CHAPTER 3
PROGRAMMING PROCEDURES

3.1 INTRODUCTION

This chapter describes the procedures used to program the Quest for Windows (ver 3.0 rev 1.25) System. In order to program the system you must have access to the programming menus (Menu Bar). The access is determined by your Personal Identification Number or PIN. When the system is started for the first time, the PIN for full programming access is the default PIN located in the front of the manual. We recommend that the number be changed after you have completed the programming. **A note of caution:** Be sure that there is at least one PIN set for full system access, otherwise there is no way to make system changes.

This chapter describes each item on the menu bar and gives a procedure to access those items. There is no set starting point when programming the system. You may want to program alarms before video, for example. In order to cover all of the topics, we chose to describe each of the menu items in order, starting with Sign In. This was only intended to arrange the manual in an orderly fashion and is not meant to be the order in which you program the system.

3.2 SIGNING IN

▤ **Description:**

The system is password protected (Figure 3-1). Each time you want to use it, you will have to sign in using your password. Your password consists of a four digit Personal Identification Number which is referred to as a PIN.

When you enter the correct PIN, the system will give you access to the selections on the Menu Bar matching your level of authorization. If you should make a mistake while entering your PIN, the system will reject your password and you will have to try again.

🖱 **Procedure:**

1. Click on **Sign In** from the menu bar to display the Sign In dialog box (Figure 3-2).

2. Click on the 4 digits that correspond to your PIN and click on **OK**, or using the text keyboard, enter the 4 digits of your PIN and press **Enter**.
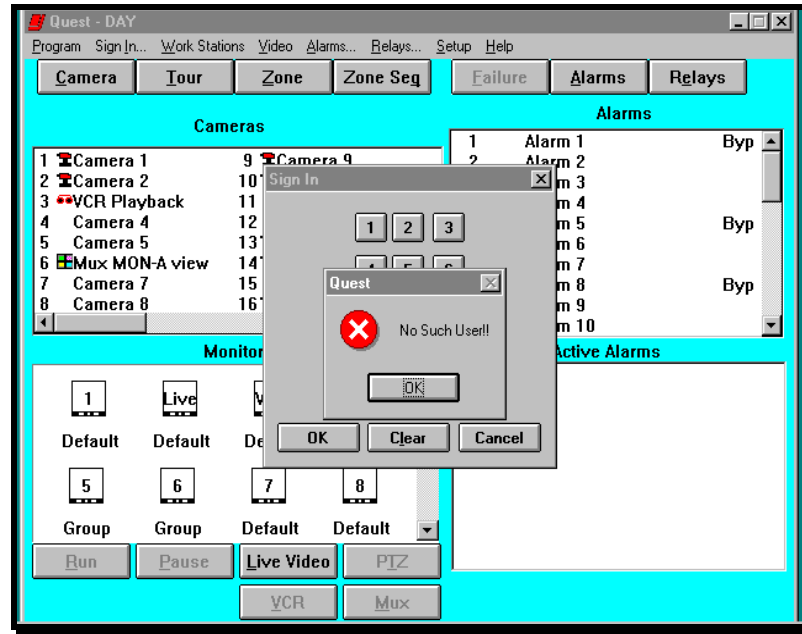
Figure 3-1. Password Protection

3. If you make an error while entering the PIN, click on the **Clear** button and enter your PIN again.

4. If you enter the wrong PIN, an error message will be displayed. To clear the message, press **Enter** on the text keyboard or click on **OK.** You will have to start the procedure over again.
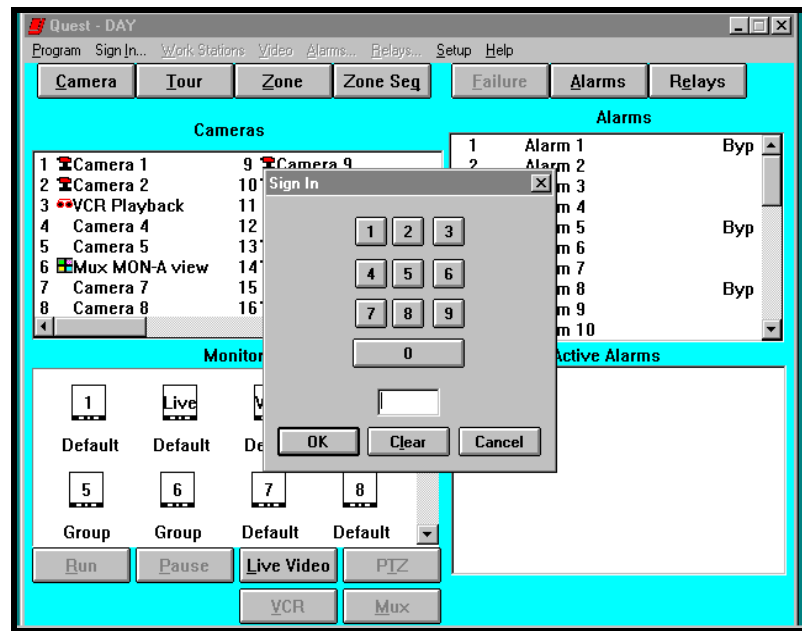

Figure 3-2. Sign In Dialog Box

5. To cancel the Sign In procedure, click on **Cancel** or press the **Esc** key on the text keyboard.

3.3   WORK STATION ASSIGNMENTS (JO4100 Series Control Panels and QUIC)

📃 **Description:**

This menu item (Figure 3-3) allows you to partition or assign monitors and alarms to each of the five work stations. The work station you are currently using (the mouse on the Quest for Windows computer) is always considered work station (Master). Cameras are not partitioned and can be called up by any work station.
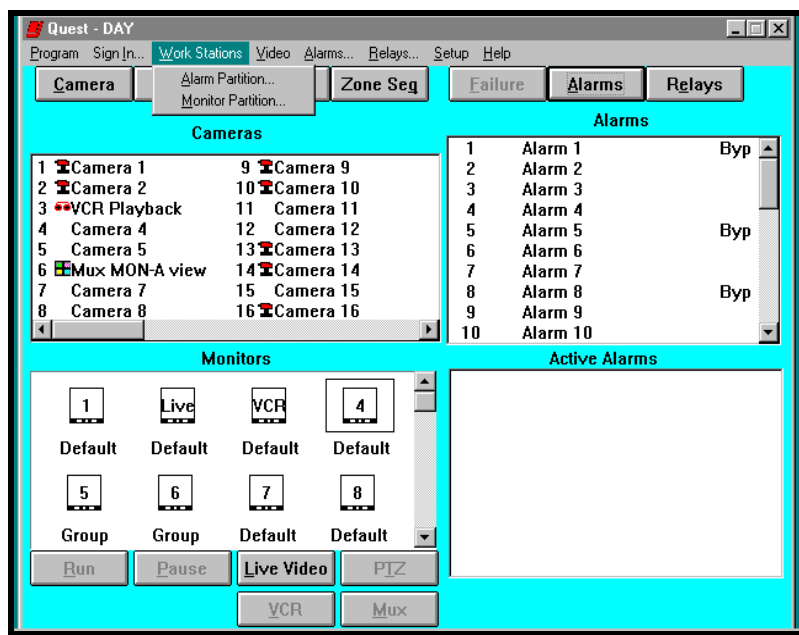

Figure 3-3. Work Station Pull Down Menu

🖰 **Procedure:**

1. Click on **Work Stations** on the menu bar to display the pull down menu.

2. Click on **Alarm Partition** to assign alarms or **Monitor Partition** to assign monitors to the work stations.

3.3.1 ALARM PARTITIONING

📋 **Description:**

In order for a work station to control alarms, it must be partitioned. Each of the five (5) work stations can be assigned alarms for operation. The same alarms can be partitioned to different work stations. Figure 3-4 illustrates the Alarm Partitioning screen.

If the alarms are programmed prior to partitioning, the alarm's name is displayed when selected. Partitioning may be easier when you know the name of the alarm instead of only its number.
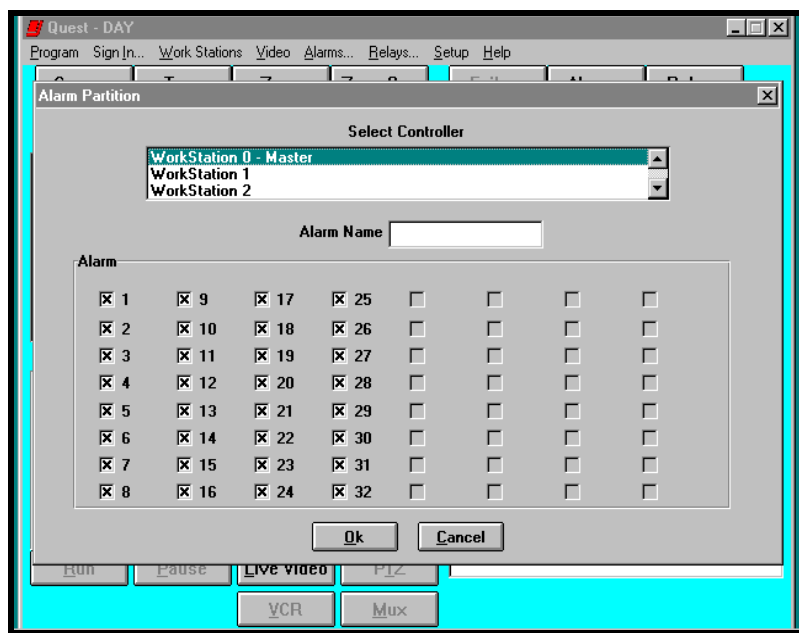

Figure 3-4. Alarm Partitioning

🖱 **Procedure:**

1. Click on the work station to which you want to assign alarms.

2. Click on the check boxes (□) corresponding to the alarms you want to partition. An **x** is placed inside the check box (☒), indicating the selected alarm has been partitioned. An empty check box indicates that the alarm has not been partitioned to the work station. The Alarm Name field denotes the name of the alarm partitioned. The name will display only if the alarm names have been programmed prior to partitioning.

3. When you have completed partitioning all work stations, click on the **OK** button. The system will return to the operating screen.

3.3.2 MONITOR PARTITIONING

📋 **Description:**

In order for a work station to switch a camera to a monitor, the monitors must be partitioned. Up to five (5) work stations can be assigned to any or all monitors for operation. Figure 3-5 illustrates the Monitor Partitioning screen.
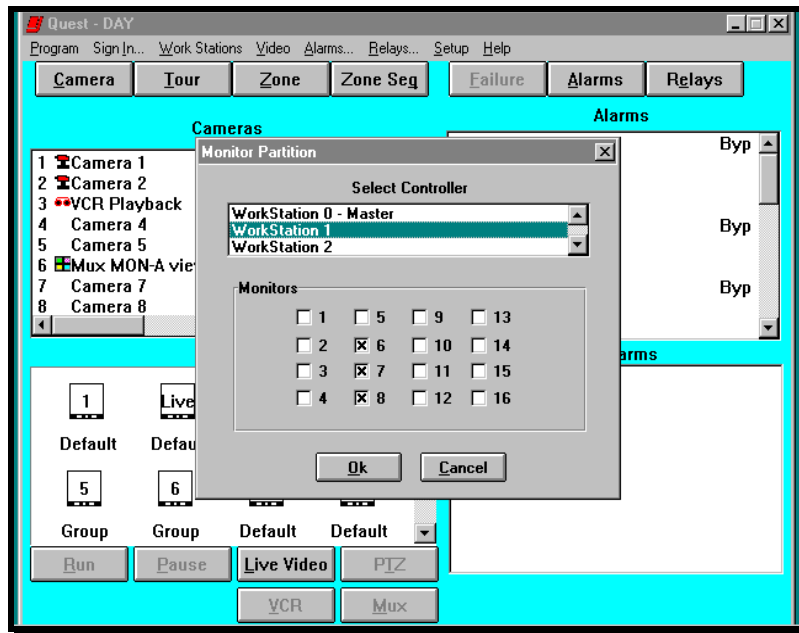

Figure 3-5. Monitor Partitioning

🖱 **Procedure:**

1. Click on the work station to which you want to assign monitors.

2. Click on the check boxes (□) corresponding to the monitors you want to partition. An **x** is placed inside the check box (☒), indicating the selected monitor has been partitioned. An empty check box indicates that the monitor has not been partitioned to the work station.

3. When you have completed partitioning all work stations, click on the **OK** button. The system will return to the operating screen.

3.4   VIDEO PROGRAMMING

▤   **Description:**

The Video selection from the menu bar (Figure 3-6) is used to program: (1) Cameras, (2) Monitors, (3) Tours, (4) Groups, (5) Zones, (6) Zone Sequences and (7) VCR.

🖰   **Procedure:**

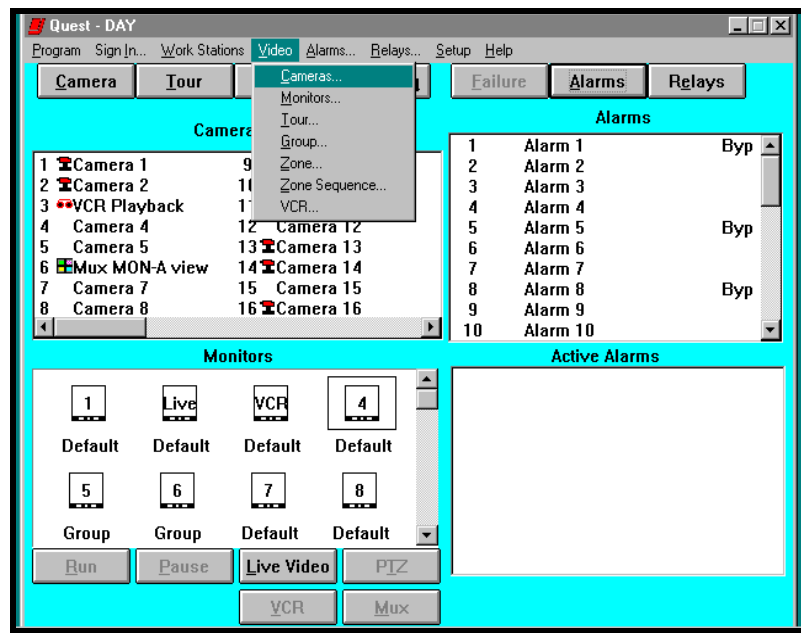**1.**   Click on **Video** on the menu bar to display the pull down menu.

Figure 3-6. Video Pull Down Menu

2.   Click on:

Cameras to assign names, display attributes and lettering, multiplexer video input selection or pan/tilt set up / with DSP selection.

Monitors to assign names, set camera dwell, set monitor sequence times, live video monitor selection, or set the automatic control of the pan/tilt or live video screens.

