

ARES Version 4.4.1



**Security and Access Control
Management System**

**ARES: AN INTRODUCTION
UPDATED JANUARY, 2000**



The Leader In Innovative Security Technology

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I N T R O D U C T I O N

Welcome to the ARES Security Management System.

The ARES Management System is a dedicated alarm and access control software package. The multi tasking, multi Challenger versatility of ARES provides total system management over the entire Challenger product range, and therefore offers unparalleled flexibility for large sites.

ARES list of features includes; a three tier alarm response facility, an extensive range of reporting options with variable parameters, a user database with programmable fields, and fully programmable Operator access levels. The system's rich dynamic graphics capabilities are door and lift access control ready. For total system management, remote control and automated processes, remote monitoring, user image data-bases and high-end integration with third party closed circuit television devices are standard.

A minimum ARES system requires only one Challenger Panel with optional peripherals, and a personal computer onto which the QNX© Operating System is installed.

When purchasing an ARES license, it is important to understand the ARES points system. Each security item in a system has a corresponding points value, and it is the total of these values that determines the number of points within a system. A baseline ARES system is shipped with 256 points and this can be expanded in lots of 64 points to achieve the required number. System components are valued as follows:

One Door = 8 Point

One Remote Arming Station = 4 Points

One Input = 1 Point

With its rich feature set and ease of expandability, ARES not only fulfills your needs for a high-end security system for today, but it will also grow and expand with your plans for the future.

Welcome to ARES.

FUNCTION KEYS

- F1** HELP. Displays on line help for the selected field.
- F2** UNDO. Restores values to their currently saved values. This is only true if the "F5" Save button or "F8" Delete button was not pressed.
- F3** GOTO. To display a sub-menu, where applicable.
- F4** BROWSE. Is used for searching or listing of options. (Generally, pressing F4 from a number field will sort the results by number. From an ID field, it will sort alphabetically.)
Shift F4 (used only on User Maintenance) is used for complex user searches.
- F5** SAVE. Is used for storing the values that have been entered in a field and/or form.
- F6** EXECUTE. Is used to start processing the current function.
- F8** DELETE. Delete a selected record from the system database.
- F9** CLEAR. Is used to Clear the selected field.
- F10** DEFAULT. Is used to set a selected field to the default value. (If applicable)
- F11** CLEAR ALL. Is used to clear all fields in the current form.
- F12** LIST. Used to list the components and sub components of a group.
- The **Function** keys that are available to be used on each window will be at the top of each form.*
- Alt C** Open "Cluster" screen.
- Alt P** Enables the item being programmed to be added to a cluster.
- Alt G** Opens Dynamic Graphics Screen.

The Keyboard and Mouse

You can select any option in a menu by pressing the **<alt>** key together with the underlined letter in the menu title or by clicking on the icon with the mouse. Using the **<CTRL>** and **<ENTER>** keys together simulates clicking the left mouse button. The arrow keys move the cursor around the screen.

On forms, you can simulate the **F3** and **F4** function keys on the mouse. On a focussed field, right click the mouse and it will perform the function of the **F4** key. Double clicking the left mouse button will perform the the function of the **F3** key.

MENU STRUCTURE

The ARES menus are structured around groupings of actions and functions. The text or the icon can be selected to move an Operator to a submenu or screen.

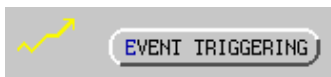
MAIN MENU OPTIONS

Alarms



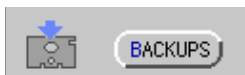
The alarms menu provides direct access to an alarm screen where details of all current alarms are displayed. From this screen, an Operator can respond to, and acknowledge, alarms. The location and type of the alarm is displayed along with the time the alarm occurred and the priority assigned to it. Once a response and acknowledgment has been made by the Operator, the alarm is then removed from the list. A graphical representation of the alarm location can also be accessed from this menu, see Graphics Manual.

Event Triggering



ARES allows automatic activation of Challenger, CCTV control functionality and report printouts when an event or a particular series/groups of events occur, or at a certain time or time interval.

Backups



Programming Database, Node Initialising files, and ARES executables are all backed up and restored under this menu. History backups and purging is also selected here, with an Auto backup and Purge option.

