# Milestone-SPC Plugin

## **Product Overview**



## Overview

The SPC Milestone plugin has been developed by Vanderbilt and partners to provide you with an integration between Milestone system. This document provides an details on how to configure the plugin and however to configure the milestone system. Please note that the information is provided as accurate at time of writing and may not reflect the most update Milestone system.

The Milestone plugin is provided by Vanderbilt under licence the plugin can be installed in a Milestone Xprotect system. The plugin activates with a thirty-day free trail for a single SPC panel. When a plugin is purchased from Vanderbilt the plugin will support up to 20 SPC Panels.

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# **Contents**

The information contained in this document is to the best of knowledge, true and accurate. Whilst every effort has been made to ensure the accuracy, the document may be subject to errors or omissions.

# **Revision History**

Rev	Date	Remarks
0.1	2017-6-16	Initial draft



# Installation

- 1. Download the Milestone plugin from Vanderbilt server.
- Extract the installation package to the following folder (\*):
   C:\Program Files\Milestone\MIPPlugins

This is needed on the server running the Milestone Event Server and all machines running the management client. (\*) this is the default folder, and can be different based on your Milestone installation settings.

# Configuration of SPC

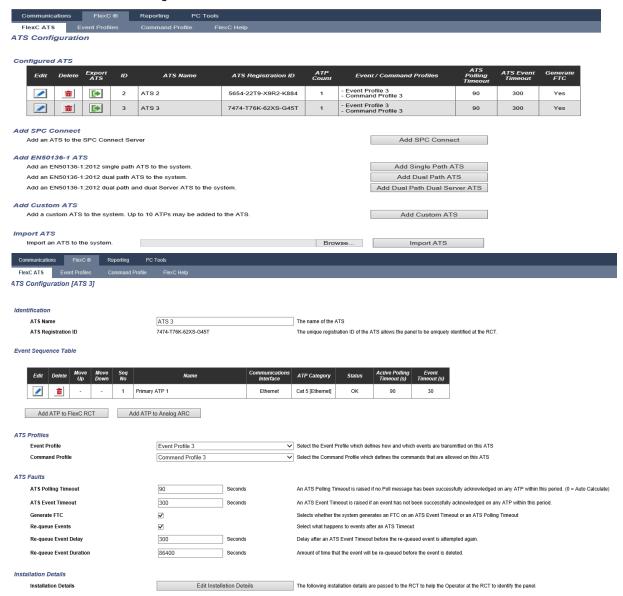
The SPC panel must be configured to communicate with the Milestone system. The SPC creates a connection to the milestone plugin in order to communicate status and command information.

To configure all this, an ATS needs to be added in the 'FlexC' configuration tab.

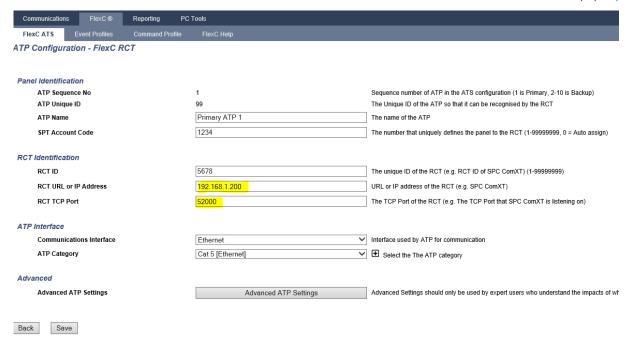
For more information on FlexC please see

https://www.youtube.com/watch?v=SfdcvTbOPCo

### First, an ATS must be configured:



Then, an ATP must be added to the ATS: Check the yellow fields:



