



Open Graphic Navigator

Annunciation Monitoring & Control Software



OpenGN version 3.8 Administrator Guide

Table of Contents

1.0 Welcome

1.1	Introducing OpenGN	10
1.2	Configurable Features	10
1.3	Components	11
1.4	Installed Software	12
1.5	User Groups	12
1.6	Related Documents	12

2.0 Installation

2.1	Overview	14
2.2	Verifying Installation Requirements	14
2.3	Upgrading OpenGN	14
2.4	Installing OpenGN and the OpenGN Gateway	14
2.5	Configuring the OpenGN Gateway Computer	22
2.6	Configuring OpenGN and the OpenGN Gateway	24

3.0 Navigating OpenGN

3.1	Starting OpenGN	26
3.2	Main Display Window	28
3.3	Navigating the Surveillance Area	29
3.4	Login Window	33
3.5	Configuration Window	35
3.6	Using the Event Log	40
3.7	OpenGN Gateway	43

4.0 Configuration Settings

4.1	Opening the Configuration Settings	49
4.2	Panel Settings	49
4.3	Campus Settings	52
4.4	Modifying and Deleting a Building	55
4.5	Modifying and Deleting a Floor	57
4.6	Display Settings	58
4.7	Icon Settings	60
4.8	Object Type Settings	63
4.9	Event Log Settings	65
4.10	Email Notification Settings	67
4.11	Database Settings	69
4.12	Connection Settings	71

4.13	User Settings	72
4.14	Localization	79

5.0 Configuring Objects and Zones

5.1	Configuring Objects and Zones	81
5.2	Configuring Objects in the Job Tree	81
5.3	Configuring Objects in the Surveillance Area	85
5.4	Configuring Zones	86
5.5	Working with the Zone and Shape Tree	90
5.6	Unplaced Objects Screen	92

6.0 Managing Events

6.1	Monitoring Events and Alarms	94
6.2	What to do When an Event Occurs	95
6.3	Using the Control Functions	97

Appendix A - Computer Configuration 98

Appendix B - System Messages 101

Appendix C - Network Topologies..... 104

Appendix D - Monitoring Instances..... 105

Appendix E - Input Object and Assorted Status Types..... 108

Appendix F - Troubleshooting FAQ 111

Appendix G - Importing a Revised CAD Drawing 113

Appendix H - Converting PDF files to SVG files 123

Appendix I - Installing and Uninstalling OpenGN 126

Appendix J - Agency Listed Specifications..... 129

Appendix K - Mounting Instructions 130

Appendix L - Index of procedures 131

List of Figures

Figure 1	OpenGN TCP/IP Network Diagram	10
Figure 2	License Terms and Conditions	15
Figure 3	SQL Server SA Password	15
Figure 4	Welcome Screen	16
Figure 5	License Terms and Conditions	16
Figure 6	Update Options	17
Figure 7	SQL Server superadmin password	17
Figure 8	Click Next	18
Figure 9	SQL Server superadmin password	18
Figure 10	OpenGN SecurityAdmin password	19
Figure 11	Choose Setup Type	20
Figure 12	Ready to install MGC OpenGN	20
Figure 13	Installing MGC OpenGN	21
Figure 14	Completed the MGC OpenGN Setup Wizard	21
Figure 15	Installation Successfully Completed	22
Figure 16	Ethernet Status	22
Figure 17	Ethernet Properties	23
Figure 18	Internet Protocol Version 4 (TCP/IPv4) Properties	23
Figure 19	Login Window	27
Figure 20	Main Display window	28
Figure 21	List Area	31
Figure 22	Login Window	33
Figure 23	Change Password	34
Figure 24	Configuration window	35
Figure 25	Job Tree Hierarchy	38
Figure 26	Zone and Shape Tree Hierarchy	39
Figure 27	Event Log	40
Figure 28	Print Event Log Report window	41
Figure 29	Save Report	42
Figure 30	The OpenGN Gateway with 2 adapters	43
Figure 31	Adapter connected to 3 instances of OpenGN	45
Figure 32	Close OpenGN Gateway	47
Figure 33	Panel Settings	50
Figure 34	Update Job Confirmation Box	52
Figure 35	Campus Settings	52
Figure 36	Campus Plan Properties	53
Figure 37	Enter your New Building Properties	54
Figure 38	Modify Your Existing Building	55
Figure 39	Enter your new floor properties	56
Figure 40	Modify your Existing Floor Properties	57
Figure 41	Display Settings	58
Figure 42	Icon Settings	60
Figure 43	Enter your New Icon Properties	61

Figure 44	Icon Selection	62
Figure 45	Modify your existing icon properties	62
Figure 46	Icon Delete Confirmation	63
Figure 47	Object Info Message	64
Figure 48	Object Type Settings	64
Figure 49	Event Log Settings	66
Figure 50	Email Notification Settings	68
Figure 51	Example Email Message	69
Figure 52	Database Settings	70
Figure 53	Choose a backup location and name	70
Figure 54	Connection Settings	71
Figure 55	User Settings	75
Figure 56	Enter your New User Group Authorizations	75
Figure 57	Modify your existing User Group Authorizations	76
Figure 58	Enter your new User Details	77
Figure 59	Modify your Existing User Details	78
Figure 60	Language	79
Figure 61	Fire Object Options	81
Figure 62	Go to Fire Object	82
Figure 63	Object Info Message	82
Figure 64	Description Editing Mode	84
Figure 65	Take Action Message	84
Figure 66	Commands for Objects in the Surveillance Area	85
Figure 67	Modify Description	86
Figure 68	Zone Properties	87
Figure 69	Resize Tool Pointer Icon	88
Figure 70	Move Tool Icon	89
Figure 71	Rotate Tool Icon	89
Figure 72	A New Shape	90
Figure 73	Unplaced Objects	92
Figure 74	Unplaced Objects Screen	92
Figure 75	Object Alarm	94
Figure 76	Active Events	95
Figure 77	Power Options	98
Figure 78	Power Options - Hard disk	99
Figure 79	Power Options - Sleep	99
Figure 80	Power Options - Display	100
Figure 81	Networking OpenGN	104
Figure 82	Choose Setup Type	105
Figure 83	Custom Setup	105
Figure 84	Custom Setup	106
Figure 85	OpenGN Gateway Connected to 3 Instances of OpenGN	107
Figure 86	Destination	107
Figure 87	Object Icons	108
Figure 88	New and Old CAD Drawings	113