Graphics



ARES graphics capabilities allows an Operator to design/enter the plans of the physical site, areas and input devices. When an alarm is generated, for example, the relevant map can be displayed showing the location of the alarm. Each feature of the map can be easily manipulated with a click and drag action. See Graphics Manual.

Remote Control



Remote Control facilities can be used to control all Challenger items, such as Inputs, Areas, RAS, DGPs, Doors, Floors and Relays.

In addition to this, ARES has a number of special options which perform remote control functions on groups of items. e.g. Unlock all perimeter doors in building 2, Isolate all internal PIRs in building 4.

These features not only allow control over multiple items with a single command, but they simplify the process of finding an individual item or group of items.

History Reports



Reports can be generated on all stored history events or archived events. As the history grows, reports can be created with very specific parameters. Each record in History is termed an Incident, and numbered chronologically.

Users



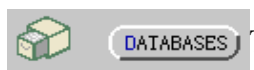
The User menu provides access to a database of all the people who use the Challenger system. Information such as access levels, card information and the particulars of each user is stored in the user database.

Operators



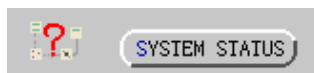
The Operators menu provides access to a database of all the people who use the ARES system. Information relating to computer access levels, passwords and login names, personal name and ID name as well as contact information is stored in this database.

Databases



The databases contain information which ARES requires for its day to day functioning. Refer to the Programming Manual.

System Status




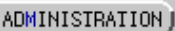
Printers, Computers and Challenger items such as doors, DGPs, areas and Challengers themselves can be reported to the screen or printer. This gives current information of the status of Challenger and ARES equipment.

Challenger





The System Administrator uses this menu to perform all programming and setup issues relating to the Challenger panel/s.



Administration

  All ARES system administration such as the setting of; date/time, Timezone, screen background color, speed bar configuration and many of the configuration aspects are organised here.

Video Monitoring

  The programming and setup of all aspects of video monitoring, including monitors, cameras and switchers, and preset camera views are programmed from this menu.

Log Off

  When an Operator has finished for the day, they log off and are returned to the Log In screen. Logging On can be accomplished by keyboard and/or an access control reader connected to the Operator Station.

SYSTEM REQUIREMENTS

Equipment

The basic ARES setup consists of a Personal Computer with QNX and the ARES software installed. Any PC running the ARES software is called a Node. Remote Text-based Operator Terminals can be connected directly to Node serial ports or via a modem. Additional Nodes can be connected via a Local Area Network (LAN), and these Nodes can also have printers and Text-based Operator Terminals connected to their Serial Port/s. Computer screen/keyboard and remote terminals are all called Operator Stations. This includes both Nodes and text based terminals.

Physical System Requirements

These are the recommended minimum PC requirements to run ARES:

- Minimum Pentium 166 MHz with 64Mb of Ram
- VGA Card - 16 colors (If requiring 800x600 or 256 colors then S3 trio chipset required on VGA card)
- Minimum 2.0Gb HDD - EIDE or SCSI Adaptec 2940
- Minimum 14 or 15 inch monitor
- PS2 Mouse and STD 101 Keyboard
- Minimum 2 Serial Ports
- External Modem (Activated when on-line diagnostics are required) Node 1 only.
- EIDE or SCSI (Adaptec 2940) Iomega zip drive for backups. Node 1 only.
- UPS (For protection of databases on mains failure.)
- Recommended Filesystem Drivers (See Appendix N, Page 59)
- Recommended Network Drivers (See Appendix N, Page 59)
- SCSI or ATAPI CD-ROM drive

Optional:

- Touch Screen: MicroTouch is recommended.
- Watchdog Card Node 1 Only Model WDT501P (Current Supplier: Interworld Electronics
Ph: +61 3 9563 5011; Fax: +61 3 9563 5033)

Software Requirements:

- QNX Operating System on each node.
- QNX Windows on each node.
- TCP/IP (optional)

