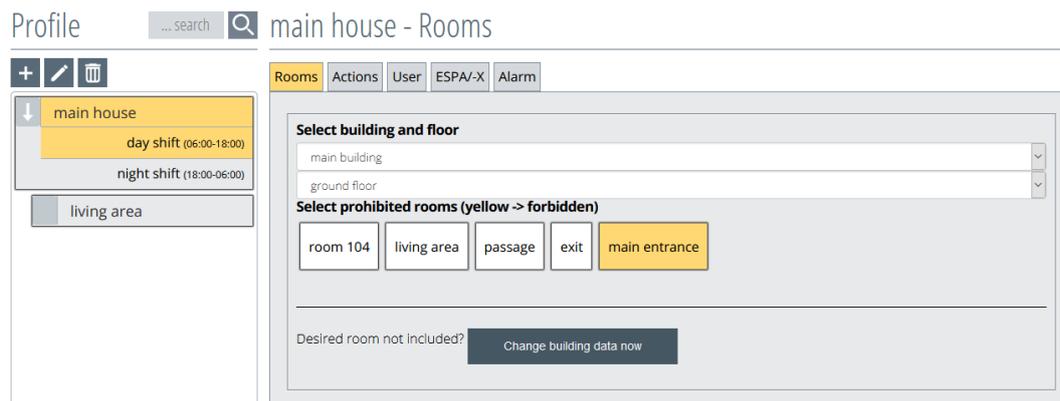


Figure 194: Selecting the prohibited rooms profile

You can now activate the rooms or exits to prohibited rooms by clicking on the room buttons. Activated rooms are displayed in yellow (Figure 196). If the room has not been selected as a prohibited room, it will remain white.

If the detection field of a room is already linked to an action, it can no longer be selected as a "forbidden room" in this profile and is greyed out and also displayed as a tooltip. This also applies to all subprofiles.

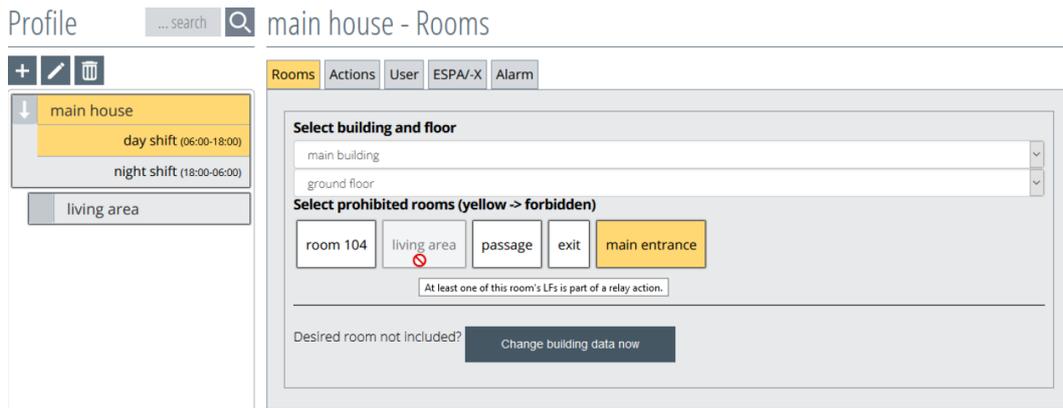


Figure 195: Rooms already allocated as action

If there are several buildings and floors, these can be selected using the drop-down buttons (see red arrows in Figure 196).

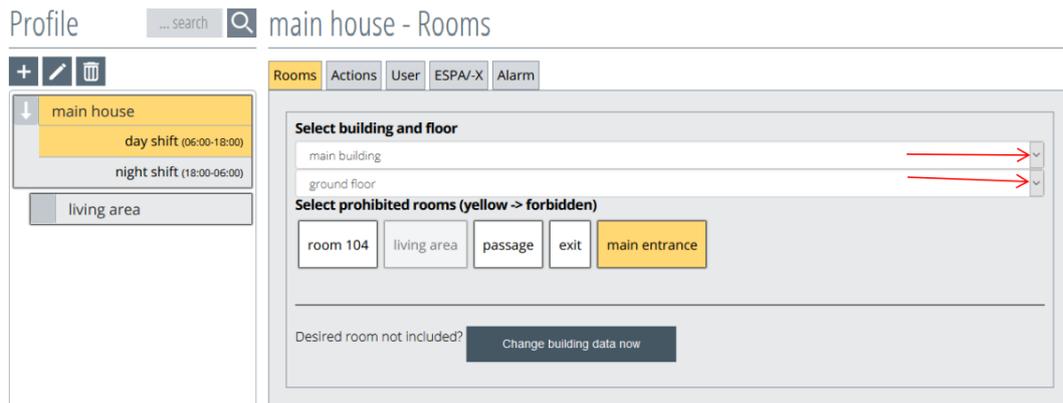


Figure 196: Selecting the profiles for the building and floor of prohibited rooms

This process - selection and assignment of prohibited areas - must be carried out for each profile and subprofile, as well as the profile time located there.

Clicking on the arrow in the top profile (red arrow) opens the subprofiles, which can therefore also be edited (Figure 197).

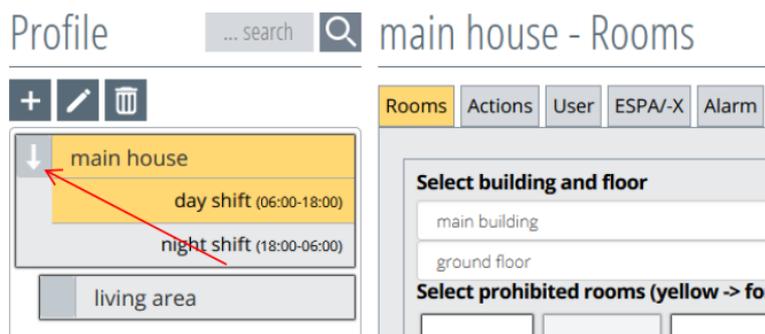


Figure 197: Opening up the profile

If a room is not listed, you can switch to the environment menu using the button "**Change building data now**" and fill in the missing rooms (Figure 198). If the room has already been created and selected in the top profile, it will no longer be displayed in the subprofiles. The "prohibited rooms" function is automatically transmitted to the subprofile and is therefore no longer visible/selectable in the subprofiles.

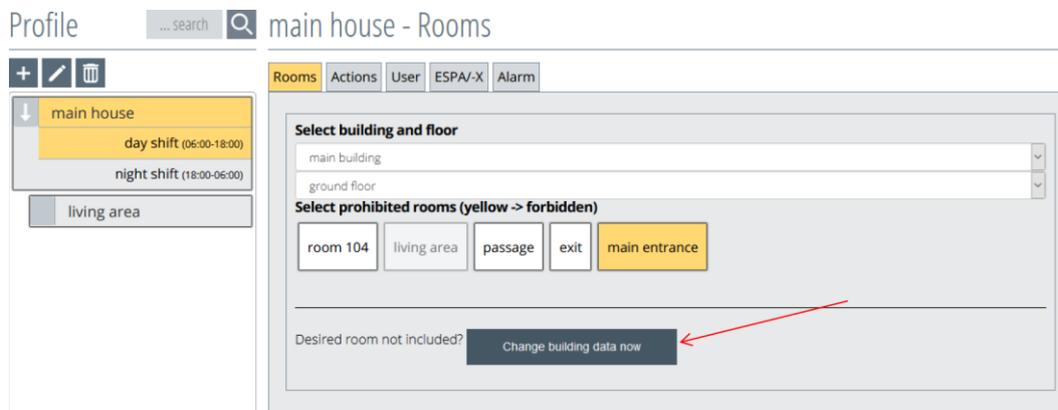


Figure 198: Profile - switch to manage the environment

9.4.2. Disabling prohibited rooms

If a prohibited room should be changed back into a permitted room, click on the desired room once again. By clicking again, the room changes colour from yellow to white and is therefore deactivated and becomes accessible in this profile as a permitted room. The deactivation of a "prohibited room" in a top profile automatically creates this room as a "prohibited room" in the subprofiles, in order to avoid undesired deactivation in the subprofiles. If the "prohibited room" is not required in the subprofiles, it must be deactivated in the respective subprofiles.

Permitted rooms main entrance (white) do not trigger an alarm.

Prohibited rooms main entrance (yellow) trigger alarms.

9.4.3. Overview of prohibited rooms

The assigned prohibited rooms are listed under the same name in the profile overview. For a better overview, you will find the corresponding floor in brackets behind the name (Figure 199).

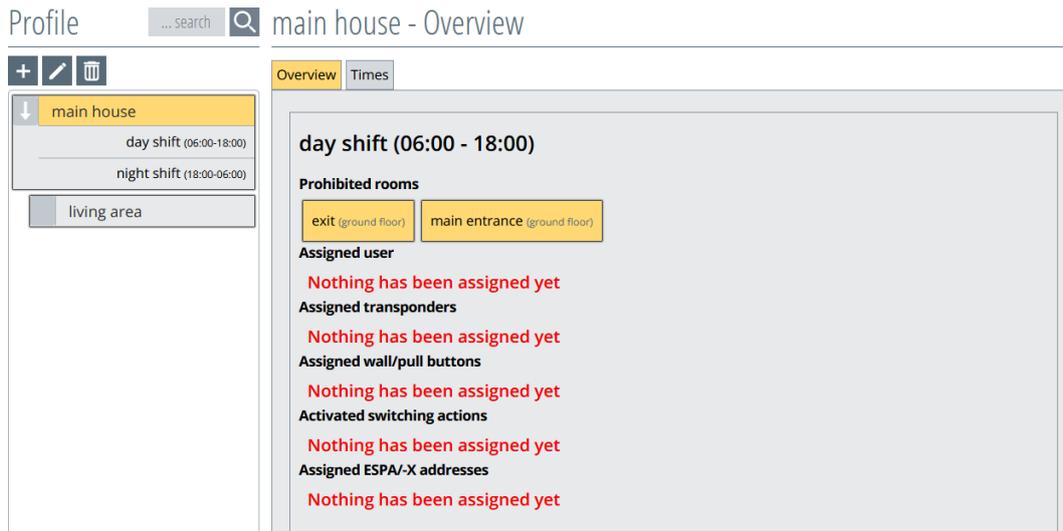


Figure 199: Overview of prohibited rooms profile

The "prohibited rooms" in the subprofiles are displayed in grey-yellow in the overview (Figure 200).

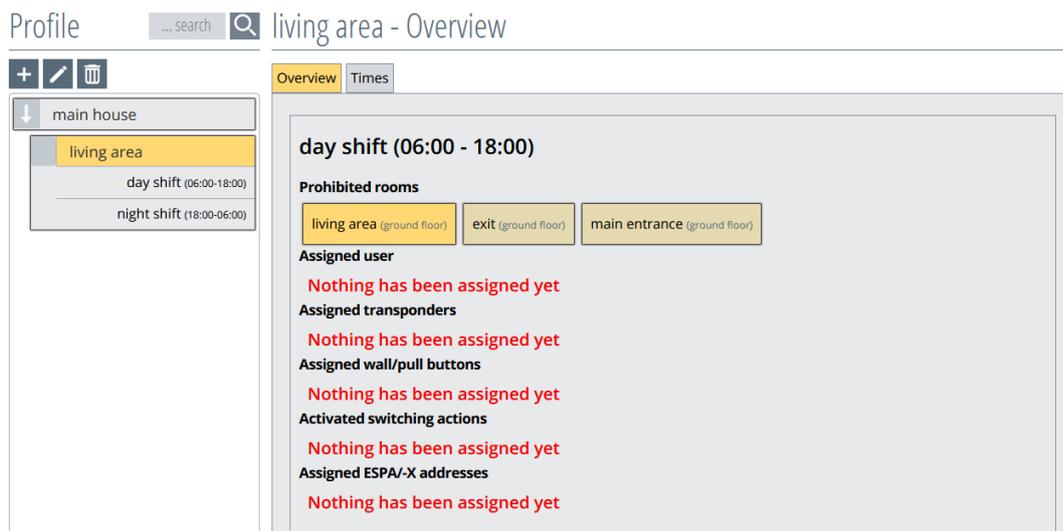


Figure 200: Overview of prohibited rooms subprofile

9.5. Profile actions

Profile actions are defined as the set alarming or switching behaviour which will be triggered by a transponder entering an LF detection field of specific transponder profiles.

The following actions can be selected:

- Action suppression alarm
- Alarm on entry
- No alarm
- Selective door control

You can find out how to create new actions in Chapter 5.

9.5.1. Assign actions to a profile

In order to assign actions to the profile, click on the desired profile in the correct profile time. It opens a screen with different function tabs (Figure 201).

The profile time "day shift" has been selected in the profile "main building". The function tab "Actions" is active.

An action must firstly be created before you can select it (see Chapter 5).

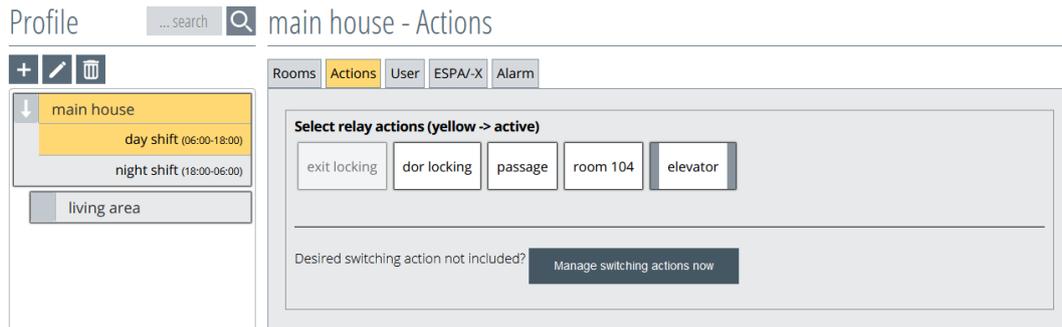


Figure 201: Selecting the profile action

These can be activated by clicking on the "Actions" button. If an action appears highlighted in yellow, it is activated. If the action is not selected, it will remain white (Figure 202).

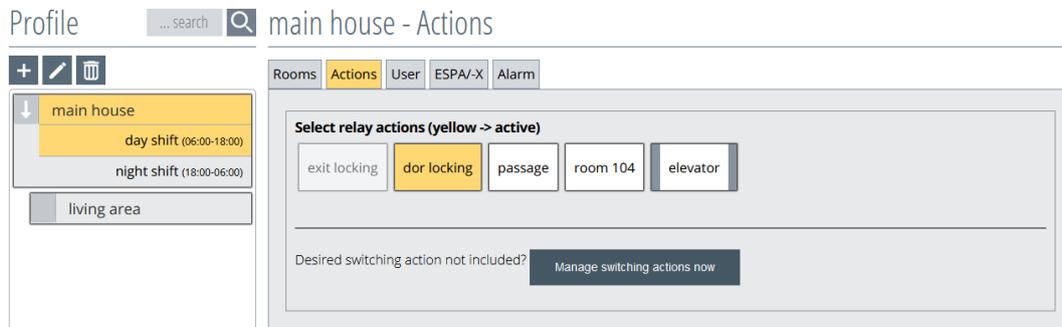


Figure 202: Assigning actions to a profile

This process - the selection and assignment of switching profiles - must be carried out for each profile and subprofile, as well as the profile time located there.

Clicking on the arrow in the top profile (see the red arrow in Figure 203) opens the subprofiles, which can therefore also be edited.

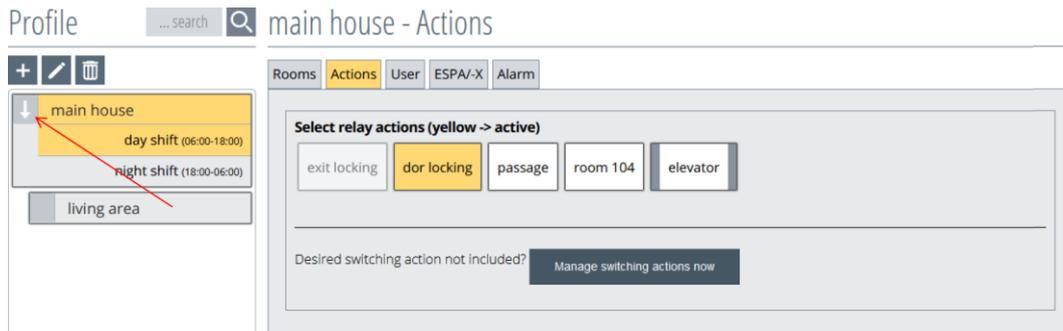


Figure 203: Opening up the profile

If a desired action is not listed, you can use the "**Manage switch actions now**" button to switch to the action menu and fill in the missing actions (Figure 204). If the action has already been created and selected in the top profile, it will no longer be displayed in the subprofiles. The "Select relay action" function is automatically transmitted to the subprofile and is therefore no longer visible/selectable for the subprofiles.

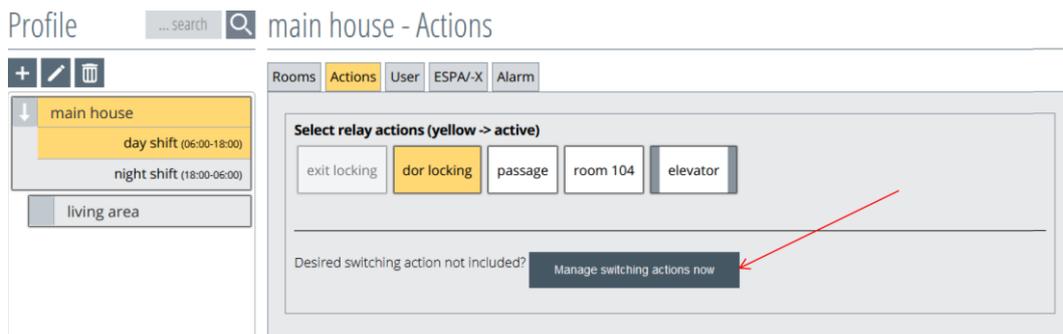


Figure 204: Profile - switch to manage actions

9.5.2. Assigning Elevator Actions to a Profile

To assign Elevator actions to the profile, the desired profile must be clicked on in the correct profile time. A view opens with various function tabs (Figure 205).

In the example, the profile time "Day shift" was selected in the profile "Main house". The function tab "Actions" is active.

To be able to select an Elevator action elevator it must first be created (cf. chapter 6).

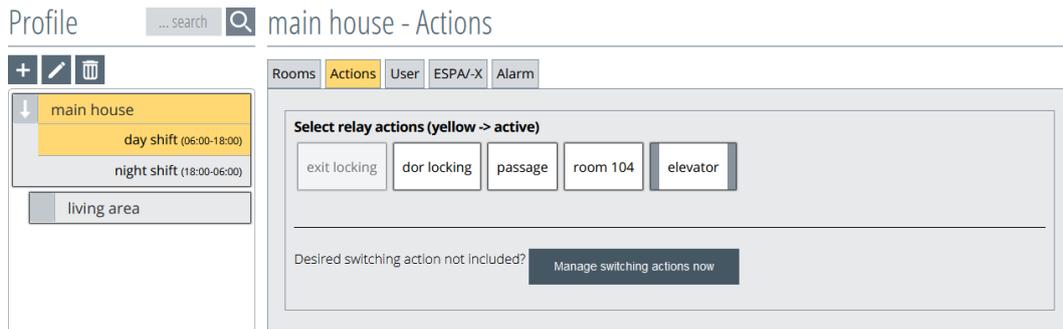


Figure 205: Profile Select Elevator Action

By clicking on the "Elevator actions" buttons, these can be activated. If an Elevator action appears with a yellow background, it is activated (Figure 206). If the action is not selected, it remains white (Figure 205).

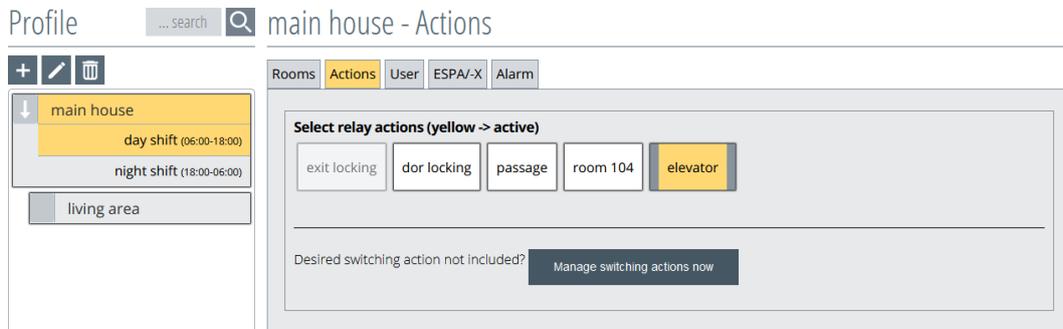


Figure 206: Profile Assign Elevator Actions

This process of selecting and assigning Elevator switching actions is to be carried out for each profile and sub-profile and the profile time therein.

Clicking on the arrow in the upper profile (see red arrow in Figure 207) opens the subprofiles, which can now also be edited.

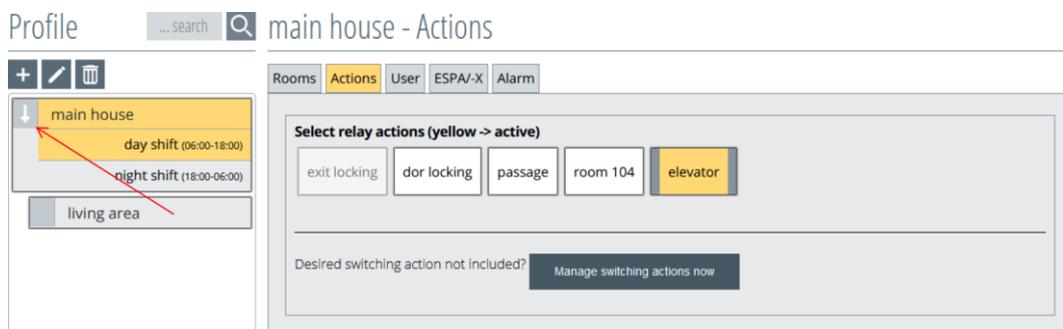
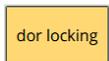


Figure 207: Open profile

9.5.3. Deactivate actions

If an action should be deactivated again, click on the desired action once again. By clicking again, the action changes its colour from yellow to white and is therefore deactivated and can be selected again.

IMPORTANT! The deactivation of a "switching action" in an upper profile automatically generates this switching action in the subprofiles in order to avoid undesired deactivation in the subprofiles. If the "switching action" is not required in the subprofiles, it must be deactivated in the respective subprofile.



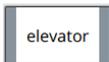
Action active (yellow)



Action deactivated (white)



Elevator-Action active (yellow)



Elevator-Action deactivated (white)

9.5.4. Overview of profile actions

The assigned activated switching actions are listed under the section of the same name in the profile overview (Figure 208).

The screenshot shows a web interface for profile management. At the top, there is a search bar and the title 'main house - Overview'. Below this, there are navigation tabs for 'Overview' and 'Times'. The main content area is divided into sections. On the left, there is a sidebar with a tree view showing 'main house' (expanded) with sub-items 'day shift (06:00-18:00)', 'night shift (18:00-06:00)', 'living area', and 'room'. The main content area shows the 'day shift (06:00 - 18:00)' section. Under this section, there are several categories: 'Prohibited rooms' (with a yellow button for 'main entrance (ground floor)'), 'Assigned user' (with red text 'Nothing has been assigned yet'), 'Assigned transponders' (with red text 'Nothing has been assigned yet'), 'Assigned wall/pull buttons' (with red text 'Nothing has been assigned yet'), 'Activated switching actions' (with a yellow button for 'elevator' and a white button for 'LF 2'), and 'Assigned ESPA/-X addresses' (with red text 'Nothing has been assigned yet').

Figure 208: Profile actions overview

The "switching actions" in the subprofiles are displayed in grey-yellow in the overview (Figure 209).

Profile living area - Overview

Overview Times

main house

living area

day shift (06:00-18:00)

night shift (18:00-06:00)

room

day shift (06:00 - 18:00)

Prohibited rooms

main entrance (ground floor)

Assigned user

Nothing has been assigned yet

Assigned transponders

Nothing has been assigned yet

Assigned wall/pull buttons

Nothing has been assigned yet

Activated switching actions

dor locking (∞) LF 5

exit locking (∞) LF 3

passage (∞) LF 6

elevator (∞) LF 2

Assigned ESPA/-X addresses

Nothing has been assigned yet

Figure 209: Subprofile action overview

Profile room - Overview

Overview Times

main house

living area

room

day shift (06:00-18:00)

night shift (18:00-06:00)

day shift (06:00 - 18:00)

Prohibited rooms

main entrance (ground floor)

Assigned user

Nothing has been assigned yet

Assigned transponders

Nothing has been assigned yet

Assigned wall/pull buttons

Nothing has been assigned yet

Activated switching actions

room 104 (∞) LF 4

dor locking (∞) LF 5

exit locking (∞) LF 3

passage (∞) LF 6

elevator (∞) LF 2

Assigned ESPA/-X addresses

Nothing has been assigned yet

Figure 210: Subsubprofile action overview

9.5.5. Switching action function

- **Action suppression alarm**

During this action, a door status (open or closed) is checked via a wired reed contact or via a radio reed contact. If the door is open, no switching action is performed when entering an LF field. At the same time, an alarm is generated in the alarm display. If the door is closed, the switching action is only performed when entering an LF field (Figure 211).



Figure 211: Action alarm on action suppression

- **Alarm on entrance**

In this action, a switching action is performed when an LF field is entered, and an alarm is generated in the alarm display (Figure 212).

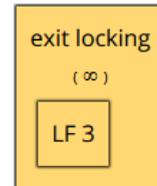


Figure 212: Action alarm on entry

- **No alarm (switching action only)**

In this action, only a switching action is performed when an LF field is entered (Figure 213).

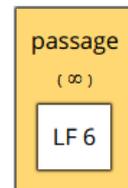


Figure 213: Action no alarm

- **Selective door control**

With this action, a switching action is triggered when a LF field is entered by resident and staff transponders. Optionally, a wired reed contact or radio reed contact can be used to check the door for its status (open or closed) and a switching action can only be triggered when the door is closed. Otherwise, the relay also switches when the door is open (Figure 214).

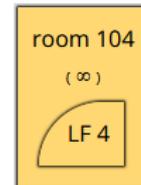


Figure 214: Action - selective door control

- **Elevator action**

With this action, a switching action is carried out when an LF field is entered and an alarm is generated in the alarm display. If the LF field is left, the relay drops out and the alarm is acknowledged (Figure 215).