Figure 89	Hide layers	114
Figure 90	Entity Group	114
Figure 91	New Drawing on Top of Old Drawing	115
Figure 92	New Drawing	115
Figure 93	Show Layers	116
Figure 94	Non-Essential Objects	116
Figure 95	Export	117
Figure 96	Save as Scalable Vector Graphics Format (SVG)	117
Figure 97	Inkscape Import	118
Figure 98	Document Properties	119
Figure 99	Zoom to Fit Drawing in Window	120
Figure 100	Select the Black Background Near the Corner	120
Figure 101	Save in Plain SVG format	121
Figure 102	OpenGN Campus Settings	121
Figure 103	Floor Properties	122
Figure 104	Download Inkscape	123
Figure 105	Inkscape File > Open	123
Figure 106	Inkscape PDF Import Settings	124
Figure 107	Inkscape File > Save As	124
Figure 108	Inkscape - Select file to save to	125
Figure 109	Choose Setup Type	126
Figure 110	Custom Setup	126
Figure 111	Custom Setup	127
Figure 112	Custom Setup	127
Figure 113	MGC Configurator Set to Supervise Ethernet Connection	129
Figure 114	Rittal Enclosure (Door not Displayed)	130

List of Tables

Table 1	Installed Software	12
Table 2	Main Function button descriptions	29
Table 3	View Option button descriptions	30
Table 4	Action Buttons	33
Table 5	Configuration Function button descriptions	36
Table 6	Tool button descriptions	37
Table 7	Log button descriptions	41
Table 8	Supported Floor Plan File Formats	53
Table 9	Authorization Levels	73
Table 10	Default Users	77
Table 11	Tool button descriptions	87
Table 12	Supported Control Functions	97
Table 13	Status Message Type	101
Table 14	Connection and Panel Status Messages	101

1.0 Welcome

Open Graphic Navigator, also known as OpenGN, is a fire alarm and asset protection management and warning system that lets you monitor remote sites located anywhere in the world.

This manual instructs you how to install and use the application and explains the responsibilities of the administrator and operator.



Note: Mircom Group of Companies (MGC) periodically updates panel firmware and software to add features and correct any minor inconsistencies. For information about the latest software, visit the OpenGN website at:
www.mircom.com/OpenGN

This chapter contains the following sections:

- Introducing OpenGN
- Configurable Features
- Components
- Installed Software
- User Groups
- Related Documents

1.1 Introducing OpenGN

The OpenGN software application provides monitoring, control and software management solutions for the fire detection and asset protection market. It lets you monitor information from panel-controlled fire detection objects using a customized graphical display. OpenGN also stores all events in a log file.

OpenGN addresses the need for an easy-to-use real-time fire monitoring system and provides the administrator with a visually pleasing fire detection configuration utility for use in industrial and residential establishments.

You set up OpenGN by exporting a job file from the FACP Configurator, and then importing it into OpenGN, as shown in Figure 1.

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Note: Detection Objects are both the physical detectors in the field and the virtual devices in the OpenGN program. The fire monitoring panels are physical objects with a virtual counterpart in OpenGN. The OpenGN Gateway and the OpenGN application are software programs.

Figure 1 illustrates a typical OpenGN application over a TCP/IP network. For additional examples of network topology see Appendix C on page 104.

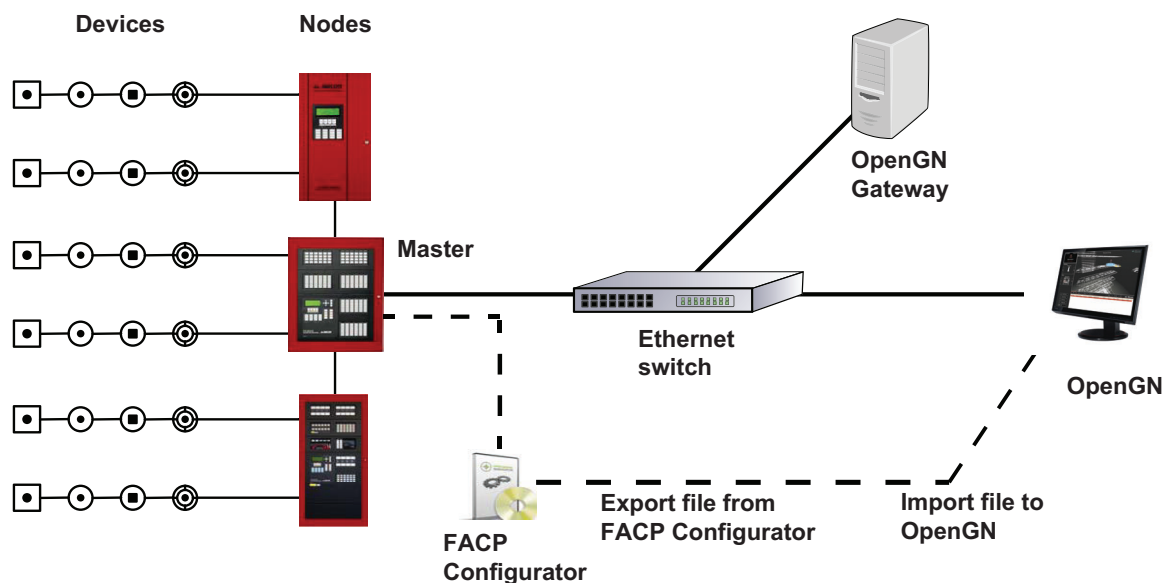


Figure 1 OpenGN TCP/IP Network Diagram

1.2 Configurable Features

OpenGN is an advanced fire detection and asset protection system that lets you monitor information from panel-controlled fire detection objects using a customized graphical display. OpenGN also stores all received events in a log file that can be viewed within the application.

Features of the OpenGN product suite include:

- An aesthetically pleasing, high quality, customizable graphical interface that administrators can use to monitor buildings or groups of buildings.

- A building ready monitoring control system with full software management in a user friendly graphical enabled interface.
- Easy configuration and customization of alarm objects.
- A display of the alarm location on the floor plan with specific information. User actions and events are logged and recorded for creation of customized reports.
- OpenGN authenticates the data source as well its sent data.

1.3 Components

The OpenGN fire monitoring system consists of the following components:

1.3.1 Objects

Objects are all the fire device, system points, switches, and custom objects connected to the Fire Alarm system. OpenGN assigns properties to objects to help define them, monitor, and control them. Objects connect to the panel or node using circuits (loops) and which are defined by their state and configuration.

Loops

Each CPU has several circuits where physical objects are placed.

State

All objects can have any of the following states (this is not a complete list):

- Active
- Bypassed
- Trouble
- Normal

Function

Input Objects can have the following functions (this is not a complete list):

- Alarm
- Trouble
- Supervisory
- Monitor

1.3.2 Node

A node is a Fire Alarm Control Panel such as FleX-Net™.

1.3.3 OpenGN Gateway

The OpenGN Gateway runs on either the same computer as OpenGN or on a separate computer on the same network. It is a software application that connects to a node and sends information to OpenGN.

1.3.4 Panel Configurator

The Configurator is a software application that produces the job file for use by OpenGN. To connect the Fire Alarm Control Panel with OpenGN, the administrator must export a job file

from the Configurator and import it into OpenGN. This procedure varies depending on the type of panel. In some cases an XML conversion tool is required. See section 1.6 on page 12.



Note: Verify with MGC that your Fire Alarm Control Panel Configurator is compatible with OpenGN.