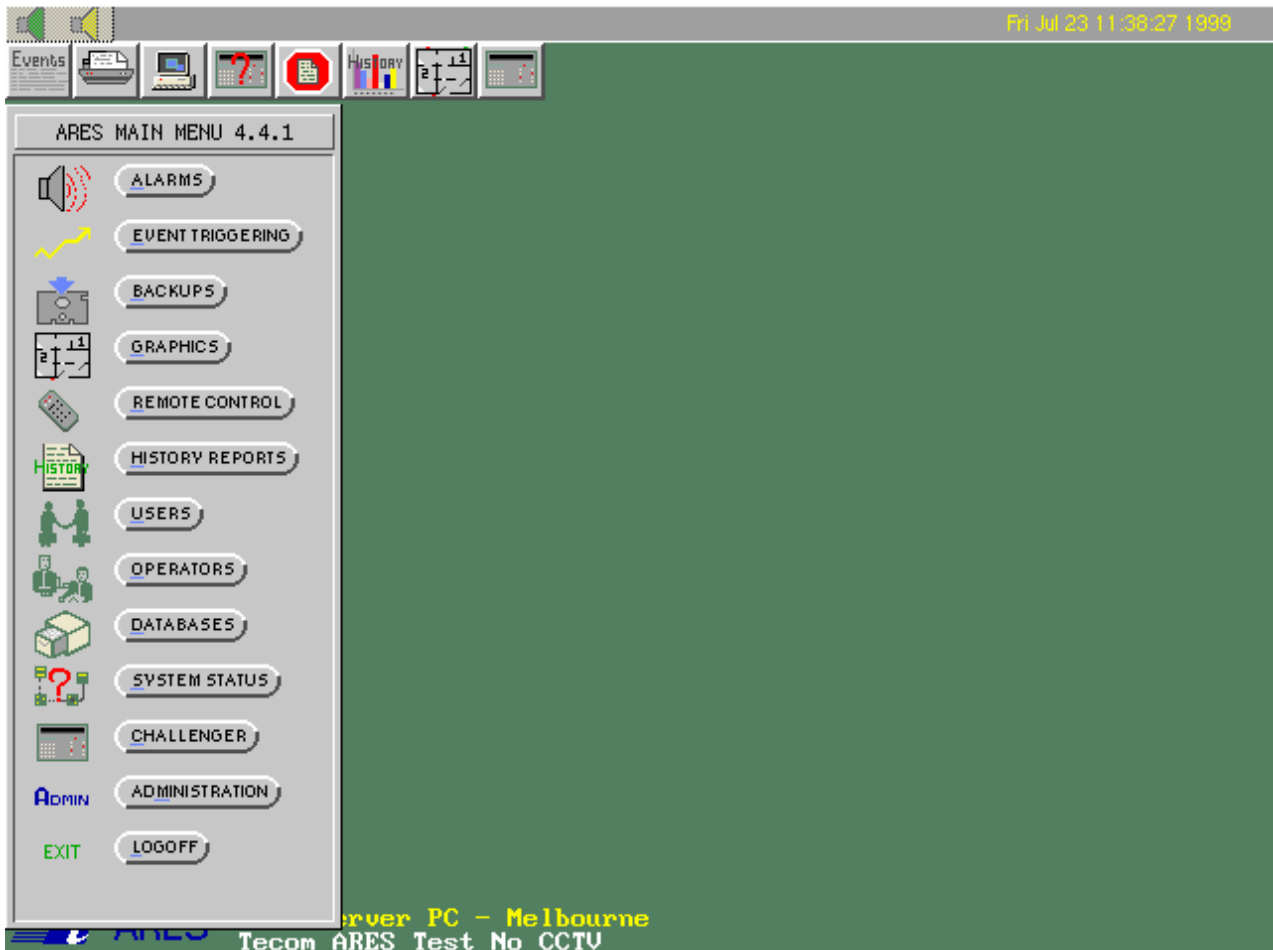
ARES to Challenger Communications

The Challenger system is an integrated alarm and access control panel, which controls all alarm and access functions.

ARES is able to communicate with the Challenger using a variety of means. The Challenger can be connected to any available serial port or Rocket Port either by direct connection, a modem or by TCP/IP terminal server.

When used with the ARES system, the Challenger panels are programmed from the Node via the automatic download function.

MAIN SCREEN FEATURES



Date and Time



The date and time appearing in the right hand corner of the main menu screen should be the current system date and time. See Programming Functions, Administration Menu, Set System Time\Date.