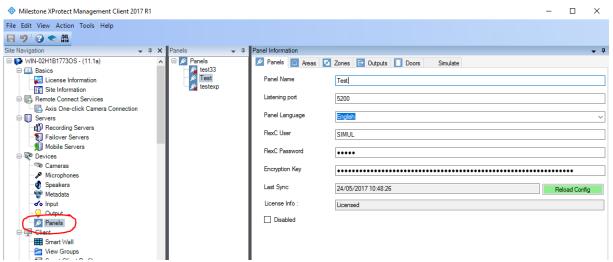
Go to the advanced settings to configure the encryption key: ATP Configuration - Advanced Settings ATP Connections Active ATP Connection Permanent: Stay Connected Select the ATP connection type when the ATP is the active ATP (operating as the primary communication path) Non-Active ATP Connection Permanent: Stay Connected Select the ATP connection type when the ATP is not the active ATP (operating as a backup communication path) Test Calls Test call Mode (Non Active ATP) Test calls Disabled Select the mode for sending testcalls when the ATP is acting as the Non-Active ATP Test call Mode (Active ATP) Test calls Disabled Select the mode for sending testcalls when the ATP is acting as the Active ATP Encryption (256-bit AES with CBC) Select how the encryption key gets updated Encryption Key Mode Encryption key (64 hex digits) ATP Profiles Use ATS Setting Select the Event Profile which defines how and which events are transmitted on this ATS Event Profile Command Profile Use ATS Setting Select the Command Profile which defines the commands that are allowed on this ATS ATP Faults ATP Monitoring Fault Generate an ATP fault if the ATP monitoring fails or an Event fails to transmit on ATP Event Timeout 30s The amount of time that the ATP will keep trying to transmit the event until the event fails on the ATP and is passed to the next ATP Minimum Message Lengths 0 Bytes ✓ Minimum length of a Poll Message Poll Message ✓ Minimum length of a Event and Testcall Messages Event Message 0 Bytes Other Message Minimum length of connection and encryption key update messages 0 Bytes

Back Save

# Management Client

Note: The configuration of the plugin is performed in the management client, smart client is used for map and controlling system. Please ensure plugin is in the correct folder

Configuration is done in the management client. The plugin sits in the 'Devices' tree.

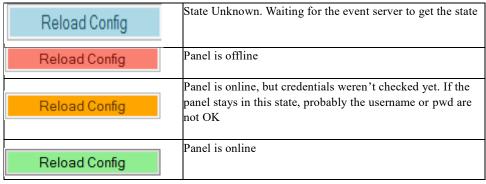


A list of configured SPC Panels is shown. When selecting a panel, the details panes on the right is populated with the configuration of the panel as known in the system.

The panel detail pane shows the configuration details to be able to connect to the panel. The language chosen here will be used as language to get the alerts from the alarm panel, and also as language locale for the actions in the video client (currently not localizable yet)

All other tab-pages contain a list of the items with their properties. All of these properties are retrieved the panel when performing 'Reload Config' from the panel pane.

The button is only available when there is a confirmed connection to the SPC. Connection state is shown with the color or the button:

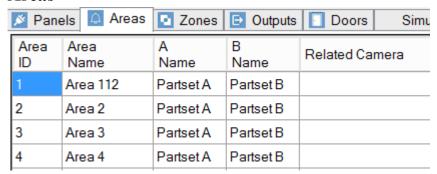


When the field FlexC User equals 'SIMUL', then the system will be simulated. Otherwise, a real system communication is expected.

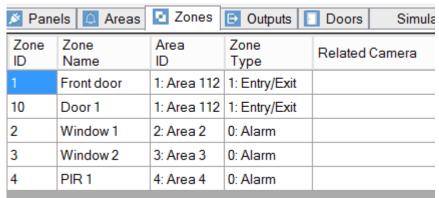
When in simulation mode, the configuration will be retrieved from the file 'configsimu.csv'.

The following items are retrieved from the SPC Panel:

#### Areas

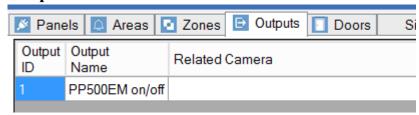


## **Zones**



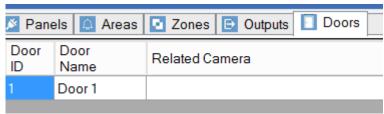
Remark: zones with as type 'unused' are not retrieved from the alarm panel.

## **Outputs**



<u>Remark</u>: Only Mapping Gates are retrieved; other output types cannot be retrieved.