1.3.5 OpenGN

OpenGN is the software application which receives event information from the Fire Alarm Control Panel through a TCP/IP port or an Ethernet connection. It allows the user to monitor the entire campus in 2D or 3D by building or by floor. A list of all active events from any object connected to the panel is displayed here.

1.4 Installed Software

When you run the OpenGN installer, the following software is installed.



Note: Do not remove or modify any of this software or the files in the locations shown in Table 1, or OpenGN might stop functioning.

Table 1 Installed Software

Software	Location
OpenGN	C:\Program Files\Mircom Group of Companies
SQL Server (database server)	C:\Program Files\Microsoft SQL Server
Codemeter (for licensing)	C:\Program Files (x86)\CodeMeter

1.5 User Groups

OpenGN allows users and user groups with Authorization Levels. See section 4.13.5 on page 77 for a description of Authorization Levels.

1.6 Related Documents

You can find these documents on the mircom.com website.

- LT-6674 OpenGN System Requirements
- LT-6701 OpenGN License Requirements
- LT-6622 OpenGN to Flex-Net™ Connection InstructionsLT-6703 OpenGN to Flex-Net™ FX-4000 Connection Instructions
- LT-6621 OpenGN to FX-3500 and FX-3318 Connection Instructions
- LT-6620 OpenGN to PRO-2000 Connection Instructions
- LT-6055 OpenGN to MR-2200/2900 Connection Instructions
- LT-1105 OpenGN to FX-2000 Connection Instructions

2.0 Installation



Note: The manual covers OpenGN version 3.8 only.

This chapter describes how to install OpenGN 3.8 and the OpenGN Gateway, and how to configure the OpenGN Gateway computer.

For instructions on connecting OpenGN to specific panels, see the following documents on the **mircom.com** website:

- LT-6622 OpenGN to FleX-Net™ Connection Instructions
- LT-6703 OpenGN to FleX-Net™ FX-4000 Connection Instructions
- LT-6621 OpenGN to FX-3500 and FX-3318 Connection Instructions
- LT-6620 OpenGN to PRO-2000 Connection Instructions
- LT-6055 OpenGN to MR-2200/2900 Connection Instructions
- LT-1105 OpenGN to FX-2000 Connection Instructions

This chapter explains

1. Verifying Installation Requirements
2. Upgrading OpenGN
3. Installing OpenGN and the OpenGN Gateway
4. Configuring the OpenGN Gateway Computer
5. Configuring OpenGN and the OpenGN Gateway

2.1 Overview

This chapter describes how to set up the following components:

- OpenGN installed on a computer with TCP/IP network access.
- The OpenGN Gateway connected to the Fire Alarm Control Panel. The OpenGN Gateway can be installed on the same computer as OpenGN, or on a separate computer.



Attention: Verify that the Configurator version is compatible with OpenGN.

2.2 Verifying Installation Requirements

See the document LT-6674 OpenGN System Requirements on <http://www.mircom.com> for the recommended requirements.

If the OpenGN Gateway is installed on a separate computer, contact your MGC representative for the recommended requirements.

2.3 Upgrading OpenGN

If you are upgrading an earlier version of OpenGN to version 3.8, you must ensure that the currently installed version is 3.2 or later. You cannot upgrade from a version earlier than 3.2.

2.4 Installing OpenGN and the OpenGN Gateway



Note: To meet agency requirements, you must install OpenGN in the same room as the MGC Fire Alarm Control Panel that it is connected to. In addition, OpenGN must be networked via Ethernet within 18 meters (60 feet) to the MGC Fire Alarm Control Panel.



Attention: You need system administrator authentication to install OpenGN.

To install OpenGN

1. Do one of the following:
 - From the USB key:
 - a. Insert the USB key into the computer.
 - b. Double-click the **OpenGN-v3.8** icon.
 - From the downloaded file:
 - a. Double-click the downloaded file to extract it.

- b. Double-click the **OpenGN-v3.8** icon in the extracted folder.

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Note: If at any time you are prompted to allow the OpenGN installer to make changes, enter your Windows username and password if required, then click **Yes**.

The first screen shows the license agreement for OpenGN, SQL Server, and Codemeter.

2. Read the license terms and conditions, then click **I agree**.

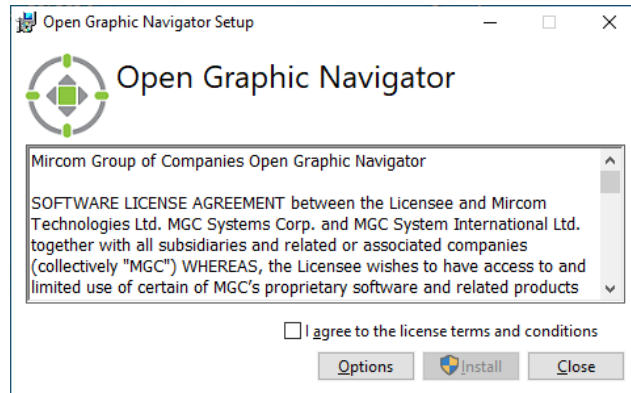


Figure 2 License Terms and Conditions

- If you are upgrading OpenGN, click **Install**, then go to step 3.
- If you are installing OpenGN for the first time, follow the instructions below:
 - a. Click the **Options** button.

The SQL Server SA Password screen appears.

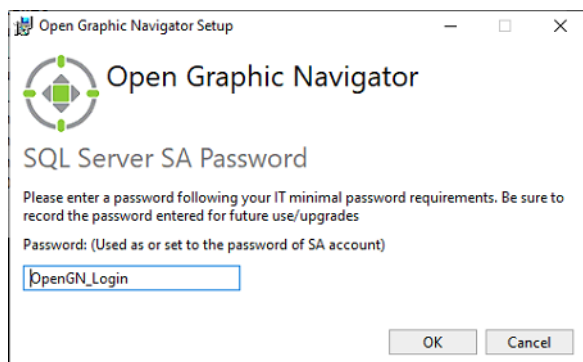


Figure 3 SQL Server SA Password

- b. Enter the password that the SQL Server will use for the superadmin account. By default this is **OpenGN_Login**.

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Note: Your IT department might have requirements for the SQL superadmin password that the default password (**OpenGN_Login**) does not meet. In order for OpenGN to be installed correctly, you must create a password that meets your IT department's requirements.

Write down this password in a safe place; you need it to access OpenGN.

- c. Click **OK**, then click **Install**, then go to step 3.