Alarm Icons

Two alarm icons appear in the top left corner of the screen. When an alarm is generated the icon will flash. Clicking on the alarm icon will open the alarm screen if there are any alarms outstanding.

Alarm Priority Numbers

Between the alarm icons and the date and time is a series of ten digits along the alarm bar. Until an alarm is triggered no numbers will be displayed. However, once an alarm is registered, the numbers will appear and change. The priority of the alarm will be indicated by its location in the line. If there is more than one alarm of the same priority, for example, seven alarms all of priority four, then the fifth digit along the line will show seven instead of zero. Alarms which number over 999, for single priority, will appear as an asterix. There are 10 priority positions ranging from the highest priority 0 to lowest priority 9.

Event Screen Icon



Selecting the Event icon will display the Event Screen. Each time an Operator enters new information, switches cameras, changes a data base entry, responds to an alarm, or an input or output is registered by ARES, it is logged as an event and becomes part of the system history. In the Event Screen each of these actions is listed. Each event is allocated an incident number which appears at the beginning of each event line in the list. Any event occurring from the Challenger field equipment is also added to the event log and shown on the event screen.

Printer Status



Selecting the Printer Status icon will display the Printer Status screen. Information relating to the printer will be displayed, including print queues, printer identification ID and location. See Reference Manual, System Status.

Computer Status



Selecting the Computer Status icon will display the Computer Status screen. Information relating to the node is displayed including: the computer's total disk space (megabytes), free disk space (megabytes) and a percentage value of what is currently being used. Random Access Memory is also displayed in the same manner along with the ARES licensing information. See Reference Manual, System Status.

Challenger Status Report



Each Challenger in the system has a range of devices under its control. ARES can create status reports based on the following items: doors, inputs, areas, relays, floors, RASs, DGPs and Challenger panels. See Reference Manual, System Status.

Abnormal Condition Report



A status report can be generated on current alarms and abnormal conditions. This differs from the Challenger Status Report by showing only alarms/abnormal conditions. See Reference Manual, System Status.

History Statistics



Clicking this button will display the current status of the system's history, including the amount of history already stored, available history space, deleted records, purge and history limits. See Reference Manual, System Status.

Operator Name

The name of the current Operator logged in will appear in the bottom right hand corner of the screen.

Node Identification

The name in the bottom left hand corner of the screen is the Node (PC) identification. Below this is the ARES licence details for this system.



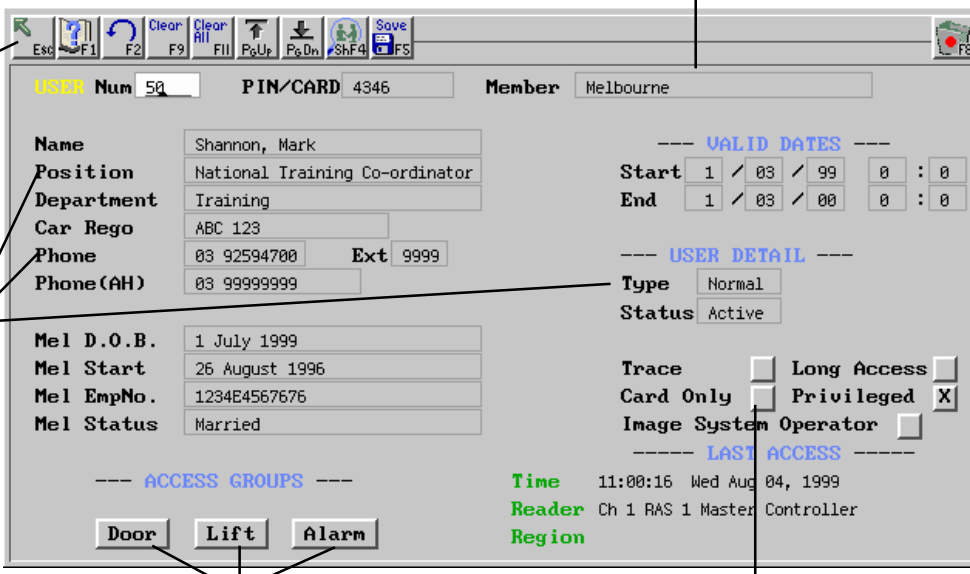
Main Menu Icons

The main menu provides access to all ARES functions.

