Receivers

Last Modified on 10/26/2023 1:35 pm EDT

Receivers are entered into stages® as <u>Tasks</u> and associated with a Task Account to generate alarms. Communication information is entered in the Task Setup.

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	Check Ac		st Format	
task# 202	Test	Test		
task type SUR Surgard	receiver#			
sql proc name	line#			
service name SGSLink1 SGS Link One	account#			
task description Test System III				
no signal warning time				
trailing character (hex) 14 <20>				
ack (hex) 06 <6>				
nack (hex) OF <15>				
poll method Receiver sends poll, SGS responds				
poll seconds 35				
poll message @	Account Fo	ormat	Atternate Format Y Replacements Y Lines Y Task Param	veters
poli response (hex) 06 <6>	101Z1+12		XIG Account Format	
commethod TCPIPS TCPIP Receiver is Server	Posi	Char	acter Code	Option
baud rate 9600	1	R	Literal "R"	None
data bits 8	2	1	Literal "1"	None
stop bits 1	3	1	Literal "1"	None
parity N	4	-	Literal "-"	None
port name /devityS0	5	A6	Sixth Digit of the Panel Account from the Righ	t Strip Leading Zeros and Space
task ip address 192.168.0.250	6	AS	Fifth Digit of the Panel Account from the Right	Strip Leading Zeros and Space
ip port# 1025	7	A4	Fourth Digit of the Panel Account from the Rig	None
outbound flag	8	A3	Third Digit of the Pagel Account from the Picht	None
outbound ack (hex)	9	A2	Second Digit of the Panel Account from the Ri	None
outbound expire time	10	41	Circl Dial of the Danal Assound from the Diald	No.
username	11		 Prist Digit of the Parlet Account norm the Right 	
password	12			R
server#	13		A	
opeon	13			8
	14			0
	15			8
sional process task#	16			8
	17			
	18			N
	19			
	20			

Account Format

Account Formats provide rules to interpret the raw message to deliver the signal to the corresponding Xmit# on an Account in the stages[™] database.

Character Code

With the Character Code, the location of the character in the raw message is identified. The character is identified from the right of the Receiver Number (R), Line Number (L), or Panel Account(A). For example if the receiver number

is 1234, then R1 would be 4, R2 would be 3 ... etc.

In addition to the Characters from the raw message, a "literal" character can be entered, such as "-".

<u>Option</u>

There are several options listed in the drop down to handle spaces and leading zeroes in the raw message.

Replacements

The Condition is a string of characters that results from the formatting for either the receiver number or line number. When that string of characters results, it will be replaced by the string entered in the Replace column.

Receiver Line Supervision

stages[™] can be configured to supervise your receiver lines. Checks are made that your lines are receiving signals and alerts are generated when lines have gone silent.

Line Timeout

To configure the timeout of the receiver lines, open the Task setup window (Utilities | Processing | Task Status or Setup) for the receiver. Go to the Lines tab. Enter the line# and timeout in minutes. This will set up the Lates Program to check that the lines have received a signal. The Lates Program checks every 2 minutes for late tasks and generates an event code when a task is late.

When a line has timed out, the event code LineTO will be generated on the Site associated with the receiver task. The account will be entered into a queue and auto-fed to an operator.

Task Site Configuration

In the Task Site Configuration, different event codes or action plans can be applied to all or specific lines. To set up all lines the same, enter the signal code of LineTO and apply an event code/action plan. To set up a line to be handled differently, enter the signal code of LineTO and the point of L[+Line#]. For example, if a bank is using line 4 on a receiver, enter L4 as the point and enter the action plans necessary to handle the bank's needs.

Handling Line Timeouts

stages[™] only alert on timeouts. After an alert is received, the line is tested by the central station staff or an automated appliance such as the backStage Line Tester.