Tour to assign names, set camera dwell, or set tour sequence times.

Group to assign names, set the group size, and select the monitors in the group.

Zone to assign names, and select the cameras in the zone.

Zone Sequence to assign names, set zone sequence times and select the zones in the zone sequence.

VCR to select the video input connection for playback of a recorded tape, to select the monitor output to be recorded, to select the record speed that the VCR will be operating at and to select the VCR as "In Bank" if required. "In Bank" refers to the automatic operation of a VCR associated with an alarm action. See the Relay Programming section for more explanation. A relay must be programmed to turn on and wired to a VCR for this function to work.

3.4.1 CAMERA SETUP

▤ **Description:**

The Camera Setup window, illustrated in Figure 3-7, allows you to assign names to each video (camera) input. The names are used when selecting video inputs from the camera list, displayed on the operating screen to be displayed on a monitor. Video inputs can be defined as video output from a camera (**Camera**) or MON A output from a multiplexer (**Multiplexer**). The MON A output of the multiplexer can be called to any monitor for viewing. When "Multiplexer" is selected, ACU programming is grayed out. If you have more than one multiplexer to control from this software, a JO326VI (VCR) is required.

Multiplexer Camera Setup:

Addressing of the multiplexer corresponds to the address of the JO326VI (VCR) and the video (camera) input that the multiplexer's MON-A monitor output is connected to. Refer to the JO326VI (VCR) manual for more information.

Each camera can also be assigned a title. The title is displayed on the monitor when switching video. The options available for each title are: (1) display time, (2) display date, (3) display camera number, and (4) set the title display to white or black depending on the scene.

PTZ operations are defined using the ACU setup from this window. ACU (PTZ) setup includes: (1) selecting a viewing monitor, (2) setting and clearing pan/tilt and lens limits, (3) setting preshots and assigning the preshot name (up to 10 preshots can be assigned to each camera), (4) programming a Javelin Systems DSP camera (the DSP option may require special firmware and/or hardware connections) and (5) enabling the alarm function of the ACU.

The Quest software can support certain other manufacturer's ACUs and domes. Some of them have different setup screens and programming options. These will be shown below along with any special information needed to program the special functions.

NOTE: In order for the preshots or limits to function, the pan/tilt and/or lens must have pre-positioning capability.
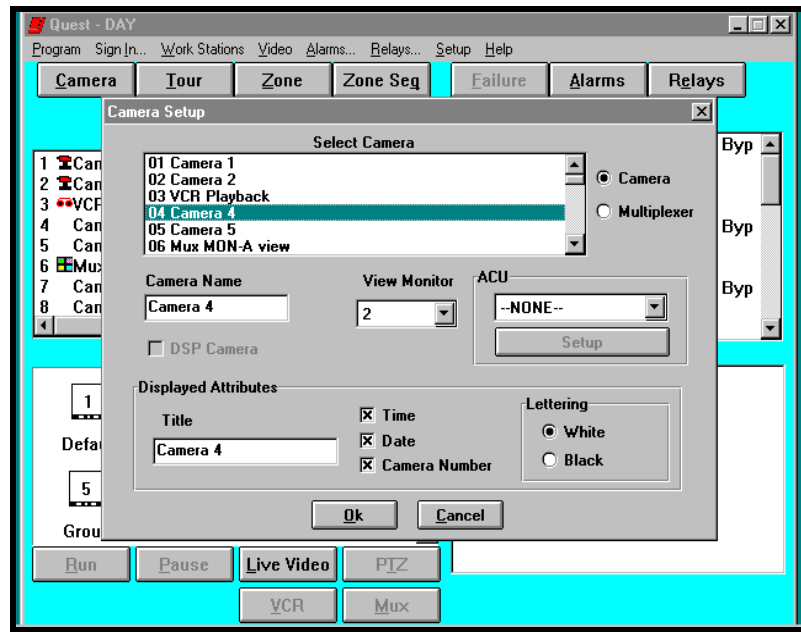

Figure 3-7. Camera Setup Window

🖰 **Procedure:**

1. Select a camera by clicking on the number in the Select Camera section of the window.

2. Click in the Camera Name text box and type the name to be assigned to the camera selected.

3. Click on the radio box (**O**) corresponding to multiplexer or camera. The radio box is filled in (⊙), indicating the function has been selected. Only one item can be selected from this group.

4. Click in the Title text box and type the name to be displayed on the monitor during video switching.

5. Click on the check boxes (☐) corresponding to: Time, Date, and Camera Number. An **x** is placed inside the check box (☒), indicating the function has been selected. An empty check box indicates that the function has not been assigned.

6. Click on the radio box (**O**) corresponding to: White or Black. The radio box is filled in (⊙), indicating the function has been selected. Only one item can be selected from this group.
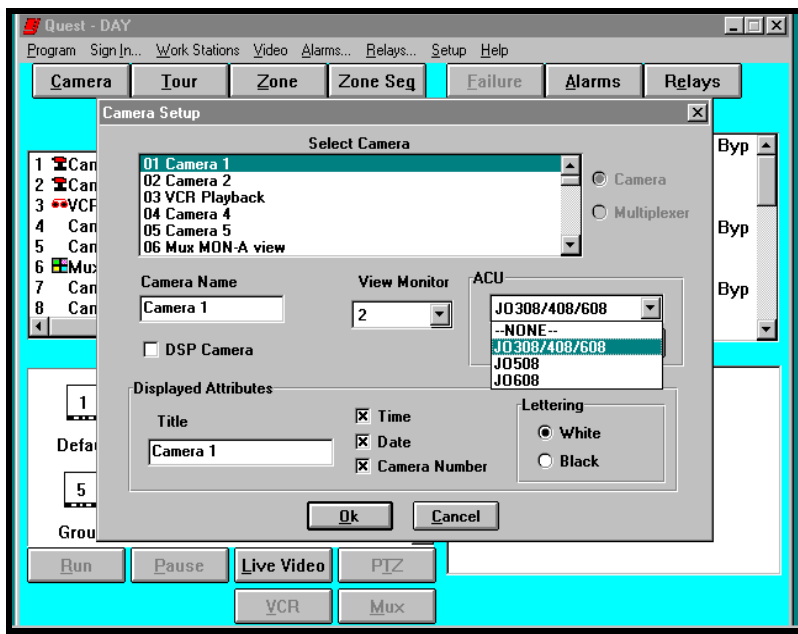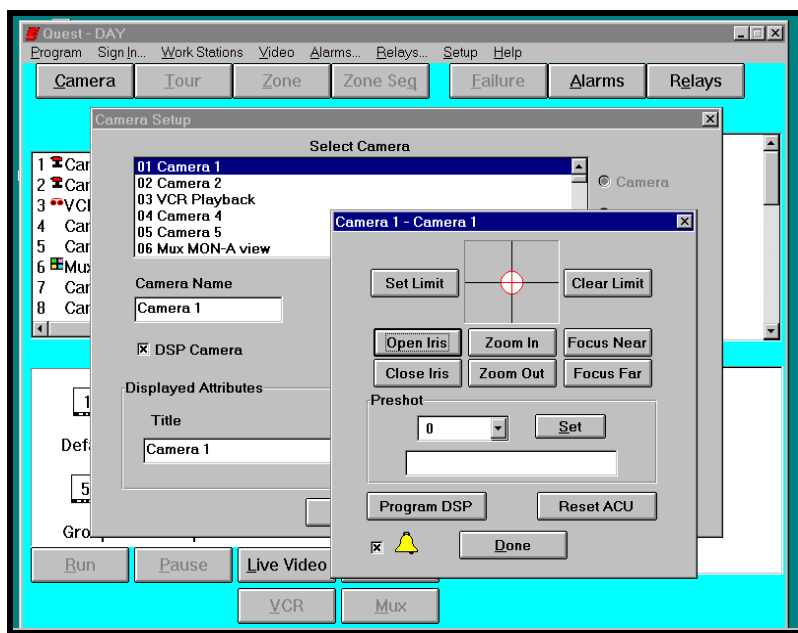
Figure 3-8. ACU Selection Window

Figure 3-9. Javelin Serial ACU Setup Window

7. If the selected camera has a pan/tilt or dome attached, select the proper device name from the ACU selection box (Figure 3-8). Click on the check box (☐) corresponding to DSP if the camera is a Javelin DSP camera. An **X** is placed inside the check box (☒), indicating the function has been selected. An empty check box indicates that the function has not been assigned. Select a viewing monitor and click on the ACU **Setup** button to display the Pan/Tilt Setup window. Figure 3-9 illustrates the Javelin serial ACU setup screen. The "Program DSP" button is available only when an **X** is placed in the "DSP Camera" check box.

8. To enable the alarm function, click on the check box (   ) corresponding to the alarm bell (🔔). An **X** is placed inside the check box (☒), indicating the function has been selected. An empty check box indicates that the function has not been selected.

Pan / Tilt / Zoom Setup Screens of Other Supported ACUs and Domes

American Dynamics
Or
Cohu

There is no special option programming on these types of ACUs/dome.
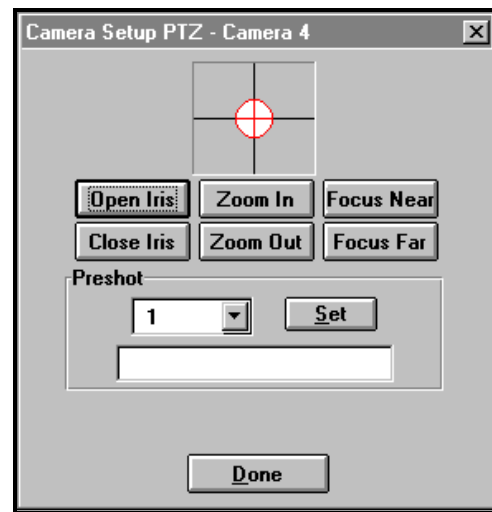
Diamond Dome

The Diamond dome has the option of being reset from this window by clicking on the **Reset ACU** button.

In addition, there are check boxes to select the type of protocol used by the dome. Old or new preshot protocol is determined by the firmware installed in the dome.

Also there is a check box to select momentary relays. Relays require additional hardware and are not included with the dome. If this box is checked, the relays will be momentary. If not checked, you have to click the relay once to activate it, and a second time to deactivate it.
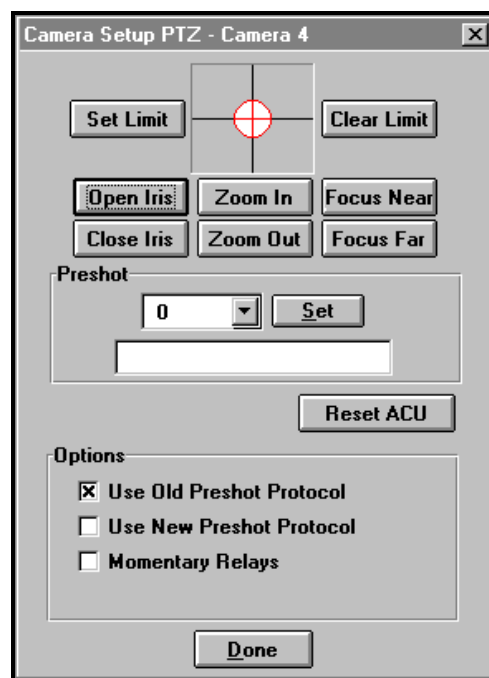
Pelco Dome

The Pelco domes have the option of being reset from this window by clicking on the **Reset ACU** button.

In addition, Pelco domes have the option of "P protocol" or "D protocol". The protocol being used is determined by settings in the dome. Click on the appropriate box to enable the desired protocol.

Also there is a check box to select proportional speed. The Pelco dome is able to support proportional speeds. If this box is checked, when moving the mouse in the cross-hair section of the control screen, the more the mouse is moved from the center point the faster the dome moves.
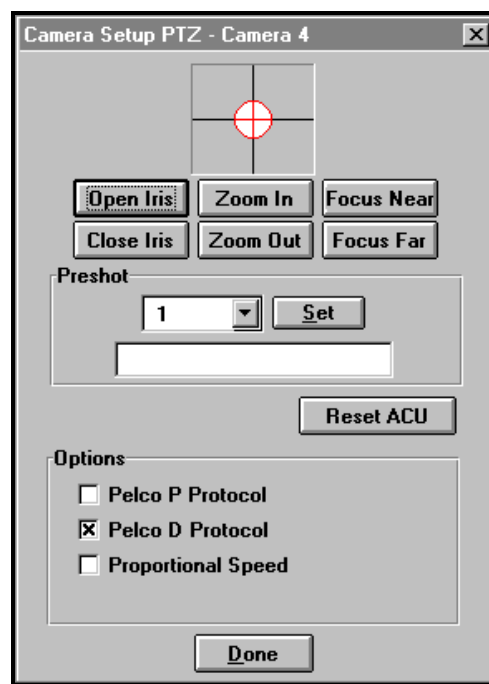
VCL

Some of these domes have a tamper switch to notify someone if the dome cover is removed. Click on the check box next to the bell (🔔) to turn on the alarm function. If the check box is left blank, the function will be disabled.
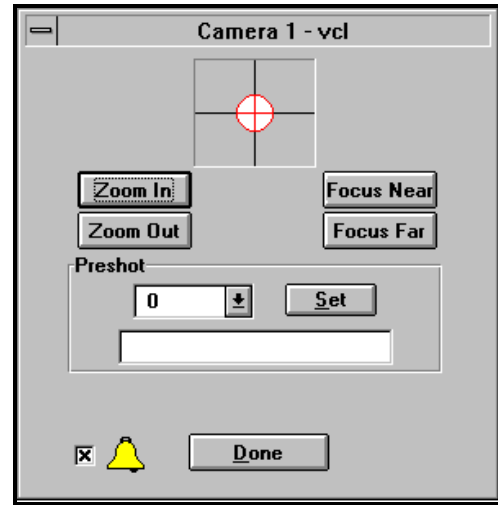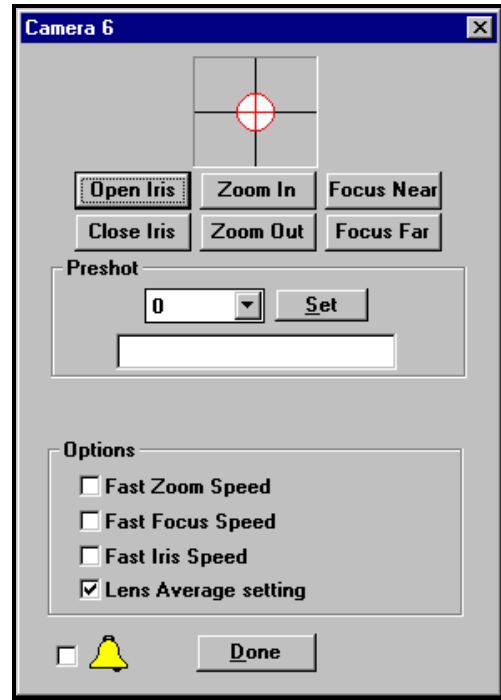
Vicon

There is no special option programming on the Vicon ACU.