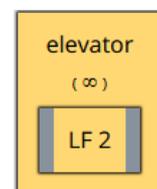


Figure 215: Action - Elevator

For information on how to set up the switching actions, see Chapter 5 and Elevator actions Chapter 6.

9.5.6. Switching action times

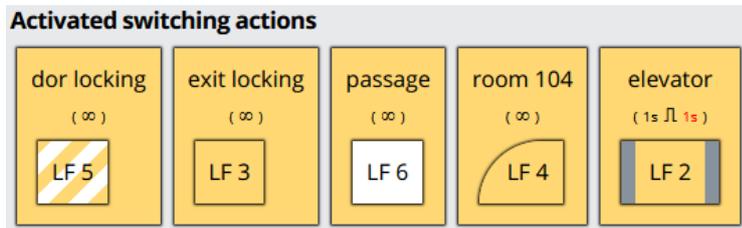


Figure 216: Switching action times

Explanation of symbols:

- (∞) The relay is permanently energised for the duration of the transponder's stay in the LF detection field
- $(5s \rightarrow \infty)$ The relay is energised with a delay of 5 seconds (red) and is permanently energised for the duration of the transponder stay in the LF
- $(5s \rightarrow 3s)$ The relay energises with a 5 second delay (red) and is energised for a duration of 3 seconds. The relay drops out after 3 seconds, even if the transponder is still in LF.
- $(5s \rightarrow 1s \sqcap 1s)$ The relay energises with a 5 second delay (red) and pulses \sqcap with pulse lengths of 1 second (black) with pulse pauses of 1 second (red).

9.5.7. Switching action behaviour

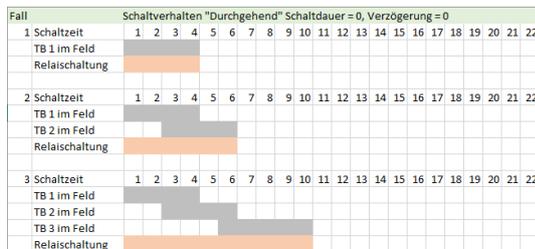


Figure 217: Switching behaviour Example 1

The relay remains energised until no more transponders are present in the detection field. Even if different transponders change their presence in the detection field. The switching action does not start again until all transponders have left the detection field and re-entered it.

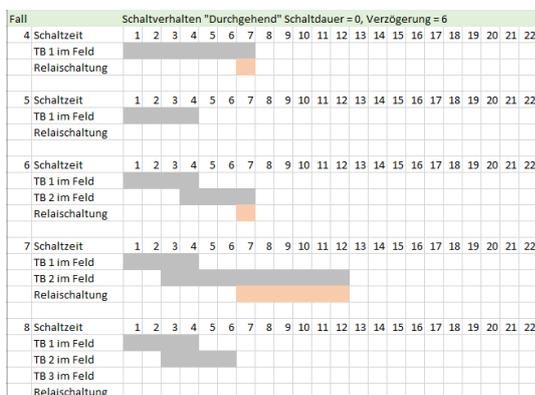


Figure 218: Switching behaviour Example 2

The relay energises after the elapsed delay time as long as there is still a transponder in the detection field and remains energised until there is no longer a transponder in the detection field. Even if different transponders change presence in the detection field. If the transponder leaves the detection field before the delay time has elapsed, no switching action is triggered. The switching action does not start again until all transponders have left the detection field and re-entered it.

9.6. User allocation

The term "user" refers to the system users. It is possible to assign different profiles to different users (= user profiles) with the SCC 5.0 software. This makes it possible to set which user receives an appropriate message when an action is triggered by a transponder profile.

9.6.1. Assign a profile to a user

In order to assign users to the profile, click on the desired profile in the correct profile time. This opens a view in which the available function tabs are displayed (Figure 223).

The profile time "day shift" has been selected and the profile "main building". The function tab "User" is active and is displayed in yellow.

In order to be able to select a user, it must be created beforehand. You can find out how to create a new user in Chapter 3.

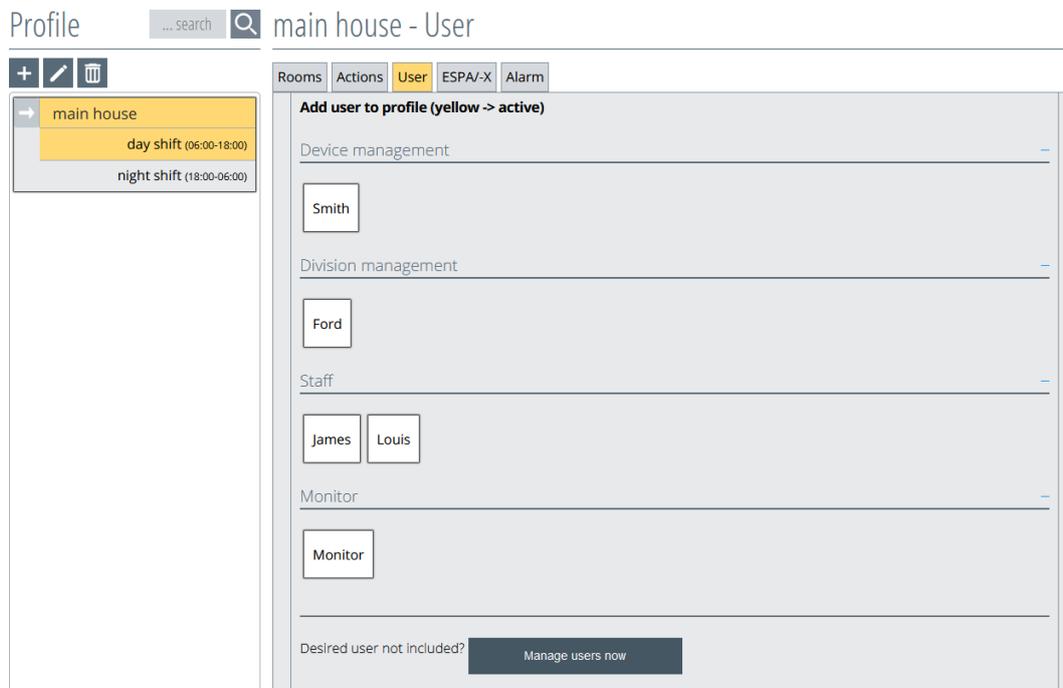


Figure 223: Select profile user

Now users can be activated by clicking on the "user" buttons. Activated users are displayed highlighted in yellow. If a user is not selected, the user remains displayed in white (Figure 224).

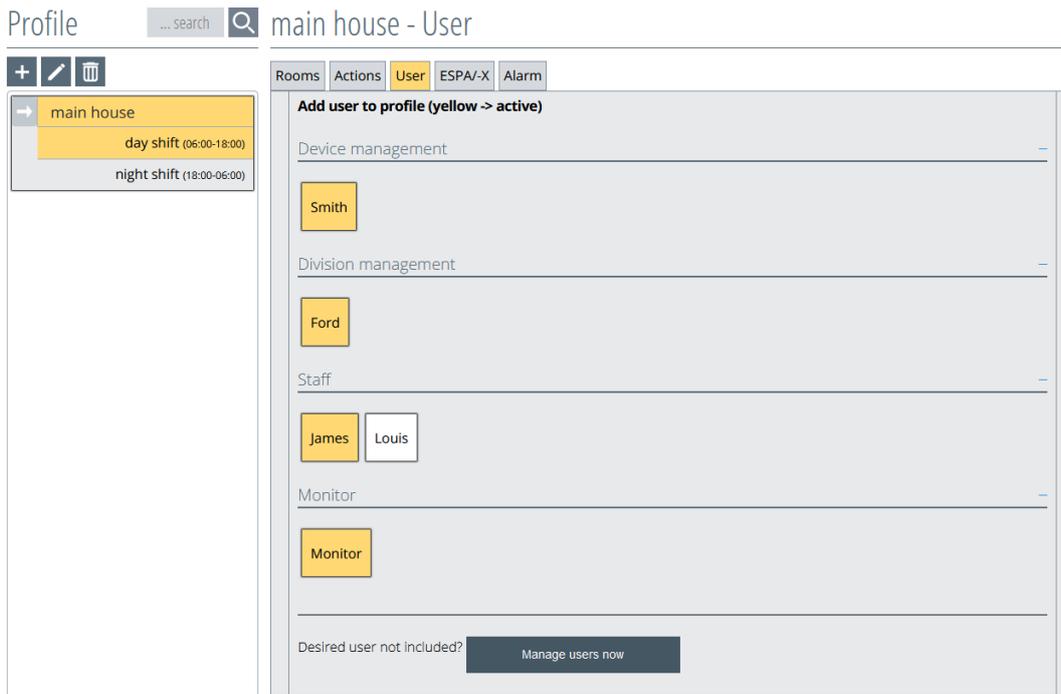


Figure 224: Select user profile

This process - the selection and assignment of users - has to be carried out repeatedly for each profile, subprofile and the profile time contained therein, as the user is not transferred from the top profile to the subprofile.

Clicking on the arrow in the top profile (see the red arrow in Figure 225) opens the subprofiles, which can therefore also be edited.

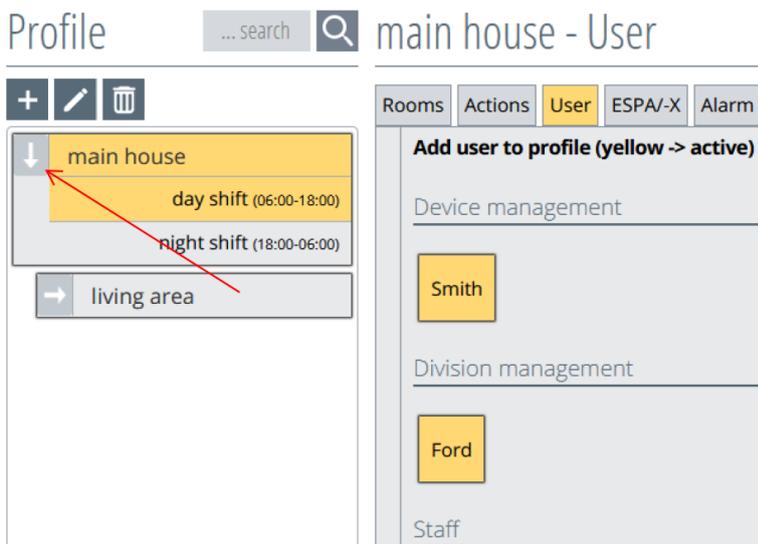


Figure 225: Opening up the profile

If a desired user is not listed, you can switch to user management using the button "**Manage users now**", and fill in the missing users (Figure 226).

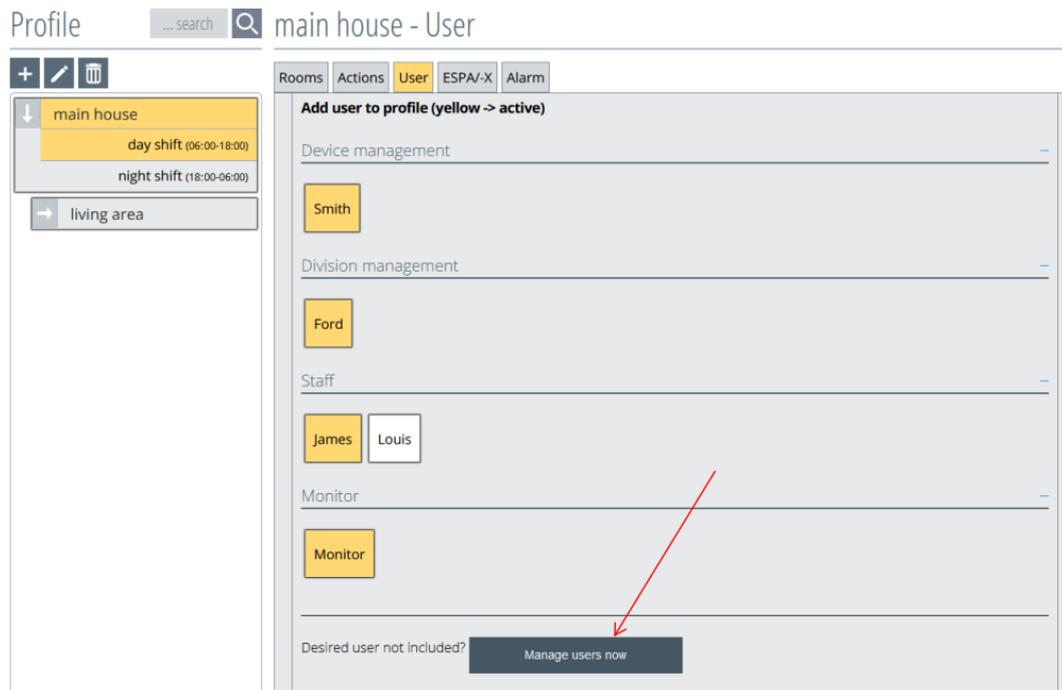


Figure 226: Profile - switch to manage users

9.6.2. Deactivate users

If a user should be deactivated once again, click on the desired user. By clicking again, the user changes colour from yellow to white and is therefore deactivated.

 **User active (yellow)**

 **User deactivated (white)**

9.6.3. Overview of profile users

The activated assigned users are listed under the section of the same name in the profile overview (Figure 227).

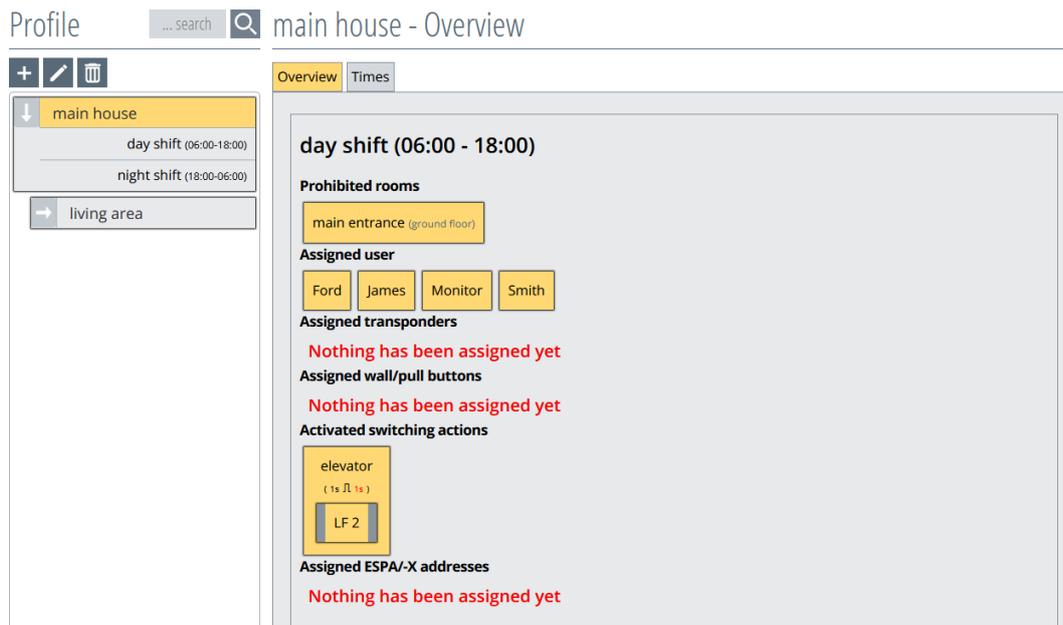


Figure 227: Profile user overview

9.7. Alarm interface

In the following, the contact points of the two subsystems (SCC 5.0 server and signalling system) via which the communication takes place are called alarm interfaces. In addition to the ESPA 4.4.4 interface, the SCC 5.0 software also offers ESPA-X.

9.7.1. Assign alarm interfaces (ESPA/-X)

To assign alarm interfaces to the profile (ESPA/-X), click on the desired profile in the correct profile time. This opens a view in which the available alarm interfaces (ESPA/-X) are displayed (Figure 228).

The profile time "**day shift**" has been selected in the profile "**main building**". The function tab "**ESPA/-X**" is active and is therefore displayed in yellow.

To be able to select an alarm interface (ESPA/-X), it must first be created under the menu "**ESPA/-X**". You can find a separate description of this in **Chapter 7**.

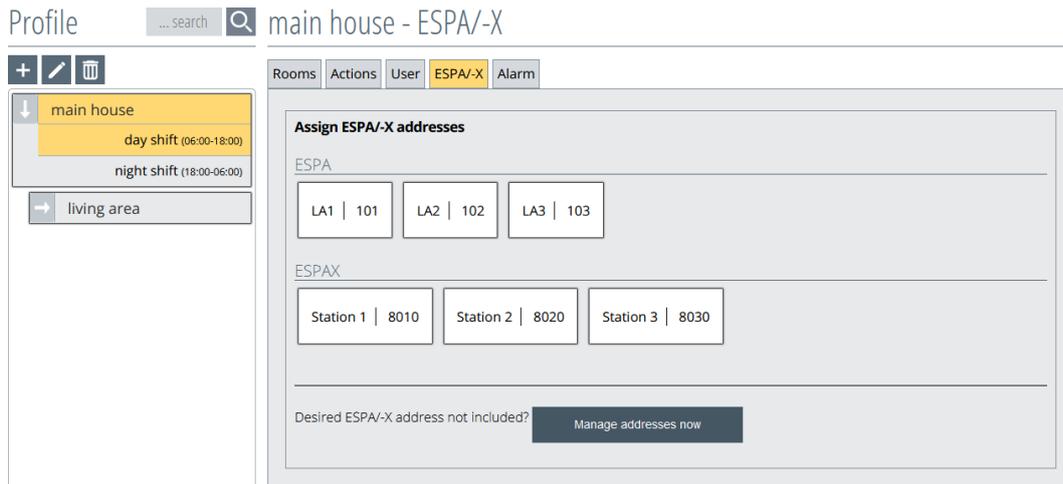


Figure 228: Select profile alarm interface (ESPA-X)

You can now activate the alarm interface by clicking on the "ESPA" button, which turns it yellow (Figure 229). If the alarm interface is not selected, it remains white.

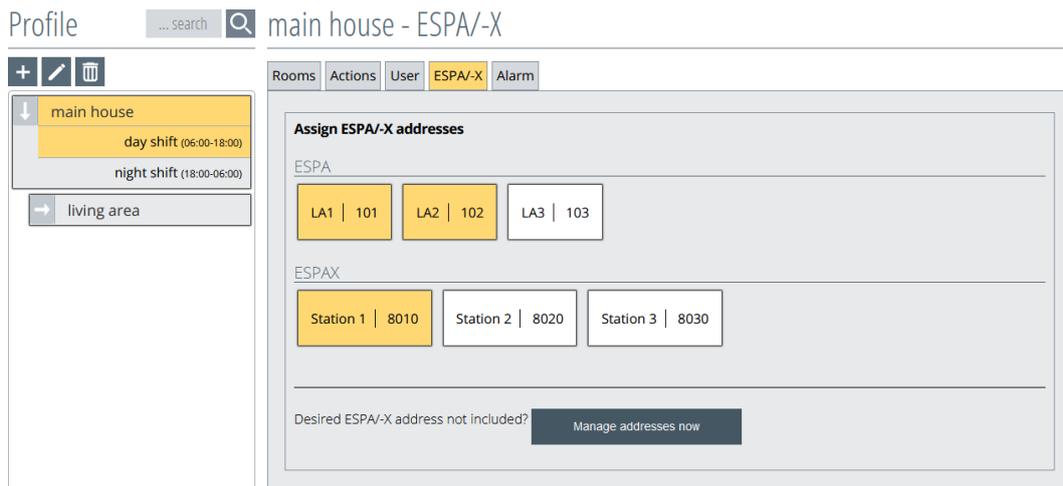


Figure 229: Select profile alarm interface (ESPA)

This process - the selection and assignment of alarm interfaces (ESPA) - has to be carried out for each profile as well as the subprofile and the profile time contained therein, as the settings are not automatically transferred.

You can open the subprofiles by clicking on the arrow in the top profile (see red arrow in Figure 230). These can now be edited.



Figure 230: Opening up the profile

If a desired interface address is not listed, the button "**Manage addresses now**" can be used to switch to the ESPA/-X administration and add missing addresses (Figure 231)

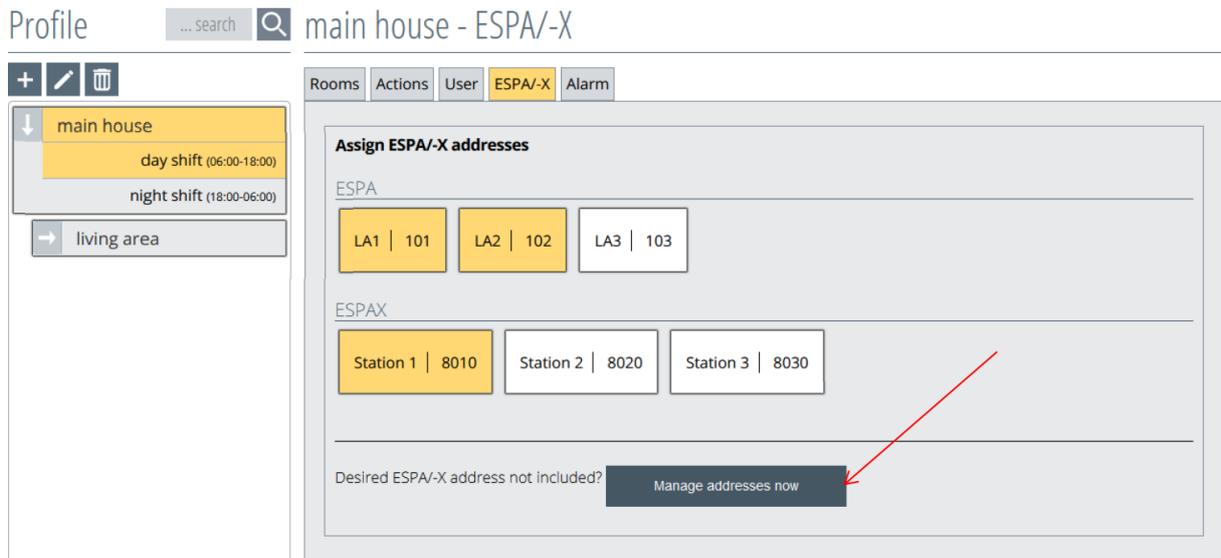


Figure 231: Profile - switch to Manage interfaces

9.7.2. Deactivate alarm interfaces (ESPA/-X)

If an alarm interface should be deactivated again, click on the desired alarm interface once again. By clicking again, the alarm interface changes its colour from yellow to white and is therefore deactivated.

LA1 | 101 Alarm interface (ESPA) active (yellow)

LA1 | 101 Alarm interface (ESPA) deactivated (white)

9.7.3. Overview of alarm interfaces (ESPA/-X)

The activated assigned ESPA/-X interfaces are listed under the section of the same name in the profile overview (Figure 232).

The screenshot shows a web interface for a profile named 'main house'. The page has a search bar and a navigation menu on the left. The main content area is titled 'day shift (06:00 - 18:00)' and contains several sections:

- Prohibited rooms:** A yellow button labeled 'main entrance (ground floor)'.
- Assigned user:** Three yellow buttons labeled 'Ford', 'James', and 'Monitor', and one white button labeled 'Smith'.
- Assigned transponders:** A red text message: 'Nothing has been assigned yet'.
- Assigned wall/pull buttons:** A red text message: 'Nothing has been assigned yet'.
- Activated switching actions:** A yellow button labeled 'elevator (1st fl. 1st)' with a sub-button labeled 'LF 2'.
- Assigned ESPA/-X addresses:** Three yellow buttons labeled 'LA1 | 101', 'LA2 | 102', and 'Station 1 | 8010'.

Figure 232: Profile alarm interfaces (ESPA/-X) overview

9.8. Alarm sequence (escalation)

With the SCC 5.0 software, you have the option of defining an alarming sequence (also: escalation in case of time-delayed alarming). This means that you can freely determine which user, at what time, should receive a message when an action has been triggered by a transponder profile.

To set an alarm sequence in the profile, the desired profile must be clicked on in the correct profile time. Then a view opens in which the available users and alarm interfaces for the alarm sequence are displayed (Figure 233).

In the example, the profile time "Day shift" was selected in the profile "Main house". The function tab "Alarm" is active.

In order to be able to select a user or an alarm interface, these must first have been created under the respective menu items (see chapter 3 „Set up a new user“ and chapter 7 „Alarm interfaces to external devices“).

Furthermore, the desired user(s) or alarm interface(s) must be selected/activated in the profile under the correct profile time in the tab "User" or "ESPA/-X". The respective active button turns yellow (see chapter 9.6 „User allocation“ and 9.7 „Alarm interface“).

The selected users/alarm interface are now listed in the "Alarm" tab and are placed in escalation level 1 immediate alarming after activation.

The screenshot shows the 'main house - Alarm' configuration window. On the left, a sidebar lists profile times: 'main house' (selected), 'day shift (06:00-18:00)', 'night shift (18:00-06:00)', and 'living area'. The main area has tabs for 'Rooms', 'Actions', 'User', 'ESPA/-X', and 'Alarm' (active). Below the tabs is a table titled 'Alarm behaviour for this profile. The respective times refer to the time of the first alarm triggering.' The table has columns for 'Interface / User', 'Level 1', 'Level 2', 'Level 3', and 'Level 4'. Each cell contains a control element with a '0', a '+' sign, a '-' sign, and a play button icon. The 'Level 1' column for all rows has a yellow background, indicating that all listed interfaces and users are selected for immediate escalation at Level 1.

Interface / User	Level 1	Level 2	Level 3	Level 4
LA1 (ESPA)	0 + - [play]			
LA2 (ESPA)	0 + - [play]			
Station 1 (ESPAX)	0 + - [play]			
Smith	0 + - [play]			
Ford	0 + - [play]			
James	0 + - [play]			
Monitor	0 + - [play]			

Figure 233: Select profile alarm sequence

There are five columns in this alarm window. Column 1 (Figure 235) lists the selected interfaces (ESPA/-X) and users provided for escalation.

In columns 2-5 (Figure 235), the delay times can be set up for the respective escalation levels and the repetition times for the repetitions. In the respective level, the alarm delay is shown on the left (yellow) and the repeat time on the right (white). (Figure 234).



Figure 234: Alarm - Level 1

Interface / User	Level 1	Level 2	Level 3	Level 4
LA1 (ESPA)				
LA2 (ESPA)				
Station 1 (ESPAX)				
Smith 1	2	3	4	5
Ford				
James				
Monitor				

Figure 235: Alarm - escalation levels

9.8.1. Set alarm sequence (escalation)

By pressing the **+** or **-** button in "Level 1" (column 2, Figure 235) in the row of the respective user, the times for an alarm delay of the respective user/interface are set.