3. On the next screen, click **Next**.

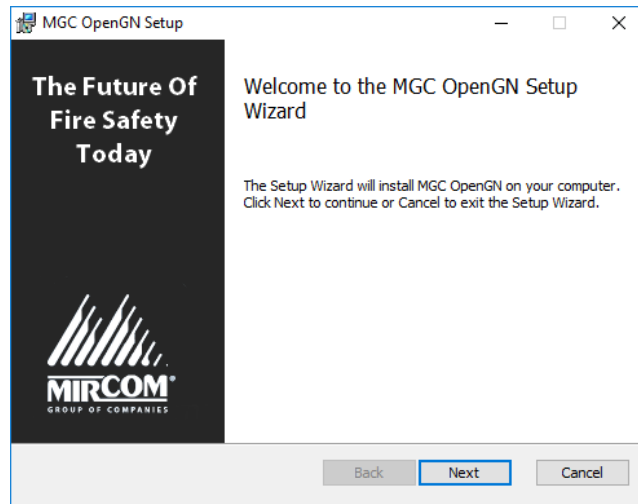


Figure 4 Welcome Screen

The next screen shows the license agreement for OpenGN.

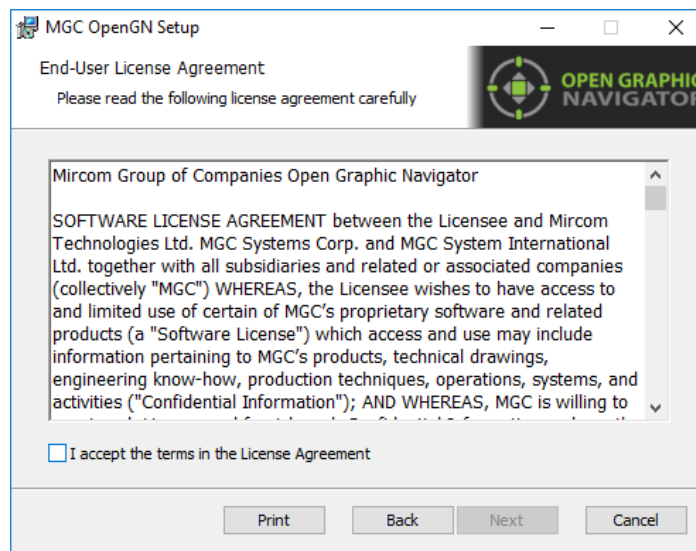


Figure 5 License Terms and Conditions

4. Read the license terms and conditions, then click **I accept the terms of the License Agreement**, then click **Next**.

The next screen asks if you want to upgrade OpenGN or install it for the first time.

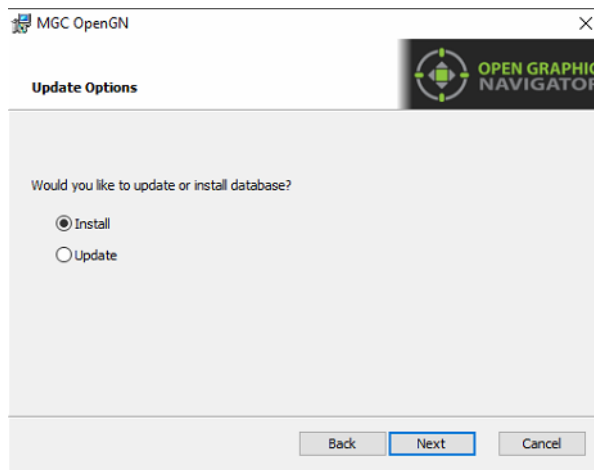


Figure 6 Update Options

- If you are upgrading OpenGN, go to section 2.4.1.
- If you installing OpenGN for the first time, go to section 2.4.2.

2.4.1 If you are upgrading OpenGN

- Select **Update**, then click **Next**.

The SQL Server superadmin password screen appears.

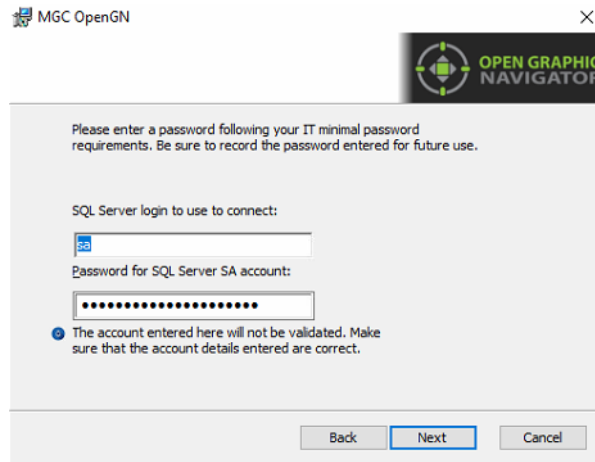


Figure 7 SQL Server superadmin password

- Enter the password that OpenGN will use to log into the SQL superadmin account. By default it is **OpenGN_Login**. **This password must be the same as the password you entered earlier** (Figure 3 on page 15).
- Click **Next**.

- d. Click **Next** on the next screen, then go to step 5 on page 20.

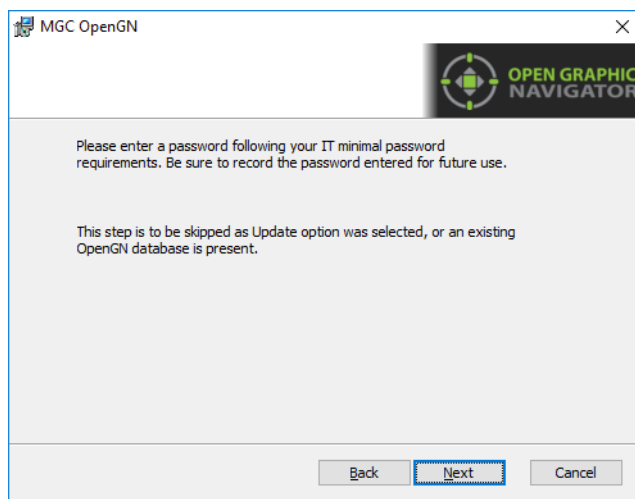


Figure 8 Click Next

2.4.2 If you are installing OpenGN for the first time

- a. Select **Install**, then click **Next**.

The SQL Server superadmin password screen appears.

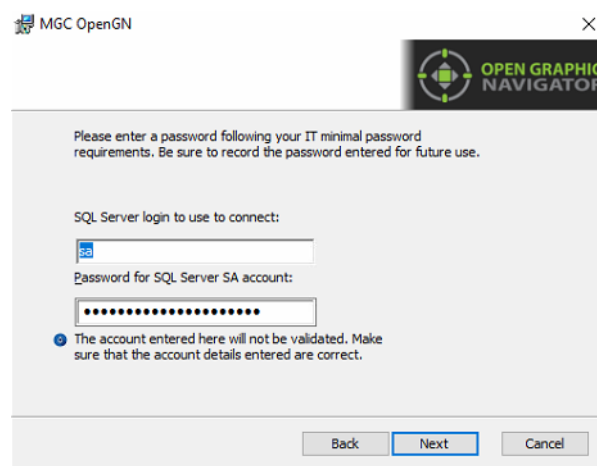


Figure 9 SQL Server superadmin password

- b. Enter the password that OpenGN will use to log into the SQL superadmin account. By default it is **OpenGN_Login**. **This password must be the same as the password you entered earlier** (Figure 3 on page 15).
- c. Click **Next**.