Videmech

The Videmech ACU has the option of selecting a fast speed for zoom, focus and iris or set the lens to average speed setting. To turn on the alarm function of the Videmech receiver/driver, click on the check box next to the bell (🔔). If the check box is left blank, the alarm function will be disabled.

The following steps apply to all types of ACU configurations that have the pre-position options installed.

Setting Limits

To set an electronic limit:

a. Click on the **Set Limit** button.

b. Click and hold on the motor function (Zoom In, Left Arrow, etc.) for which you want to set the limit.

c. Release the left mouse button once the desired limit has been reached.

Repeat the steps for each additional motor function.

Clearing Limits

a. Click on the **Clear Limit** button.

b. Click on the motor function button (Zoom In, Left, Down, etc.) for the limit you want to clear.

Repeat the steps for each additional motor function.

Defining Preshots

a. Click on the **Down** arrow to the right of the preshot number text box, then click on the preshot number. Preshots should be programmed in numerical sequence.

b. Click on the **Preshot** text box and type the name to be displayed.

c. Position the camera and/or lens to the desired location.

d. Click on the **Set** button.

Repeat the steps for each additional preshot.

Programming DSP Cameras

a. Click on the **Program DSP** button. The DSP Programming screen is displayed (Figure 3-10).

b. To change the Chrominance, click on the **Up** arrow to increase and the **Down** arrow to decrease the chrominance.

c. To change the Luminance, click on the **Up** arrow to increase and the **Down** arrow to decrease the luminance.

d. Click on **Done** when DSP programming is complete.

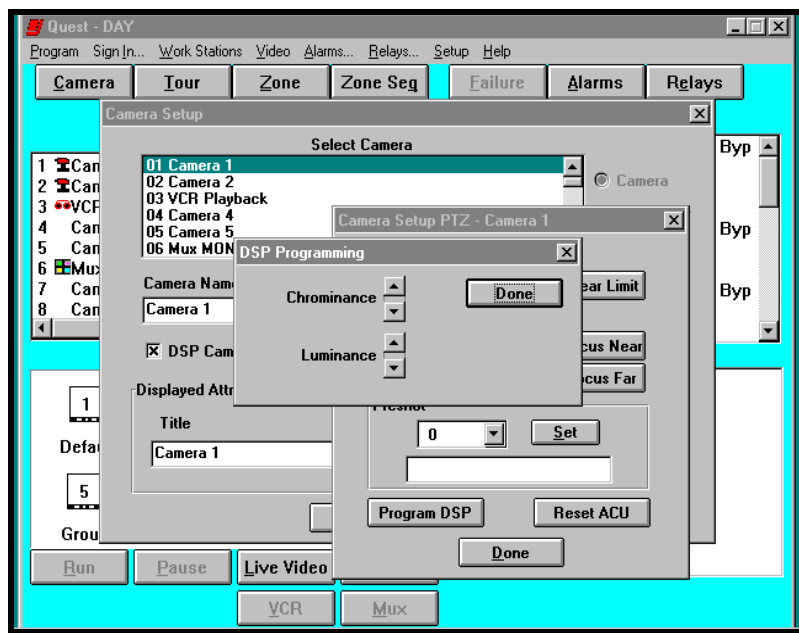Repeat these steps for any additional DSP cameras.

Figure 3-10. DSP Programming Window

9. Click on the **Done** button when you have completed setting up the ACU.

10. Click on the **OK** button when you have completed setting up all of the cameras.

3.4.2 MONITOR SETUP

▤   **Description:**

The Monitor Setup window, illustrated in Figure 3-11, allows you to assign optional names to each monitor. The names are for identification when programming, and are not displayed on the operator screens.

In addition to programming names, each monitor can be assigned a sequence time. The sequence time is a multiplier of the camera dwell time assigned to each camera to determine how much time each camera will be displayed on the monitor. The sequence time is selectable from 1 to 99 seconds.

The Camera Dwell section of the window is where you select the cameras that will be displayed on the monitor. This is referred to as the default sequence for the monitor, and operation of the sequence is indicated by the word "Default" being displayed below the monitor icons located on the operator screen. The camera dwell is the number that is multiplied by the sequence time, and is selectable from 0 to 3. If you have a dwell of 0, and a sequence time of 3, then 0 x 3 = 0 and the camera is not displayed. If you have a dwell of 2, and a sequence time of 3, then 2 x 3 = 6 and that camera is displayed for a total of 6 seconds.

NOTE: Shaded camera numbers are for expansion and require additional hardware in order to use or program them.
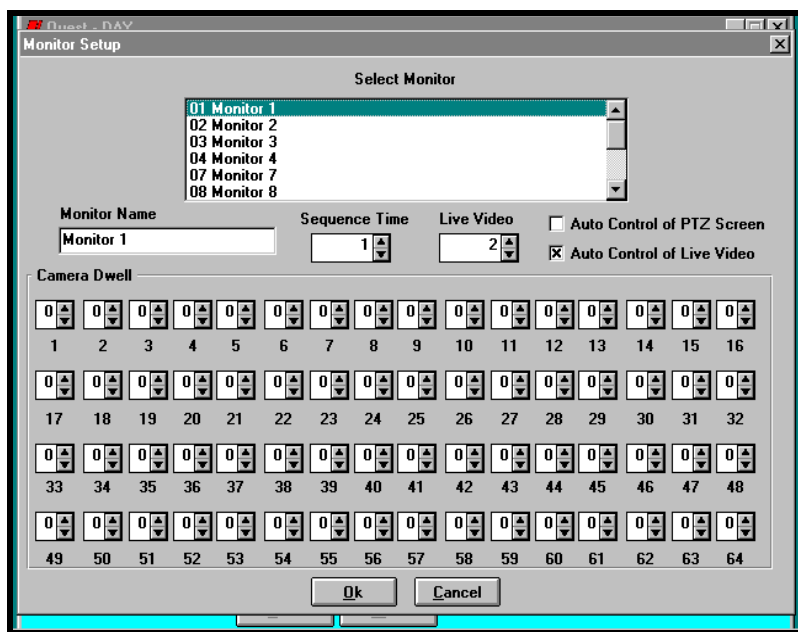

Figure 3-11. Monitor Setup Window

If the system has the Live Video Option installed, choose the monitor that will be used for selecting the video. When a monitor has been selected for "Live Video" the word "LIVE" will appear in the monitor icon. The selected monitor can also be set up to automatically display the Live Video window. When a camera is called up to the "live" monitor with the option enabled, the window is displayed without having to make any additional selections.

When an alarm action is programmed to switch a camera to the "live" monitor, the Live Video window will automatically be displayed if the alarm is set.

Each monitor can also be set up to automatically display the Pan/Tilt Control window. The monitor that has been selected for this option will have a box around the icon. When a pan/tilt camera is called up to the monitor with the option enabled, the control window is displayed without having to make any additional selections.

Procedure:

1. If the live video option has been installed, click on the **Up** ( ) or **Down** ( ) arrow next to the Live Video text box to select which monitor will display live video. Only one monitor can be selected for displaying the live video image.

2. Select a monitor by clicking on the number in the Select Monitor section of the window.

3. Click in the Monitor Name text box and type the name to be assigned to the monitor.

4. Click on the **Up** ( ) arrow next to the Sequence Time text box to increase the sequence time. Click on the **Down** ( ) arrow to decrease the sequence time.

5. Click on the **Auto Control of PTZ Screen** check box (☐). An X is placed in the check box (☒), indicating the function has been enabled. An empty box (☐) indicates the function is disabled.

6. Click on the **Auto Control of Live Video** check box (☐). An X is placed in the check box (☒), indicating the function has been enabled. An empty box (☐) indicates the function is disabled.

7. Click on the **Up** ( ) arrow next to the Camera Dwell text box to increase the dwell. Click on the **Down** ( ) arrow next to the Camera Dwell text box to decrease the dwell. Do this for each camera to be included in the default sequence of the monitor selected.

8. Repeat steps 2 through 7 for each additional monitor.

9. Click on the **OK** button when you have completed setting up all of the monitors.

3.4.3 TOUR SETUP (A programmed sequence of cameras with or without preshots selected to a monitor)

▤   **Description:**

The Tour Setup window, illustrated in Figure 3-12, allows you to assign names to each tour. The names are used when selecting tours from the tour list, displayed on the operating screen.

In addition to programming names, each tour can be assigned a sequence time. The sequence time is a multiplier of the camera dwell time assigned to each camera to determine how much time each camera will be displayed on the monitor. The sequence time is selectable from 1 to 99 seconds.

The "Cameras" section of the window is where you select the cameras that will be displayed in the tour. Each camera can be selected more than once to allow for a preshot tour. Adjust the dwell time to allow the pan/tilt or dome to get to the desired position while still being viewed on the monitor.

The "Selected cameras" section is where the selected cameras are listed. Also if the camera has a pan/tilt or dome that has preshots, the desired preshot can be selected, and the camera dwell time is set. Camera dwell is the number that is multiplied by the sequence time, and is selectable from 0 to 3. If you have a dwell of 0, and a sequence time of 3, then 0 x 3 = 0 and the camera is not displayed. If you have a dwell of 2, and a sequence time of 3, then 2 x 3 = 6 and that camera is displayed for a total of 6 seconds.
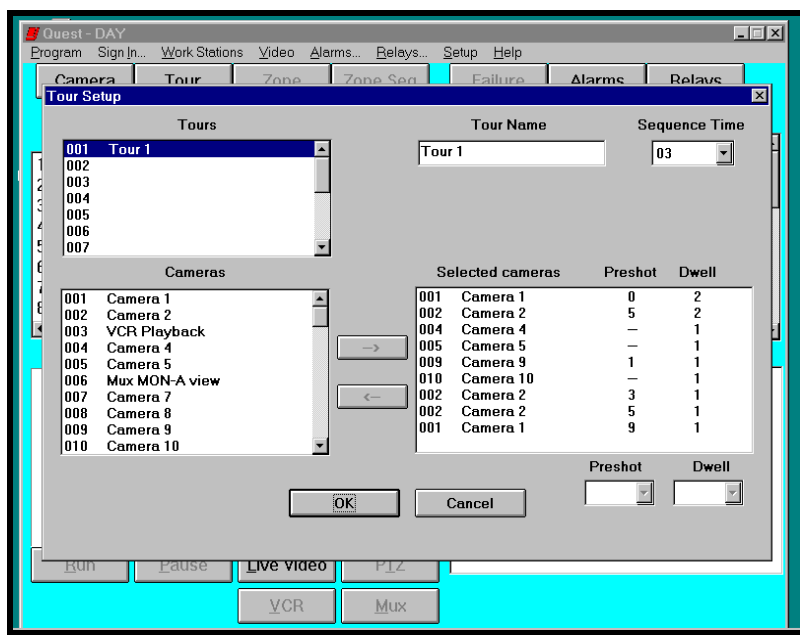

Figure 3-12. Tour Setup Window

⤻ **Procedure:**

1. Select a tour by clicking on the tour number in the Tours section of the window.

2. Click in the Tour Name text box and type the name to be assigned to the tour selected.

3. Click on the **Down** ( ) arrow next to the Sequence Time text box to show the drop down list of sequence times and select the desired sequence time.

4. To select the cameras to be included in the Tour, click on the camera number or name in the Cameras section, then click on the **Right** ( ) arrow.

5. To remove a camera from the tour, in the Selected cameras section, click on the camera name or number, then click on the **Left** ( ) arrow.

6. To select a preshot for a camera, click on the camera name or number. If the pan/tilt or dome has preshot capability, the **Down** ( ) arrow next to the Preshot text box will be black. Click on the **Down** ( ) arrow to show a drop down box of the available preshots to select from. Click on the desired preshot number. The preshot number will be shown under the preshot column. Repeat for each preshot in the tour.

7. To select the dwell time for a camera, click on the camera name or number in the Selected cameras section, then click on the **Down** ( ) arrow next to the Dwell text box to show a drop down list of the available dwell times. Click on dwell time desired. Repeat for each camera included in the tour.

8. Repeat steps 1 through 7 for each additional tour.

9. Click on the **OK** button when you have completed setting up all of the tours.

3.4.4 GROUP SETUP (A pre-defined range of monitors that always switch simultaneously)

▤ **Description:**

The Group Setup window, illustrated in Figure 3-13, allows you to assign names to each group. The names are used only for identification when programming, and are not used when switching zones.

The size of the groups are determined by how many monitors your system contains. In a system with only 4 monitors, the maximum size of a group is limited to 4. When programming the size, insure that you have a monitor free for alarm actions and manual control. Therefore, it would **not** be wise to use all 4 monitors in a four monitor system for group switching. Groups can be 2, 4 or 8 monitors.