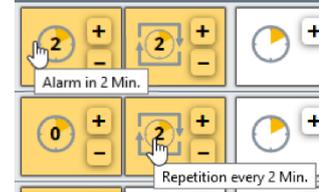
Please note that a higher level must always have a longer delay time than the one below it. If this is not the case, the software recognises this and deactivates the level. The repetition interval can only be set on one level.

By changing the times with the **+** or **-** a "save button" appears (Figure 236). The data is only accepted and activated by pressing the save button. Before the save button is pressed, any changes to the times can be made.



Figure 236: Save alarm

The following examples show how to set different delay times or repetition times. After selecting the time, press the save button to save the settings. If you move the mouse pointer over the respective setting button, the set time appears in a tooltip.



Example 1:

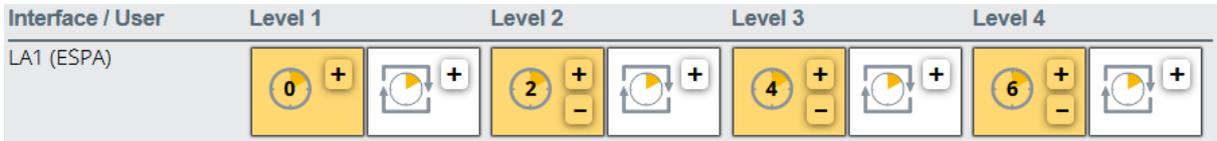


Figure 237: Alarm - Example 1

In example 1, when the alarm is triggered, the interface LA1 is alarmed immediately, after 2, 4, 6 minutes, if the alarm has not been acknowledged before. After 6 minutes, the alarm escalation ends and can only be triggered again after acknowledgement. If the alarm is acknowledged prematurely, the escalation ends.

Example 2:

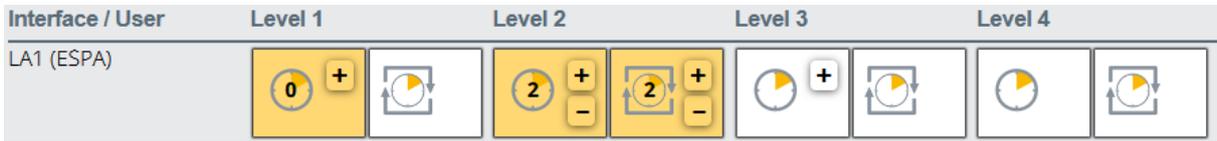


Figure 238: Alarm - Example 2

In example 2, when an alarm is triggered, the LA2 interface is alerted immediately and 2 minutes after the alarm is triggered with a two-minute repetition until the alarm is acknowledged. If the alarm is acknowledged prematurely, the escalation ends.

Example 3:

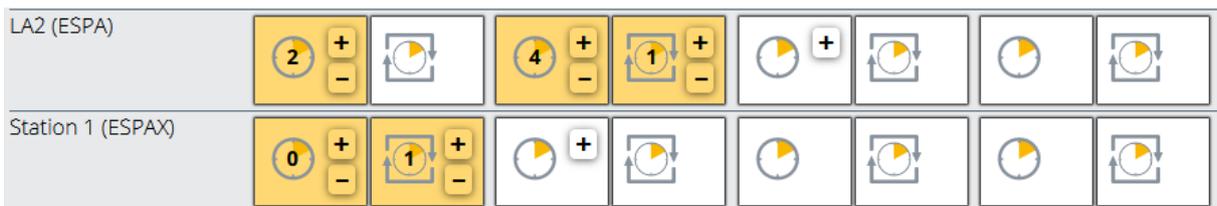


Figure 239: Alarm - Example 3

In example 3, two alarm paths are activated. The alarm to interface **station 1 (ESPAX)** is generated immediately and then with a repetition interval of one minute until the alarm is acknowledged. For

interface **LA2 (ESPA)**, the alarm is generated after two minutes, then four minutes after the alarm is triggered and then with a repetition interval of one minute until the alarm is acknowledged. If the alarm is acknowledged prematurely, the escalation ends.

9.8.2. Editing and checking the alarm

To edit the escalation series in the desired level, change the desired time with the **+** or **-** button and save it with the "Save" button.

To check the alarm time, move the mouse pointer over the respective setting button. The set time appears in a tooltip. (Figure 240 and Figure 241).

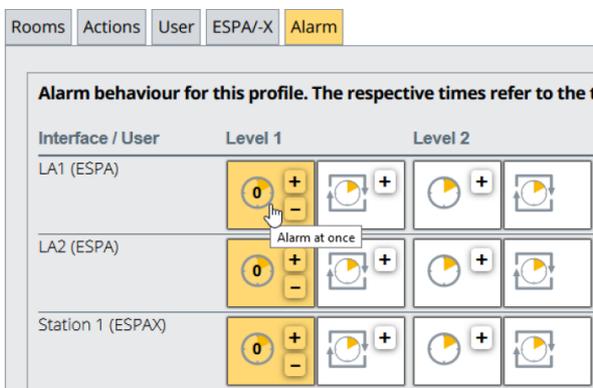


Figure 240: Tooltip - Alarm at once

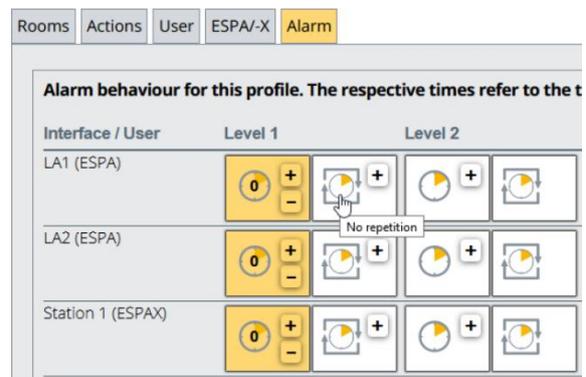


Figure 241: Tooltip - No repetition

9.8.3. Deleting the alarm

If the delay time of level 1 (column 2, Figure 235) is "0" and the **-** button is pressed, the alarm button is deactivated/white (Figure 242). Nach dem Speichern wird die Alarmkette des After saving, the alarm chain of the user/interface is removed from the alarm. If the user/interface is needed again, it must be created again (see chapter 9.6 „User allocation“ and 9.7 „Alarm interface“).

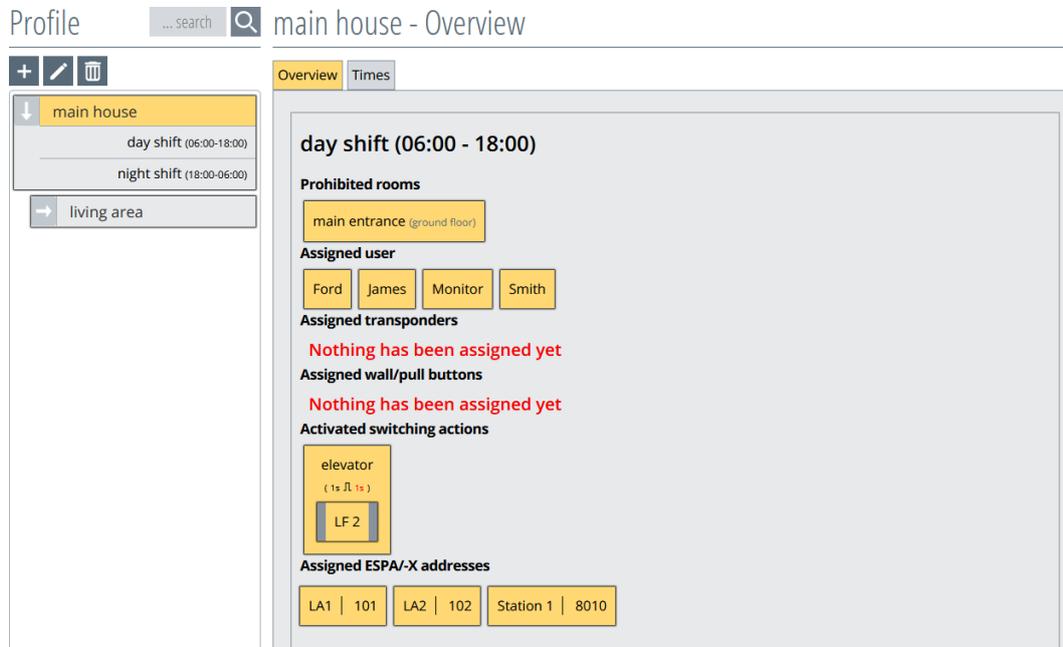


Figure 242: Save alarm

The alarm chain can also be deleted by deactivating the respective user/interface button under the menu tab "User" or "ESPA/-X" (see chapter 9.6 „ User allocation “ and 9.7 „ Alarm interface “).

9.8.4. Profile overview: Alarm sequence (escalation)

In the profile overview, the activated and assigned users are listed under the section of the same name (Figure 243).



The screenshot displays the 'Profile Alarm Sequence (Escalation) Overview' interface. The top navigation bar includes 'Profile', a search field, and 'main house - Overview'. The left sidebar shows a tree view with 'main house' (expanded) containing 'day shift (06:00-18:00)' and 'night shift (18:00-06:00)', and 'living area'. The main content area is titled 'day shift (06:00 - 18:00)' and lists the following alarm sequence components:

- Prohibited rooms:** main entrance (ground floor)
- Assigned user:** Ford, James, Monitor, Smith
- Assigned transponders:** Nothing has been assigned yet
- Assigned wall/pull buttons:** Nothing has been assigned yet
- Activated switching actions:** elevator (1st floor), LF 2
- Assigned ESPA/-X addresses:** LA1 | 101, LA2 | 102, Station 1 | 8010

Figure 243: Profile Alarm Sequence (Escalation) Overview

10. Setting up the transponder

There are several transponder types that can be managed in this software.

Transponder for standard applications:

- Patient/resident transponder (ID 1xxx)
For patients/residents to generate emergency alarms
- Emergency call transponder (ID 7xxx)
For patients/residents to generate emergency alarms and escapee alarms
- Nurse transponder (ID 8xxx)
For nursing staff to:
 - Accompany patients/residents without triggering an alarm
 - Reset alarms
 - To trigger doctors' calls
 - To confirm doctors' calls
- Wall button and pull rope switch (ID 5xxx)
To trigger emergency call alarms

Transponder for special applications:

- Baby transponder (ID 3xxx)
- Mother transponder (ID 9xxx)

The transponders have specific number ranges (in brackets) and are identified by these numbers.

For a transponder to be created, it is necessary that it has already been detected by the system. If the transponder was in an LF field at least once, it will automatically be registered in the system.

Tip: Use a pairing station on your PC to easily add new transponders to the system.

Click on the "**Transponder**" button in the left menu bar, as shown in Figure 244.

The window of the transponder overview will now open (Figure 245). If the transponders have already been created, you will now see an "Overview of active transponders". The list will still be empty when it is first created.

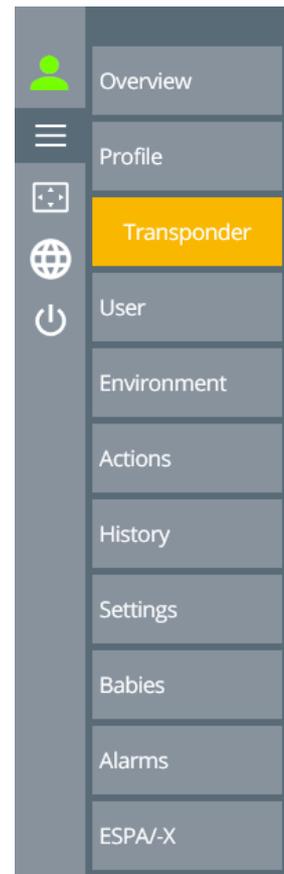


Figure 244: Transponder menu selection

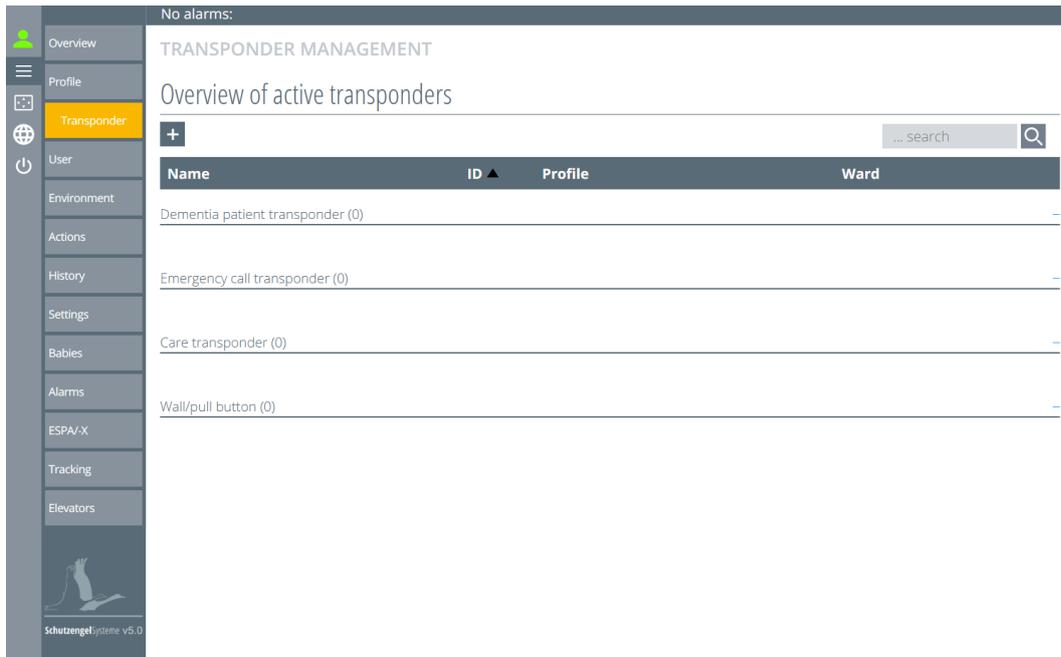


Figure 245: Overview of transponders

10.1. Creating a new transponder

Click on the **+** button at the top left of the transponder overview (Figure 245).

The "Transponder Management" window will open, in which all transponder types that have already been detected by the system are displayed (Figure 246).

TRANSPONDER MANAGEMENT

Save as new

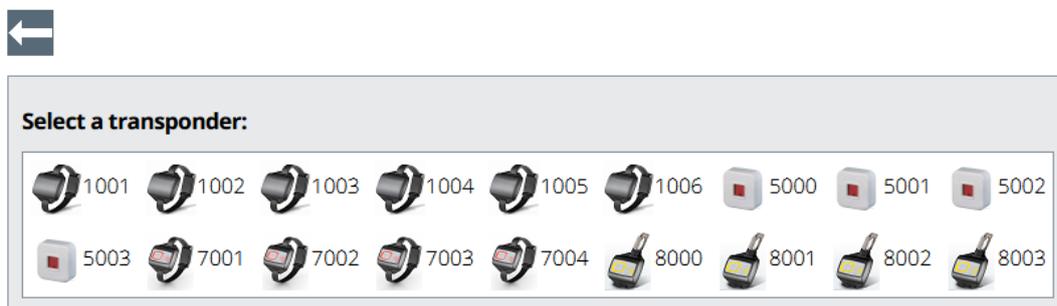


Figure 246: Selection of transponders

The **←** button returns you to the transponder overview without having selected a transponder.

Now select the desired transponder and click on it with the mouse pointer. In the example, the transponder with ID 1001 has been selected (Figure 247).

Save as new

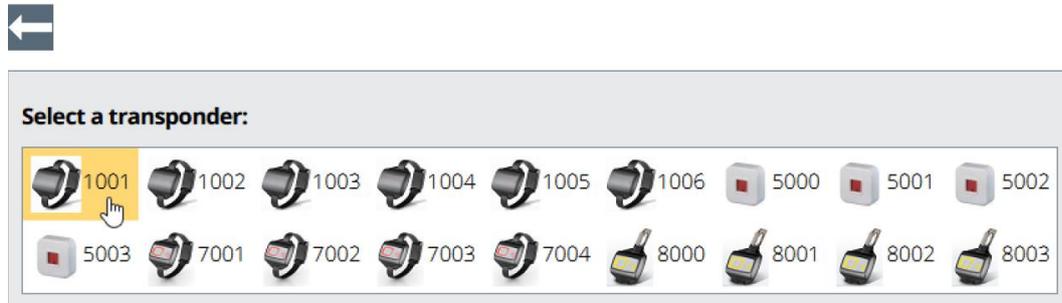
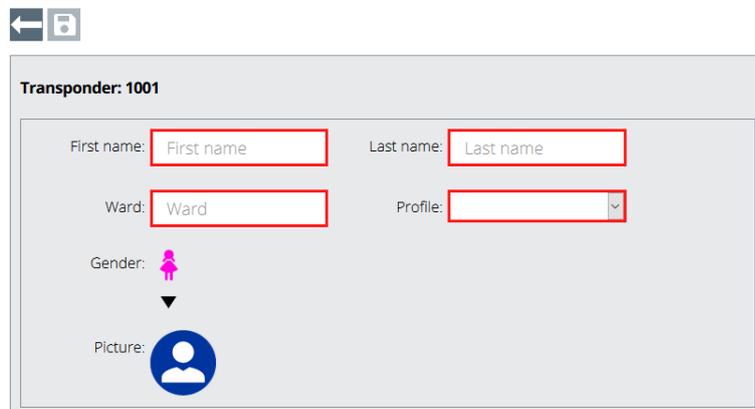


Figure 247: Transponder select

This opens another window in which a name is given to the transponder (Figure 248).

In addition, the name is entered here, the profile assignment is made and the gender is selected. In addition, an image of the person who carries the transponder can be saved here. When the alarm is triggered by the transponder, it will be displayed in the alarm overview (Figure 249).

Save as new



The screenshot shows a window titled "Transponder: 1001" with a form for configuration. The form has the following fields:

- First name:
- Last name:
- Ward:
- Profile:
- Gender: (Female icon)
- Picture:

Figure 248: Selecting the transponder

The red frame around the name and ward name (Figure 248) will disappear after entering the name.

Using the drop-down button of the profile selection (see Figure 249 right, red arrow), all profiles already generated can be listed and the desired profile into which the transponder should be placed can be selected.

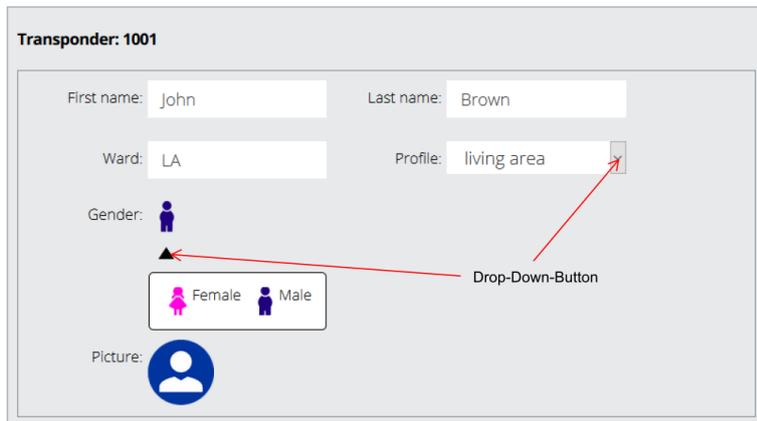


Figure 249: Naming the transponder

The gender can be selected using the drop-down button for the gender selection (see Figure 249 left, red arrow).

You have to click on the image icon in order to implement  an image. This opens the file management of the respective computer. Find the folder in which the image/photograph was previously saved and open it (Figure 250).



Figure 250: Upload the transponder image

The file is uploaded via the button "**Open**" and is integrated into the entry window (Figure 251).

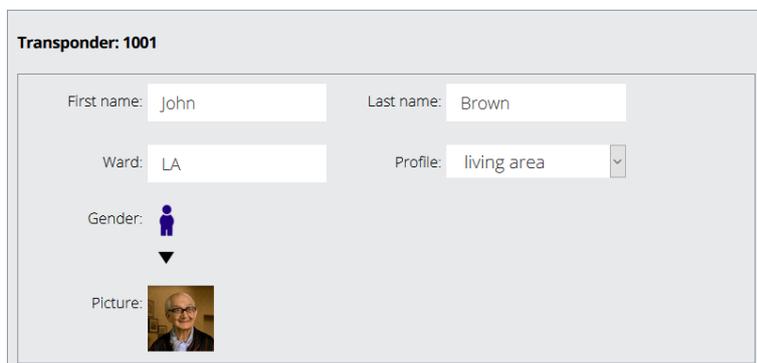


Figure 251: Creating the transponder

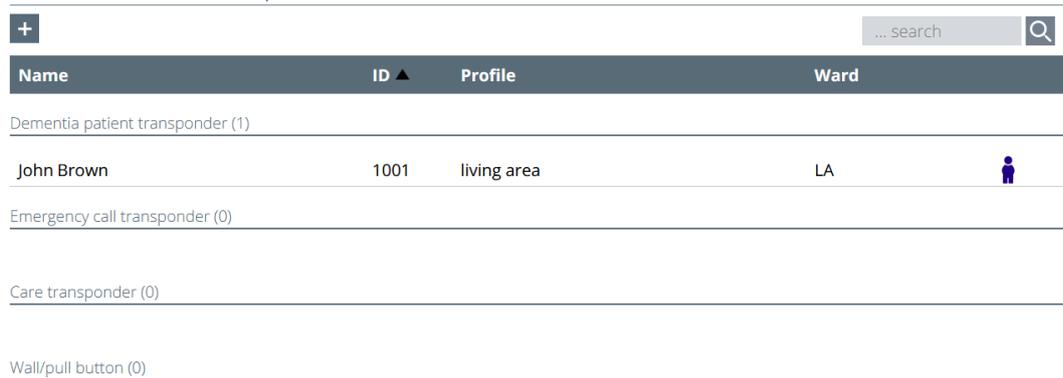
It is not necessary to create an image. However, this facilitates the identification of the resident who triggered the alarm.

Press the "Save"  button to save the settings, then you will return to the transponder overview.

The  button will return you to the transponder overview without saving.

In its section, the created transponder now appears as an escapee transponder with the ID 1001, in the residential area profile, in the residential area 1 ward and with the gender male (Figure 252).

Overview of active transponders



Name	ID ▲	Profile	Ward
Dementia patient transponder (1)			
John Brown	1001	living area	LA
Emergency call transponder (0)			
Care transponder (0)			
Wall/pull button (0)			

Figure 252: Overview of transponders

This procedure is the same for all transponder types with the exception of the wall button / pull rope switch.

10.2. Editing the transponder

By clicking on a created transponder in the transponder overview, a new window will appear (Figure 253).



Name	ID ▲	Profile	Ward
John Brown	1001	living area	LA

reset picture

Last modification: admin 13.01.2021, 08:03

Figure 253: Editing the transponder

The name and location of the transponder can be changed on this screen by simply typing an entry into the text box. The profile and gender can be accessed and changed by clicking on the drop-down button.

The image can be changed by clicking on the  icon.

This opens the file management of the respective computer. Find the folder in which the image/photograph was previously saved and open it (Figure 254).

The standard image is reinstated by pressing the button "**Reset picture**" (Figure 253) the standard picture is reinstated.

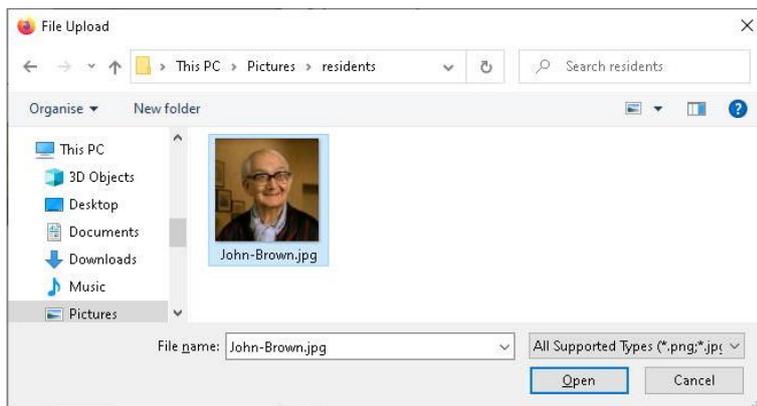


Figure 254: Upload the transponder image

The file is uploaded via the button "**Open**" and is integrated into the entry window.



Figure 255: Filing the transponder

It is not necessary to create an image. However, this facilitates the identification of the resident who triggered the alarm.

Press the  button to save the settings, then you will return to the transponder overview.

The  button will return you to the transponder overview without saving.

10.3. Deleting the transponder

By clicking on a created transponder in the transponder overview, a new window will appear (Figure 256).



Figure 256: Deleting the transponder

The entry will be deleted by pressing the  button. You must confirm a confirmation prompt with "OK" beforehand, if you really want to delete the object (Figure 257).

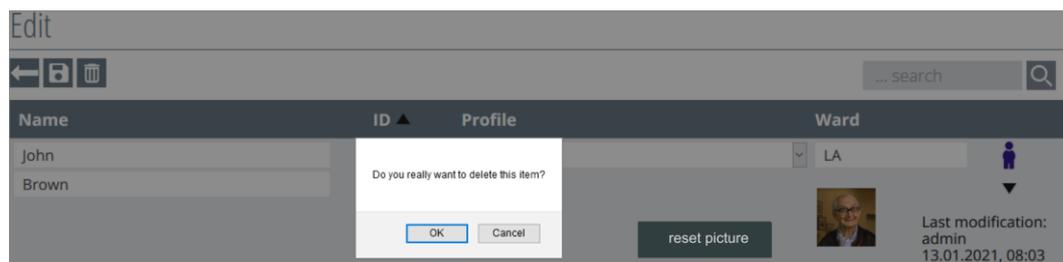


Figure 257: Delete transponder security query

The  button will return you to the transponder overview without saving.

10.4. Creating a new wall button / pull rope switch

Click on the  button in the top left corner of transponder management (Figure 258).