The OpenGN SecurityAdmin screen appears.

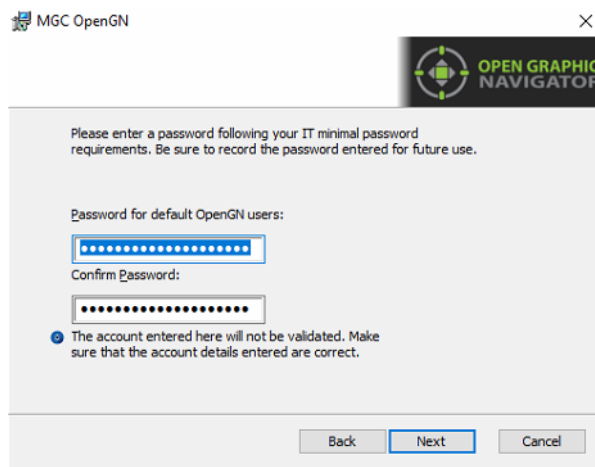


Figure 10 OpenGN SecurityAdmin password

- d. Enter the password for the OpenGN SecurityAdmin account. By default this password is **Your_Password4OpenGN**. The SecurityAdmin account is the OpenGN administrator account.



Note: Your IT department might have requirements for SQL passwords that the default password (**Your_Password4OpenGN**) does not meet. In order for OpenGN to be installed correctly, you must create a password that meets your IT department's requirements.

Write down this password in a safe place; you need it to access OpenGN.

- e. Click **Next**, then go to step 5.

5. In the Choose Setup Type window, click **Typical**.

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Note: If you want to install only OpenGN without the OpenGN Gateway, or only the OpenGN Gateway without OpenGN, go to Appendix I - Installing and Uninstalling OpenGN on page 126.

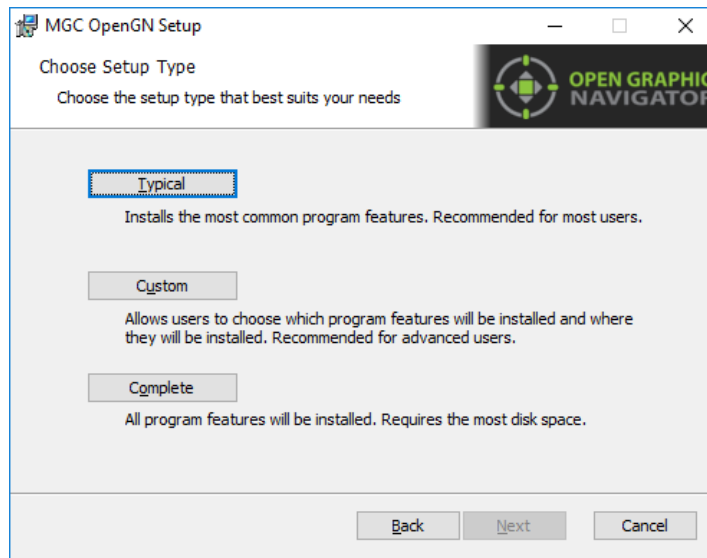


Figure 11 Choose Setup Type

6. On the next screen, click **Install**.

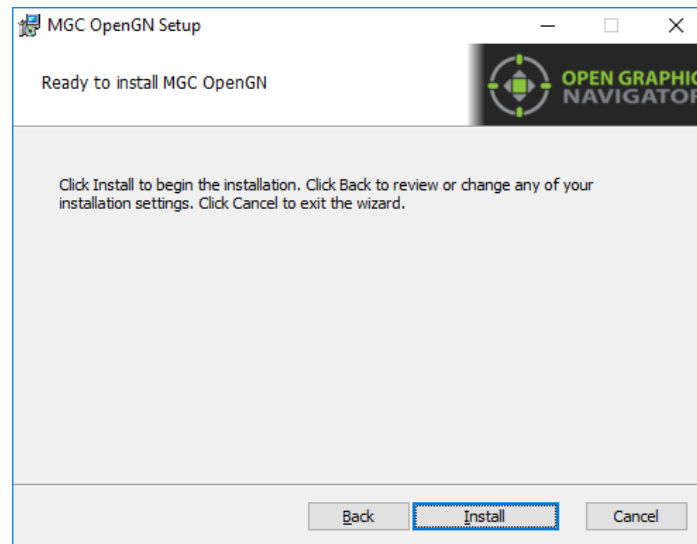


Figure 12 Ready to install MGC OpenGN

OpenGN is installed.