You can assign up to 8 groups. Each group can contain different monitors. This would primarily be used if you have more than one work station or controller. The group assignment is global, in other words, you can not have groups of different sizes. Once monitors have been assigned as group monitors, they can no longer be used for default sequencing, VCR recording or live video. In other words, they are dedicated for use with zone and zone sequence switching.
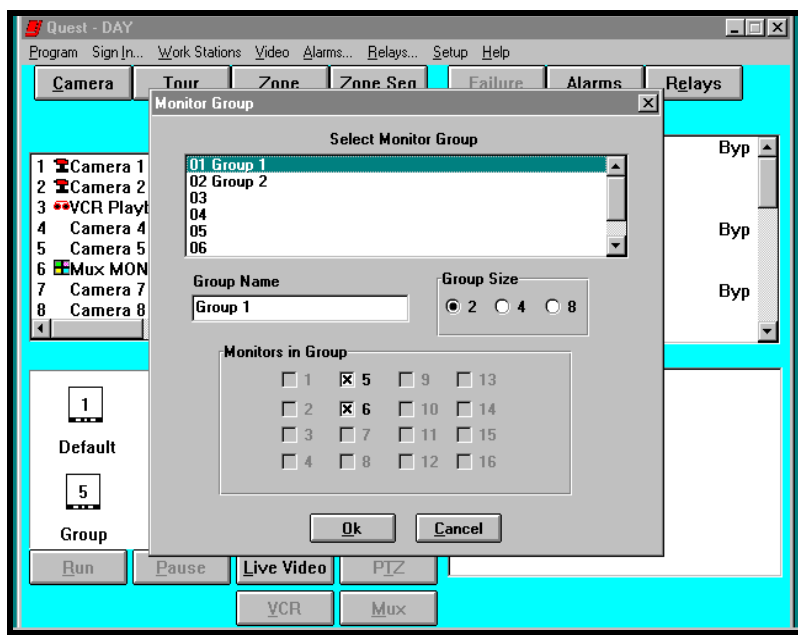

Figure 3-13. Group Setup Window

When you return to the Monitor Setup window, you will notice that the group monitors no longer appear. They have been removed from the selection list. The Monitor Setup window, illustrated in Figure 3-14, only shows monitors 1, 2, 3, 4, 7 and 8 available for selection since monitors 5 and 6 are assigned as group monitors.
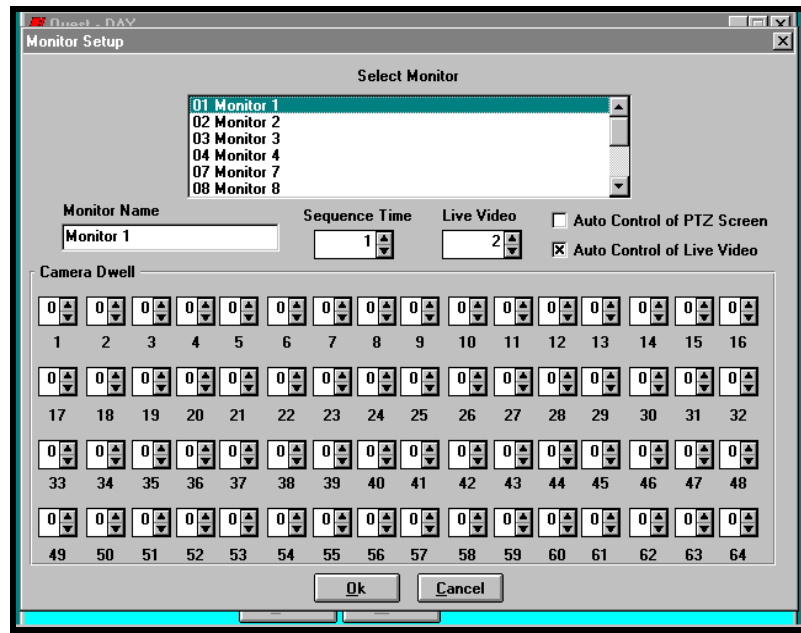

Figure 3-14. Monitor Setup Window

🖱 **Procedure:**

1. Select a group by clicking on the number in the Select Monitor Group section of the window.

2. Click in the Group Name text box and type the name to be assigned to the group selected.

3. Click on the radio box (**O**) corresponding to the group size (2, 4, or 8). The filled radio box (⊙), indicates the function has been selected. Only one size can be selected.

4. Click on the check boxes (□) corresponding to the monitor numbers in the group. An **X** is placed inside the check box (☒), indicating the monitor has been selected. An empty check box indicates that a monitor has not been assigned.

5. Repeat steps 1 through 4 for each additional group.

6. Click on the **OK** button when you have completed setting up all of the groups.

3.4.5 ZONE SETUP (The pre-defined cameras that will switch on group monitors)

▤ **Description:**

The Zone Setup window, illustrated in Figure 3-15, allows you to assign names to each zone. The names are used when selecting zones from the zone list, displayed on the operating screen.

The number of cameras in a zone is determined by the group size. If your system has groups containing 2 monitors, the maximum size of each zone is limited to 2 cameras. If your system has groups containing 8 monitors, the maximum size of each zone would be 8 cameras.

You can assign up to 16 zones. Each zone can contain different cameras.

NOTE: If you have a group of 8 monitors and a zone of 6 cameras, two of the monitors would display the last video switch. Therefore, it is a good idea to match the number of cameras in your zone to the group size to prevent confusion.
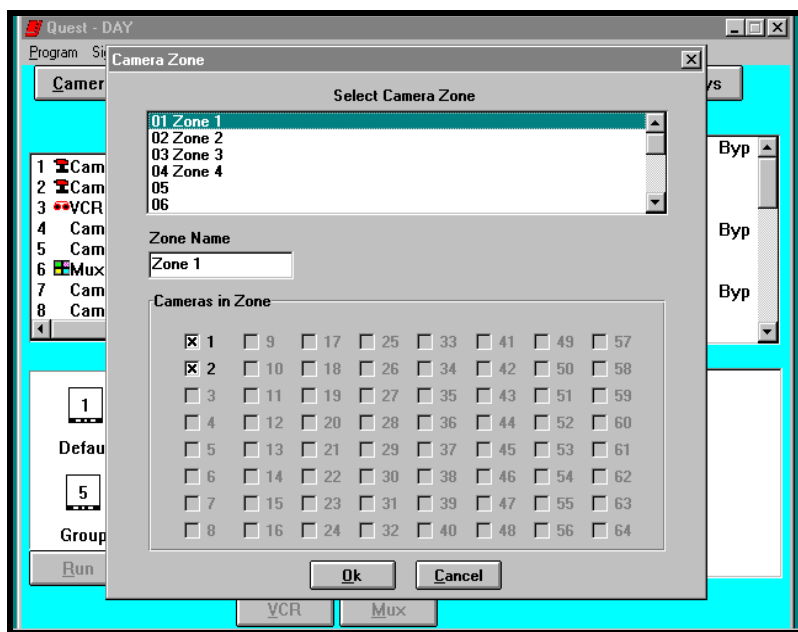

Figure 3-15. Zone Setup Window

⌐ **Procedure:**

1. Select a zone by clicking on the number in the Select Camera Zone section of the window.

2. Click in the Zone Name text box and type the name to be assigned to the zone selected.

3. Click on the check boxes (□) corresponding to the camera numbers in the zone. An **X** is placed inside the check box (⊠), indicating the camera has been selected. An empty check box indicates that a camera has not been assigned. Once the zone is filled, the check boxes will be grayed and unusable.

4. Repeat steps 1 through 3 for each additional zone.

5. Click on the **OK** button when you have completed setting up all of the zones.

3.4.6 ZONE SEQUENCE SETUP

▤ **Description:**

The Zone Sequence Setup window is illustrated in Figure 3-16. It allows you to assign names and zones to each zone sequence. The names are used when selecting zone sequences from the zone sequence list, displayed on the operating screen.

You can program up to 8 zone sequences with up to 16 zones in each sequence. The time that each zone is displayed is adjustable from 1 to 99 seconds.
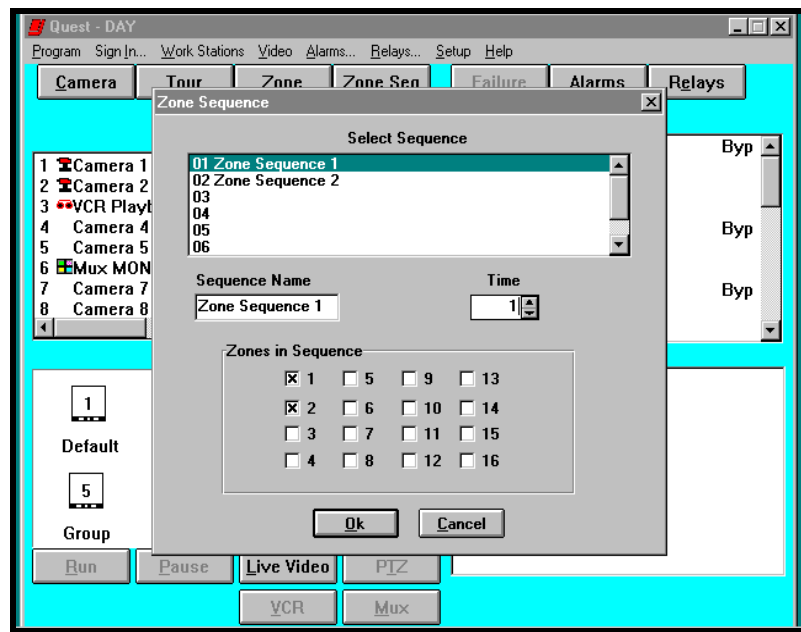

Figure 3-16. Zone Sequence Setup Window

🖱 **Procedure:**

1. Select a zone sequence by clicking on the number in the Select Sequence section of the window.

2. Click in the Sequence Name text box and type the name to be assigned to the zone sequence selected.

3. Click on the check boxes (□) corresponding to the zone numbers. An **x** is placed inside the check box (☒), indicating the zone has been selected. An empty check box indicates that a zone has not been assigned.

4. Click on the **Up** ( ) arrow next to the Time text box to increase the sequence time. Click on the **Down** ( ) arrow next to the Time text box to decrease the sequence time.

5. Repeat steps 1 through 4 for each additional sequence.

6. Click on the **OK** button when you have completed setting up all of the zone sequences.

3.4.7 VCR SETUP

▤ **Description:**

This is used to assign a camera and monitor to a VCR. The setup screen is illustrated in Figure 3-17. It is also used to set the speed of the VCR and place it into the VCR bank. The camera assigned to the VCR will be used for playback of a video tape and can be switched to any available monitor for viewing. When this is done the VCR button text will be darkened to allow call up of the VCR control screen. The monitor assigned to the VCR will be used for the recording input and "**VCR**" will be displayed in the monitor icon on the monitor status screen. Any camera selected to this monitor may be recorded. Setting the VCR in the bank allows alarm actions to call cameras to it to be recorded. This setup is not to be used for a VCR that is connected to a multiplexer.

For more than one VCR to be in the system, a JO326VI (VCR) must be used. There can be up to 10 VCRs connected to the system when using this distribution panel.
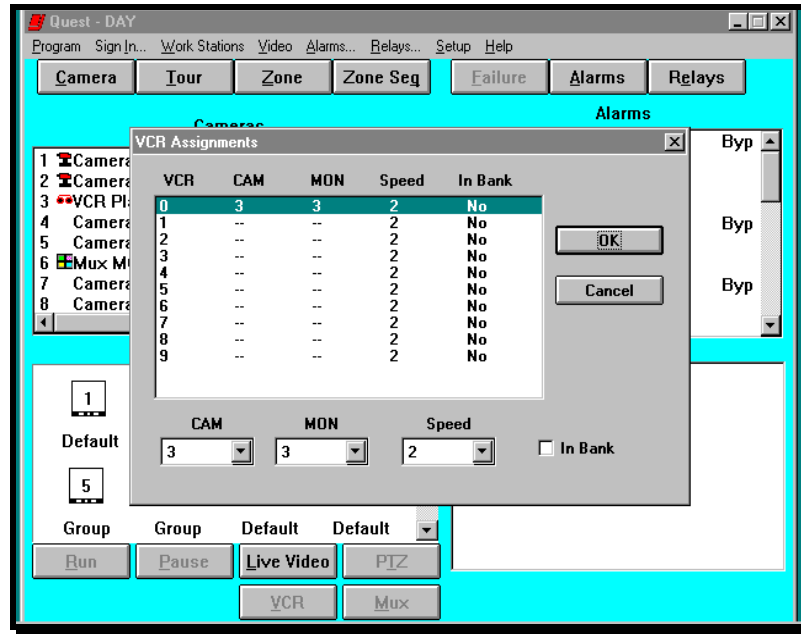
Figure 3-17. VCR Setup Screen

🖰 **Procedure:**

1. Select a VCR by clicking on the number of the VCR to be programmed. If only one VCR is connected to the system, then "0" is selected.

2. Click on the **Down** ( ) arrow to the right of the CAM text box to drop down a list of available cameras. Click on the camera number that will be used to view playback of this VCR.

3. Click on the **Down** ( ) arrow to the right of the MON text box to bring down a list of available monitors. Click on the monitor number that will be used as the record input to this VCR.

4. Click on the **Down** ( ) arrow to the right of the SPEED text box to bring down a list of available VCR speeds. Click on the desired record speed for this VCR.

5. Click on the **In Bank** check box (□). An **x** is placed in the check box (☒), indicating the VCR is in the bank. An empty box (□), indicates the function is disabled.

6. Repeat steps 2 through 5 for each additional VCR that needs to be set up.

7. When all VCRs are set up then click on **OK**.

3.5   ALARM PROGRAMMING

Description:

The Alarms selection from the menu bar (Figure 3-18) is used to program: (1) alarm names, (2) messages, (3) alarm definitions, and (4) up to 5 alarm actions per alarm. Each of the four functions are explained in detail below.

Alarm Name assigns a name to each alarm point. The names are used when selecting or resetting alarms from the alarm lists, displayed on the operating screen.

Messages assigns a message to the alarm. The messages are usually some type of instruction for the operator.

Alarm Definitions determine how the alarm will effect the system. Each alarm can be programmed: (1) to sound a tone when activated, (2) to function with normally open or normally closed contacts, (3) to operate as automatic or manual reset, (4) to operate as supervised or non-supervised, and (5) as disabled. Selecting this option will remove the alarm point from display in the Alarm Box on the operating screen.

Alarm Actions determine what the alarm will do. There are six functions an alarm can perform. Each alarm can (1) switch a camera to a monitor, (2) activate a relay, (3) run a tour of cameras, (4) switch a camera to a VCR bank monitor, (5) send a camera to a pre-defined position (preshot), or (6) switch a zone to a group. Up to five (5) of these actions can be programmed per alarm. To delete an existing action you must select "No Action".

Explanation of alarm actions (4) above: Whenever a VCR Bank Monitor has a video input switched to it from an active alarm, the relay that was programmed with this monitor will close. This relay must be connected to the VCR to start recording or to change record speed. It will remain closed until all of the alarms programmed to switch video to that monitor are reset. This function is primarily used for VCR activation.