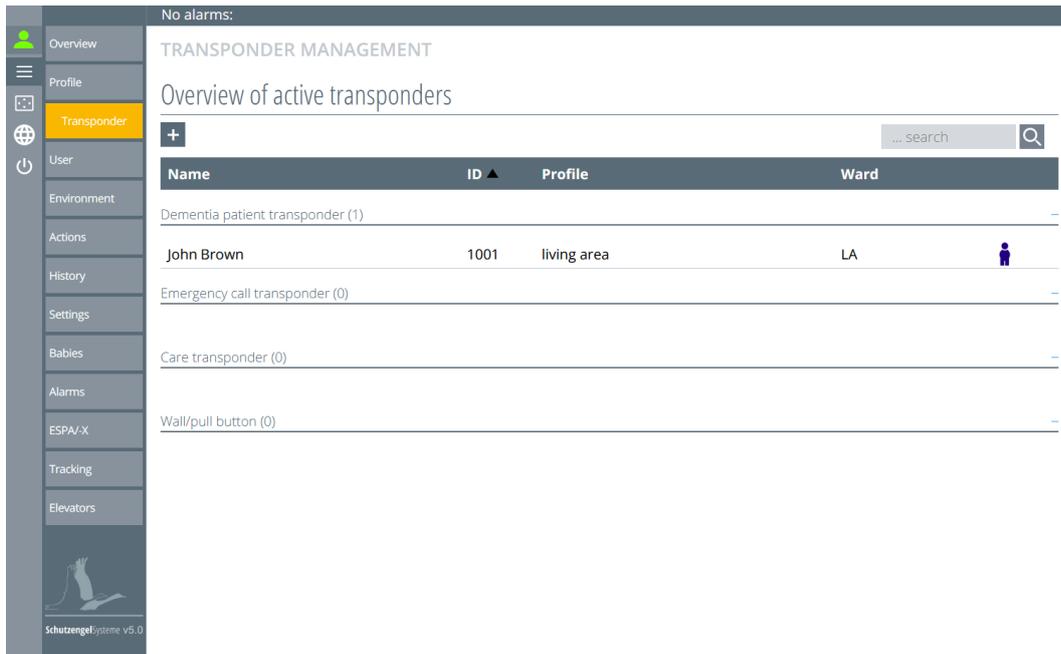


Figure 258: Selection of transponders

A window opens in which all types of transponders that have already been detected by the system are displayed (Figure 259).

Save as new



Figure 259: Selection of transponders II

The  button will return you to the transponder overview.

Now select the desired transponder and click on it with the mouse pointer. The wall button / pull rope switch with ID 5000 has been selected in the example (Figure 260).

Save as new



Figure 260: select wall button / pull rope switch

In the example (Figure 260) the wall button / pull rope switch with ID 5000 has been selected

Another window opens in which the transponder is given its name (Figure 261). In addition, the station name is entered here and the profile assignment is made.

Save as new



Transponder: 5000

Name:

Ward: Profile:

Building

Floor

Room

Figure 261: Name wall button / pull rope switch

The red frame around the name and station name (Figure 261) disappears only after the name has been entered.

Save as new

Transponder: 5000

Name: room 004

Ward: LA Profile: living area

Building

main building out building

Floor

ground floor MB first floor MB second floor MB ground floor OB first floor OB

second floor OB

Room

room 004 living area GF passage GF exit GF elevator main entrance base GF

base 1F exit 1F living area 1F passage 1F room 104 base 2F exit 2F

living area 2F passage 2F room 204

drop-down-button

Figure 262: Name wall button / pull rope switch

Using the drop-down button of the profile selection (red arrow Figure 262), you can list all profiles that have already been created. Now select the desired profile in which the wall button / pull rope switch is to be placed.

In this overview (Figure 262), the room/location in which the wall button / pull rope switch is located must be assigned. By clicking directly on the room, it is selected and the building and floor are automatically assigned (see Figure 263).

To save, press the  button that is only now active.

Save as new

Transponder: 5000

Name: room 004

Ward: LA Profile: living area

Building

main building

Floor

ground floor MB

Room

room 004

Figure 263: Wall button / pull rope switch assigned

The  button will return you to the transponder overview without saving.

If there is not a good overview of the available rooms and there appear to be too many rooms, floors and buildings in the overview, the room can be selected by firstly selecting the desired building, then the desired floor, and finally the desired room.



Figure 264: Overview



Figure 265: Selecting the building

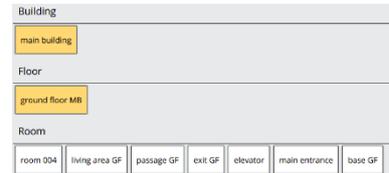


Figure 266: Selecting the floor



Figure 267: Selecting the room

The **"Save"** button only becomes active when a room has been selected.

Press the  button to save the settings, and you return to the transponder overview (Figure 268).

If the desired room is missing, this will be in the environment, as in **Chapter 4. To set up the environment** described, it first has to be created.

Overview of active transponders

Name	ID ▲	Profile	Ward	
Dementia patient transponder (1)				
John Brown	1001	living area	LA	
Emergency call transponder (0)				
Care transponder (0)				
Wall/pull button (1)				
room 004	5000	living area	LA	

Figure 268: Wall button / pull rope switch overview

The wall button / pull rope switch now appears in its section with the ID 5000, in the residential area profile, and in the residential area 1 ward.

10.4.1. Position wall buttons / pull rope switches on the map

If the wall button / pull rope switch should be displayed in the alarm overview map at its installed location, you will still have to link it to the environment. To do this, retrieve the environment editor in the menu (Figure 269).

The arrow on the left in the building button shows that there are more sub-levels in this building which can be opened. In this way, all the sub-levels can be displayed and you will reach the desired room (Figure 270).



Figure 270: Opening function

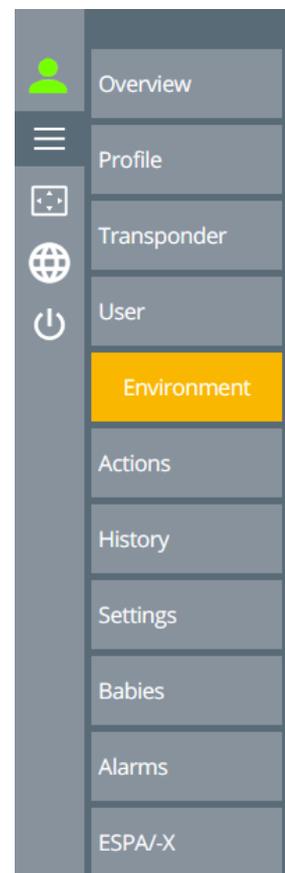


Figure 269: Environment menu selection

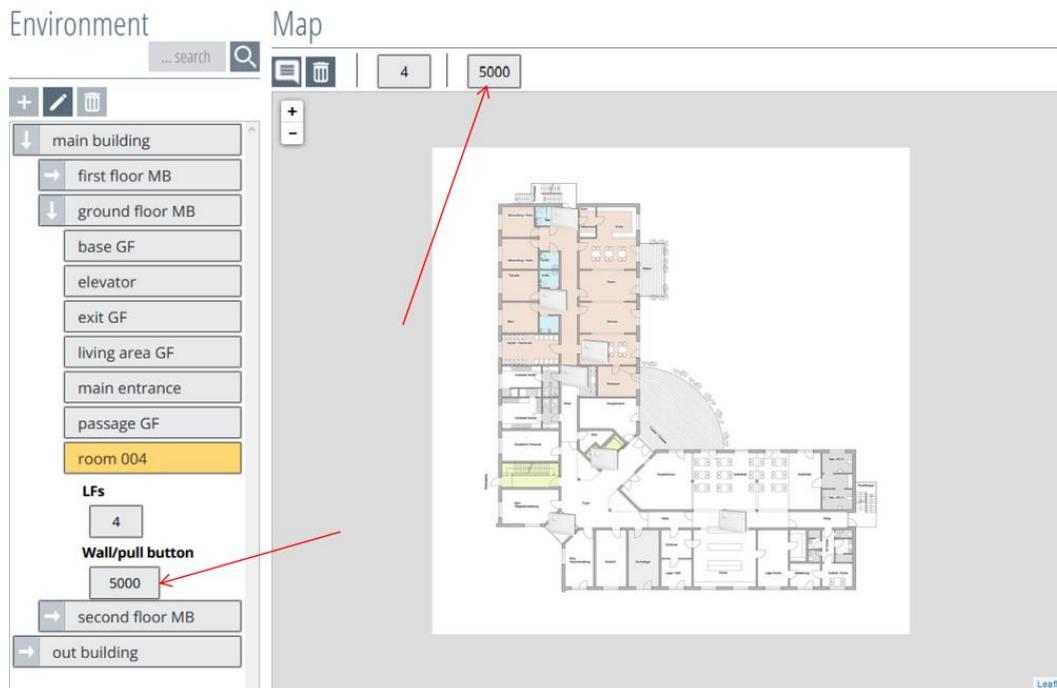


Figure 271: Wall button / pull rope switch in the environment

The wall button / pull rope switch is already assigned to the room and still has to be placed on the map for location purposes. Click on the wall button / pull rope switch in the map overview to turn it yellow and therefore activate it. At the same time, the mouse pointer will change into a cross-hair pointer (Figure 271).

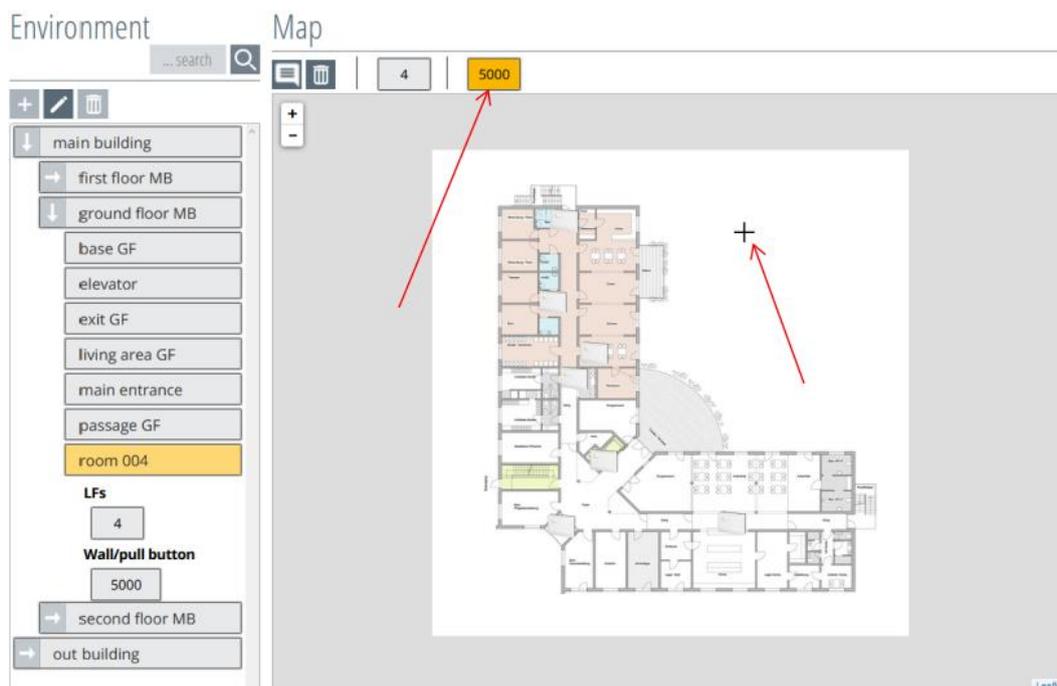


Figure 272: Highlighting the wall button / pull rope switch

Use the mouse pointer (cross-hair pointer) to go to the desired position in the map and click on the location where the wall button / pull rope switch should be placed. Consequently, the wall button / pull rope switch icon will appear to the right of the cross-hair pointer. The wall button / pull rope switch is therefore placed in position (Figure 273). If the location should be changed, click on it once again with the mouse pointer.

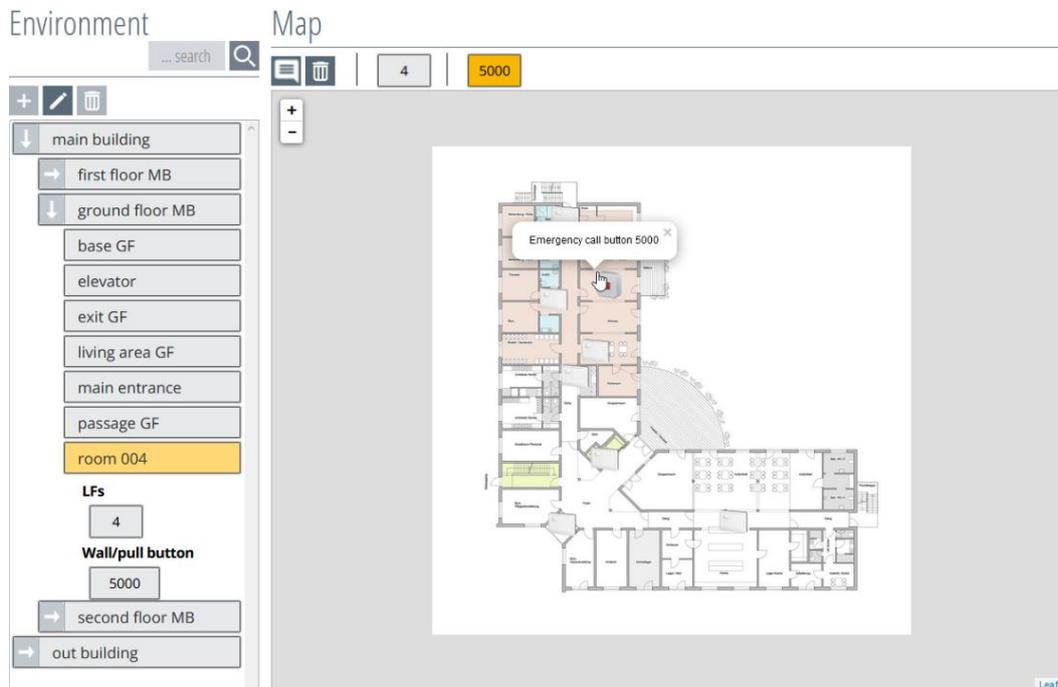


Figure 273: Positioning the wall button / pull rope switch

To deactivate the placement function, click once again on the wall button / pull rope switch symbol in the map menu (Figure 274). As a result, the LF icon will turn grey again and the mouse pointer will change into a hand pointer.

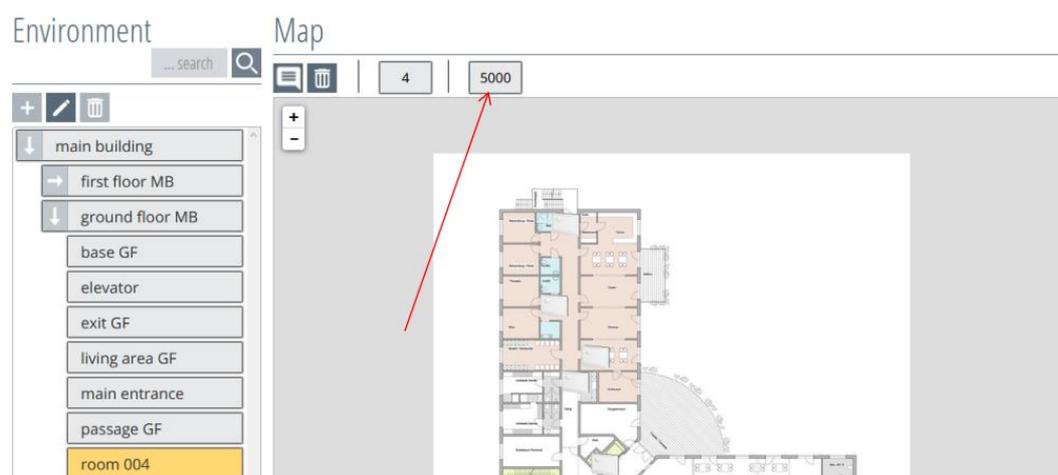


Figure 274: Finish positioning the wall button / pull rope switch

10.4.2. Labelling the wall button / pull rope switch

A label can be added in addition to the wall button / pull rope switch icon. This function is retrieved by clicking on the  button, and the mouse pointer changes to a cross-hair pointer (Figure 275).

Now move the mouse pointer to the desired area and click on it. This creates and stores a label field.

The function is reset by clicking on the  button again.

If the labelling box should be deleted, the labelling function must be activated by clicking on the  button. Now delete the label field using the  button. To conclude, press the  button again to deactivate the function.

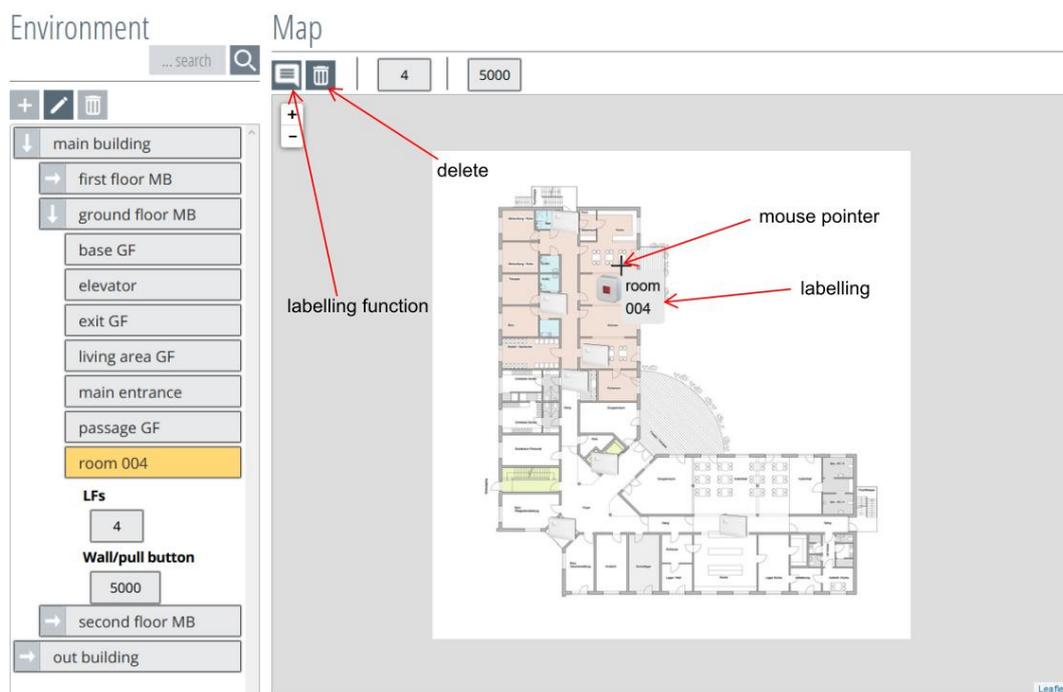


Figure 275: Wall button / pull rope switch labelling function

10.4.3. Editing the wall button / pull rope switch

By clicking on a created transponder in the transponder overview, a new window will appear (Figure 276).

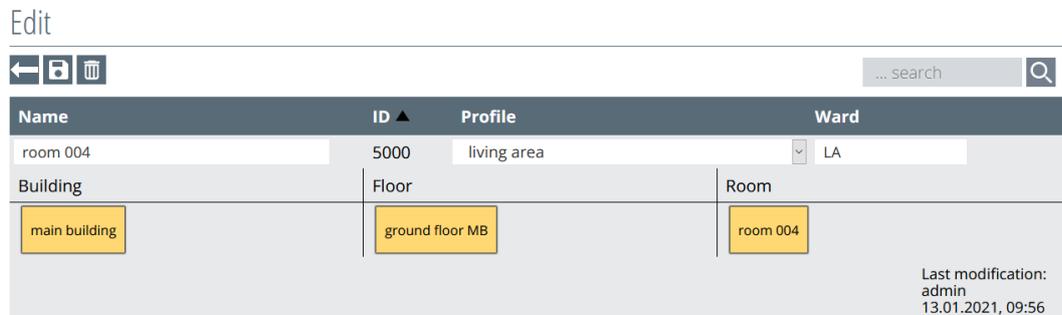


Figure 276: Editing the wall button / pull rope switch

By clicking on the building, "main building" in the example, it will change to white and the subordinate areas open and can be selected and assigned again by clicking on them (Figure 277).

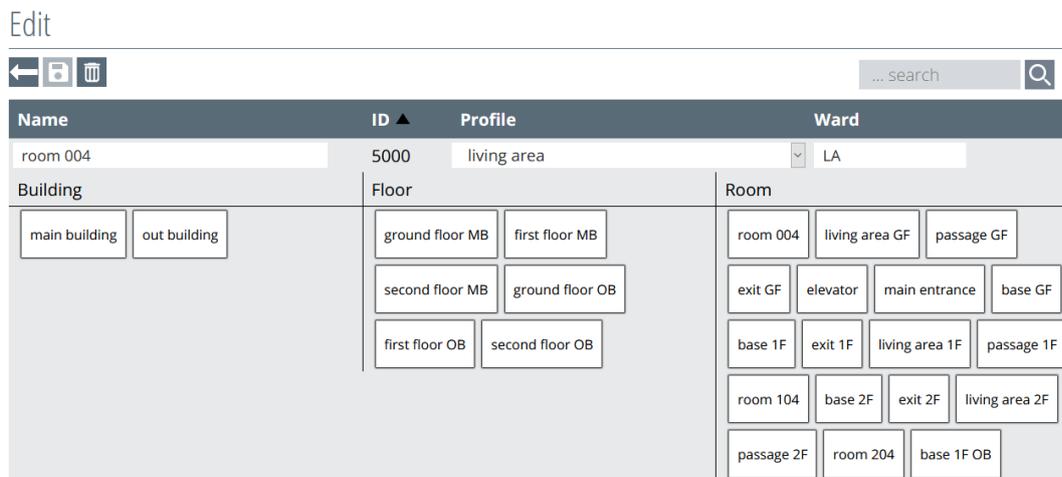


Figure 277: Reassignment of the wall button / pull rope switch

The  button will return you to the transponder overview without saving.

The settings are saved by pressing the  button and you return to the transponder overview.

10.4.4. Deleting the wall button / pull rope switch

By clicking on a created transponder in the transponder overview, a new window will appear (Figure 278).

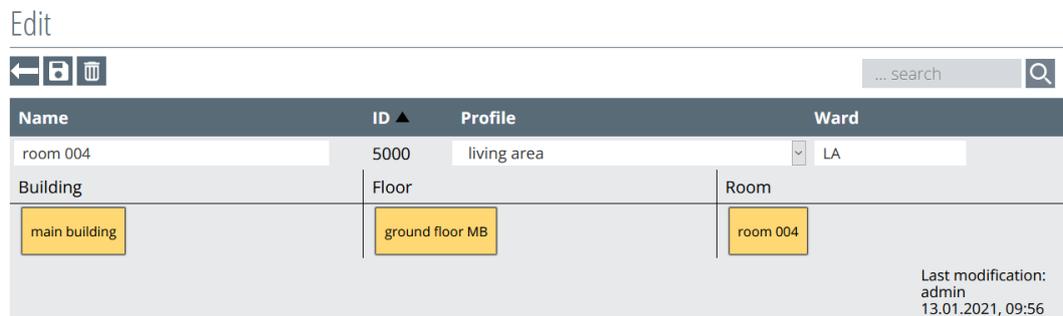


Figure 278: Deleting the wall button / pull rope switch

The entry will be deleted by pressing the  button. You must confirm a confirmation prompt with "OK" beforehand, if you really want to delete the object.

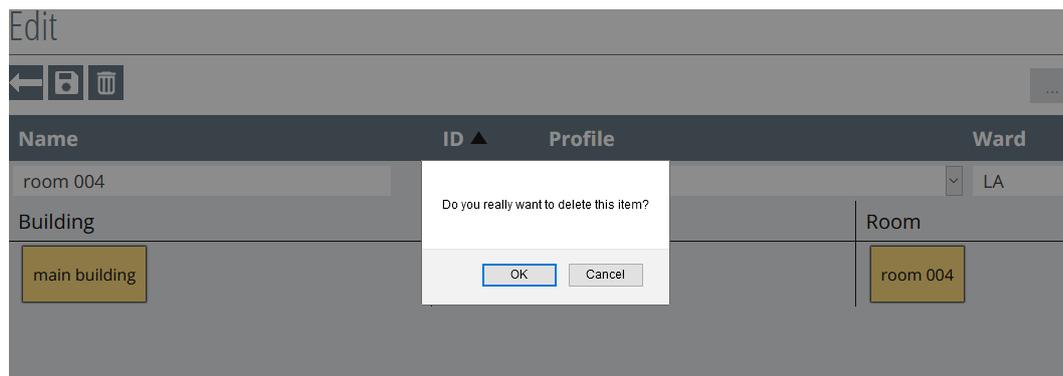


Figure 279: Deleting the wall button / pull rope switch security query

The  button will return you to the transponder overview without saving.

11. Baby module

The SCC 5.0 Baby Module has been designed to protect wards for newborns up to infants. It is used to alarm the staff should a newborn baby, equipped with a corresponding transponder, be taken out of a safe area. The safe areas are defined and protected by entry fields. In addition, the removal of the transponder from the RF reception area is alarmed.

The infant will receive a "baby transponder". There is a "mother transponder" for the mother. Baby and mother transponders are in turn linked to a family in the software, which means that only the mother can leave the safe area with her baby without an alarm being triggered.

Permitted detection area

There is no entry message for permitted entry areas. Permitted detection areas are used for locating emergency call triggers by the mother transponder or nurse transponder.

Prohibited area

If a baby transponder is detected in a prohibited area, it triggers a "baby abduction alarm". If baby and mother transponders enter a prohibited area at the same time, an alarm will not be triggered. The ward nurse transponder can also accompany the baby transponder through the prohibited area without triggering an alarm.

Nappy-changing table

The baby transponder can be removed on the changing table without triggering an alarm in the presence of a mother transponder or a nurse transponder. If the baby remains alone with the attached baby transponder on the changing table, a "baby alone" alarm is triggered.

Pairing ward

Families can only be created in the system in specific pairing wards and only with an authorised nurse transponder. The pairing ward only has a small coverage area and is not intended for alarm purposes.

Removal monitoring

The baby transponder is equipped with a capacitive sensor which monitors the permanent skin contact with the baby. If the baby transponder is removed from the changing table, a "**baby transp. removed**" alarm will be triggered. Comprehensive RF monitoring must be guaranteed to monitor the removal of the baby.

Alarm acknowledgement

All triggered baby alarms must be acknowledged in the web interface menu Overview or Alarms.

The baby transponders have the transponder ID cycle 3000 - 3999 and the mother transponder has the transponder ID cycle 9000 - 9999.

11.1. Types of baby module alarm

The software is able to recognise when a baby is in a detection field and alerts the staff via the PC alarm display as well as via an activated ESPA interface.

There are three different types of alarm, which are described below.

11.1.1. Baby alone

If a baby is alone in a detection field, the **Baby Alone** alarm is triggered, together with the baby's name and the detection field. The "**baby alone**" alarm of the baby transponder is triggered as soon as the baby transponder (without the mother transponder or nurse transponder) is located alone in a prohibited field. If the mother or nurse transponder accompanies the baby transponder, no alarm will be triggered.

Furthermore, this alarm can be triggered by leaving the baby transponder in the detection field of the changing table.

11.1.2. Baby abduction

If the baby is taken with the baby transponder to a prohibited detection field, without the mother or nurse transponder, the "**baby abduction**" alarm will be triggered, with the name of the baby and the detection field.