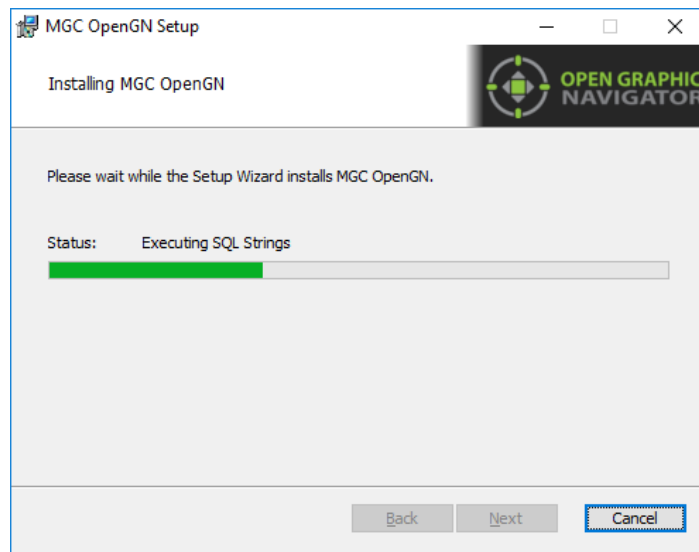


Figure 13 Installing MGC OpenGN

7. Click **Finish**.

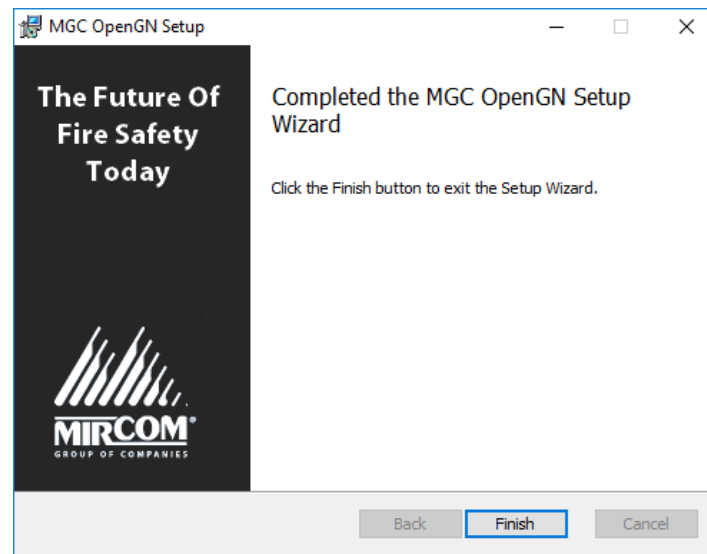


Figure 14 Completed the MGC OpenGN Setup Wizard

8. Click **Restart**.

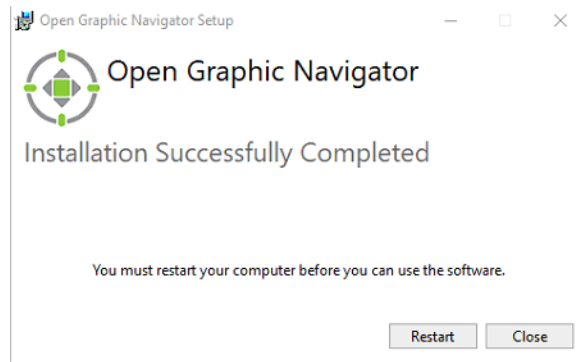


Figure 15 Installation Successfully Completed

After the computer restarts, you will have 2 icons on your desktop: **Open Graphic Navigator** and **Open Graphic Navigator Gateway**.

2.5 Configuring the OpenGN Gateway Computer

The OpenGN Gateway is an application that connects to the Fire Alarm Control Panel and sends information to OpenGN. The OpenGN Gateway runs on the same computer as OpenGN or on a separate computer on the same network. The computer that the OpenGN Gateway is running on must be connected to the Fire Alarm Control Panel.

Follow these instructions to assign a static IP to the computer that the OpenGN Gateway is on.

1. On the computer that the OpenGN Gateway is on, click **Start**, then click **Control Panel**.
2. Click **Network and Internet**.
3. Click **Network and Sharing Center**.
4. Click the Ethernet connection.

The **Ethernet Status** window appears.

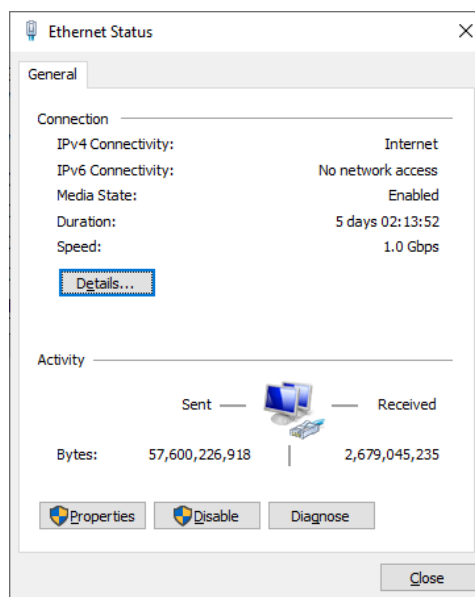


Figure 16 Ethernet Status

5. Click **Properties**.

The **Ethernet Properties** window appears.

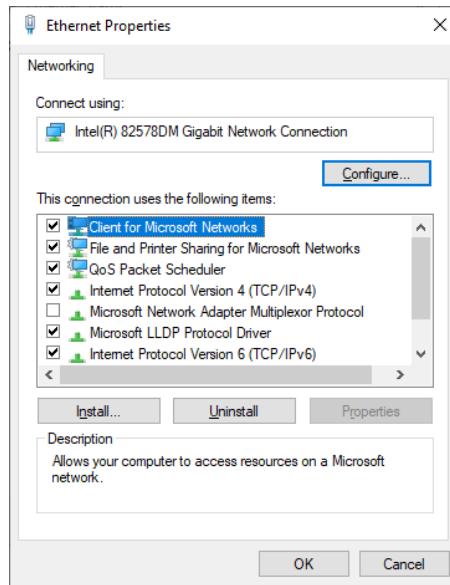


Figure 17 Ethernet Properties

6. Double-click **Internet Protocol Version 4 (TCP/IPv4)**.

The **Internet Protocol Version 4 (TCP/IPv4) Properties** window appears.

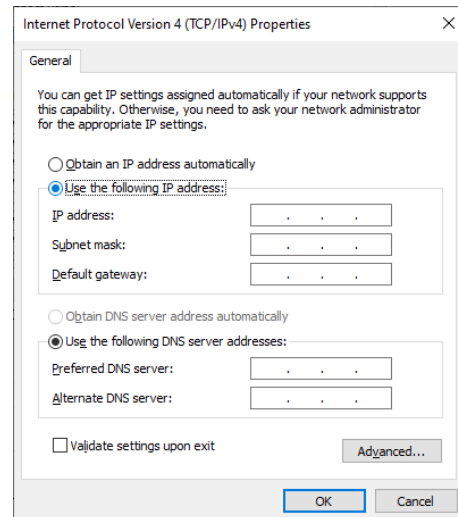


Figure 18 Internet Protocol Version 4 (TCP/IPv4) Properties

7. Click **Use the following IP address**.
8. Type the IP address, subnet mask and default gateway.
If you need assistance, contact your network administrator.

If you are connecting the OpenGN Gateway computer to a FleX-Net™ panel directly over Ethernet, enter an IP address that is different than the IP address of the FleX-Net™ panel. Enter the same subnet mask as the subnet mask on the panel.

See LT-6622 “OpenGN to FleX-Net™ Connection Instructions” for instructions on how to get this information from the FleX-Net™ panel.

9. Repeat these steps for the computer that OpenGN is installed on, if it is a different computer.

Congratulations! You have successfully installed OpenGN.

2.6 Configuring OpenGN and the OpenGN Gateway

The method for configuring OpenGN and the OpenGN Gateway depends on the panel that OpenGN is connecting to. For instructions, see the following documents on the mircom.com website:

- LT-6622 OpenGN to FleX-Net™ Connection Instructions
- LT-6703 OpenGN to FleX-Net™ FX-4000 Connection Instructions
- LT-6621 OpenGN to FX-3500 and FX-3318 Connection Instructions
- LT-6620 OpenGN to PRO-2000 Connection Instructions
- LT-6055 OpenGN to MR-2200/2900 Connection Instructions
- LT-1105 OpenGN to FX-2000 Connection Instructions

3.0 Navigating OpenGN

This chapter provides an overview of the layout and functions of the Main Display and Configuration windows of OpenGN.

This chapter explains

- The Main Display Window
- Navigating the Surveillance Area
- The Login Window
- The Configuration Window
- Using the Event Log
- OpenGN Gateway

3.1 Starting OpenGN



Attention: Before starting OpenGN, insert your CodeMeter USB key into a USB port of the computer that is running OpenGN. Failure to do so will cause OpenGN to run in a limited functionality demo mode.

Do not remove the USB key while OpenGN is running. Issues arising from doing so will not be supported.

To launch OpenGN

- Do one of the following:
 - Double-click the shortcut on your desktop
 - Click **Start > Mircom Group of Companies > OpenGN**
 - Browse to the location where the application was installed, and then double-click **OpenGN**.