If multiple relays are assigned as VCR bank monitor relays, then the first alarm is routed to the first available VCR bank monitor, the second alarm would be routed to the next available VCR bank monitor and so on until all available monitors have been used. When all of the monitors are busy, the cycle starts over again sequencing the video on each monitor.
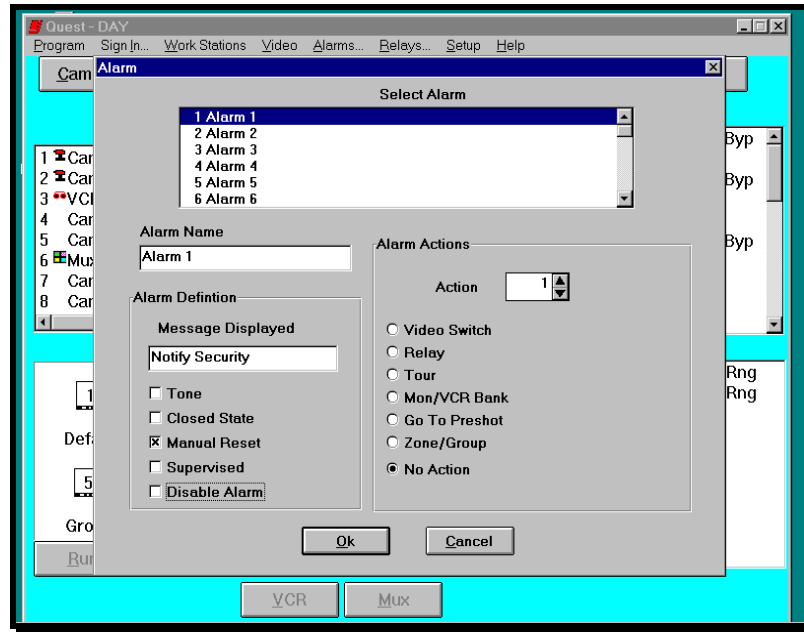
Figure 3-18. Alarm Setup Window

🖐 **Procedure:**

1. Click on **Alarms** on the menu bar to display the Alarm Setup window.

2. Select an alarm by clicking on the number in the Select Alarm section of the window.

3. Click in the Alarm Name text box and type the name to be assigned to the selected alarm.

4. Click in the Message Displayed text box and type the message to be assigned to the selected alarm.

5. Click on the check boxes (□) corresponding to:

Tone An **X** is placed inside the check box (☒), indicating the tone has been selected. An empty check box (□) indicates that a tone has not been assigned to the alarm.

Closed State An **X** is placed inside the check box (☒), indicating a normally closed contact alarm point has been selected. An empty check box (□) indicates that the alarm contact is normally open.

Manual Reset An **X** is placed inside the check box (☒), indicating the alarm will require the operator to reset it. An empty check box (□) indicates that the alarm will reset automatically, once the field contact is returned to its normal state.

Supervised An **X** is placed inside the check box (⊠), indicating the alarm point is supervised. An empty check box (☐) indicates that the selected contact is unsupervised.

Disabled An **X** is placed inside the check box (⊠), indicating the alarm point is disabled. An empty check box (☐) indicates that the selected contact is active. Alarm points that are disabled will not be shown in the alarm box on the operating screen.

6. Click on the radio box (**O**) corresponding to the action you want the alarm to execute (**Video Switch, Relay, Tour, Mon/VCR Bank, PTZ Home,** or **No Action**). The filled radio box (⊙), indicates which function has been selected. Only one item can be selected per alarm action.

7. Using the arrows located next to the text boxes, click on the **Up** ( ) arrow to increase the displayed number. Click on the **Down** ( ) arrow to decrease the displayed number. Depending on which action was selected, these numbers will correspond to monitors, cameras, relays, tours, preshots, group, or zone.

8. If another action is required for the selected alarm, click on the **Up** ( ) arrow next to the Action text box to select the next action.

9. Repeat steps 2 through 8 for each additional alarm.

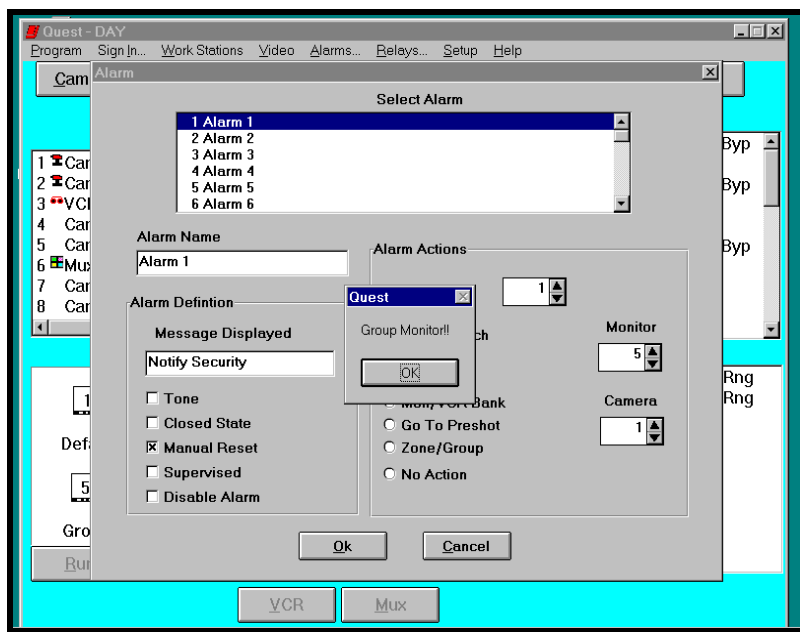10. Click on the **OK** button when you have completed setting up all of the alarms.

Fig 3-19. Group Monitor Error Message

NOTE: When programming a video switch as an alarm action and the destination monitor selected is part of a group, the message in Figure 3-19 will be displayed. Click on **OK** and select a monitor that is not part of a group. Group monitors can only be used for zone switching.

3.6   RELAY PROGRAMMING

▤   **Description:**

The Relays selection from the menu bar (Figure 3-20) is used to program relay names and definitions. Each of the functions are explained below.
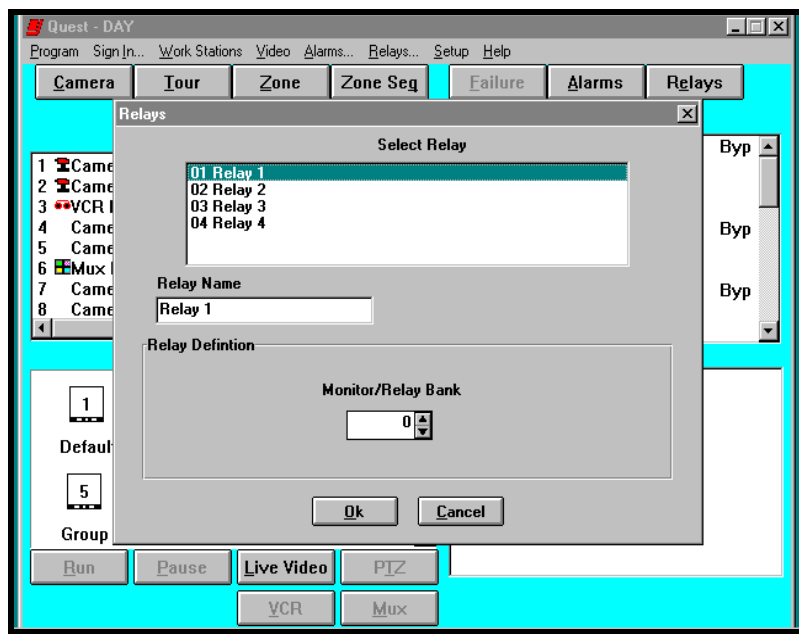

Figure 3-20. Relay Setup Window

Relay Name assigns a name to each relay. The names are used when setting or resetting relays from the relay list, displayed on the operating screen.

Relay Definition assigns a relay to be used with the VCR bank operation.

Whenever a VCR Bank Monitor has a video input switched to it from an active alarm, the relay that was programmed with this monitor will close. This relay must be connected to the VCR to start recording. It will remain closed until all of the alarms programmed to switch video to that monitor are reset. This function is primarily used for VCR activation.

If multiple relays are assigned as VCR bank monitor relays, then the first alarm is routed to the first available VCR bank monitor, the second alarm would be routed to the next available VCR bank monitor and so on until all available monitors have been used. When all of the monitors are busy, the cycle starts over again sequencing the video on each monitor.

Procedure:

1. Click on **Relays** on the menu bar to display the Relay Setup window.

2. Select a relay by clicking on the number in the Select Relay section of the window.

3. Click in the Relay Name text box and type the name to be assigned to the relay selected.

4. To assign a VCR bank monitor to the relay, click on the **Up** (↑) arrow located next to the Monitor/VCR Bank text box to increase the monitor/VCR number. Click on the **Down** (↓) arrow to decrease the monitor/VCR number.

5. Repeat steps 2 through 4 for each additional relay.

6. Click on the **OK** button when you have completed setting up all of the relays.

3.7   SETUP

Description:

The Setup selection from the menu bar (Figure 3-21) is used to configure: (1) PIN Codes, (2) Timed Events, (3) Serial Port Configuration, (4) Operator Configuration, (5) Event Log (6) Alarms and Work Stations and (7) Live Video Selection.

The Operator Configuration is not password (PIN) protected and can be accessed without signing in to the system. All other functions require the proper access level.

Procedure:

1. Click on **Setup** on the menu bar to display the pull down menu.

2. Click on:

   PIN Codes to assign user names, Personal Identification Codes, and user actions.

   Timed Events to assign event names, define events, set day or date events, and define event actions.

   Serial PortConfiguration to display the address of the Quest boards, set up the printer, define device communication port settings.

   Operator Configuration to change the background colors of the screens, and activate the alarm pop up window.

Event Log to display, copy, archive or delete the event log.

Alarms and Work Stations to set up ASCII, Host, Vista Alarm Points and Work Stations.

Live Video Selection to select the application file used to start the Live Video program that is loaded on the computer. This is an optional function of the software and there must be a live video board and it's software installed on the computer for it to work properly.
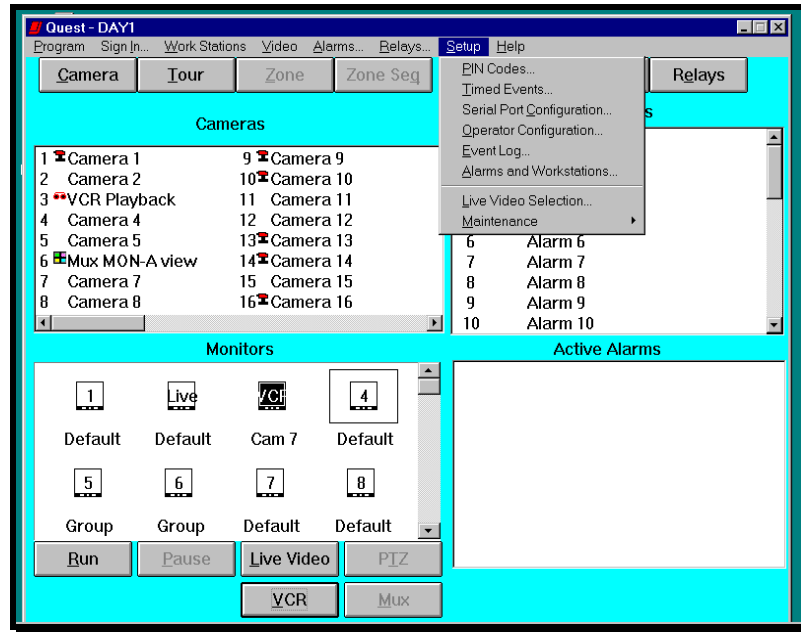

Figure 3-21. Setup Pull Down Menu

3.7.1 PIN CODES

Description:

The PIN Codes window, illustrated in Figure 3-22, allows the operation of the system to be tailored to the needs of up to 36 users. You can assign: names, PIN numbers, and user actions. The user actions include: (1) allow the user to make changes to the program, (2) switch video, (3) respond to alarms, (4) operate relays, (5) operate pan/tilt cameras, and (6) access specific control panels.
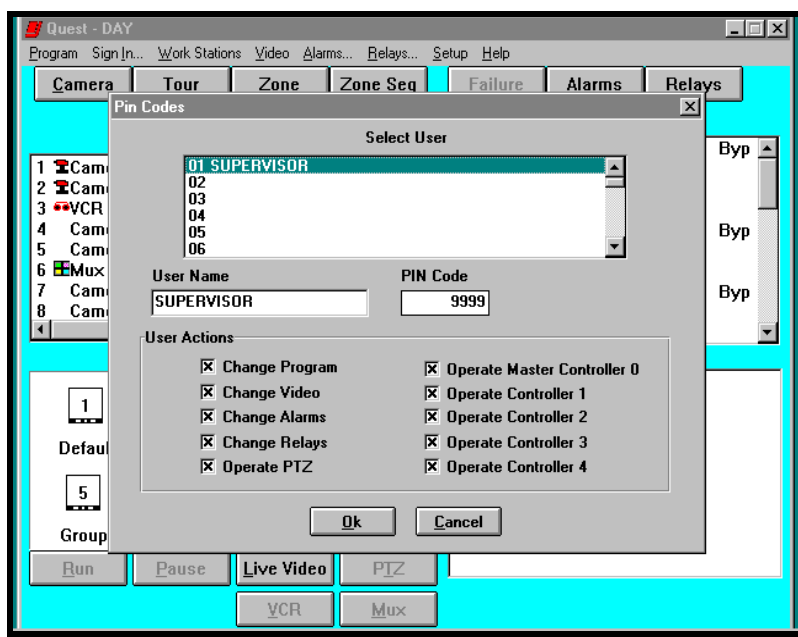
Figure 3-22. PIN Code Setup Window

🖱 **Procedure:**

1. Select a user by clicking on the number in the Select User section of the window.

2. Click in the User Name text box and type the name to be assigned to the user selected.

3. Click in the PIN Code text box and type the number to be enter by the user when signing in to the system.

4. Click on the check boxes (☐) corresponding to Change: Program, Video, Alarms, Relays, Operate PTZ, and Operate Controllers 1 through 5. An **X** is placed inside the check box (☒), indicating the function is allowed by the user. An empty check box (☐) indicates that the user has not been assigned the authority to perform those functions.

5. Repeat steps 1 through 4 for each additional user.

6. Click on the **OK** button when you have completed all assignments.

3.7.2 TIMED EVENTS SETUP

▤   **Description:**

Up to 30 events can be programmed by time and day or date. Actions that can be controlled by time/date or day are: (1) switch a camera to a monitor, (2) activate a relay, (3) activate a tour, (4) bypass an alarm point, and (5) set a pan/tilt to a preshot, or (6) load a program. Up to four actions can be executed by a single timed event unless you are loading a program. When loading a program there can be no other actions programmed.

Each event can be defined as a date event (actions are set to start and stop on a specific date), or as a day event (actions are set to start and stop on a specified day of the week). The Timed Events window is illustrated in Figure 3-23.