11.1.3. Baby transponder removed

The "**baby transponder removed**" message is triggered as soon as the baby transponder is removed from the baby. Additionally, the last detection field is displayed.

11.2. Prerequisites for removal monitoring

Full RF coverage is mandatory for removal monitoring.

11.2.1. Switching on removal monitoring

On the charging station, the removal monitoring is deactivated. Otherwise, removal monitoring is activated automatically when the unit is removed from the charging station. An alarm is only triggered after the first skin contact. This means that the set-up Baby Transponder can be brought to the baby and put on by the staff without a removal alarm.

A single flash of the LED in the Baby Transponder is generated when it is put on. Which also indicates radio transmission.

11.3. Creating a new family

In order to use the baby module, the baby transponder must be linked with the mother transponder in the software to create a family. To do this, click on the button "**Babies**" in the menu (Figure 253).

Prerequisite:

In order to be able to create a family, an established LF pairing ward, an authorised nurse transponder, a magnetic key, mother transponder and baby transponder are required. It is also possible to link several baby transponders with a mother transponder to create a family.

The family overview (Figure 281) will appear.

If a pairing ward has not yet been created, you will find a description of the procedure in Chapter 10.6 "Creating a pairing ward".

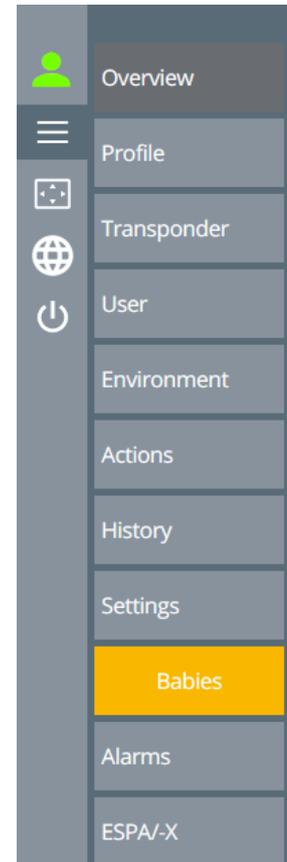


Figure 280: Babies menu selection

FAMILIES AND BABIES

Families



Figure 281: Families overview

This overview is still empty at the start.

To create a family, press the **+** button in the upper left corner of the family overview to open another window.

FAMILIES AND BABIES



New family

Selected pairing station:		
base (255) (ground floor MB)	base 1F (253) (first floor MB)	base 2F (254) (second floor MB)
Allowed by:		
Nurse required for activation		
Parent transponder:	Baby transponders:	
No parent transponder selected	No baby transponder selected	

Figure 282: Creating a new family

In this example, three pairing wards are available. Select the respective pairing ward in which the family will be created. The selected LF pairing ward is indicated by the yellow button and can be changed by clicking on it.

Now place the baby, mother and nurse transponder on the pairing ward. The transponder types appear one after the other in their divisions. It should be noted that the nurse transponder must be created beforehand as described in Chapter 9.1 "Creating a new transponder".

FAMILIES AND BABIES



New family

Selected pairing station:		
base (255) (ground floor MB)	base 1F (253) (first floor MB)	base 2F (254) (second floor MB)
Allowed by:		
Maria (8000)		
Parent transponder:	Baby transponders:	
9000	3000	

Figure 283: Assigning a transponder

As soon as the required transponder types are on the pairing ward, the **+** button will become active in the upper left corner of the overview. Clicking on the button will open a new window in which names have to be assigned to the family and the transponders. The profile to which the family should be assigned also has to be selected.

FAMILIES AND BABIES



New family:

Last name:	<input type="text" value="Last name"/>
Profile:	<input type="text" value=""/>
Ward:	<input type="text" value="Ward"/>
Mother transponder ID:	<input type="text" value="9000"/>
Mother's name:	<input type="text" value="First name of the mother"/>
Baby transponder ID:	<input type="text" value="3000"/>
Name of the baby:	<input type="text" value="First name of the baby"/>
Gender of the baby:	<input type="text" value="No gender selected."/>

Figure 284: Naming a family

After naming and selection, the "Save"  button will become active in the upper left corner of the overview. Press the  button in order to save the names.

The  button will return you to the overview without saving.

FAMILIES AND BABIES



New family: Miller

Last name:	<input type="text" value="Miller"/>
Profile:	<input type="text" value="living area"/>
Ward:	<input type="text" value="LA"/>
Mother transponder ID:	<input type="text" value="9000"/>
Mother's name:	<input type="text" value="Anna"/>
Baby transponder ID:	<input type="text" value="3000"/>
Name of the baby:	<input type="text" value="Emma"/>
Gender of the baby:	<input type="text" value="Female"/>

Figure 285: Saving the family

If the desired profile is not in the selection, it must be created under the menu item "Profile" as described in Chapter 9.1 "Creating a new profile".

If the creation of a family has been cancelled, the transponders must be removed from the LF pairing ward and registered once again when another attempt is made to create a family.

If the family has been created successfully, it will appear in the overview with the generated data.

Families

Last name ▲	Details
Miller	Profile: living area Ward: LA Anna (9000) Emma (3000)

Figure 286: Overview of families

NOTE!

If the baby transponder should be monitored for removal, proceed as described above.

11.4. Editing the family

It is not possible to edit the family data. If the data is changed, the data can only be recreated by deleting and re-creating a family.

11.5. Deleting a family

If a family should be deleted, it must be activated by clicking on it. The family will turn yellow once activated and it can then be deleted by pressing the  button.

Families

Last name ▲	Details
Miller	Profile: living area Ward: LA Anna (9000) Emma (3000)
Smith	Profile: living area Ward: LA Pia (9001) Frank (3001)

Figure 287: Deleting a family

After you have confirmed the confirmation prompt, you will return to the family overview.

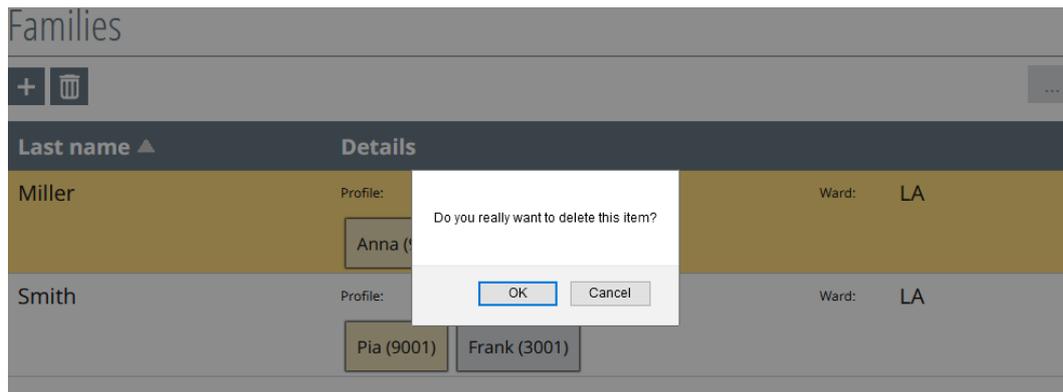


Figure 288: Confirmation prompt

11.6. Creating a pairing ward

To be able to use a pairing station, it must be assigned to a room in the environment. It is also possible to create up to 10 pairing wards in one building.

Click on the "**Environment**" button in the menu.

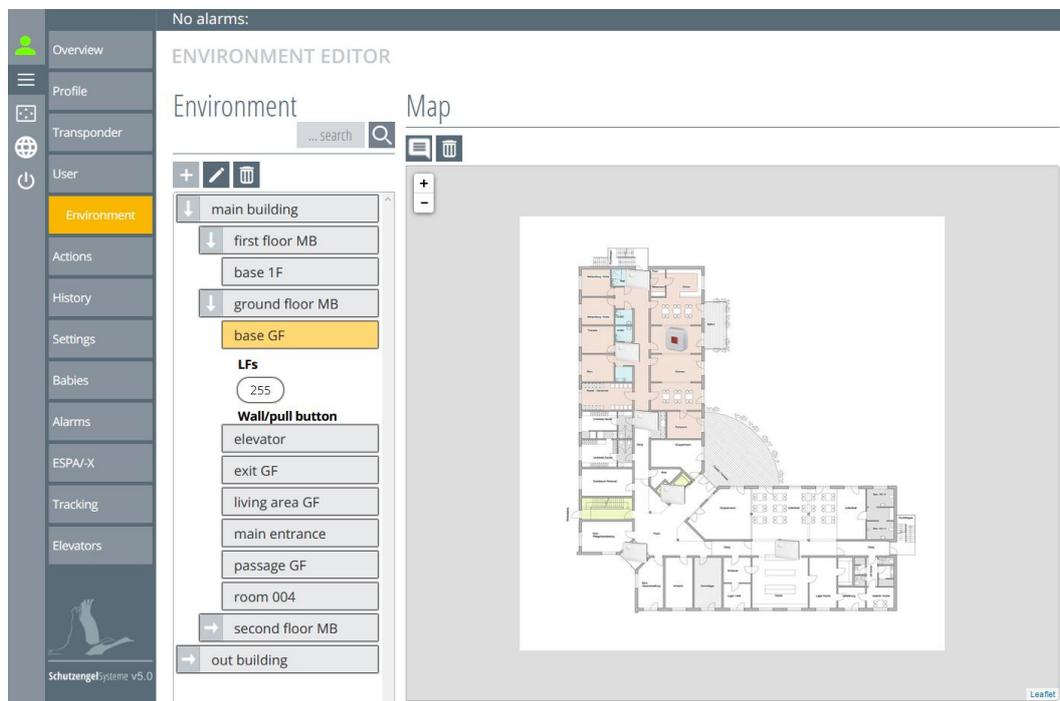


Figure 289: Environment overview

The overview of the environment editor will open. In this example, there are already buildings, floors and rooms. If this is not the case, you must first create the buildings, floors and rooms as described in Chapter 4 "**Setting up the environment**".

In the example (see Figure 290), an LF with rounded corners can be seen. This is an LF pairing ward, which the system already recognises as being switched on. LF pairing wards have IDs from 245 - 255.

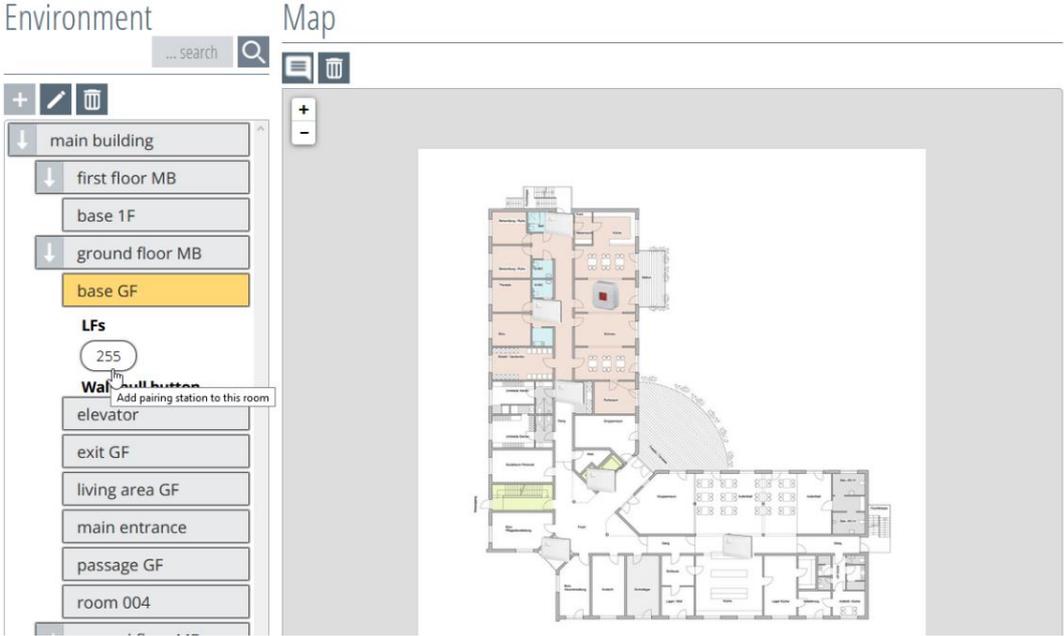


Figure 290: Assigning an LF pairing

The LF pairing ward is assigned to the room by clicking on it and can also, as described in Chapter 4 "Setting up the environment", be incorporated onto the map.

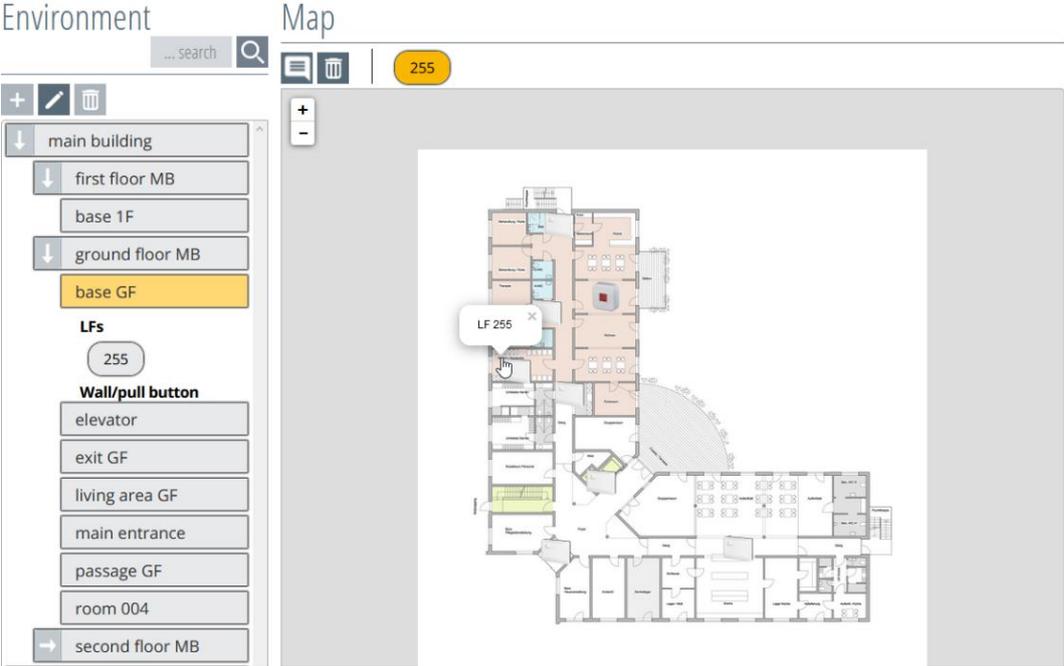


Figure 291: Assigning an LF pairing

11.7. Creating an LF changing table

In order to create a changing table detection field, firstly, the corresponding LF module has to be created and assigned to a room in the environment.

For further instructions on how to create an LF changing table, please refer to Chapter 11.7.

12. Settings

Click on the button "**Settings**", as displayed in Figure 292.

A window will open, in which different categories are available (Figure 293).



Figure 293: Category overview

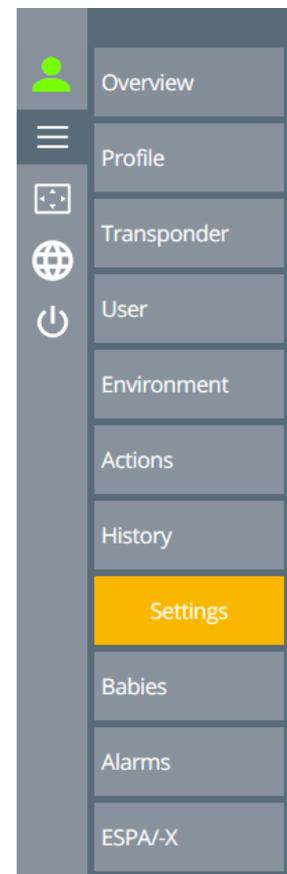


Figure 292: Menu selection settings

The category buttons are activated by clicking on them, and the possible functions and screen views appear for selection in the overview box on the right.

12.1. Baby / changing table management

All the possible LF modules that are available for the LF changing table module are listed here.

If the respective LF changing table module has been created, this will be displayed in the changing table overview under "**Available LFs**". If you hover over an LF, a small message will appear. In this case, it will say "**Click to change to LF changing table**".

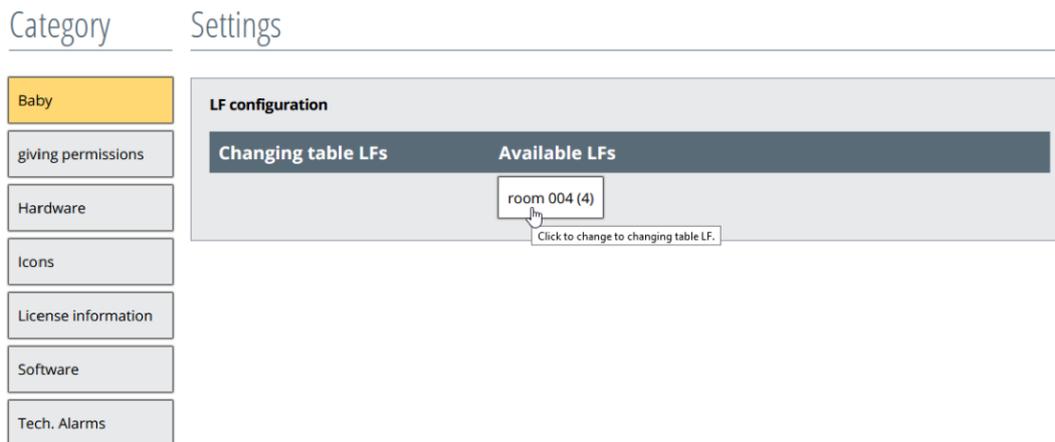


Figure 294: Changing table function overview

Now select the desired LF module by clicking on it. When clicking on the LF, this changes the view to the section LF changing table and turns yellow with two rounded corners (Figure 295).



Figure 295: LF changing table

To convert the LF changing table back to a normal LF module, click on the LF changing table again and it will switch back to the category of available LFs.

An LF changing table is no longer selectable in the profiles as a "prohibited field".

A generated LF changing table is displayed in the environment as shown in Figure 296. The placement of the LF changing table on the map is described in Chapter 4 "**Setting up the environment**".

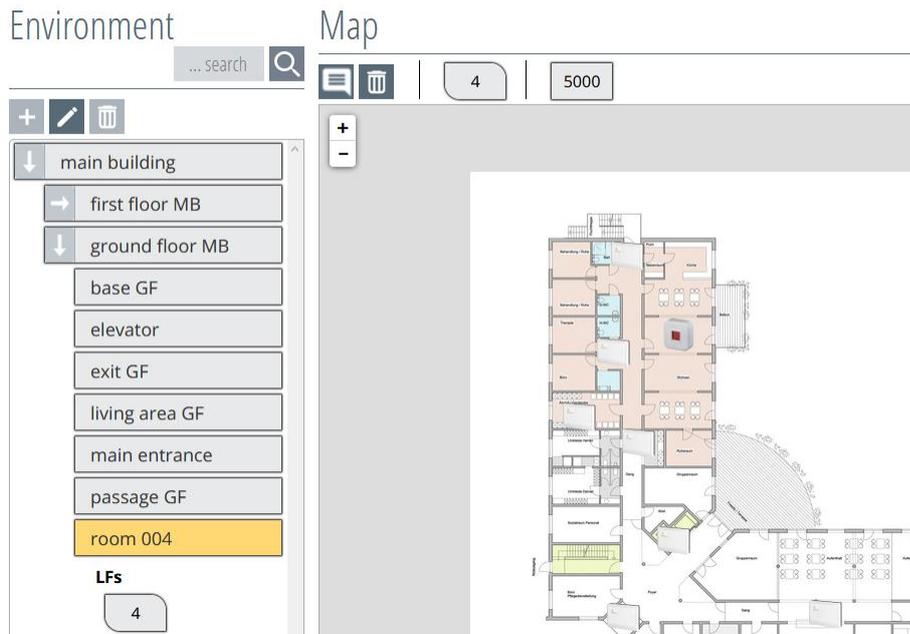


Figure 296: LF changing table view in the environment

If a changing table LF is no longer to be used as a changing table, clicking on the changing table LF takes away the function of the changing table (Figure 297).



Figure 297: LF changing table change

The LF changes to the other column and changes its shape and can be found again in the selection of available standard LFs (Figure 298).

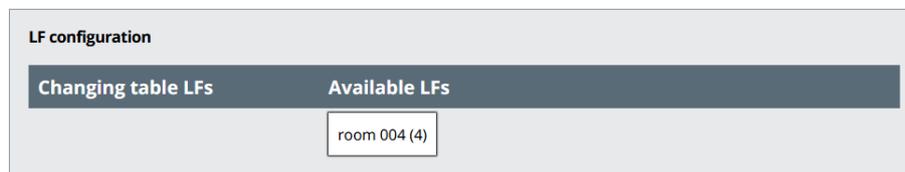


Figure 298: LF changing table available

In order to delete the LF changing table, simply clicked on it in the environment (Figure 299). The LF changing table is removed from the room/environment and disappears in the changing table overview at the same time.

NOTE! When deleting the LF detection unit or LF changing table, no confirmation prompt will appear.

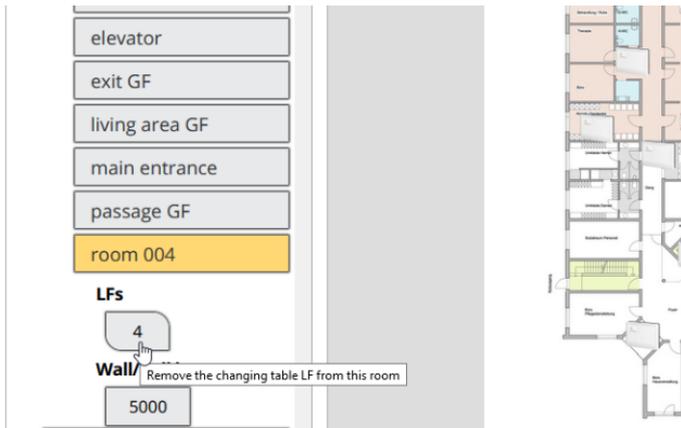


Figure 299: Deleting the LF changing table

The changing table LF also disappears from the changing table overview (Figure 300) and is no longer available for selection until it is created again.

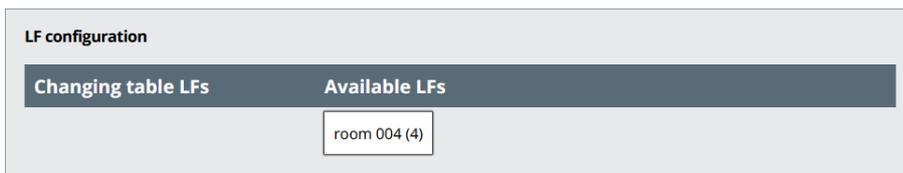


Figure 300: Changing table overview

12.2. Hardware

Clicking on the "Hardware" button in the "Settings" menu opens the following window (Figure 301).

The hardware is divided into different module types which can be selected via the drop-down button (see red arrow in Figure 301).

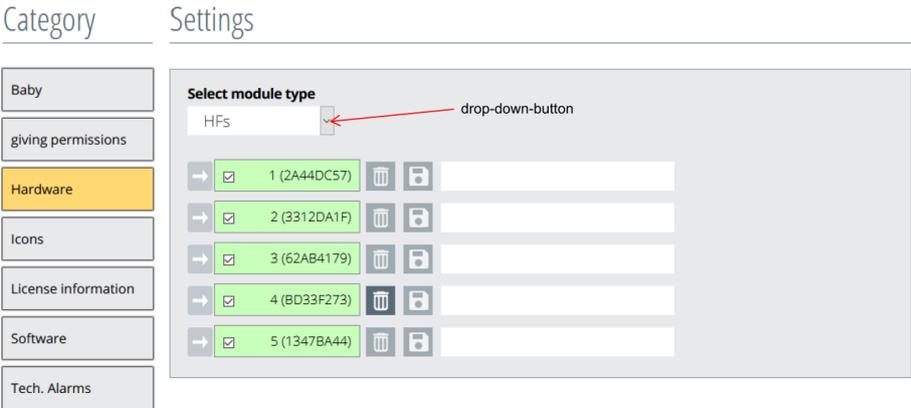


Figure 301: Hardware overview

There are four types of module. Select the desired module type, and a window will open in which the module types are managed (Figure 302).

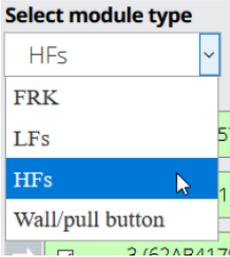


Figure 302: Module type selection

12.2.1. Module type FRK

The FRK module (radio reed contact module) sends heartbeats when the battery is inserted and is therefore automatically recognised, created and monitored by the system.

The FRK modules are displayed in different functional colours in this overview (Figure 303).

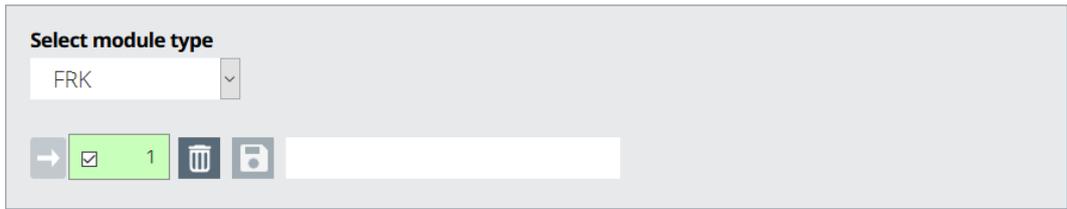


Figure 303: Module type FRK registered

The following entries can be made on the module type FRK:

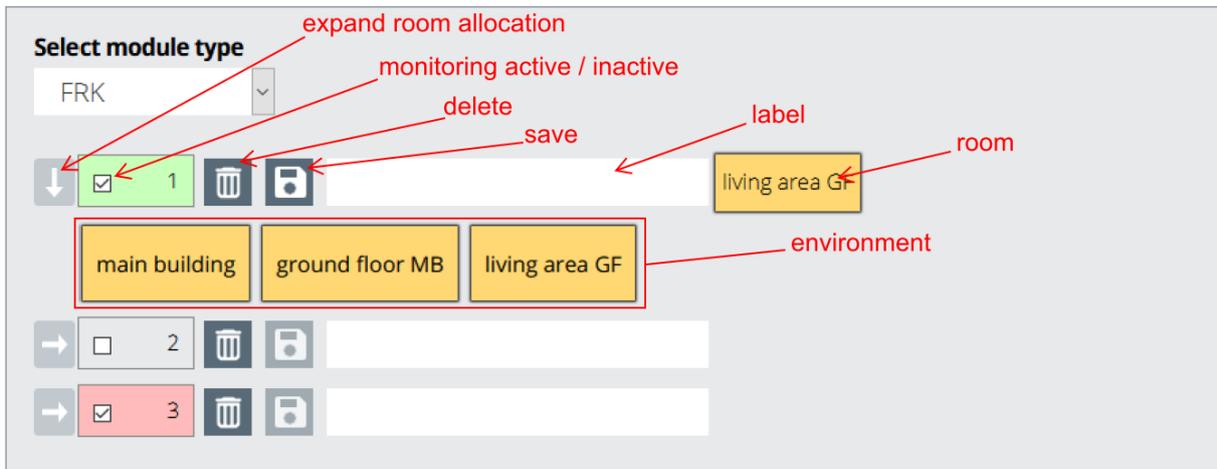


Figure 304: Module type FRK

- | | | | |
|---------------------------------------|-----------------------------|--|-----------------|
| <input checked="" type="checkbox"/> 1 | functional FRK (green) | | delete button |
| <input checked="" type="checkbox"/> 7 | failed, defective FRK (red) | | save button |
| <input type="checkbox"/> 15 | deactivated FRK (grey) | | expanded button |

Monitoring: By clicking on the tick in the FRK module button, the monitoring of the FRK can be deactivated (without tick). If you then click again in the box of the FRK module button, the monitoring is activated again (with a tick).