Depending on the access levels set for each Operator, the main menu will not always display all menu options. If an Operator has access to only two of the menu options, then only those two menu icons will appear.

NAVIGATING THROUGH ARES

Typical ARES screen and features



Field

Action Icons

Field Titles

Buttons

Check Boxes

Action Icons

The action icons allow you to quickly execute a range of ARES functions. Below are listed some of the commonly used action icons.



Execute. Puts in to action the selections made in a screen by compiling the information according to what is entered into the fields.



Help. When a field is highlighted, or a screen opened, this action icon will open the context sensitive help facility which will provide the Operator with useful tips and explanations.



Delete. Clicking on this deletes the current record. For example a User can be deleted from the database by finding the User in the system and clicking on the delete icon to remove all the information entered about that User.



Page Up & Page Down Allows the user to move forward or backward one record at a time.



Save. Clicking on the Save Icon ensures the information entered into the current record's fields will be saved into the appropriate database. Exiting from a screen without pressing Save will ignore the information just entered.



Exit. Whenever a function has been performed and the screen is no longer needed, click the Exit Icon to close the screen.



Scroll Down & Scroll Up. Scrolls Up or Down a screen of records at a time.

These action icons have the same functionality as <CTL> <Down> and <CTL> <Up>.

Cursor



A small arrow that will move around the screen controlled by the Operator's movements of the mouse or arrow keys.

Field Title

For every option available in a screen there is a title which corresponds to the option. The title will give some indication as to the type of information required.

Field

A field is the space where information is entered by the Operator. To navigate through the fields, the Operator uses the return key or up/ down arrows.

Menu Options

Menu options allow the Operator to access ARES features and reports.

Reports

ARES allows an Operator to produce an array of reports based on any number of parameters. These reports can be viewed immediately on screen, sent to a printer or written to an MS DOS or QNX formatted disk/s.

If a report is sent to the screen, the following actions may be initiated:

Exit:	To return to the original report screen.
Help:	Brings up this information.
Find:	Find a specific detail in a report. Also Function key F7 .
Find Nx:	Will search in a downward direction for the text entered in the find screen.
Find Pr:	Will search in an upwards direction for the text entered in the find screen.
Nxt Pg:	To move forward through the report.
Prv Pg:	To move backward through the report.
Print:	Select from Disk or Printer.

Printing

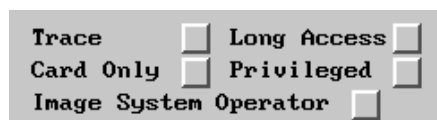
When a report is sent to the screen for viewing it can also be viewed at a later time by double clicking the **View Last** button. When sending a report to a disk, ARES will prompt for a disk to be inserted.

When sending a report to a printer, ARES offers a choice of available printers. Reports sent to a printer are deleted from ARES once they have been printed.

Drop Down Options

Data fields often contain a number of preset options. To open a drop down options menu, click the right mouse button once on a data field or press the F4 key when the appropriate field is highlighted.

Check Boxes



Check boxes allow for a range of options to be selected or deselected. When the check box next to the desired option is highlighted, pressing the space bar will toggle its selection. If using a mouse, first select (highlight) the check box with the left mouse button, then use the right mouse button to select/deselect it.

LOG IN

For an Operator to use ARES, they must have a valid log in code or access card. The Operator Station monitor displays the log in screen when an ARES node is turned on.

The password is case sensitive. Therefore it is important that upper and lower case letters are in the correct place when logging into the system.

The login access rights of each Operator are set in the Operator Database menu under the Administration menu.