### Doors



<u>Remark</u>: Other item types (eg expanders) cannot be retrieved from the SPC. Events on those items will be linked to the SPC panel item itself.

The only property that can be configured in the management client is the 'Related Camera'. When this is set, the camera image will be shown next to an event on this item.

# **Smart Client integration**

Each item of the SPC panel can be put on the map in the smart client.

Depending on the state, the icon and the available actions on the context menu can change.

Each item also has an 'operational state', which results in a circle around the item. This can have the following values: Ok, Warning, Disabled, Error, OkActive

Actions are only available when the SPC is connected.

For an overview of the operation of the smart client please see the following video.

# **Appendix**

## Panel

### **Icon State**

Icon changes on the connection state of the panel (see icons)

## **Actions**

ID	Name	Condition
PANEL_ACT_SILENCE	Silence all Bells	
PANEL RELOAD STATE	Manually refresh the state. This is normally done automatically	
PANEL_ACT_RESET_ALERTS	Reset all alerte in the SPC	

## **Detailed States**

ID	Name
PANEL.CONNECTIONSTATE	Current connection State
ALERT xxx	All alerts in the SPC are listed here, with the indication whether the alert is inhibited or isolated

Alerte 0.0.6.15 Controller Cabinet Tamper - Isolated

State	Condition
Disabled	Panel is Disabled
Error	Alert Count > 0 or panel is not online
Ok	else

## Area

# **Icon State**

Icon changes on the state of the area (see icons)

## **Actions**

ID	Name	Condition
AREA_ACT_UNSET	Unset Area	Area is not unset
AREA_ACT_SET_A	Area Set Partially A	Area is unset or area is PartSet B
AREA_ACT_SET_B	Area Set Partially A	Area is unset or area is PartSet A
AREA_ACT_SET	Set Area	Area is not set

# **Detailed States**

ID	Name
AREA MODE	Current mode of the area

State	Condition
Warning	If a zone in this area is in warning
Error	In a zone in this area is in error
ОК	else

# Zone

# **Icon State**

Icon changes on the state of the zone (see icons)

## **Actions**

ID	Name	Condition
ZONE_ACT_INHIBIT	Inhibit zone	Inhibit allowed and status is not inhibited
ZONE_ACT_DEINHIBIT	De-Inhibit Zone	De-Inhibit allowed and status is inhibited
ZONE_ACT_ISOLATE	Isolate Zone	Isolate allowed and status is not isolated
ZONE_ACT_DEISOLATE	De-Isolate Zone	De-Isolate allowed and status is isolated
ZONE_ACT_RESTORE	Restore alarm	Restore Allowed and current status > 3

# **Detailed States**

ID	Name
ZONE_STATUS	Current status of the zone

State	Condition
ок	State = ZONE_STATUS_OK
ERROR	ZONE_STATUS_ALARM, ZONE_STATUS_TAMPER, ZONE_STATUS_TROUBLE, ZONE_STATUS_POST, ZONE_STATUS_MASKED
Warning	else

# Door

# **Icon State**

Icon changes on the state of the door (see icons)

## **Actions**

ID	Name	Condition
DOOR_ACT_NORMAL	Set Door Normal	DOOR_MODE_LOCKED or DOOR_MODE_UNLOCKED
DOOR_ACT_OPENPERM	Open door Permanently	DOOR_MODE_LOCKED or DOOR_MODE_NORMAL
DOOR_ACT_LOCK	Lock Door	DOOR_MODE_NORMAL or DOOR_MODE_UNLOCKED
DOOR_ACT_OPENTEMP	Open door Momentarily	DOOR_MODE_NORMAL

# **Detailed States**

ID	Name			
	DOOR_OPEN_STATE_CLOSED,			
DOOR_OPEN_STATE	DOOR_OPEN_STATE_OPEN			
	DOOR_STATUS_OK,			
DOOR_STATUS	DOOR_STATUS_OPEN_TOO_LONG,			
	DOOR_STATUS_LEFT_OPEN,			
	DOOR_STATUS_FORCED,			
	DOOR_STATUS_TAMPER,			
	DOOR_STATUS_OFFLINE,			
	DOOR_MODE_NORMAL,			
DOOR_MODE	DOOR_MODE_LOCKED,			
	DOOR_MODE_UNLOCKED,			