Monitoring active: A green FRK module button symbolises a functional, monitored FRK.

Failure: A red FRK module button symbolises a non-functional, possibly defective FRK (radio connection disturbed, battery empty, FRK destroyed).

Monitoring inactive: A grey FRK module button symbolises an FRK that has been removed from monitoring, e.g. monitoring deactivated for maintenance purposes.

NOTE: If an FRK fails due to a defect or radio interference, an alarm is generated and displayed in the alarm overview. If the radio connection from the FRK to the system is restored or the FRK is functional again, the message disappears automatically. A technical alarm cannot be acknowledged in the user interface.

Delete: To delete the FRK, press the  "Delete" button. Confirm the confirmation prompt with "OK". If the FRK is assigned to an action, the "Delete" button  is greyed out.

Save: To save the change, press the  "Save" button. The save button only becomes active when a change is made.

Designation: Next to the save button, it is possible to assign a designation to the FRK.

Room: The room to which the FRK is assigned is displayed on the far right.

Environment: The FRK can be assigned to a room in the environment. To do this, click on the  arrow to the left of the FRK icon to open the environment structure and assign the FRK to the room in which it is located. By clicking on the building, this is activated (yellow) and the associated floors are listed for selection. Now activate the desired floor (yellow). The rooms available for selection are now displayed and can be selected or assigned by clicking on them. The selected room is now displayed to the left of the designation field and is saved by pressing the now activated save button.

If the room assignment is no longer needed, the assignment must be deactivated. To do this, press  the arrow to expand the environment structure and deactivate the building icon by clicking on it (white). Now press the active save button to save the change.

12.2.2. Module type LF

The LF module (LF detection field module) sends heartbeats, and is therefore automatically detected, created and monitored by the system.

The LF modules are displayed in different functional colours in this overview (Figure 305).

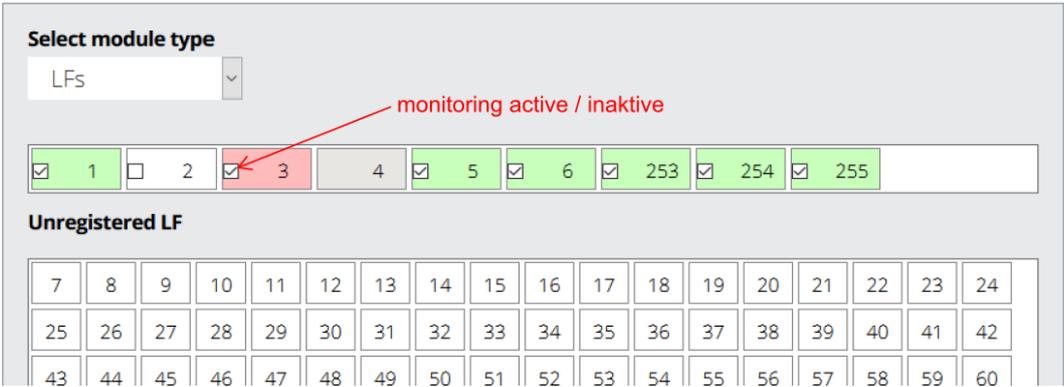


Figure 305: Module type LF

-  functional LF (green)
-  failed, defective LF (red)
-  deactivated LF (white)
-  LF detected by the system (grey)

Monitoring: By clicking on the tick in the LF module button, the monitoring of the LF can be deactivated (without tick). If you then click again in the box of the LF module button, the monitoring is activated again (with a tick).

Monitoring active: An LF module button shown in green symbolises a functional, monitored LF.

Failure: A red LF module button symbolises a non-functional, possibly defective LF. (Radio connection disturbed, voltage failure, LF destroyed).

Monitoring inactive: An LF module button displayed in white symbolises an LF that has been removed from monitoring, e.g. monitoring deactivated for maintenance purposes.

NOTE: If an LF fails due to a defect or a malfunction, an alarm is generated and displayed in the alarm overview. If the radio connection from the LF to the system is restored or the LF is functional again, the message disappears automatically. A technical alarm cannot be acknowledged in the user interface.

Without assignment: An LF module button shown in grey symbolises an LF detected by the system that has not yet been assigned and is therefore not monitored. Only when this has been assigned to a room in the environment does monitoring take place.

Delete: To delete the LF, click on the LF button. The deletion takes place with a confirmation prompt that must be confirmed with "OK".

Pre-configuration: It is possible to configure LF modules into the system in advance, without existing hardware. To do this, you must click on the desired LF in the lower area of the unregistered LFs. This causes it to disappear from the unregistered LF overview and to be entered in the upper area of the LFs. If the LF is in the upper area, it is not yet monitored by the system. It is not monitored until it has been assigned to the environment and a technical fault occurs if the hardware is not available. The technical malfunction automatically resets itself when the hardware is functional. Monitoring can also be deactivated by removing the tick in the LF button. This must be observed during commissioning.

12.2.3. Module type HF

After consulting the software, the HF module (HF reception module) sends a status messages and is therefore automatically recognised, created and monitored by the system.

The HF modules are displayed in different functional colours in this overview (Figure 306).

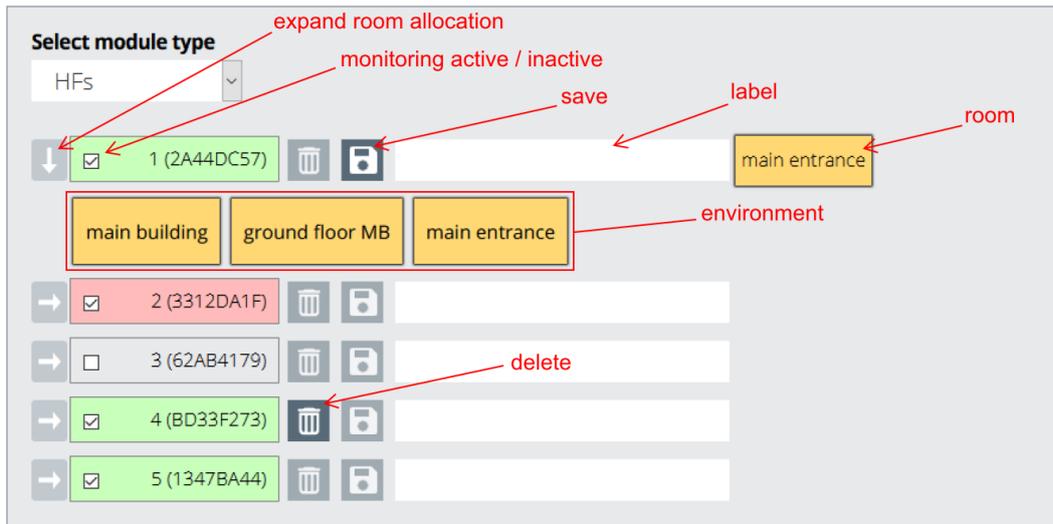


Figure 306: Module type HF

<input checked="" type="checkbox"/> 1 (2A44DC57)	functional HF (green)		delete button
<input checked="" type="checkbox"/> 2 (3312DA1F)	failed, defective HF (red)		save button
<input type="checkbox"/> 3 (62AB4179)	deactivated HF (grey)		expanded button

Monitoring: By clicking on the tick in the HF module button, the monitoring of the HF can be deactivated (without tick). If you then click again in the box of the HF module button, the monitoring is activated again (with a tick).

Monitoring active: An HF module button shown in green symbolises a functional, monitored HF.

Failure: A red HF module button symbolises a non-functional, possibly defective HF (LAN connection, power failure, HF destroyed).

Monitoring inactive: An HF module button shown in grey symbolises an HF that has been removed from monitoring, e.g. monitoring deactivated for maintenance purposes.

NOTE: If an HF module fails due to a defect or radio interference, an alarm is generated and displayed in the alarm overview. If the radio connection from the HF module to the system is restored or the HF module is functional again, the message disappears automatically. A technical alarm cannot be acknowledged in the user interface.

Delete: To delete the HF module, press the "Delete" button. Confirm the confirmation prompt with "OK". If the HF module is assigned to an action, the "Delete" button is greyed out.

Save: To save the change, press the "Save" button. The save button only becomes active when a change is made.

Designation: In addition to the save button, it is possible to assign a designation to the HF module.

Room: The room to which the HF module is assigned is displayed on the far right.

Environment: The HF module can be assigned to a room in the environment. To do this, click on the arrow to the left of the HF module icon to open the environment structure and assign the HF

module to the room in which it is located. By clicking on the building, this is activated (yellow) and the associated floors are listed for selection. Now activate the desired floor (yellow). The rooms available for selection are now displayed and can be selected or assigned by clicking on them. The selected room is now displayed to the left of the designation field and is saved by pressing the now activated save button.

If the room assignment is no longer needed, the assignment must be deactivated. To do this, press  the arrow to expand the environment structure and deactivate the building icon by clicking on it (white). Now press the active save button to save the change.

12.2.4. Module type wall button / pull rope switch

The wall button / pull rope switch module sends heartbeats/status messages and is therefore automatically detected and created by the system.

The wall button / pull rope switch modules are displayed in different functional colours in this overview (Figure 307).



Figure 307: Module type wall button / pull rope switch

- 5000 functional wall button / pull rope switch (green)
- 5001 failed, defective wall button / pull rope switch (red)
- 5002 deactivated wall button / pull rope switch (white)
- 5003 wall button / pull rope switch detected by the system (grey)

Monitoring: By clicking on the tick in the wall button / pull rope switch module button, the monitoring of the wall button / pull rope switch can be deactivated (without tick). If you then click again in the box of the wall button / pull rope switch module button, the monitoring is activated again (with a tick).

Monitoring active: A green wall button / pull rope switch module button symbolises a functional, monitored wall button / pull rope switch.

Failure: A wall button / pull rope switch module button shown in red symbolises a non-functional, possibly defective wall button / pull rope switch (radio connection disturbed, battery empty, wall button / pull rope switch destroyed).

Monitoring inactive: A wall button / pull rope switch module button shown in white symbolises a wall button / pull rope switch that has been removed from monitoring, e.g. monitoring deactivated for maintenance purposes.

NOTE: If a wall button / pull rope switch fails due to a defect or radio interference, an alarm is generated and displayed in the alarm overview. If the radio connection from the wall button / pull rope switch to the system is restored or the wall button / pull rope switch is functional again, the message disappears automatically. A technical alarm cannot be acknowledged in the user interface.

Without assignment: A wall button / pull rope switch module button shown in grey symbolises a wall button / pull rope switch recognised by the system that has not yet been assigned and is therefore not monitored. Monitoring does not take place until this button has been assigned to a room in the transponder management.

Delete: To delete the wall button / pull rope switch, click on the wall button / pull rope switch. The deletion takes place with a confirmation prompt that must be confirmed with "OK".

12.3. Icons

There is the icons area that is displayed in the alarm interface: upper map marker icons area. There is also the transponder icons area, which is only displayed in the administration when creating (Figure 308).

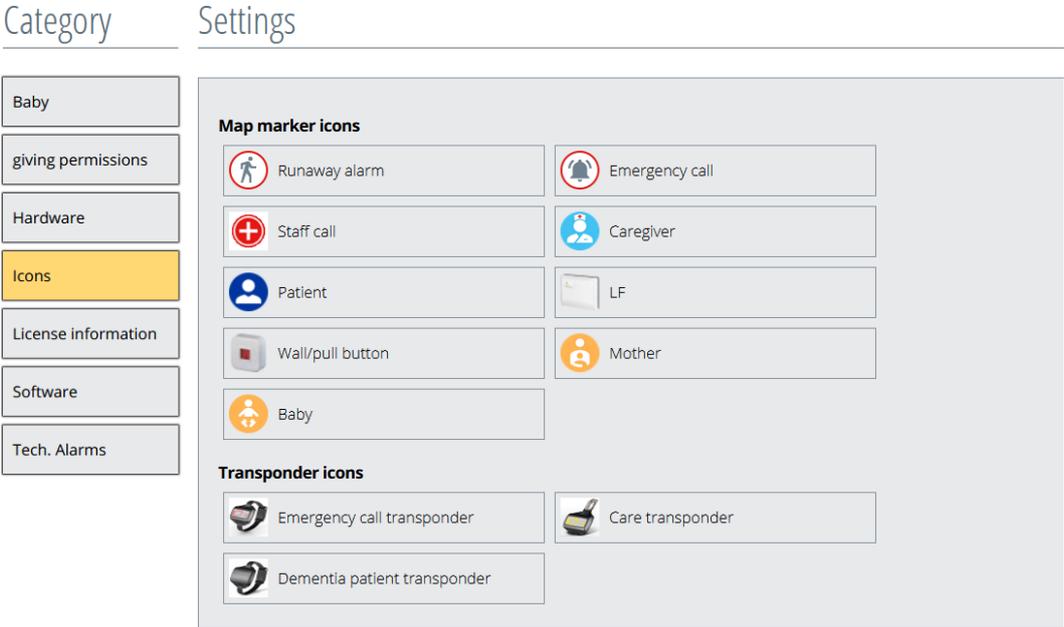


Figure 308: Overview

12.4. Licence info

The licence information displays the licensed components, such as the maximum possible number of LF modules (Figure 309).

Furthermore, the licensed functions are listed here and shown as unlocked by the green tick.

The licenses are specified at the time of order and can only be changed/released afterwards by the manufacturer.

Category	Settings
Baby	Licensed components Max. Number of LF modules: 77 Licensed functions Dementia patient protection  Emergency call with location  Baby  ESPA/-X connection  IPC connection 
giving permissions	
Hardware	
Icons	
License information	
Software	
Tech. Alarms	

Figure 309: Licence info

12.5. Assignment of rights for individual roles

In this category, the respective user roles are enabled with viewing functions, which are then displayed on the web interface.

By default, the administrator has responsibility for making the settings and should be careful in the execution of which role should be released with which function.

The administrator should not remove the access right to the "Settings" from their role as administrator, otherwise they will not be able to make any changes to this menu item.

The different roles can be selected using the drop-down button (Figure 310 and Figure 311).

Category

Settings

The screenshot shows a user interface for role settings. On the left, under the 'Category' header, there is a vertical list of buttons: 'Baby', 'giving permissions' (highlighted in yellow), 'Hardware', 'Icons', 'License information', 'Software', and 'Tech. Alarms'. On the right, under the 'Settings' header, there is a 'Select role' dropdown menu currently showing 'Administrator', with a red arrow pointing to it labeled 'drop-down-button'. Below this is a table of 'Access rights' for the selected role. The table lists various functions, each with a green checkmark icon to its right, indicating that the role has access to all listed functions.

Access rights	Status
Overview	✓
Profile	✓
Transponder	✓
User	✓
Environment	✓
Actions	✓
History	✓
Settings	✓
Babies	✓
Alarms	✓
ESPA-X	✓
Tracking	✓
Elevators	✓

Figure 310: Rights assignment of the roles

Select the desired role whose viewing rights you want to change from the drop-down menu.

This image shows a close-up of the 'Select role' dropdown menu. The menu is open, showing a list of roles: 'Administrator', 'Device management', 'Division management', 'Staff', 'Staff with Pairing', and 'Monitor'. The 'Administrator' role is currently selected and highlighted with a blue background. A mouse cursor is visible over the dropdown arrow on the right side of the menu.

Figure 311: Selecting roles

A function is deselected or deactivated by clicking on the function text (overview, profile, etc ...), and is therefore deactivated or activated for the respective user role. A selected function is symbolised by a green ✓ tick. If there is no green tick behind the function text, the user role has no access rights.

12.6. Software versions

The version overview shows the current software module versions which are already installed and running.

Category	Settings
Baby	Software components
giving permissions	Frontend 1.3.13.1 Build 1973
Hardware	Hardware Layer 1.3.13.1 Build 1674
Icons	Filter Server 1.3.13.1 Build 1097
License information	ESPA 1.3.13.1 Build 1565
Software	Filter Dispatcher 1.3.13.1 Build 1120
Tech. Alarms	Rules Engine 1.3.13.1 Build 1652
	Filter Hardware Processor 1.3.13.1 Build 1156
	IPC 1.3.13.1 Build 1492
	Escalation 1.3.13.1 Build 1519
	ESPA-X 1.3.13.1 Build 1423

Figure 312: Version overview

12.7. Technical alarms

Forwarding routes for the technical alarms are set up in this category. To select the interface via which the alarm should go off, press the respective button.

Category	Settings
Baby	Forwarding of technical alarms
giving permissions	Add email Add ESPA Add ESPA-X
Hardware	Address Type Language
Icons	
License information	
Software	
Tech. Alarms	

Figure 313: Technical alarms

12.7.1. Email

The data must be inserted in the appropriate fields. The appropriate language can be selected via the drop-down button.

Once all details have been entered, you must press the "Save" button to store them (Figure 314).

The process can be cancelled by pressing the "Cancel" button.

Email configuration menu

SMTP server Port SSL
User Password TLS
Mail sender Mail recipient
Language drop-down-button

Figure 314: Technical alarms via email

Email configuration menu

SMTP server Port SSL
User Password TLS
Mail sender Mail recipient
Language

Figure 315: Example email entry

Test mail sent successfully.
Check your mailbox (please also check your spam folder).

Figure 316: Test email

After saving, a pop-up will appear, with which a test email will be sent to the selected email inbox.

The overview now shows the set alarm path for the technical alarms.

Forwarding of technical alarms

Address	Type	Language
thomas@...	MAIL	English

Figure 317: Techn. alarm overview

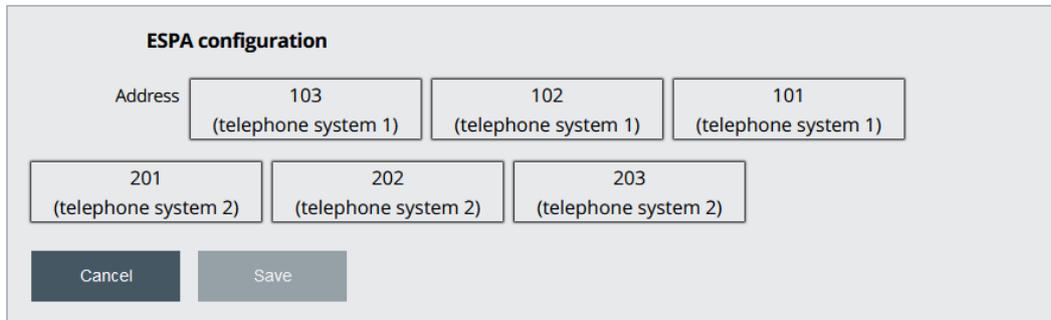
A test email can be sent to this email address again using the button (Figure 317).

The desired entry can be deleted using the button.

12.7.2. ESPA

In the ESPA configuration for the technical alarms, only the ESPA addresses already generated under the menu item ESPA-/X are available in the ESPA configuration for technical alarms (Figure 318).

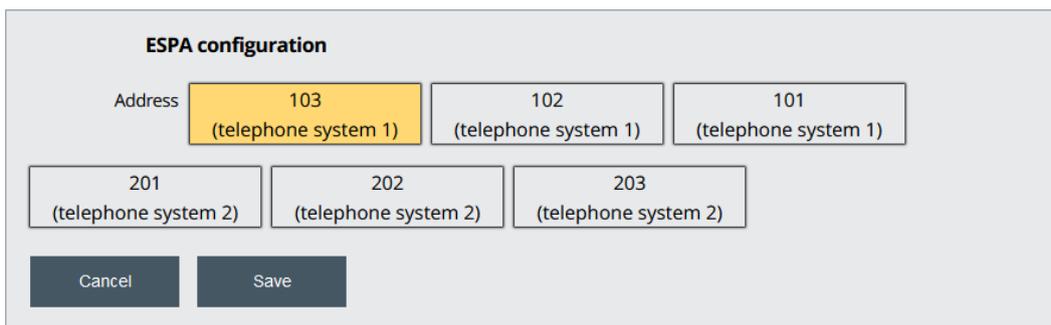
The process can be cancelled by pressing the "Cancel" button.



The screenshot shows the "ESPA configuration" window. It features a grid of address buttons. The top row contains buttons for "103 (telephone system 1)", "102 (telephone system 1)", and "101 (telephone system 1)". The bottom row contains buttons for "201 (telephone system 2)", "202 (telephone system 2)", and "203 (telephone system 2)". At the bottom of the window are two buttons: "Cancel" and "Save".

Figure 318: Technical alarms

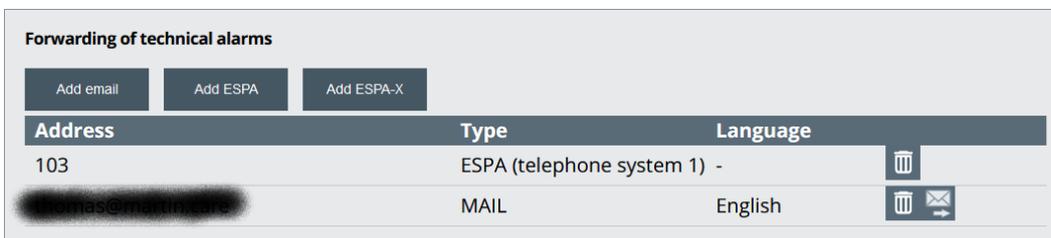
The ESPA address button turns yellow when clicked and the "Save" button becomes active (Figure 319). Only one ESPA interface can be selected.



The screenshot shows the "ESPA configuration" window with the "103 (telephone system 1)" button highlighted in yellow. The "Save" button is now active (dark grey), while the "Cancel" button remains inactive (light grey).

Figure 319: ESPA addresses selection

Click on the "Save" button to complete the configuration and return to the overview.



The screenshot shows the "Forwarding of technical alarms" overview. It includes three buttons: "Add email", "Add ESPA", and "Add ESPA-X". Below is a table with columns for "Address", "Type", and "Language".

Address	Type	Language
103	ESPA (telephone system 1) -	
*****@*****	MAIL	English

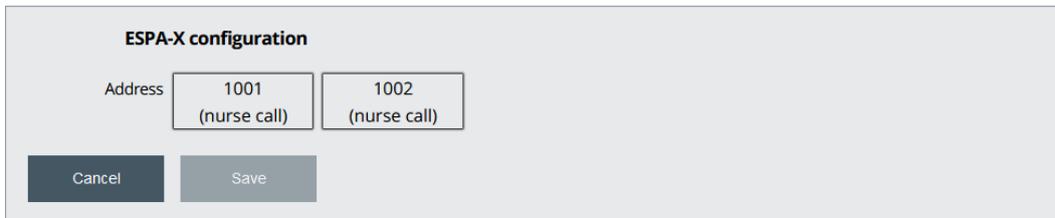
Figure 320: Techn. alarm overview

The desired entry can be deleted using the  button.

12.7.3. ESPA-X

In the ESPA-X configuration for the technical alarms, only the ESPA addresses already created under the menu item ESPA-/X (Chapter 7.2.2) of all are available to you (Figure 321).

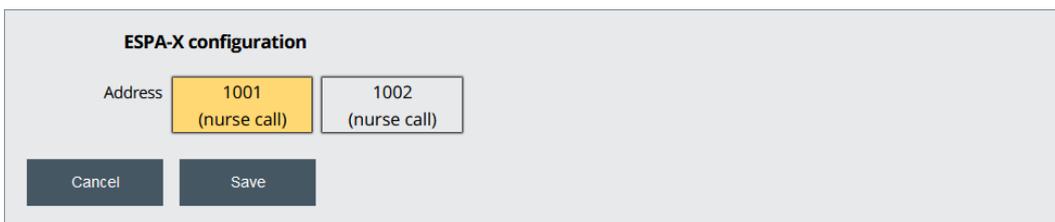
The process can be cancelled by pressing the "Cancel" button.



The image shows a dialog box titled "ESPA-X configuration". It contains a label "Address" followed by two buttons. The first button is highlighted in yellow and contains the text "1001 (nurse call)". The second button contains the text "1002 (nurse call)". Below the buttons are two buttons: "Cancel" and "Save".

Figure 321: Technical alarm via ESPA-X

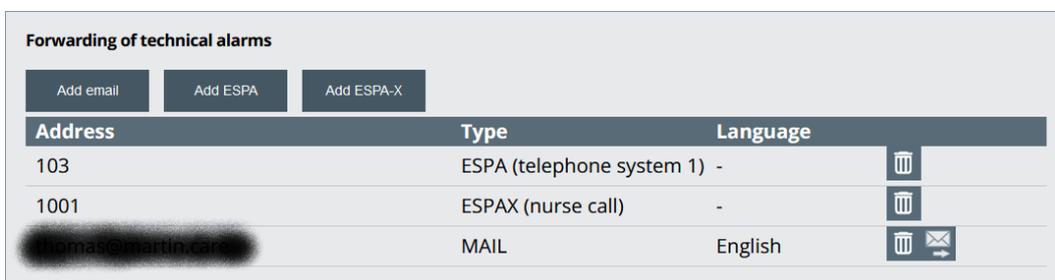
By clicking, the ESPA address button turns yellow and the "Save" button becomes active (Figure 322). Only one ESPA interface can be selected.



The image shows the same dialog box as Figure 321, but now the "1001 (nurse call)" button is highlighted in yellow, and the "Save" button is active (no longer greyed out).

Figure 322: Entering an ESPA-X address

After saving, you will return to the overview (Figure 323).



The image shows a table titled "Forwarding of technical alarms". At the top, there are three buttons: "Add email", "Add ESPA", and "Add ESPA-X". The table has three columns: "Address", "Type", and "Language". There are three rows of data, each with a trash icon in the right margin.