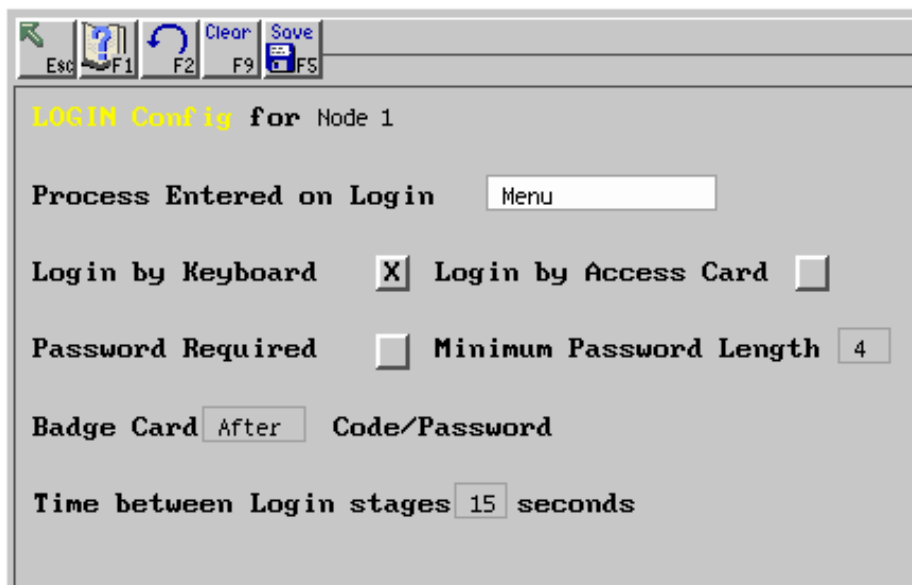
Steps:

- 1) Type your log in name in the **Log In** field and then press <enter>.
- 2) Type your password in the **Password** field. The password is not displayed as it is intended to be confidential. Press <enter>.
- 3) The ARES Main Menu will be displayed.

The system will prompt you with an error message should an incorrect password be entered.

A password can be anything from 4 to 12 alpha numeric characters in length with no spaces.

The default operation for the Log In screen is to require a **Log In Code** and **Password**. These settings can be changed by the Administrator, and include removing the password from the Log In screen, log in with an Access Card, or log in with a Log In code and Access Card.



LOGIN Config for Node 1

Process Entered on Login

Login by Keyboard ☒ Login by Access Card ☐

Password Required ☐ Minimum Password Length

Badge Card Code/Password

Time between Login stages seconds

LOG OFF

When an Operator has finished their current ARES session, they should log off. If an Operator finishes a shift, but does not log off, anyone can access that Operator's information. An auto logoff option exists to force a logout for Operators who forget to log off.

Steps:

- 1) From the main menu, click the **Log Off** icon to exit ARES and return to the Log In screen.

GLOSSARY

Abnormal Status	A security device or point that is not in its normal operating ststate. Eg: Area Access, input isolated.
Access	The condition of an area or building when it is occupied and when the security system has been set so that normal activity does not trigger an alarm.
Active status	The status of a card which is currently in use by a User within the security system.
Alarm	The state when an armed input device is activated. e.g. An input is unsealed.
Alarm bar	The top line of the main menu screen which flashes when an alarm is reported, displays the alarm icon, and alarm priorities.
Alarm Group	A Challenger feature which defines a group of Areas, functions and menu options. An Alarm Group can be assigned to certain Users and input types for area control.
Alarm Response Codes	Pre-programmed common responses to alarms. When responding to alarms these codes can be quickly entered using their ID number .
Alarm Screen	An ARES screen which displays Alarms reported by the security system. From this screen an Alarm is dealt with until the situation causing the alarm is removed.
Alarm Type	There are two types of Alarms; unacknowledged or acknowledged. In the alarm screen an alarm which has had no action taken is an unacknowledged alarm. Once a response has been made it becomes an acknowledged alarm and moves to the follow-up alarm screen.
Area	A physical space being controlled and monitored by Challenger. An Area includes everything which is physically located within its boundaries, including Users, security devices, doors, floors etc. ARES can handle up to 1023 Challengers, each controlling 16 Areas.
Armed	The state of a device/area when a change in its condition (from sealed to unsealed) will cause an alarm.