NOTE: Do not use 12:00 AM as a stop time for Day Event programming. It is reserved for a non-programmed state.
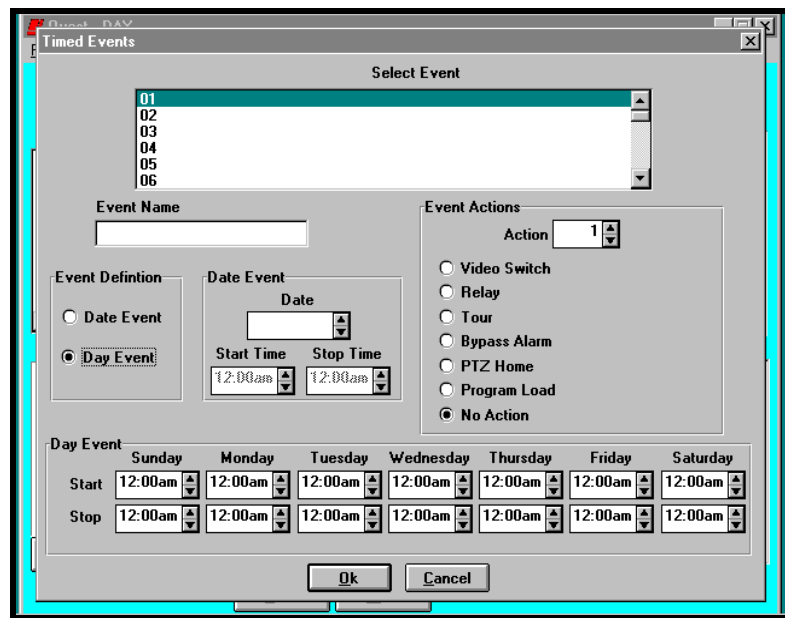

Figure 3-23. Timed Events Setup Window

🖱   **Procedure:**

1.   Select an event by clicking on the number in the Select Event section of the window.

2.   Click in the Event Name text box and type the name to be assigned to the event selected.

3. Click on the radio box (**O**) corresponding to the event definition (**Date Event** or **Day Event**). The filled radio box (⊙), indicates which type of event has been selected. Only one event type can be selected per event.

If Date Event was selected, the Day Events can not be selected. Likewise, if Day Event was selected, Date Events can not be selected.

Programming Date Events:

To program a date event, click in the Date text box and type the date you want the event to execute. You must enter a two digit number for mm/dd/yy.

To program the start time, click in the right side of the Start Time text box and type the time you want the event to start, or click on the **Up** (↑) or **Down** (↓) arrows to the right of the text box.

To program the stop time, click in right side of the Stop Time text box and type the time you want the event to stop, or click on the **Up** (↑) or **Down** (↓) arrows to the right of the text box.

Programming Day Events:

Click in the Day text boxes that corresponds to the day of the week you want the event to start and type the time, or click on the **Up** (↑) or **Down** (↓) arrows to the right of the text box.

Click in the Day text boxes that corresponds to the day of the week you want the event to stop and type the time, or click on the **Up** (↑) or **Down** (↓) arrows to the right of the text box.

4. Click on the radio box (**O**) corresponding to the action you want the timed event to execute (**Video Switch, Relay, Tour, Bypass Alarm, PTZ Home, Program Load** or **No Action**). The filled radio box (⊙), indicates which function has been selected. Only one item can be selected per event action.

5. Using the arrows located next to the text boxes, click on the **Up** (↑) arrow to increase the displayed number. Click on the **Down** (↓) arrow to decrease the displayed number. Depending on which action was selected, these numbers will correspond to cameras, monitors, tours, relays, preshots, or alarms.

If another action is required for the selected alarm, click on the **Up** (↑) arrow next to the Action text box to select the next action.

6. Repeat steps 1 through 5 for each additional event.

7. Click on the **OK** button when you have completed assigning all of the timed events.

NOTE: When programming a video switch as part of a timed event and the destination monitor selected is part of a group, the group monitor error message will appear as it does in alarm action programming. Click on **OK** and select a monitor that is not part of a group. Group monitors can only be used for zone switching.

Program Load is typically used to start different programs at certain times. Let's use "DAY" and "NIGHT" as sample program names. When selecting Program Load as a timed event, you must program at least 2 timed events. The reason for this is that once you have the "NIGHT" program start at let's say 6:00 p.m., then you must have the "DAY" program start up again in the morning. Otherwise the "NIGHT" program will continue to run all the time. Figures 3-24 through 3-26 illustrate the screens when Program Load is selected from the Event Actions window.

To select a program:

1. Click on the radio box (**O**) corresponding to **Program Load**. The filled radio box (⊙), indicates that the function has been selected. The screen illustrated in Figure 3-24 will be displayed.

2. To select a program, type the name of the program you want to load or click on the **Browse** button. The File Menu (Figure 3-25) will be displayed when the **Browse** button is selected.

3. Click on the name of the program you want to load, then click on **OK**. The Event Actions screen with the program's name is shown in Figure 3-26.
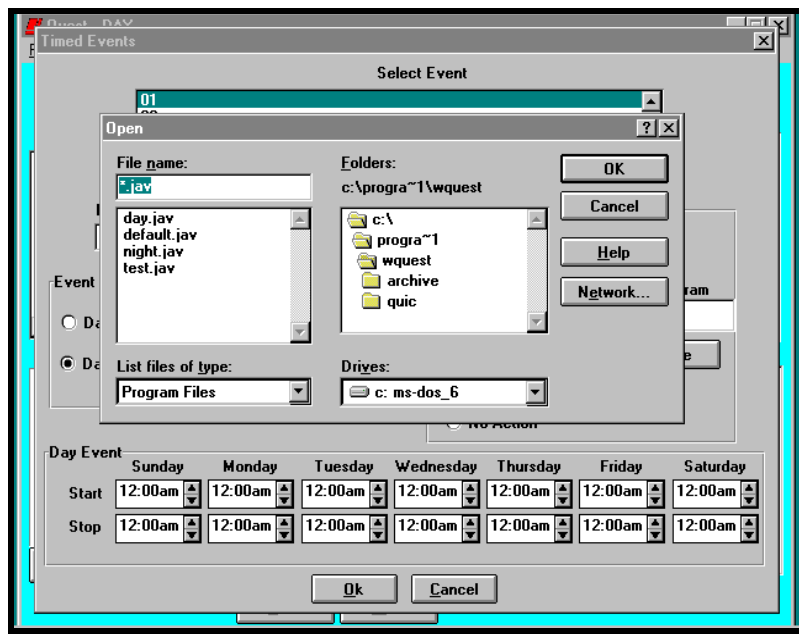

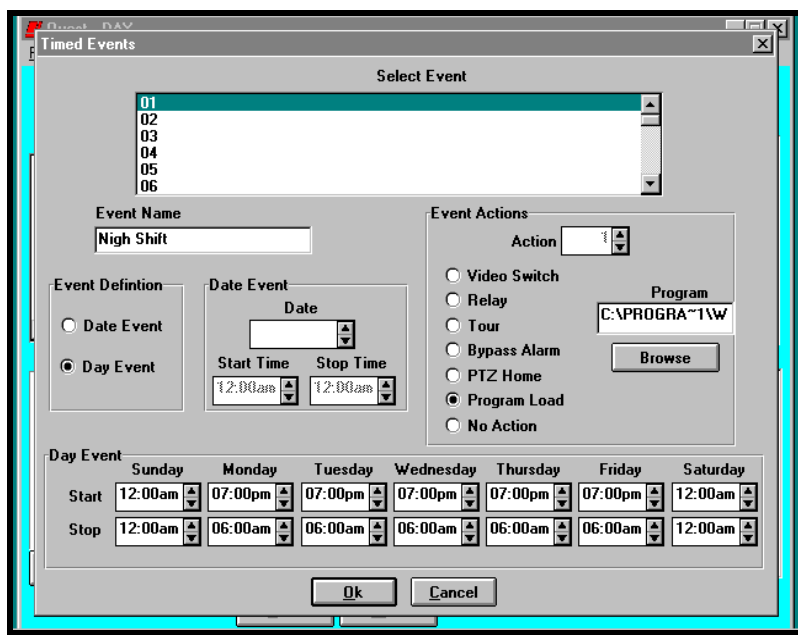**Figure 3-24**. Program Load Event Selection

Figure 3-25. Browse Selection

Figure 3-26. Program Load Selected

3.7.3 SERIAL PORT CONFIGURATION

📃 **Description:**

The Serial Port Configuration window is used to set up communication ports for the system devices. The window is divided into three parts: Device Setup, Printer Assignment and Additional ACU (receiver/driver) Types. The Serial Port Configuration window is illustrated in Figure 3-27.

Device Setup:

The addresses of the Quest alarm and video boards, are the default settings and can be changed from the software. The address setting in the software must match the switch setting of the master video board and/or alarm board. The default setting for Javelin Serial ACU is COM 2 and for Control Panels is COM 1. All other devices are set to NONE. When selecting com ports, only the working ports (serial or parallel) will be shown in the drop down box.

Javelin Serial ACU is selected if the system contains pan/tilts, motorized lenses, domes, or Javelin Systems DSP cameras that are connected to Javelin Systems ACUs. The default setting (COM 2) should not be changed unless the system does not contain ACUs and the port is required for another device.

Control Panel is selected if the system contains Javelin Control Panels. The default setting (COM 1) should not be changed unless the system does not contain control panels and the port is required for another device.
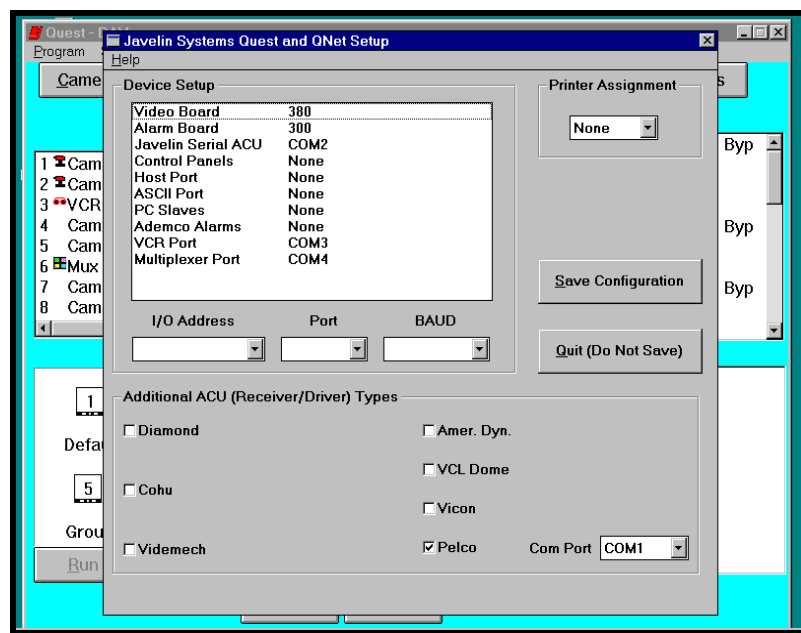

Figure 3-27. Serial Port Configuration Window

Host Port is selected if you are using another computer to control the Quest system via the selected communications port. The host passes commands to the Quest system from the host computer's serial port using Multi-host protocol.

ASCII Port is selected if you are using an alarm computer to send pre-defined ASCII strings to the Quest for Windows computer. The ASCII alarms are typically passed to the Quest system from the alarm computer's serial printer port using a pre-defined ASCII string. The ASCII generating system requires an RS232 connection between it and the Quest for Windows computer. See "Alarms and Work Stations" section for range set up.

PC Slaves is selected if you are using Quest Work Station software in another computer to control the Quest system. The PC Slave system requires an RS232 connection between the Quest Work Station and the selected port of the Quest for Windows computer.

Ademco Alarms is selected if you are using an Ademco Vista series alarm panel with a printer port output to send host type alarms to the Quest system. The external alarm panel requires an RS232 connection between the Vista alarm panel and the Quest for Windows computer. See "Alarms and Work Stations" section for range set up.

VCR Port is selected if you are connecting one or more VCR's. A JO326VI (VCR) must be used to connect more than one VCR to the Quest system to be controlled from the Quest software. The VCR must be a GYYR model and have the RS232 option. An RS232 connection between the VCR or the JO326VI (VCR) and the Quest for Windows computer is required.

Multiplexer Port is selected if one or more multiplexers are connected to the Quest system and requires control from the Quest software. When more than one multiplexer is connected to the system, a JO326VI (VCR) must be used to distribute the commands. The JO326VI (VCR) requires an RS232 connection between it and the Quest for Windows computer. The multiplexer requires an RS232 connection between it and the Quest for Windows computer if there is only one multiplexer. If there is more than one multiplexer, than an RS232 connection is required between each multiplexer and the JO326 (VCR).

Printer Assignment:

The default setting for the Printer is NONE. If the system has an event printer attached, a connection is needed between the selected port (LPT1 - LPT3) of the Quest for Windows computer and the printer.

Add Additional ACUs:

This section contains a list of non-standard P/T receivers or integrated domes that have duplex operation or data formats. Each different type may require data converters or special PC cards installed for operation. The selections become available once you click on the check box, and then on the **Down** (↓) arrow of the com port / address text box.

🖰 **Procedure:**

Device Setup

1. Click on the desired device type.
2. For devices that use a PC card with an adjustable I/O address, click on the **Down** (↓) arrow next to the I/O Address text box and select the address that corresponds to the switch settings of the circuit board.
3. For devices that use com ports, click on the Port text box **Down** (↓) arrow to show available com ports and select the com port that the equipment is connected to. A com port can not be used by more than one device type.
4. If the baud rate needs to be changed, click on the **Down** (↓) arrow in the BAUD text box and select the required baud rate. Some devices do not allow a change of the baud rate.
5. Set up the next device, printer assignment or additional ACU, or
6. Click on **Save Configuration** when done.

Printer Assignment:

1. Click on the arrow in the printer assignment text box.
2. Select the parallel port that has the printer attached. Select **NONE** if a printer is not connected.
3. Set up the next printer, device or additional ACU, or
4. Click on **Save Configuration** when done.

Add Additional ACUs:

1. Click on the check box (□) corresponding to additional ACU being connected to the system. An **X** is placed inside the check box (☒), indicating the ACU type has been selected. An empty check box (□) indicates that the ACU type has not been selected.
2. Click on the **Down** (↓) arrow of the Address/com port text box and select the address or com port to be used by the ACU type.
3. Set up the next additional ACU, printer or device, or
4. Click on **Save Configuration** when done.

3.7.4 OPERATOR CONFIGURATION

📄 **Description:**

There are two functions that an operator can select without signing on to the system: (1) change the background color and (2) activate the automatic alarm pop up screen. Figure 3-28 illustrates the operator configuration screen.

The alarm pop up screen is used to notify the operator that an alarm has occurred. The message will only appear while in another Windows application, and if the alarms are in manual reset mode. Automatic reset alarms will not notify the operator since they do not require any type of manual intervention.