State	Condition
ОК	DOOR_STATUS_OK
ERROR	DOOR_STATUS_OPEN_TOO_LONG, DOOR_STATUS_FORCED, DOOR_STATUS_TAMPER, DOOR_STATUS_OFFLINE
Warning	else

### **Customizations**

A lot of things are configurable in the plugin. These settings are all in the file SPCMilestone.data. This file is actually a zip-file containing all necessary settings and icons. Most of the configurations are done the file called meta.csv.

## Languages

Syntax:

language;{Language-id in the SPC};{Name of language};{Locale}

Example:

language; 0; English; en-US

#### Usage:

This defines the languages shown in the panel-configuration screen.

## **Event Groups & Event Types**

This is used in the Milestone system to configure alarms.

Syntax:

```
eventgroup;{text of group}
eventtype;{text of event type};{group for event type};{entity type}
```

Example:

```
eventgroup; SPC.AREA.EVENTS
eventtype; SPC.AREA.EVENT_UNSET; SPC.AREA.EVENTS; AREA
```

#### Usage

The 'text of...' parts must appear in the text-section to get the real localized text.

Entity type is one of the following: AREA, PANEL, ZONE, DOOR

## Events

П

The translation of SPC events to Milestone events is via the 'eventtranslation' keyword

Syntax:

```
eventtranslation; {entity type}; {spc event}; {event type}
```

Example:

```
eventtranslation; AREA; 3505; SPC. AREA. EVENT UNSET
```

## States

The translation of SPC events to Milestone states is via the 'statetranslation' keyword

Syntax:

```
statetranslation;{entity type};{spc event};{state text};{state value}
```

Example:

```
statetranslation; AREA; 3505; AREA MODE; 0
```

### **Texts**

Definition and localization of the different texts is done via the 'text' keyword **Syntax**:

```
text; {text id}; {locale}; {text}
```

### Example:

```
text; SPC.AREA.EVENTS; en-US; Area Events
text; SPC.AREA.EVENTS; fr-FR; Evènements du secteur
text; SPC.AREA.EVENT_UNSET; fr-FR; MHS secteur
text; SPC.AREA.EVENT_UNSET; en-US; Area Unset
```

## **Icons**

Icons are fully customizable. The following table shows the rules to fetch the icons:

Entity	Purpose	File Name
Panel	Single	SPCPanel.ico
Panel	Multiple	SPCPanels.ico
Panel	State	SPCPanel-{state}.ico
		State is one of the following:  0: PANEL_STATUS_OK  1: PANEL_STATUS_ENGINEERING  2: PANEL_STATUS_OFFLINE  3: PANEL_STATUS_OFFLINE_CONF
Area	Single	SPCArea.ico
Area	Multiple	SPCAreas.ico
Area	State	SPCArea-{state}.ico
		State corresponds to the current mode of the system
Zone	Single	SPCZone.ico
Zone	Multiple	SPCZones.ico
Zone	State	SPCZone-{type}-{state}.ico
		Type corresponds to the Type of the zone
		State corresponds to the current 'STATUS' of the zone
Door	Single	SPCDoor.ico
Door	Multiple	SPCDoors.ico
Door	State	SPCDoor-{state}.ico
		State corresponds to current 'STATUS' of the door
Output	Single	SPCOutput.ico
Output	Multiple	SPCOutputs.ico
Output	State	SPCOutput-{state}.ico  State corresponds to current 'STATE' of the Mapping Gate

### Remarks:

Each action can have an icon that will be shown in the menu-list. See Smart Client Integration for the ID's of the actions. All icon files must contain the sizes 8x8 until 64x64.

# **Simulation Mode**

The plugin can run in simulation mode. In this mode, no actual communication is performed. Configuration is fetched from the file configsimu.csv.

Events can be sent via the tab 'Simulate' in the management client. This window permits to simulate an event on the panel. An events consists of two parts: the event code and the related item. This must be separated by a semicolon as shown below.