Arming Station	Any device connected to the Challenger LAN that is capable of controlling the security system functions such as arm/disarm, open doors etc.
Backup	The copying of system databases to removable storage devices for safe keeping.
Badge (a card)	The act of presenting a card to a specifically designed reader to gain access to an Area.
Card	A token carried by the User. Usually in the form of a plastic card, but it can also be a key, a proximity card, a magnetic swipe card or keytag. Used to grant access where applicable. A card uniquely identifies a User.
Card Number	Identification number of a card.
Card Only	A User with this card status can only badge a card to gain access and cannot use a PIN code.
Challenger	The Challenger is the basis of the alarm and access control equipment installed at the sites. The Challenger is the main panel that controls remote arming stations, data gathering panels, and relays etc.
Challenger Point	A security device which is being controlled and monitored by a Challenger panel.
Cluster	A Cluster is a grouping of the same type of items (inputs, areas, doors, relays, RASs, DGPs or buildings) that enables many Operator functions to be performed more quickly and conveniently. Clusters can be utilised to simplify the simultaneous control of a large number of devices.
Computer Access	An Operator of the ARES computer system can have access to all or some of the features of ARES. The restriction of access to these features is referred to as Computer Access.
Data field	An Area on screen where information can be chosen or where information can be entered.
Database	ARES databases contain all the information ARES and Challenger need in order to maintain control and access functions. Information about Users and Operators, system equipment, Times and locations are all stored in databases.

De-isolate	A device that has been isolated from the system can be de-isolated, therefore making it part of the security system again.
Device	PIRs, alarms, readers, cameras etc.
DGP	Data Gathering Panels. Devices connected to the Challenger panel which collect data from other security devices. DGPs expand the number of inputs/relays in a Challenger system and can be installed remote from the Challenger panel.
Disable	To prevent a programmed function being carried out.
Disarm	Changing the status of an Area from armed to disarmed to allow the area to be occupied.
Door Group	A grouping of doors for a common access level, identification and ease of programming. (This is a Challenger Feature.)
Dual Custody	A User with this card function will badge and/or enter a pin but then will require another card User to enter a pin or badge their card as well. Access will be granted only when both Users have badged.
Duress (keyboard)	A situation where a User is being forced to breach the security system, e.g. forced at gunpoint to open a door. The duress facility is reported. This is activated by entering a pre-programmed duress digit in conjunction with a PIN.
Dynamic Graphic Display	Any Node in the system can display a map of a site with graphical representations of the physical contents of the site or area. These maps display the current status and location of doors, detection and control points and permit actioning and controlling points.
Enable	When programming functions the Enable action will allow that function to be performed until programmed otherwise.
Event	Each action that occurs in the ARES system is recorded as History and each individual occurrence is called an Event.
Event Printer	A printer with this setting will print events in real time. Reports can also be sent to this printer, but only if the printer is set up as a report printer. If so, events will stop being printed to allow for the report. Event printing will resume when the report has finished.

Event Screen	Displays everything that happens in the security system. Each event is dated, timed, and Ids are included where applicable, as is other relevant information.
Expired Status	The status of a card which is outside the dates set for its active use. An expired card will be denied access.
Floor Group	A grouping of floors for identification and ease of programming. (This is a Challenger Feature.)
Floppy Disk or Zip Disk	A removable data storage device.
Floppy Disk Drive or Zip Disk Drive	A device connected to a Node used to read or write data to a data disk.
Hard Disk Drive	The non-removable, mass storage device that contains: the operating system, ARES software and History.
History	The system collects and stores Events as History. Every action performed by an Operator and every event received from, or sent to, the field equipment is considered to be an Event.
Inactive	A card which is no longer being used.
Incident	An Event or number of Events relating to a particular situation. For example; when an Alarm appears in the Alarms Screen, each operator action that is taken to respond to that alarm is recorded as an Incident.
Incident Number	An identification number assigned to each event that enters the ARES system and becomes part of the History.
Input	An electrical signal sent from a security device to the Challenger system. These include PIR Detector, Door/Window contact, Smoke detector, Egress button, Keyswitch, etc.
Isolate	A device which is Isolated is inhibited from indicating its status to the system and is effectively excluded from functioning as part of the system. Inputs, RASs and DGPs are devices which can be isolated.
Jump zone	The Jump zone is a defined area on a Dynamic Graphics map that, when selected, "Jumps" to another map. The Jump Zone can be used to zoom from a general map to a more detailed map, or to provide a junction point to display the next section of a large map.