🖱 **Procedure:**

1. Click on the **Alarm Popup Screen** check box (☐). An **X** is placed in the check box (☒) indicating the function has been enabled. An empty box (☐) indicates the function is disabled.

2. To change the screen color, click on **Screen Colors** from the Operator Configuration screen. The screen is illustrated in Figure 3-29.

3. Select a color by clicking the selection box containing the color you want to use for the background.

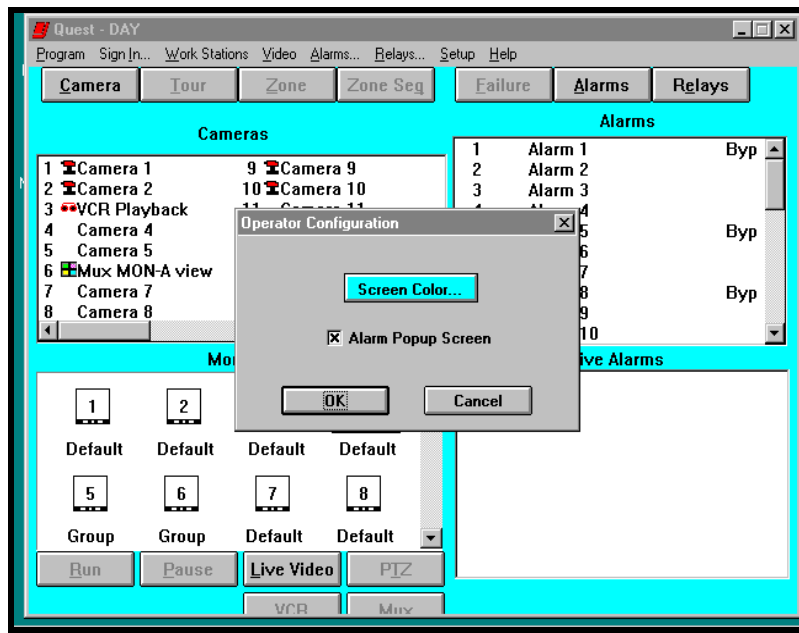4. Click on the **OK** button when you have selected the color.

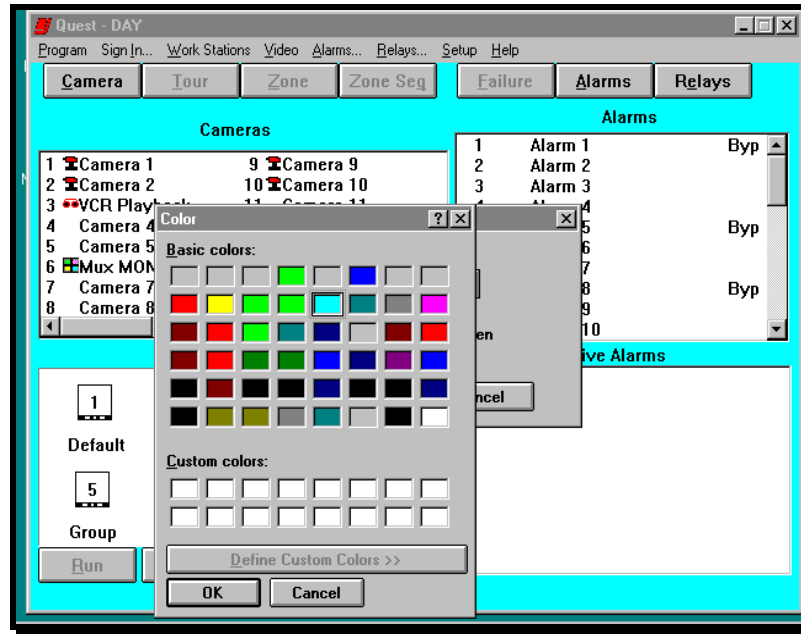**Figure 3-28.** Operator Configuration Screen

Figure 3-29. Screen Color Configuration Screen

3.7.5 EVENT LOG

▤ **Description:**

The Event Log records Sign In operations, Alarm Block Failures, Load or Exit
Program, com port failures and Alarm Set and Reset functions. In order for the
Event Log to record this information, it must be enabled. From this screen you also
enable the event log printer, archive event logs, copy them to disk, and delete the
event log files. The screen is illustrated in Figure 3-30.

🖑 **Procedure:**

Enable An Event Log

Click on the **Log To Disk** check box (☐) to enable the Event Log. An **x** is placed in
the check box (☒) indicating the function has been enabled. An empty box (☐)
indicates the function is disabled. **Note**: The software must be restarted for the
change to take effect. Exit Quest, then start the software again.

Enable An Event Log Printer

Make sure that the printer port is assigned in the external **Setup** Configuration
referred to in **Chapter 1, Section 1.7**. Click on the **Log To Printer** check box (☐)
to enable the Printer. An **x** is placed in the check box (☒) indicating the function
has been enabled. An empty box (☐) indicates the function is disabled.

To view, archive, copy, or delete an event log:

1. Select **Event Log** from the Setup menu. The current Event Log will be displayed in the Event Log dialog box (Figure 3-30).

2. To Archive the current Event Log, click on the **Archive** button.

3. To copy the current Event Log, click on the **Copy** button. The Save As dialog box will be displayed (Figure 3-31).
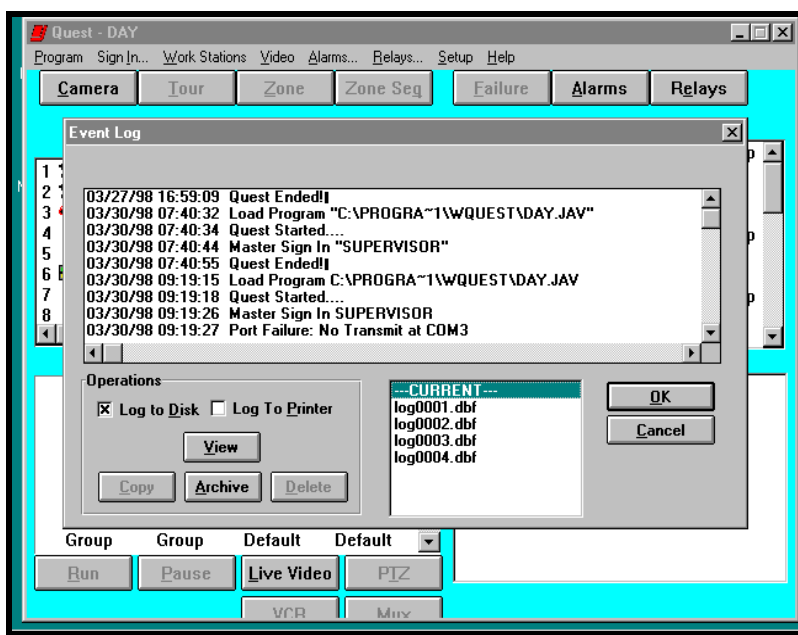
Figure 3-30. Event Log
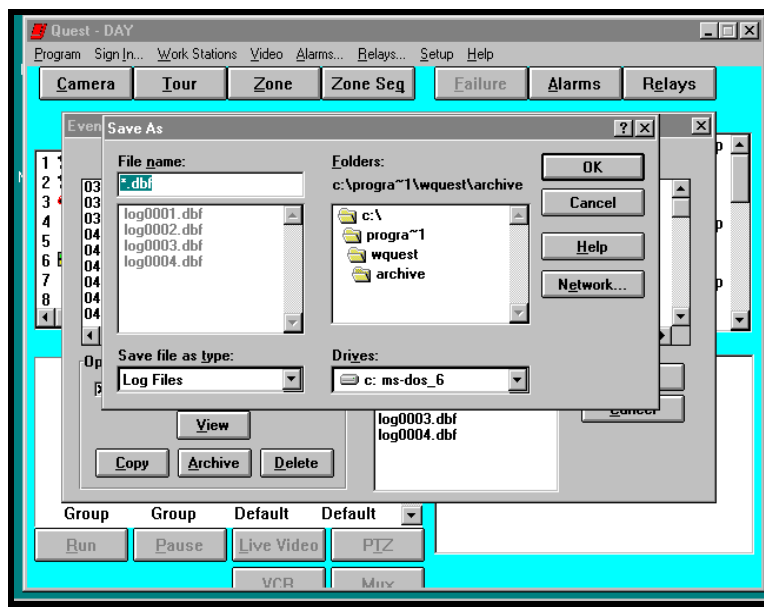
Figure 3-31. Copy Event Log

4. To delete the current event log, select the log you want to remove and click on the **Delete** button. The File Delete dialog box will be displayed (Figure 3-32).

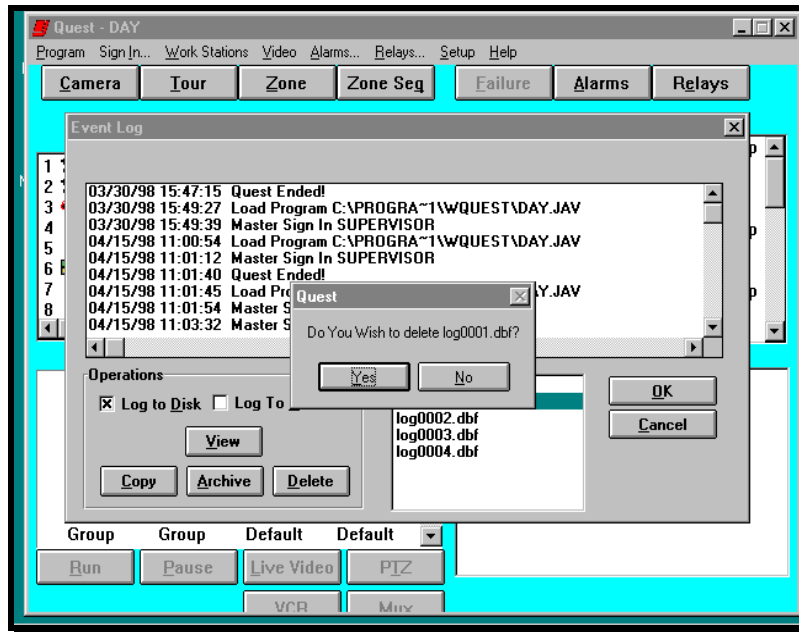5. Click on **Yes** to delete, or **No** to cancel.

Figure 3-32. Delete Event Log

3.7.6 Alarms and Work Stations

▤ **Description:**

The Alarms and Work Stations window is used to set up how the Quest software interacts with Host Alarms, ASCII Alarms, Ademco Alarms and Work Stations. The window is divided into four parts: ASCII Alarms, Host Alarms, Work Stations and Vista 50 & Up Alarm Interface. The Alarms and Work Stations window is illustrated in Figure 3-33.

Host Alarms:

Host alarms are alarm points which physically do not exist. They are "alarms" which the system can use to perform actions as instructed by the user defined program.

In order to use the Host alarms, a range of alarms must be defined. This range can be anywhere from 1 - 9999. The Host alarms cannot be the same as either Ademco, or hardware alarm numbers. The **total** number of alarms (both hardware and software) however, cannot exceed 1000. Any alarms over the 1000 limit will be ignored.
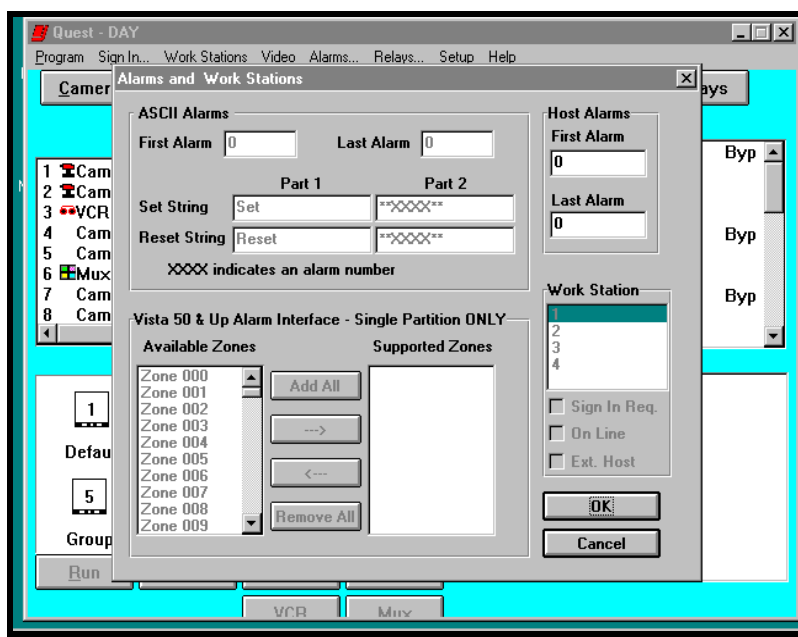
Figure 3-33. Alarms and Work Stations Screen

ASCII Alarms:

The ASCII alarm port provides an interface to alarm systems that can send an ASCII string from its serial printer port. ASCII alarms are used to activate alarm points that have been programmed as Host or hardware points. The alarm system will generate an ASCII string in the same format you have defined in the SET string and RESET string windows.

The data must include two parts. One tells the point condition (set, active or reset), the other defines the point address per each input. All alarms are reported per point and displayed on a per point address, not by zone. The data strings can be in any order as long as the character case and order are consistent with the alarm system output.

In order to use the ASCII alarms, a range of alarms must be defined. This range must include all or part of the ranges set in hardware alarms, host alarms and Ademco alarms. If an ASCII port has not been defined in the Port Assignments section, the alarm range cannot be programmed.

Vista 50 & Up Alarm Interface:

Vista alarms are alarm points generated from an Ademco Vista 50 alarm control panel and up such as a Vista 120. They are "alarms" which the system can use to perform actions as instructed by the user defined program. The alarms are transmitted from the alarm panel using the Ademco 4100SM, RS232 serial interface.

In order to use the Ademco Vista alarms, a list of alarms must be selected. This list can be selected from a range anywhere from 1 - 9999. The Vista alarms cannot be the same as Host alarm, or hardware alarm numbers. The **total** number of alarms (both hardware and software) however, cannot exceed 1000. Any alarms over the 1000 limit will be ignored.

Work Stations:

Each Work Station can have three options assigned to it: Sign In Required, External Host, or On Line. With the Sign In option you can set each Work Station to either Sign In automatically or require the Operator to manually Sign In. If Sign In is not required (empty check box), the Work Station can not be secured (Signed Out).

The On Line check box is used to take a Work Station out of service or off line. This would be done if the Work Station is shut down for maintenance for example.

If a Host system is communicating with the Quest system, the Host system sends an address as part of its commands. The External Host check box for the corresponding Host computer's address must be checked.