In Windows 10 IoT 64-bit, the default location is

C:\Program Files\Mircom Group of Companies\Open Graphic Navigator

3.1.1 Log in to OpenGN



Note: If you upgraded OpenGN from a version earlier than 3.6, the users were migrated into 3.8 and assigned appropriate Group Authorizations.

You must log in as SecurityAdmin to change permissions for users. See section 4.13 on page 72 for information on users and user groups.

You must log in to OpenGN every time you start it.

To log in to OpenGN

1. Type the user in the **Login** box.
2. Type the password.



Note: The default user is **SecurityAdmin**. The SecurityAdmin can modify users and groups.

The default password for SecurityAdmin is **Your_Password4OpenGN** if this is a new installation of OpenGN. You might have changed this password when you installed OpenGN.

See section 4.13 on page 72 for information on users and user groups.

3. Leave the **DB Server** box as is, unless the SQL server is on a different computer. If the SQL server is on a different computer, type the IP address and server instance in the **DB Server** box.

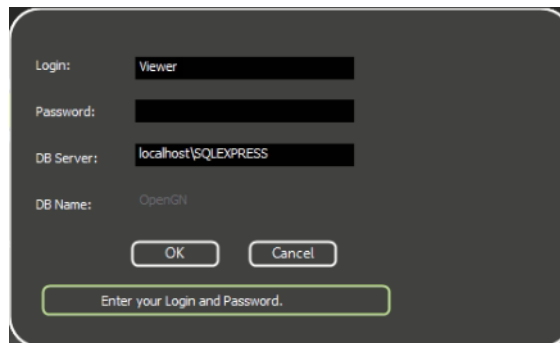


Figure 19 Login Window

4. Click **OK**.

The Main Display window appears.



Note: You can change your password only after you have logged into OpenGN.

3.2 Main Display Window

Figure 20 shows the different areas of the Main Display window.

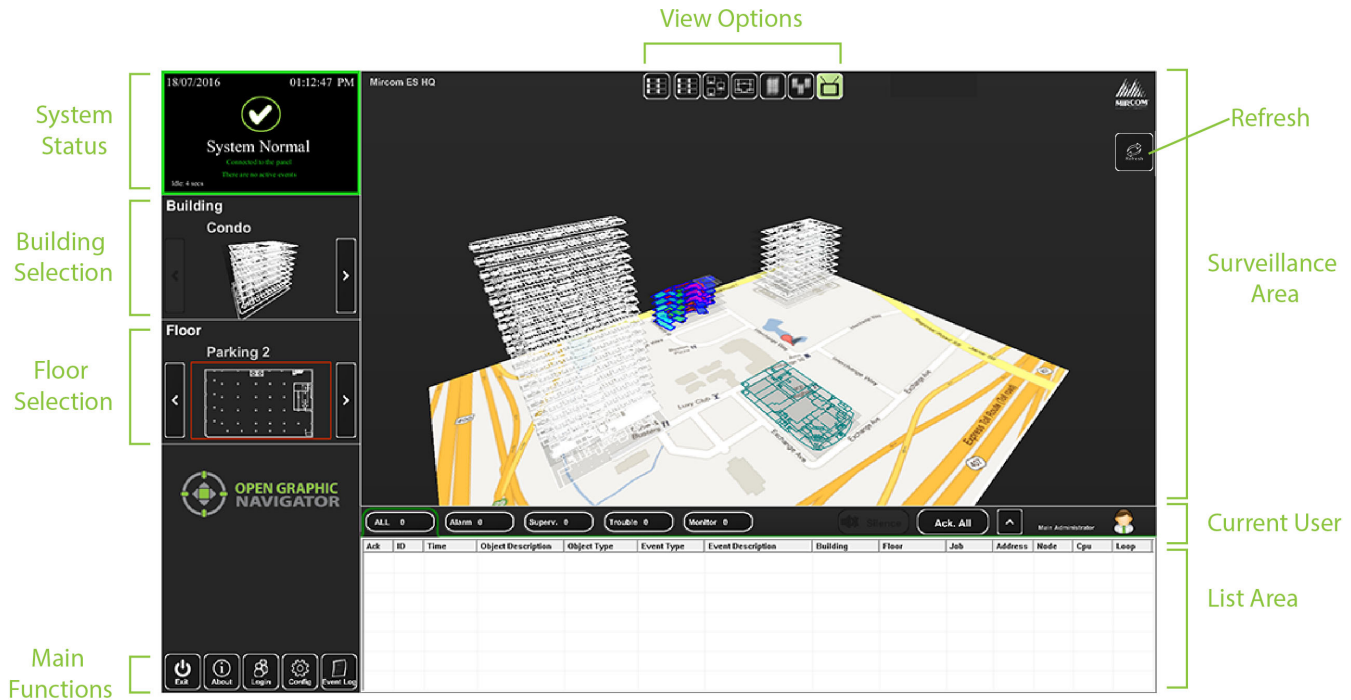







Figure 20 Main Display window

System Status	Displays status information such as the connection state and operation progress.
Building Selection	Cycles through the buildings in the campus.
Floor Selection	Cycles through the floors of the selected building, the Control Switches , and the Unplaced Devices .
Main Functions	Contains the Exit , About , Login , Config and Event Log buttons. See Table 2.
View Options	Changes how the information appears in the Surveillance Area. The options are Switches , Network , 2D View , Building View , Campus View and Auto-watch View . See Table 3.
Surveillance Area	Displays a close-up of the selected building or floor plan.
Refresh	If your CodeMeter USB key is not inserted in a USB port of the computer that is running OpenGN, insert it and then click Refresh . Attention: Do not remove the USB key while OpenGN is running. Issues arising from doing so will not be supported.
Current User	Displays the current user.
List Area	Manages all active events. See Chapter 6 on page 93.

3.2.1 Main Function Buttons

Table 2 describes the Main Function buttons located in the bottom left corner of the Main Display window.

Table 2 Main Function button descriptions

Main Function Button	Description
 Exit	Exits OpenGN.
 About	Displays the Version number, License Type, copyright information, CodeMeter stick License Type information, and company contact information.
 Login	Displays the Login window. See section 3.4 on page 33.
 Config.	Displays the Configuration window. See section 3.5 on page 35.
 The Event Log	Displays a printable log report. See section 3.6 on page 40.



Attention: Only users with the appropriate permissions can use the Exit, Config, and Event Log buttons. See section 4.13 on page 72.

3.3 Navigating the Surveillance Area

The Surveillance Area displays a view of Buildings and Floors in two or three dimensions. You establish a view in the Surveillance Area by:

- Selecting a building with the **Building Selection** tool.
- Selecting a floor with the **Floor Selection** tool.
- Selecting one of the **View Options**.

You can navigate the Surveillance Area with the pointer, keyboard or touchscreen.