LAN	Local Area Network. The hardware connection linking Nodes together for the purpose of sharing data.
Login	Enter a login name and password at the login screen to gain access to the ARES system.
Logoff	Annows an Operator to exit the ARES system but not shut it down. Allows another Operator to login to an Operator Station.
Long Access	Allows for a door to be opened for a longer period of time without an alarm being generated. Can be used for physically challenged users.
Lost status	The status of an access card which has been lost. This status will generate an alarm if the card is used.
Member	Members are used to define which Operators, Operator Terminals and Printers have access to different Items and Events in the system. Members are then combined to form Member Groups.
Member Group	A Member Group contains a list of Members. An Operator, terminal or printer is assigned to a Member Group to restrict their access to items and events relevant to their location and/or level of authority. Member Groups are also utilized to generate reports.
Menu	The system is menu driven for ease of operation. All ARES options are available from these logically arranged menus.
Node	A computer which is running ARES.
Operator	A person who has a login name and password for access to ARES.
Operator Station	A Computer screen, keyboard or other device (such as a Text based terminal) allowing access to ARES.
Password	An access code that is known only to the Operator using it and which allows that Operator to access the ARES system.
PIN	Personal Identification Number used to identify the User to the field equipment system and grant access where applicable. The PIN can be a 4 to 10 digit number.
Printer	Printers can be connected to Parallel or Serial Ports on a Node and programmed to print reports.
Priority	Priorities are set for managing the system events. The preferred order in which the system will display events and the importance of the event will determine its priority.

Privileged	This card function disables the anti passback features on a card. This is usually applicable to Users who are senior in an organisation's structure. It also over-rides the disabled reader status.
QNX	The Operating System ARES operates on. QNX must be installed on all Nodes in the ARES system.
RAS	See Arming Station.
Region	Regions can consist of doors, readers and remote arming stations. Separate from Challenger defined areas, a region requires a user to badge their card to both enter and exit a site.
Relay	An output device connected to a Challenger system that is used to control a physical device. For example: Sirens, Strobes, Piezo screamers, Door Locks, Indicator lamps, Cameras, etc. Challenger Relays can also be used to interface with Lighting, heating & air-conditioning systems for integrated building management.
Remote Control	Control of a security device using ARES rather than using a Remote Arming Station.
Report	A Report can be generated for every event in the security system. Reports can be configured to whatever details the Operator requires.
Report Printer	A printer with this setting will be able to print reports.
Sealed	An input device that is NOT activated, e.g. door closed.
Secure	The condition of an Area or building when it is armed and unoccupied. The security is turned on.
Shunt time	The timed inhibiting of an input from being activated when it is in an unsealed condition. e.g. a shunt stops a door generating an alarm when opened for a short time.
Shut down	Shut down turns off the ARES system safely without losing any information. Not the same as logging off.
Tamper	A situation where a device or associated wiring is tampered with or accidentally damaged. The tamper facility activates an alarm.
Text-based terminal	Terminals (VDU & keyboard) can be connected to Serial Ports on any Node and used as a Text-based Operator Station. (i.e. No graphics)
Time Zones	At the <u>ARES</u> level, timezones are used to give time frames of operation for Operators to access the system.

At the Challenger level, timezones are used to give time frames of operation to functions and Users.

There is also a 'Location Timezone'. This is used to give ARES and Challenger their physical timezone location in relation to GMT. This allows all events to be logged chronologically, irrespective of the timezone of the individual Challenger or Node.

Trace

A card, with this option set, presented at a reader will attach the word 'trace' to that User in the event log. This allows for that User's movements to be traced, and can be programmed to generate an alarm.

Unlock Door

When a door is in the locked state this command will unlock it.

Unsealed

The state of an input device when it is activated. For example: a PIR has detected movement.

User

A User is a person that holds a Personal Identification Number (PIN) and/or a Card that controls the security system functions (access/secure etc.) and door functions in a Challenger system. Not to be confused with an Operator, who uses ARES Operator terminals.

User Number

The unique Identification number of a User.

Valid date

A set of dates between which a User can legally access the security system using a card.

Visitor Status

A visitor can only unlock a door when escorted by a User with Guard authority.

Void status

A User who is programmed in the system but has had their authority denied of any access.

**Zip Disk
or Floppy Disk**

See Floppy Disk or Zip Disk.

**Zip Disk Drive or
Floppy Disk Drive**

See Floppy Disk Drive or Zip Disk Drive.