Address	Type	Language
103	ESPA (telephone system 1) -	-
1001	ESPAX (nurse call)	-
[redacted]	MAIL	English

Figure 323: Techn. alarm overview

The desired entry can be deleted using the  button.

12.8. Display options

Only the system administrator (Martin Elektrotechnik GmbH) can activate and set up the display options in SCC5.0!

Under the menu item **Settings/Display options**, only the system administrator can set up settings in the upper part for the visibility of the symbols (transponder type) displayed in the overview map for the respective role. If a  tick is activated in the symbol column (transponder type) for the respective role by clicking on it, the transponder type for the selected role is displayed in the overview map when it passes through a detection field and sends a locating transmission (Figure 324).

In the lower part of the **Display Options** overview, the visibility of the transponder type is set for the tracking function by activating the  tick in the selected symbol column (transponder type) of the respective role. In order to use the tracking function, it must be activated as described in chapter **Fehler! Verweisquelle konnte nicht gefunden werden.** (Figure 324).

Category	Settings																																																																																				
Baby	<p>Adjust the visibility of map symbols</p> <table border="1"> <thead> <tr> <th>Role</th> <th></th> <th></th> <th></th> <th></th> <th></th> </tr> </thead> <tbody> <tr> <td>Administrator</td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Device management</td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Division management</td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Staff</td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Staff with Pairing</td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Monitor</td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </tbody> </table> <p>Set visibility of transponder types for tracking</p> <table border="1"> <thead> <tr> <th>Role</th> <th></th> <th></th> <th></th> <th></th> <th></th> </tr> </thead> <tbody> <tr> <td>Administrator</td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Device management</td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Division management</td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Staff</td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Staff with Pairing</td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Monitor</td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </tbody> </table>	Role						Administrator						Device management						Division management						Staff						Staff with Pairing						Monitor						Role						Administrator						Device management						Division management						Staff						Staff with Pairing						Monitor					
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License information																																																																																					
Map options																																																																																					
Software																																																																																					
Tech. Alarms																																																																																					

Figure 324: Display option - Overview

If you move the mouse pointer over the transponder type, it is also indicated by a tooltip (Figure 325). The tooltip function is to be used in the entire display options overview.

Adjust the visibility of map symbols					
Role					
Administrator		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/> Emergency call		<input checked="" type="checkbox"/>
Device management		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>
Division management		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>
Staff		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>
Staff with Pairing		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>
Monitor		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		

Figure 325: Display option - Tooltip Transponder type

If you move the mouse pointer over the row of the respective role, it is displayed with a yellow background (Figure 326). This marking function is to be used in the entire display options overview.

Adjust the visibility of map symbols					
Role					
Administrator		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>
Device management		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>
Division management		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>
Staff		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>
Staff with Pairing		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>
Monitor		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>		

Figure 326: Display option - row marking

By clicking on the  tick in the respective row under the selected symbol (transponder type), the display function can be selected/deselected again.

This applies equally to the display option in the overview map and the display option in the tracking table.

13. Tracking function

In SCC5.0 it is possible to view the last recording location of a transponder with the tracking function. This is done under the menu item **Tracking** (Figure 327).

To do this, the option must be configured for the respective user role and for the transponder type to be displayed, as described in Chapter **Fehler!**
Verweisquelle konnte nicht gefunden werden..

In addition, the user role needs permission to view the tracking in the first place. This authorisation can only be set up by the administrator.

In the category **Assignment of rights** in the menu selection **Settings**, the menu item **Tracking** is activated/enabled for selection by the administrator (Figure 328).

Category	Settings
Baby	Select role
giving permissions	Administrator
Hardware	Access rights
Icons	Overview
License information	Profile
Map options	Transponder
Software	User
Tech. Alarms	Environment
	Actions
	History
	Settings
	Babies
	Alarms
	ESPA-X
	Tracking
	Elevators

Figure 328: Rights Assignment - Tracking

The image shows a vertical sidebar menu with the following items: Overview, Profile, Transponder, User, Environment, Actions, History, Settings, Babies, Alarms, ESPA-X, and Tracking. The 'Tracking' item at the bottom is highlighted with a yellow background.

Figure 327: Menu Selection Tracking

If the Tracking item is activated in the menu selection, the Tracking overview table can be selected by clicking on the Tracking button, which is shown in Figure 329.

TRANSPONDER SEARCH

Overview of active Transponder

Name ▲	ID ▲	Building	Floor	Room	Last message ▲
Dementia patient transponder (1)					
John Brown	1001	main building	ground floor MB	main entrance	14.01.2021 14:28
Baby transponders (2)					
Emma Miller	3000	main building	ground floor MB	base GF	13.01.2021 12:09
Frank Smith	3001	main building	ground floor MB	base GF	13.01.2021 12:10
Emergency call transponder (1)					
Klara Miller	7001	main building	ground floor MB	elevator	14.01.2021 14:28
Care transponder (1)					
Maria	8000	main building	ground floor MB	elevator	14.01.2021 14:28
Mother transponder (2)					
Anna Miller	9000	main building	ground floor MB	base GF	13.01.2021 12:09
Pia Smith	9001	main building	ground floor MB	base GF	13.01.2021 12:10

Figure 329: Tracking overview table

In the tracking overview table, only transponder types that have previously been released for the respective user are displayed.

This is set by the administrator in the lower part of the **Display Options** category in the **Settings** menu selection by activating the tick, in the selected symbol column (transponder type) and row of the respective role. As described in Chapter **Fehler! Verweisquelle konnte nicht gefunden werden.** (Figure 324).

The various transponder types recorded are listed in the respective transponder category with their last location and the last time they were recorded.

14. Operation of the software

You can open the alarm overview screen via the menu item "**Overview**".

There are three sections in the overview:

In the upper section is a view of the different types of alarms, in whose fields the number of respective alarms are displayed.

The map for the location function is in the left section of the overview.

In the right section, you will find a list of all pending alarms. The uppermost row always shows the most recent alarm and it cannot be overlooked due to the red background when the alarm is triggered.

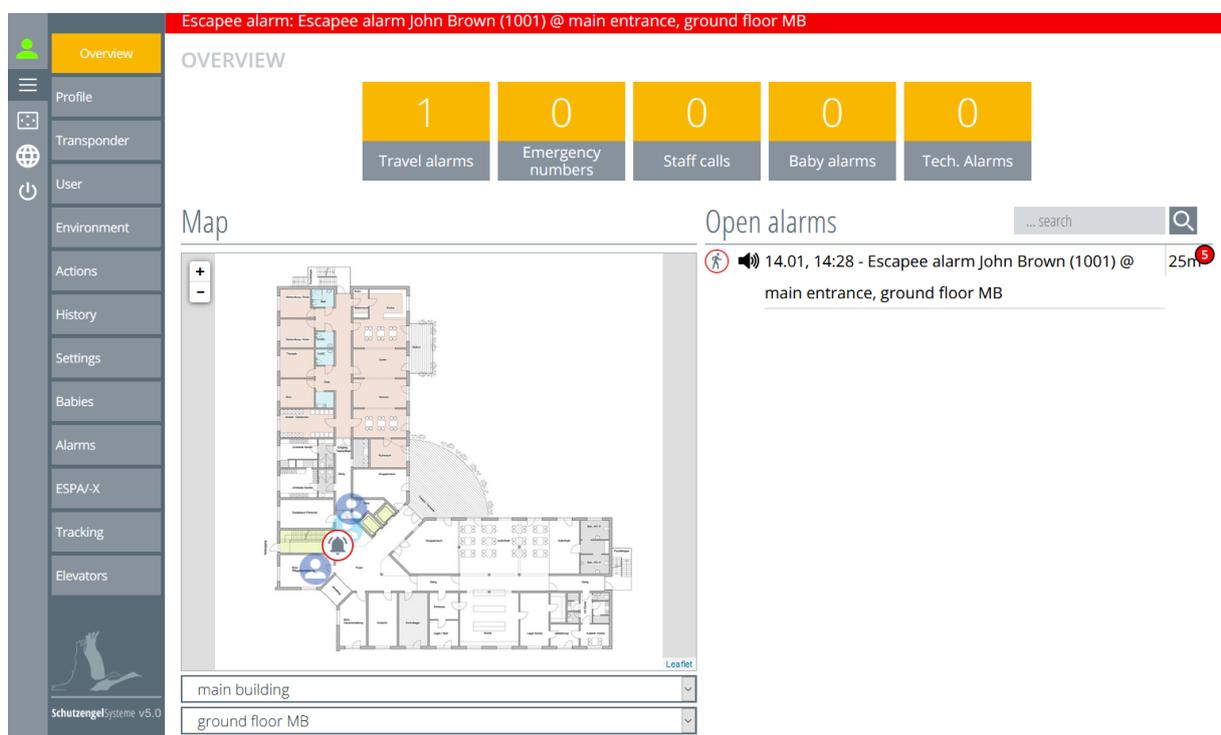


Figure 330: Overview

14.1. Overview of alarm types

Up to five alarm types can be distinguished in the SCC 5.0 software.

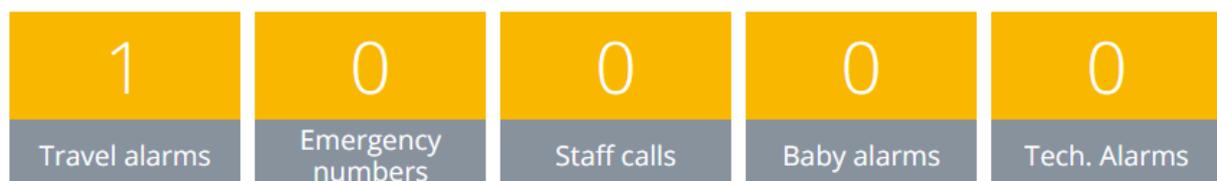
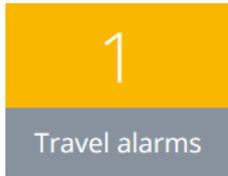


Figure 331: Type of alarm

Escapee alarms are displayed



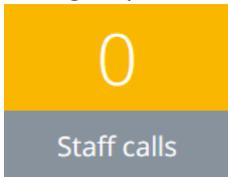
- if a transponder enters a prohibited LF detection field.
- if an "action suppression alarm" has been selected.
- if an alarm on entry was selected during relay action.

Emergency calls are displayed



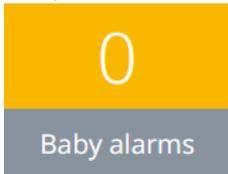
- if the key is pressed on an emergency call transponder.
- when a wall button / pull rope switch is actuated.

Emergency calls are displayed



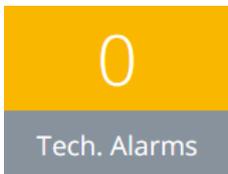
- when the nurse transponder button is pressed for four seconds.

Baby alarms are displayed



- if a baby transponder enters a prohibited LF detection field.
- if a baby transponder goes through an LF detection field alone.
- if a baby transponder is abducted.
- if a baby transponder is removed.

Technical alarms are displayed



- if the transponder battery becomes empty.
- if hardware components fail.
- if software modules fail.

The alarm type buttons also show the number of pending alarms. By clicking on an alarm type button, an alarm type can be hidden in the "list of alarms" for a better overview of pending alarms. The alarm type button is displayed in light yellow (Figure 333).



Figure 332: Alarm types overview displayed

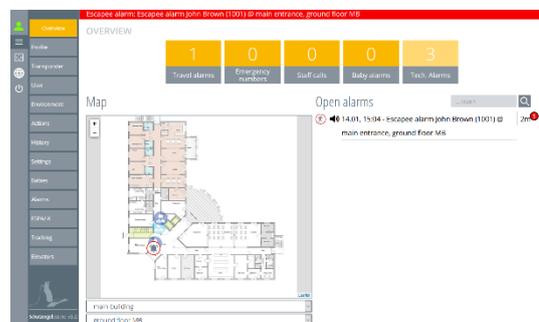


Figure 333: Alarm types overview hidden

By clicking it once again, the button will turn yellow and the alarms will appear in the alarm list.

14.1.1. List of open alarms

All pending open alarms or pending messages are listed in the alarm list. The alarm is preceded by a symbol here.

Legend of the alarm messages:

-  unregistered transponder
-  technical alarm
-  doctors' call nurse
-  emergency call residents
-  escapee alarm residents

Structure of the alarm message:

-  Alarm type icon
- 12:09, 13:48 Timestamp of the alarm
- Emergency call Alarm type
- Klara Miller (7001) Identification of the person
- @ main entrance, ground floor Location
- 0m Duration of the pending alarm
-  Frequency of triggering the alarm

Open alarms



 	14.01, 15:17 - Unregistered transponder 1010	0m 
 	14.01, 15:16 - Staff call Maria (8000) @ exit GF, ground floor MB	0m 
 	14.01, 15:15 - Doctor's call Klara Miller (7001) @ elevator, ground floor MB	1m 
 	14.01, 15:15 - Escapee alarm John Brown (1001) @ main entrance, ground floor MB	1m 
 	14.01, 15:03 - LF connection termination of LF 5 living area GF, ground floor MB, main building	13m 

Figure 334: Alarm list

14.1.2. Map overview

The map displays the symbols for the alarm types at the location of the trigger or at the location of the respective transponder.

Map

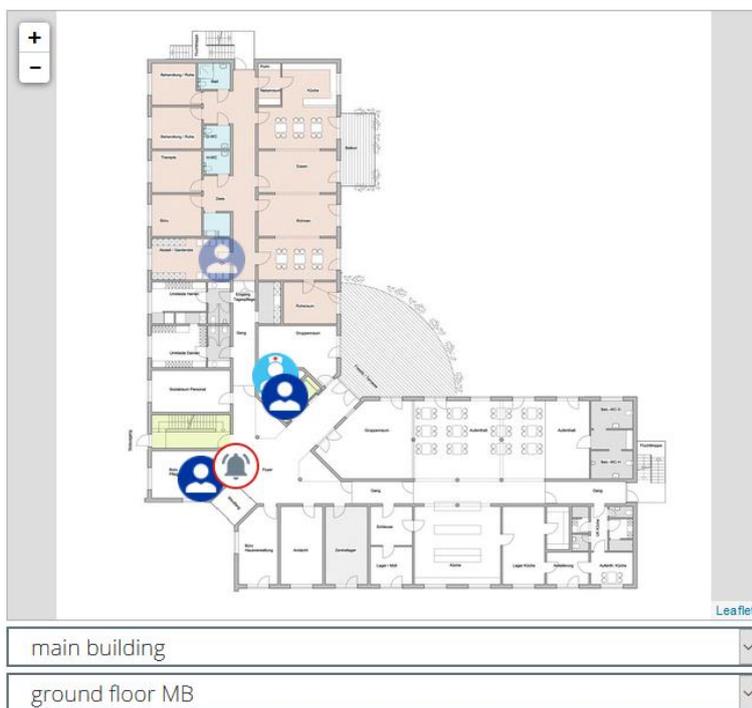


Figure 335: Map overview

Symbol types on the map:

-  Residents in the LF detection field
-  A resident has left the LF detection field (last location)
-  Nurse in the LF detection field
-  A nurse has left the LF detection field (last location)
-  Alarm release/actuation
-  Nurse - emergency call

When an alarm is triggered, the bell symbol is placed over the resident symbol.

If a resident transponder is accompanied by a nurse transponder, they are displayed side by side.

The size of the map can be adjusted with the +/- signs in the upper left corner of the map. You can also hover over the map and turn the scroll wheel on the mouse to resize it.

You can use the drop-down buttons in the lower section to select the building or the floor of the map view.

14.1.3. Switching off the alarm tone

The alarm tone can be switched off  by clicking on the loudspeaker.

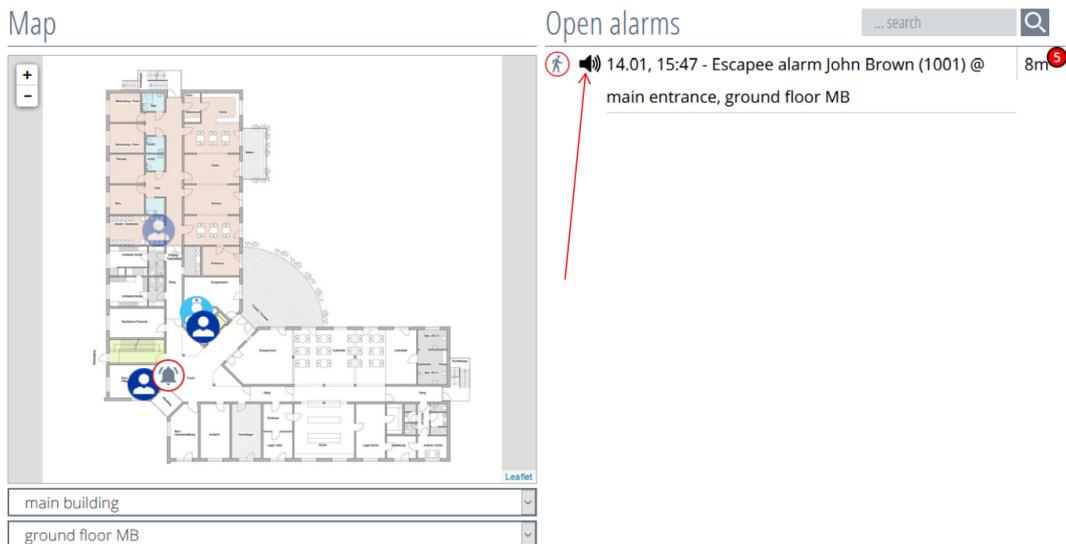


Figure 336: Switching off the alarm tone

Loudspeaker symbol

 Alarm tone off

 Alarm tone on

14.1.4. Acknowledge alarm

To acknowledge an alarm, you must click on the alarm to be acknowledged. This will then turn yellow and an entry box will open which must be confirmed with the acknowledge button.

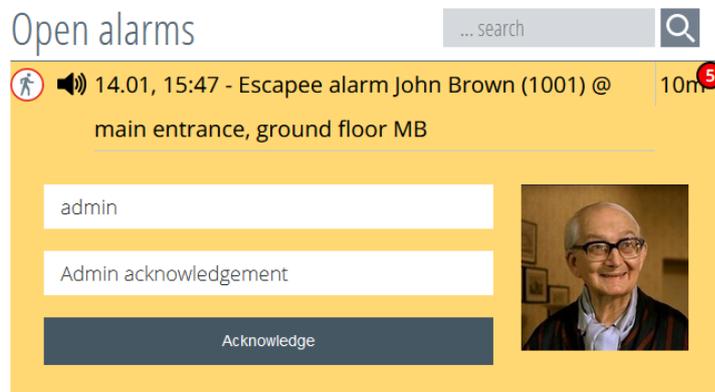


Figure 337: Quick acknowledgement

An acknowledgement message and the personnel ID must be entered in accordance with the acknowledgement rights set up under the "User" menu (see Chapter 3 "Setting up the user"), for example, Personnel ID = "Sister Maria", Acknowledgement Message = "Returned".

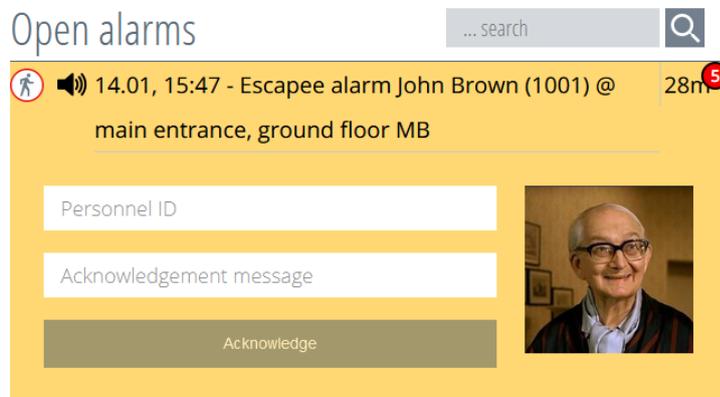


Figure 338: Acknowledgement with entry

If the alarm is acknowledged and the cause of the alarm still exists, the alarm will be triggered again. As long as the alarm is pending, the alarm sequence (escalation) will also escalate according to the set times. This is described in Chapter **Fehler! Verweisquelle konnte nicht gefunden werden. "Alarm Sequence"**.

If you have changed to another menu area and an alarm appears in the alarm row, you can go directly to the alarm overview by clicking on the alarm row (Figure 339), and this alarm will open in the alarm list, so that you can then acknowledge it.

Escapee alarm: Escapee alarm John Brown (1001) @ main entrance, ground floor MB

Figure 339: Alarm row

14.2. Alarm overview

All pending alarms are listed in the menu item "**Alarms**" in a list without icons and without a map overview.

The first column of this overview lists the alarm types. The second column lists the message/alarm description and the last column lists the triggering time.

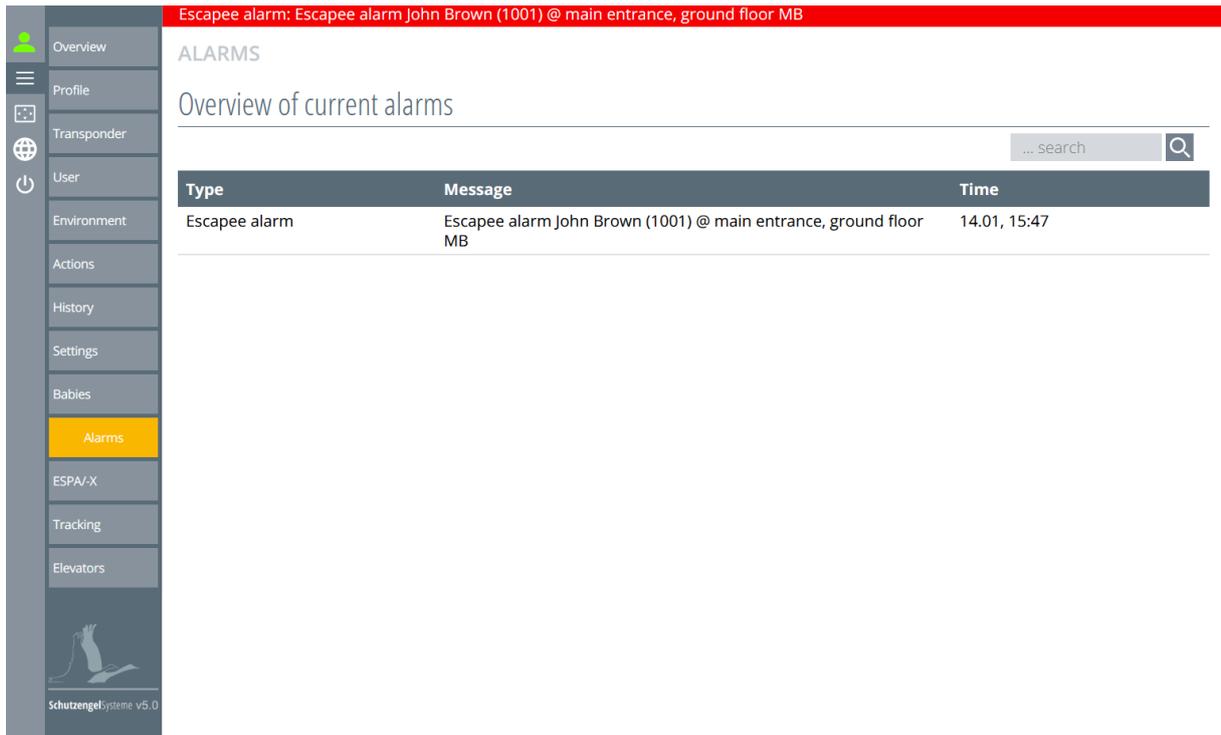


Figure 340: Alarm list overview

14.2.1. Alarms are acknowledged in the alarm overview

The alarm can also be acknowledged in the alarm overview with the respectively assigned acknowledgement rights which should be set up under the "User" menu (see Chapter 3 "**Setting up the user**"). By clicking on the alarm, it will turn yellow and an entry window will open.



Figure 341: Quick acknowledgement

When acknowledging with an entry, the personnel ID and an acknowledgement message must be entered, for example, Personnel ID = "Sister Maria", Acknowledgment Message = "Returned".



Figure 342: Acknowledgement with entry

14.3. History

Under the menu item "History", all acknowledged alarms can be viewed. In this menu, a report can be generated from a filtered alarm table and printed directly or converted into a CSV file.

There are also predefined filters according to which the acknowledged alarms can be filtered. It is also possible to compile and retrieve your own filters.

To call up the desired history, you must open the "History" menu. A date selection option appears in the window as well as the selection of predefined filters (Figure 343).

No alarms:

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Alert History

Select time interval

from (January 2021)

Sun	Mon	Tue	Wed	Thu	Fri	Sat
27	28	29	30	31	1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31	1	2	3	4	5	6

until (January 2021)

Sun	Mon	Tue	Wed	Thu	Fri	Sat
27	28	29	30	31	1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31	1	2	3	4	5	6

Predefined filter configurations

Resident alarms	
Technical alarms	
Baby alarms	

Figure 343: History overview

14.3.1. Create alarm history report

The first thing you need to do is set the period for which the history report is to be created. Select the desired period with the help of the calendar overview (Figure 344).

Alert History

Select time interval

from (January 2021)

Sun	Mon	Tue	Wed	Thu	Fri	Sat
27	28	29	30	31	1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31	1	2	3	4	5	6

until (January 2021)

Sun	Mon	Tue	Wed	Thu	Fri	Sat
27	28	29	30	31	1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31	1	2	3	4	5	6

Figure 344: Set history period

By clicking on the desired days in the selected month, they turn yellow. In the left calendar, the date must always be in the past. Once the selected period is set, the generation of the history report is triggered by the  button of the predefined filters (red arrow in Figure 345).

Alert History

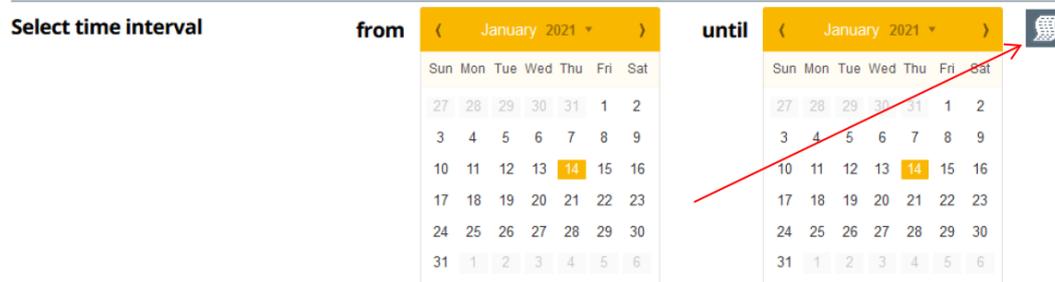


Figure 345: Create history report

After pressing the  button, an overview of the already acknowledged alarms is generated. In the upper part of the report, the generated alarms are assigned to the respective alarm types in a bar chart. Only the alarm types that are listed are displayed.