Procedure:

ASCII Alarms:

1. Click on the First Alarm field and enter the starting alarm number.

2. Click on the Last Alarm field and enter the ending alarm number.

3. Enter Part 1 of the Set String. This can be the word SET (the default setting), or ALARM.

4. Enter Part 2 of the Set String. This is the alarm number **XXXX**, or ///XXX///.

5. Enter Part 1 of the Reset String. This can be the word RESET (the default setting), NORMAL, or _ACK_.

6. Enter Part 2 of the Reset String. This is the alarm number **XXXX** or ///XXX///.

7. Set up the next device, or

8. Click on **OK** when done.

Host Alarms:

1. Click on the First Alarm field and enter the starting alarm number.

2. Click on the Last Alarm field and enter the ending alarm number.

3. Set up the next device, or

4. Click on **OK** when done.

Work Stations:

1. Click on the desired Work Station address.

2. Click on the check boxes (□) corresponding to Sign In Required, External Host, or On Line. An **X** is placed inside the check box (⊠), indicating the function is selected. An empty check box (□) indicates that the item is not selected.

3. Set up the next device, or

4. Click on **OK** when done.

Vista 50 & Up Alarm Interface:

1. Click on the alarm number, located in the Available Zones window, to be added to the list of Supported Zones. Use the scroll bar to locate undisplayed numbers.

2. Click on the **Right** (➜) arrow to add the alarm point to the Supported Zones window.

3. To add all alarm points to the Supported Zones window, click on the **Add All** button.

4. To remove an alarm point from the Supported Zones window, click on the alarm point number, then click on the **Left** (⬅) arrow button. The selected alarm point will appear in the Available Zones window.

5. To remove all alarm points from the Supported Zones window, click on the **Remove All** button.

6. Set up the next device, or

7. Click on **OK** when done.

3.7.7 Live Video Selection

▤ **Description:**

The Live Video Selection is used to tell the Quest for Windows software which application file to execute when displaying Live Video on the PC monitor. This function is used to launch and exit the video capture program installed on the PC. **In No Way** does this function guarantee proper operation of the video capture program. If one of the three listed selections does not support the Video Capture board you are using, then select **Other** and browse to find the "*.exe" file that starts your video capture software. The Live Video Select screen is illustrated in Figure 3-34.

The default setting is "Live" and this should work with most applications. If the live video does not work, then select WinTV or Video Blaster depending on which video capture board you are using. If you are using something other than the preset options, you must enter the proper file path or browse.

Figure 3-34. Live Video Select Screen

🖰 **Procedure:**

1. Click on the radio box (**O**) corresponding to **Live, WinTV or Video Blaster**. The filled radio box (⊙), indicates which application has been selected. Only one application can be selected.

2. If none of the preset application file paths are usable, select **Other** and double click in the file path text box. Enter the file path that will start the video capture software.

3. If you do not know the file path, then click on **Other**, then click on the **Browse** button. Search for the application file that will start the video capture software that is installed on the PC. The Browse screen is illustrated in Figure 3-34a.
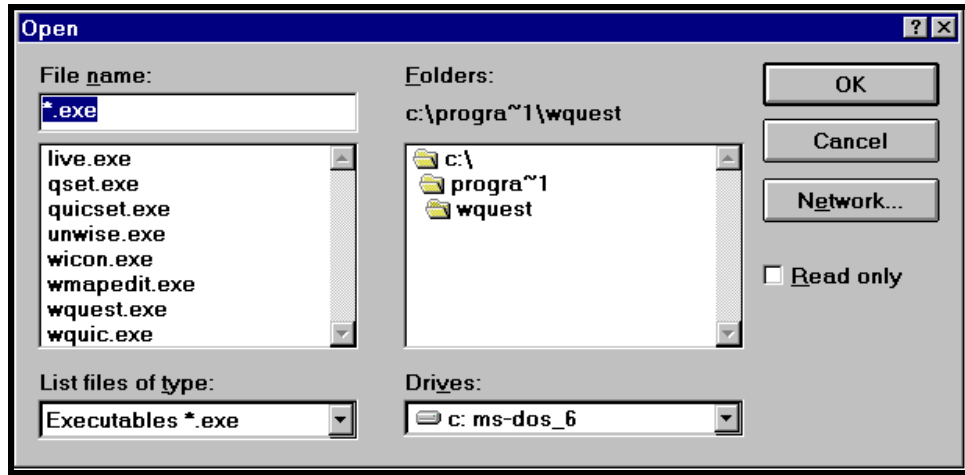
Figure 3-34a. Live Video Selection Browse Window

    a.   When you find the application file, click on the file name and then click on **OK**.

4.   When the selection is made, click on **OK**.

3.8   PROGRAM SELECTIONS

Description:

This selection is used to, load, save and delete user programs. The screen is illustrated in Figure 3-35.

The four available options are:

Open - This function is used to load a program that has previously been saved.

Save - Allows the supervisor or operator to save a change to the program using the existing file name.

Save As - Allows the supervisor or operator to save a change to the program as a new file name.

Delete - Allows the supervisor or operator to delete a user program.

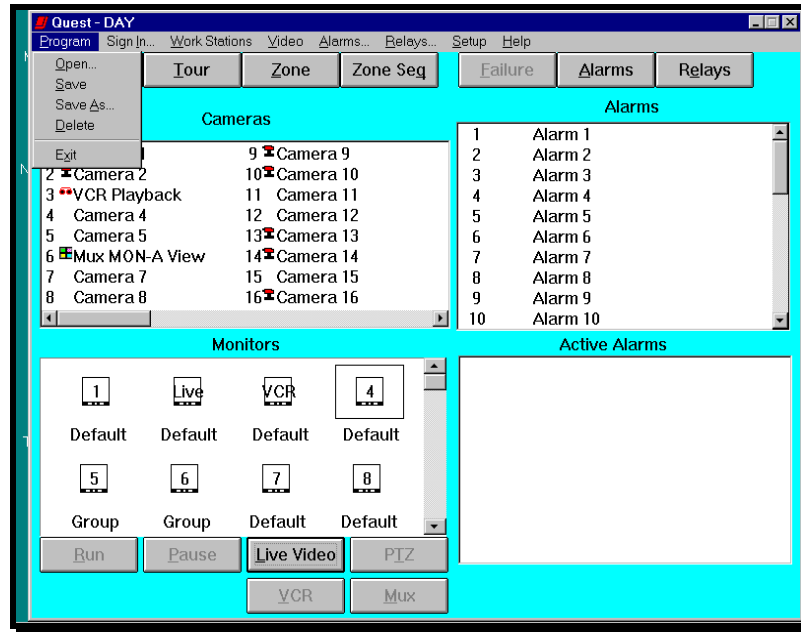**NOTE**: The selections in the program menu can not be accessed without signing in to the system.

Figure 3-35. Program Menu

🖱 **Procedure:**

1. Click on **Program** from the menu bar to display the Program pull down menu.

2. Click on **Open** (Figure 3-36) to load a previously saved program.

3. Click on **Save** to overwrite a previously saved program. A warning will appear asking whether or not you want to overwrite the program.

4. Click on **Save As** to save a program as a new name. The Save As dialog box is illustrated in Figure 3-37.

5. Click on **Delete** to remove a user program. The Delete dialog box is illustrated in Figure 3-38.
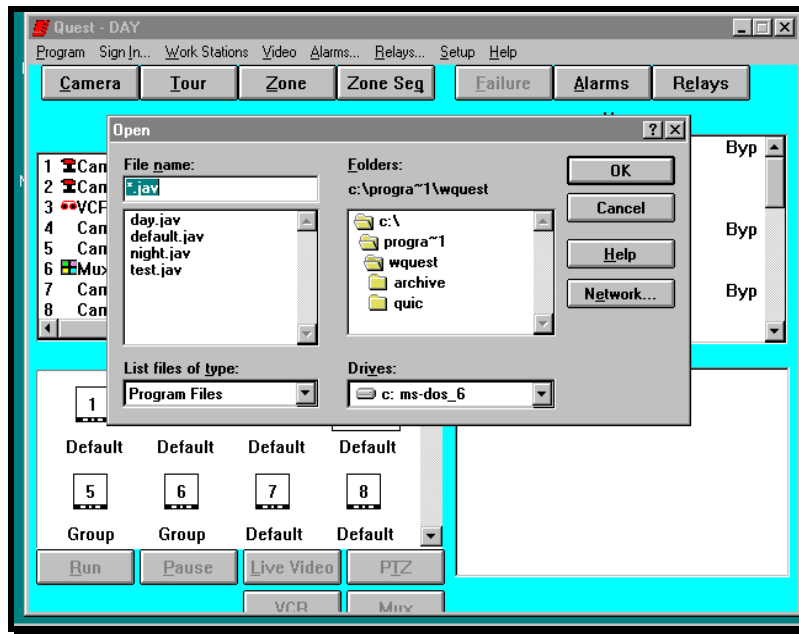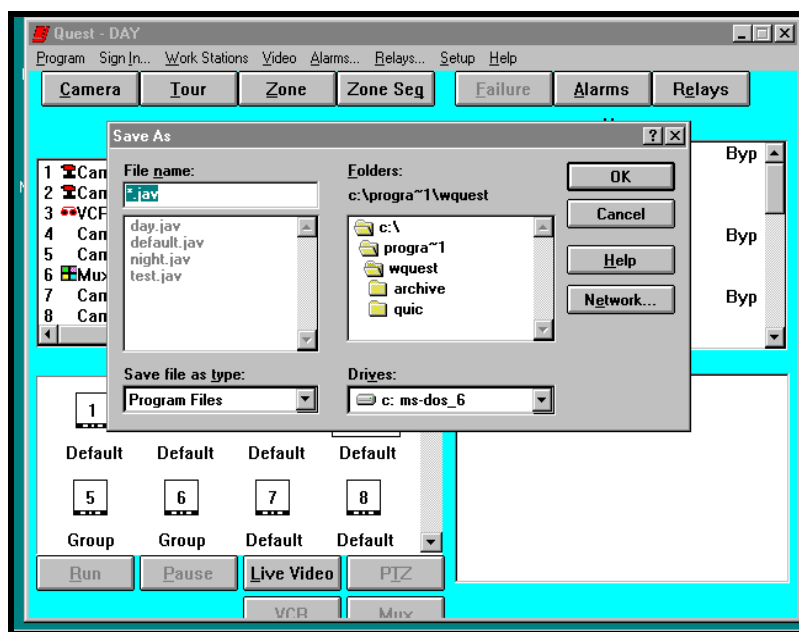
Figure 3-36. Open File Dialog Box
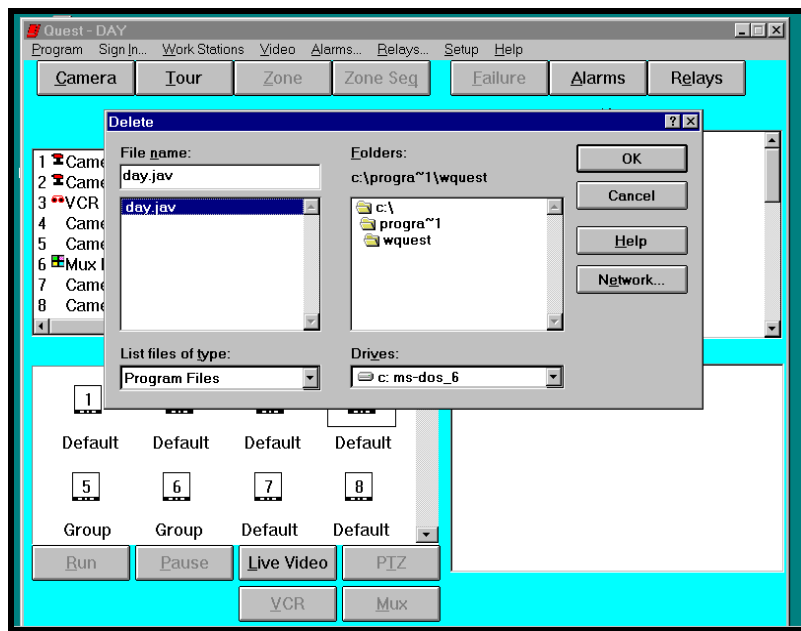

Figure 3-37. Save As Dialog Box

Figure 3-38. Delete File Dialog Box

3.9   SIGNING OUT

▤   **Description:**

After you have completed programming the system, you should sign out. This will protect the system from unauthorized use.
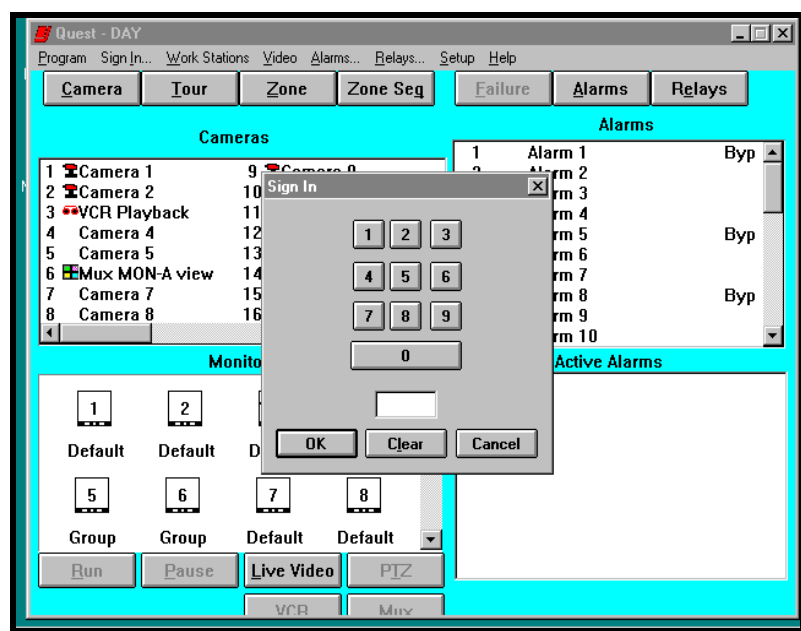

Figure 3-39. Sign Out Dialog Box

⌒⊓   **Procedure:**

1. Click on **Sign In** from the menu bar to display the Sign In dialog box (Figure 3-39).

2. Using the text keyboard, enter the 4 zeros (0000) and press **Enter** or click on **OK**.

3. If you make an error while entering the PIN, click on the **Clear** button and enter your PIN again.

4. If you enter the wrong PIN, an error message will be displayed. To clear the message, press **Enter** on the text keyboard or click on **OK.** You will have to start the procedure over again.

5. To cancel the Sign In procedure, click on **Cancel** or press the **Esc** key on the text keyboard.

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