Press the  button to return to the view in which the period is set.

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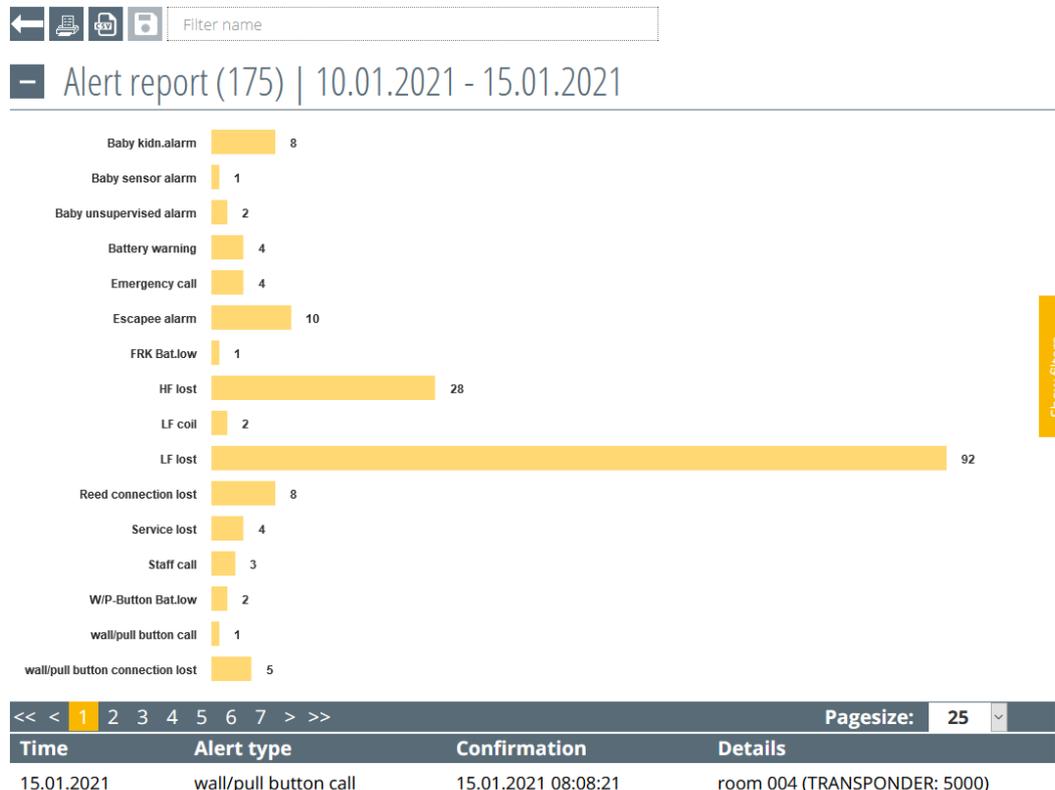


Figure 346: History bar chart

In the lower part of the generated history report, all acknowledged alarms are listed in a table (Figure 347).

- The column **Time** shows the triggering time and the duration of the alarm.
- The different alarm types are shown in the column **Alarm type**.
- The column **Acknowledgement** contains the time of acknowledgement and who acknowledged.
- The column **Details** lists the name, designation, which profile, which room, which floor, which building.

Weglaufalarm 99

<< < 1 2 3 4 5 6 7 8 9 10 > >>				Alarmzeilen pro Seite: 25
Zeit	Alarmart	Quittierung	Details	
11.11.2020 15:19:39 Alarmdauer 00:02:33	Baby-Sensor-Alarm	11.11.2020 15:22:12 (IP: 192.168.0.30)	Klaus Kug (Hauptprofil) (WB) Wohnbereich , Erdgeschoss , Haus	
11.11.2020 15:19:38 Alarmdauer 00:02:11	Personalruf	11.11.2020 15:21:49 (TRANSPONDER: 8800) Edgar -	Edgar (TRANSPONDER: 8800) Wohnbereich, Erdgeschoss, Haus	
11.11.2020 15:19:36 Alarmdauer 00:02:19	Notruf	11.11.2020 15:21:56 (TRANSPONDER: 8800) Edgar -	Walter Jost (Hauptprofil) (WB) Wohnbereich , Erdgeschoss , Haus	Filter anzeigen
11.11.2020 15:19:30 Alarmdauer 00:02:39	Weglaufalarm	11.11.2020 15:22:10 (TRANSPONDER: 8081) Maria -	Hans Klein (Hauptprofil) (WB) Wohnbereich , Erdgeschoss , Haus	
11.11.2020 15:17:37 Alarmdauer 00:01:00	Notruf	11.11.2020 15:18:37 (IP: 192.168.0.30) 11 - 11 : 11 - Admin-Quittierung	Walter Jost (Hauptprofil) (WB) Zimmer001 , Erdgeschoss , Haus	
11.11.2020 15:04:24 Alarmdauer 00:00:41	Personalruf	11.11.2020 15:05:06 (IP: 192.168.0.30)	Edgar (TRANSPONDER: 8800) Wohnbereich, Erdgeschoss, Haus	
11.11.2020 15:04:03 Alarmdauer 00:00:17	Personalruf	11.11.2020 15:04:21 (IP: 192.168.0.30) ? : ? : ? - Admin-Quittierung	Edgar (TRANSPONDER: 8800) Wohnbereich, Erdgeschoss, Haus	

Figure 347: History Table

In the upper part of the table (Figure 348), a specific page can be selected in the left part. The arrow keys can be used to scroll back and forth in the history report. In the right section, the number of alarms listed in the table can be limited between 25 and 50 entries.

<< < 1 2 3 4 5 6 7 > >>				Pagesize: 25
Time	Alert type	Confirmation	Details	

Figure 348: Browse history table

14.3.2. Filter alarm history

In order to be able to filter the alarms in the table, you must click on the yellow button in the middle of the right edge of the window (red arrow, Figure 349). This opens another yellow area on the right where the filter selection can be made.

Press the  button to return to the view in which the period is set.

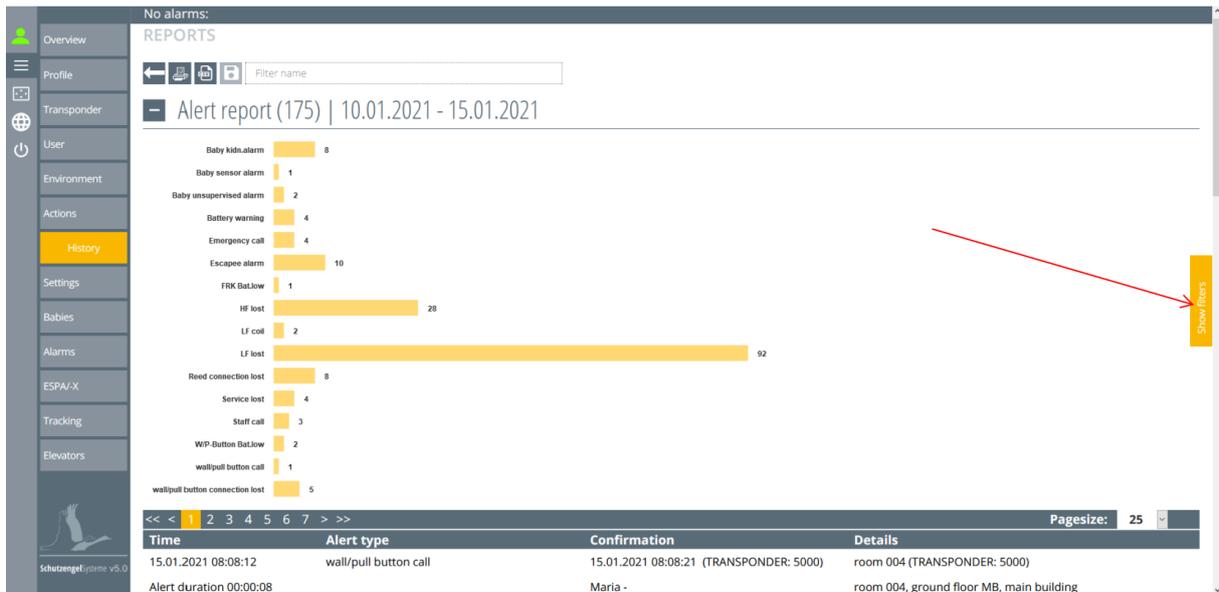
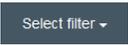


Figure 349: Open history filters

In the new expanded filter selection, you can choose between different filter categories.

- Select alert type
- Select profile
- Select building
- Select floor
- Select room
- Select resident

In this overview of the filter sections, pressing the button  opens a selection that lists all possible alarm types that are recorded in the section.

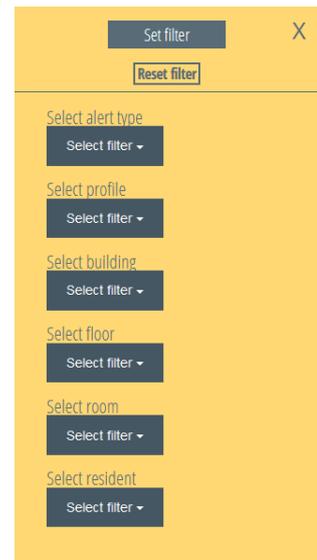


Figure 350: History Select Filter

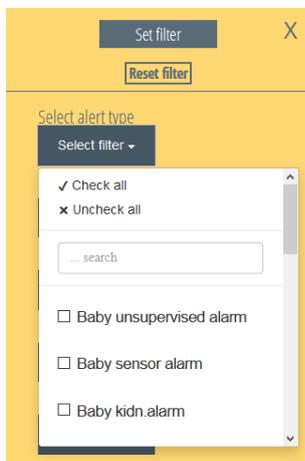


Figure 351: History Filter Selection

By ticking the alert type and pressing the  button, the filter is activated and only the selected alert types appear in the table.

The table can then be printed out or converted into a CSV file.

The expanded section window can be closed again by clicking on the  button at the top right.

The filters of **all** sections can be reset by clicking the **Reset filter** button in the upper part of the section window.

All alert types can also be selected or deselected in the respective section, as can be seen in Figure 352 in the upper part of the filter selection. Furthermore, in this view it is also possible to search directly for an alert type. This selection function is available in all sections.

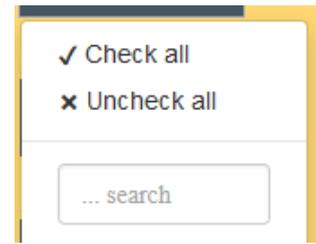


Figure 352: History Alarm type

14.3.3. Create alarm history report with predefined filter

The first thing you need to do is set the period for which the history report is to be created. Select the desired period with the help of the calendar overview (Figure 344).

Alert History

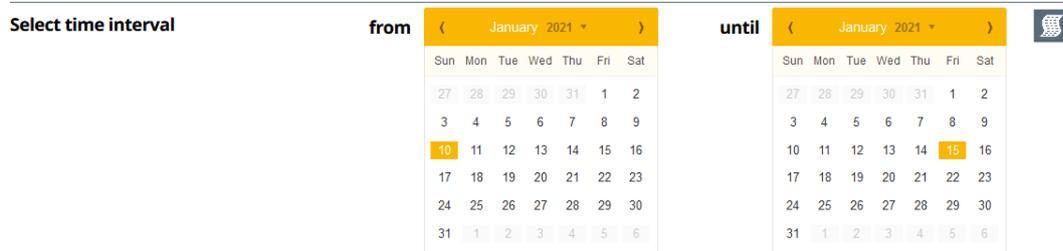


Figure 353: Set history period

By clicking on the desired days in the selected month, they turn yellow. In the left calendar, the date must always be in the past. Once the selected period is set, the generation of the history report is triggered by the  button of the predefined filters (red arrow in Figure 354). Select the desired filter for the respective filtering.

Alert History



Predefined filter configurations

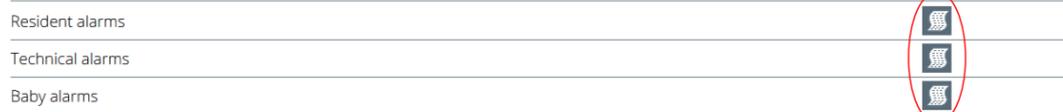


Figure 354: Create history selection

If the predefined filter e.g. "Resident alarms" is selected, only the resident alarms for the selected period are listed (Figure 355).

Press the  button to return to the view in which the period is set.

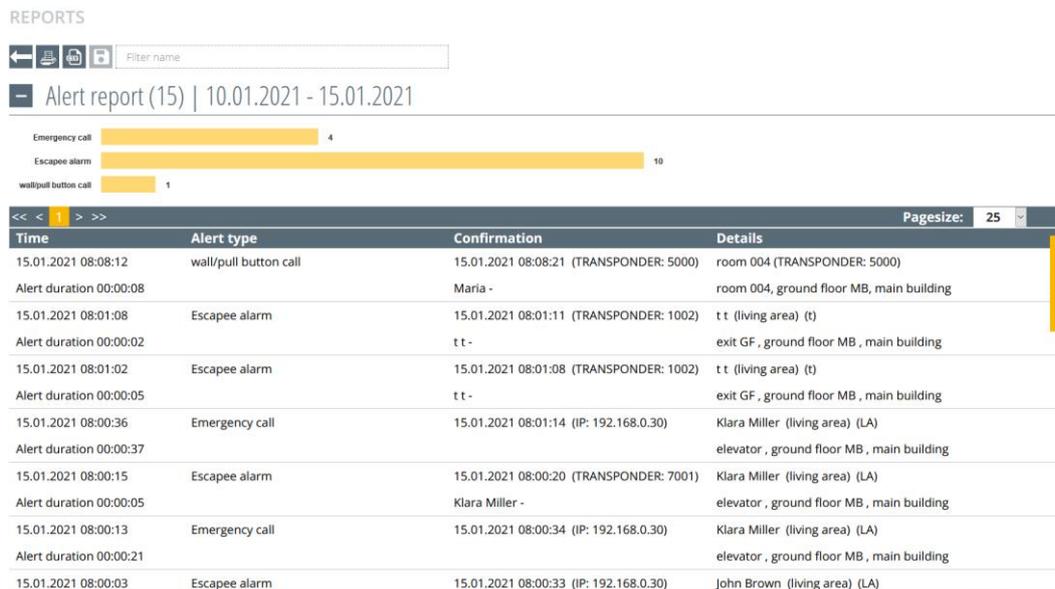


Figure 355: History of predefined filters

14.3.4. Create and delete predefined filters

To create predefined filters, the alarm history report must first be created as described in menu **Fehler! Verweisquelle konnte nicht gefunden werden..** Then select the desired filters as described in menu **Fehler! Verweisquelle konnte nicht gefunden werden..** Now assign a name for the filter in the upper area of the history page (Figure 356) and press the now active save button and save.

Press the  button to return to the view in which the period is set.



Figure 356: Create history filters



Confirm the creation confirmation with "OK".

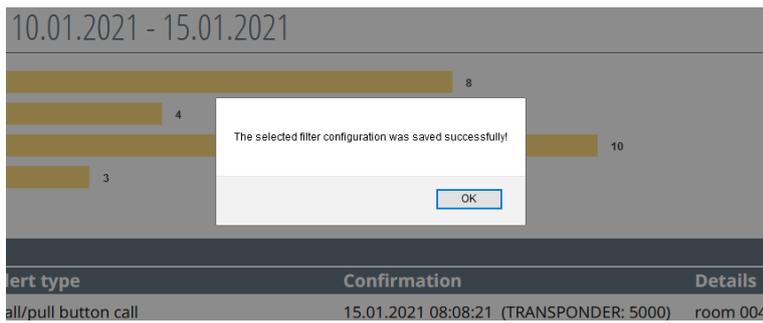


Figure 357: History Filter creation confirmation

After the creation confirmation, the created filter can be selected in the overview of predefined user filters (Figure 358).

REPORTS

Alert History



User filter configurations



Figure 358: History User Filter

If the user-defined filter is to be deleted, you only have to press the  button and confirm the following security query with "OK".

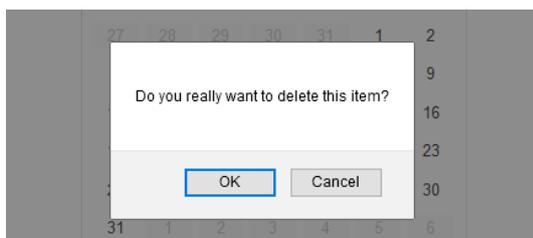


Figure 359: History Delete security query

14.3.5. Print alert report

Once the period and the filters have been set and the table has been created, the printer menu can be called up by pressing the  button.

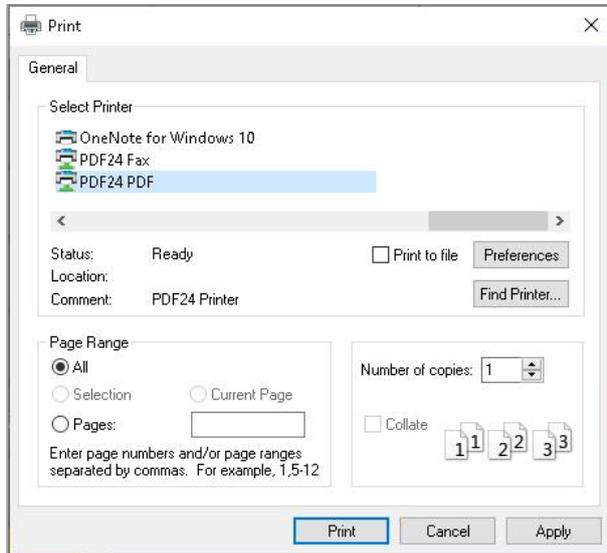


Figure 360: Printer menu

Now select the desired printer and execute the print command. Only the view that is also visible in the interface in the web browser is printed. If the history corresponds to several pages, each page must be called up and printed separately. There is no continuous printout.

14.3.6. Create CSV file

Once the period and the filters have been defined and the table has been created, the table can be converted into a CSV file by pressing the  button.

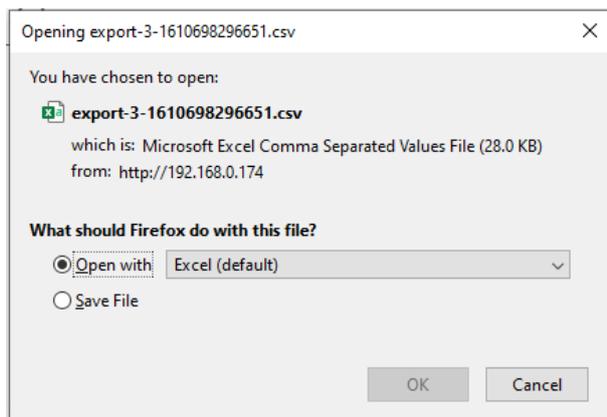


Figure 361: CSV File Export Window

After a Windows window has opened, the further processing of the file must be decided. After selecting whether the CSV file should be opened directly with a spreadsheet programme or saved in the download folder, press the **OK** button.

15. Functions at a glance

Trigger runaway alert

Runaway alerts are triggered when:

- Runaway transponder (ID 1000-1999) in the prohibited LF detection field
- Emergency transponder (ID7000-7999) in the prohibited LF detection field

Delete/acknowledge runaway alert

The runaway alert can be cancelled by:

- Acknowledgement in the software interface
- Entering a permitted, "safe" LF detection field
- Accompanying the runaway alert trigger with an authorised personal transponder
- Presence and button press of the staff transponder (ID 8000-8999) in the LF detection field where the alert was triggered.

IMPORTANT NOTICE!

If the latter delete function is selected, all pending alerts triggered by this LF detection field are deleted.

Escort function

A Dementia Transponder (ID 1000-1999) or Emergency Transponder (ID 7000-7999) will not trigger a runaway alert in a prohibited LF detection field or in an LF relay action field by escorting an authorised personnel transponder (ID 8000-8999). The escort function prevents an alarm from being triggered when an authorised escort is present.

Locating

The locating function can be used to determine the last whereabouts (passing through an LF detection field) of a resident. This is shown on the map of the software.

Tracking

The tracking function can be used to determine the last whereabouts (passing through an LF detection field) of a resident. This is shown in the tracking table with location and time.

Trigger emergency call

An emergency call is triggered by pressing a button on an emergency call transponder (ID 7000-7999) and by pressing a wall button / pull rope switch (ID 5000-5999).

Delete/acknowledge emergency call

An emergency call can be reset via the web interface and by "proximity acknowledgement". For "proximity acknowledgement", first press the acknowledgement button of the staff transponder and press the button of the emergency call transponder or wall button / pull rope switch within six seconds. During the acknowledgement mode, the LED of the staff transponder flashes red in a fast rhythm. If the acknowledgement was successful, this is indicated by the flashing of the green LED on the staff transponder.

Trigger staff call

A staff call can be triggered by pressing the button on the staff transponder (ID 8000-8999)

- holding it down for four seconds until the LED lights up red (version 2.38.2)
- pressing twice within one second (version 2.38.3)
- Call button on the personal transponder (name tag)

Delete/acknowledge staff call

To acknowledge a staff call, press the button of the staff transponder (ID 8000-8999)

- for approx. ten seconds until the LED switches on and off again after four seconds and lights up again after eight seconds (version 2.38.2)
- hold down for approx. four seconds until the green LED lights up (version 2.38.3)
- Acknowledgement button on the staff transponder (name tag)
- An emergency call can also be acknowledged via the software in the user interface.

Trigger baby abduction alert

Baby abduction alert is triggered when a baby transponder (ID-3000-3999) passes alone through a prohibited LF detection field.

Baby escort function

Accompanying a baby transponder (ID-3000-3999) with the assigned mother transponder (ID-9000-9999) or authorised personal transponder (ID-8000-8999) through a prohibited LF detection field will suppress the alert.

Trigger baby-alone alert

If the Baby Transponder (ID-3000-3999) is alone in a changing table LF, the alert is triggered.

Baby removal alert

The baby removal alert is triggered by removing the baby transponder (ID-3000-3999).

NOTE: Baby alerts can only be acknowledged via the interface.

Hardware monitoring

All hardware components created and assigned in the software are permanently monitored by the software when a communication link is established. In the event of a failure, technical alarms are generated and displayed in the interface. These cannot be acknowledged and are only removed from the alarm overview by repairing the defective component or by deactivating the monitoring.

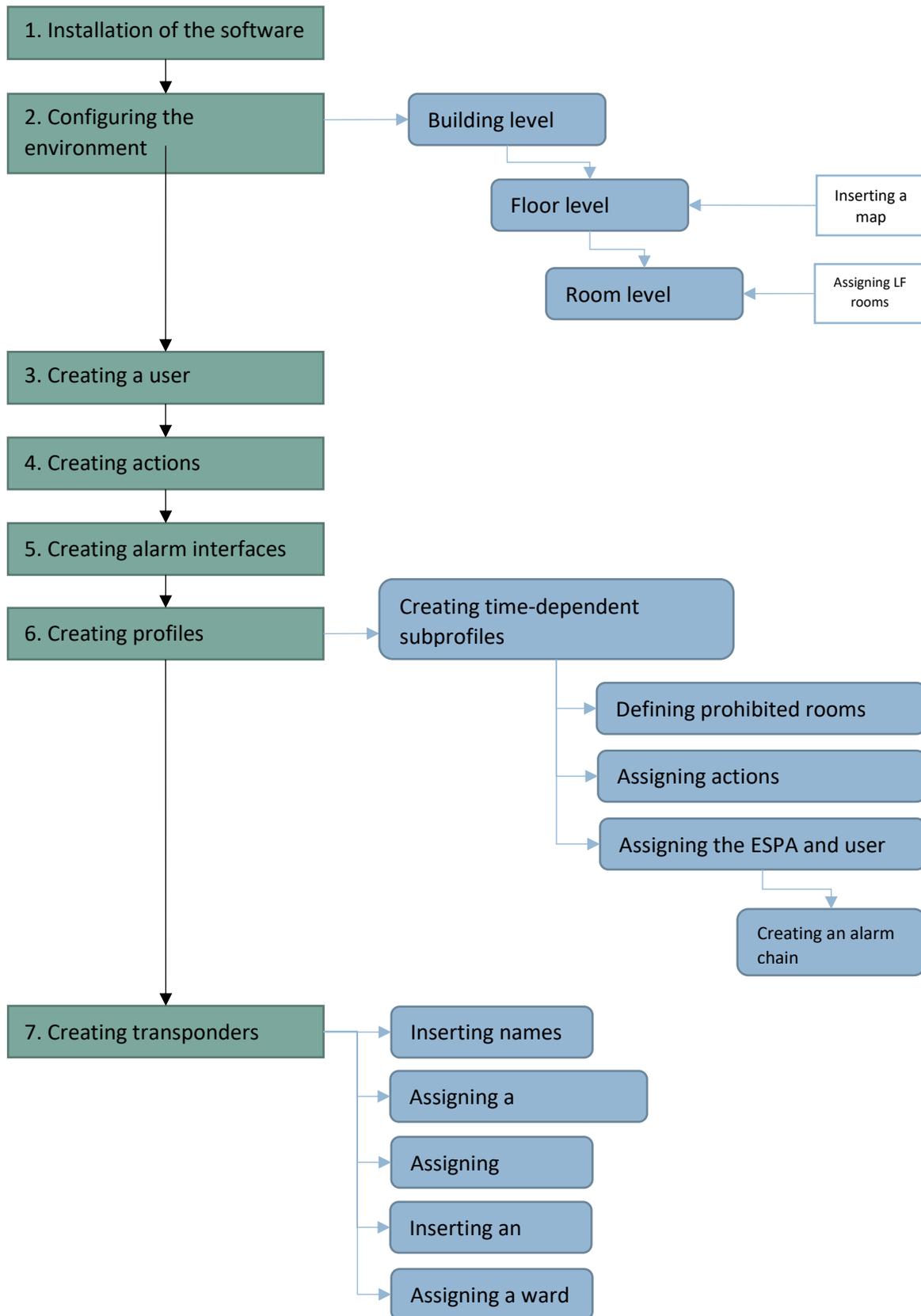
Battery alerts

All battery- and accumulator-operated components send an empty battery message when the battery or accumulator capacity is undercut. This cannot be acknowledged in the interface and can only be removed from the interface by replacing the battery or charging the rechargeable battery.

History

All generated alerts are listed in the history and can be filtered with the filter function and also printed out. A CSV file export is also available.

16. Overall schematic diagram of SCC 5.0



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