To navigate the Surveillance Area with a pointer

- Drag** Click and drag the building or floor plan in any direction.
- Rotate** Right-click as you drag the pointer left or right. (Building/Campus view only)
- Tilt** Right-click as you drag the pointer up or down. (Building/Campus view)
- Zoom** Depending on your mouse, there are two zoom methods:
 - Scroll the wheel up or down.
 - Click the middle mouse button and move the mouse up and down.
- Reset View** Right-click the Surveillance Area, and then select **Reset View**. (2D View only)

To navigate the Surveillance Area with a keyboard

- Drag** Press the arrow keys.
- Rotate** Hold down the Shift key and press the left and right arrow keys. (Building/Campus view)
- Tilt** Hold down the Shift key and press the up and down arrow keys. (Building/Campus view)
- Zoom** Press the + and - keys to zoom in or out.
- Reset View** Press the Enter key.

To show the rotation sliders on a touchscreen

- Click **Config. > Settings > Display Settings > Show Rotation Sliders**.

To navigate the Surveillance Area with a touchscreen

- Tilt** Press the vertical rotation slider.
- Navigate screen** Press the screen and drag your finger up, down, left and right.
- Rotate** Press the horizontal rotation slider in the direction you want to rotate.

3.3.1 View Option Buttons

Table 3 describes the six View Option buttons located at the top of the Surveillance Area.

Table 3 View Option button descriptions







View Option Button	Description
 Switches	Displays a visual representation of an annunciator. You can place fire control switches here. If it is configured to meet listing agency requirements, then you can perform control functions here.
 Network View	Displays a list of all imported jobs.

Table 3 View Option button descriptions (Continued)

View Option Button	Description
 2D View	Displays a 2D representation of the selected floor of the selected building.
 Building View	Displays a 3D representation of the selected building.
 Campus View	Displays a 3D representation view of all buildings in the selected Campus.
 Auto-watch View	Displays a rotating three dimensional campus view of all the buildings and floors.

3.3.2 Using the List Area

The List Area displays all active events.

To quickly acknowledge the event

- Check the corresponding box.

Right-click an event to manage the event. For more information on managing events see Chapter 6 on page 93.

Event List Sorting Tabs
Action Buttons and Current User

		ALL 4	Alarm 2	Superv. 0	Trouble 2	Monitor 0			Silence	Ack All	^	Main Administrator	
Adk	ID	Time	Object Description	Object Type	Event Type	Event Description	Building	Floor	Job	Address	Node	Cpu	Loop
<input type="checkbox"/>	1	10:50:49	N/A	Laser Det.	StateChange	ALARM CIRCUITS	Mall	Lobby	Demo	5	2	0	2
<input type="checkbox"/>	2	10:50:50	Total Evacuation	SYSTEM STATUS ...	StateChange	SystemStatus is active	Unplaced	Unplaced	Demo	N/A	-	-	-
<input type="checkbox"/>	3	10:50:49	N/A	1251 Ion Det	Trouble	Missing Device	Condo	Floor 4	Demo	5	1	0	2
<input type="checkbox"/>	4	10:50:50	N/A	1251 Ion Det	Bypass	N/A	Condo	Floor 4	Demo	4	1	0	2

Figure 21 List Area

Event List

Displays a color coded list of active events with the following information:

- Acknowledge
- Event ID
- Event Timestamp
- Object Description
- Object Type
- Event Type
- Event Description
- Building
- Floor
- Job
- Device Address
- Node (optional)
- CPU (optional)
- Loop (optional)

Event List Filter Tabs

The event list can be filtered to show events of the following types:





- All
- Alarm (optional)
- Supervisory (optional)
- Trouble (optional)
- Monitor (optional)

Action Buttons and Current User

Contains the **Silence\Unsilence**, **Acknowledge All**, **Expand\Collapse List** buttons, and displays the Current User.

3.3.3 Action Buttons

Table 4 Action Buttons

Action Buttons	Result
 Acknowledge All	Acknowledges all events under the selected sorting tab. The alarm tone from the computer stops.
 Silence	Silences the alarm tone. This silences only the alarm on OpenGN, not the alarm on the Fire Alarm Control Panel.
 Unsilence	Makes the alarm tone audible, if it was previously silenced.
 Expand\Collapse List	Expands or collapses the List Area.

3.4 Login Window

The Login window lets you switch users or change the password of the current user.

To access the Login window after OpenGN has started

1. Click the **Login** button in the Main Functions area of the Main Display window (in the lower left corner of your screen).

To change the current user

1. Type the user in the **Login** box.
2. Type the password.
3. Click **OK**.

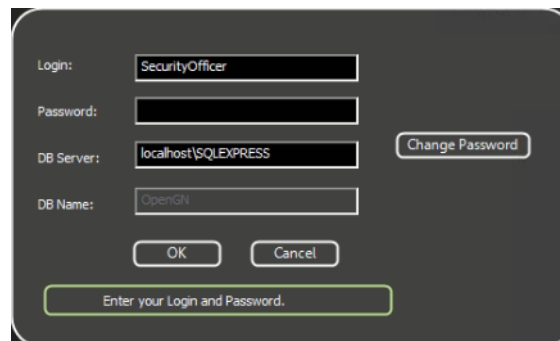


Figure 22 Login Window



Note: The current user is shown in the Current User section of the Main Display Window. See section 3.2 on page 28.

To change the password of the current user

i

Note: You can change your password only after you have logged into OpenGN.

You must log in as SecurityAdmin to change users' passwords. See section 4.13 on page 72 for details on user settings.

1. Click **Change Password**.

The Change Password window appears.

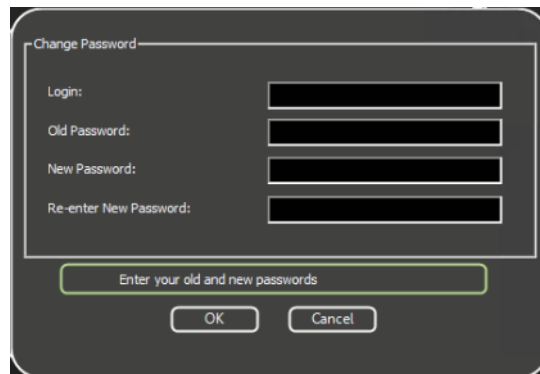
A screenshot of a 'Change Password' dialog box. The dialog has a title bar 'Change Password'. Inside, there are four text input fields labeled 'Login:', 'Old Password:', 'New Password:', and 'Re-enter New Password:'. Below these fields is a green button with the text 'Enter your old and new passwords'. At the bottom of the dialog are two buttons: 'OK' and 'Cancel'.

Figure 23 Change Password

2. Type the user in the **Login** box.
3. Type your old password in the **Old Password** box.
4. Type a password of 16 characters or less in the **New Password** box.
5. Type the same password into the **Re-enter New Password** box.
6. Click **OK** to save the information and return to the Main Display window.

3.5 Configuration Window

The Configuration window is the area where you set up your buildings and floor plans.

To access the Configuration window

1. Click the **Config** button in the Main Display window.
2. Click **OK**.

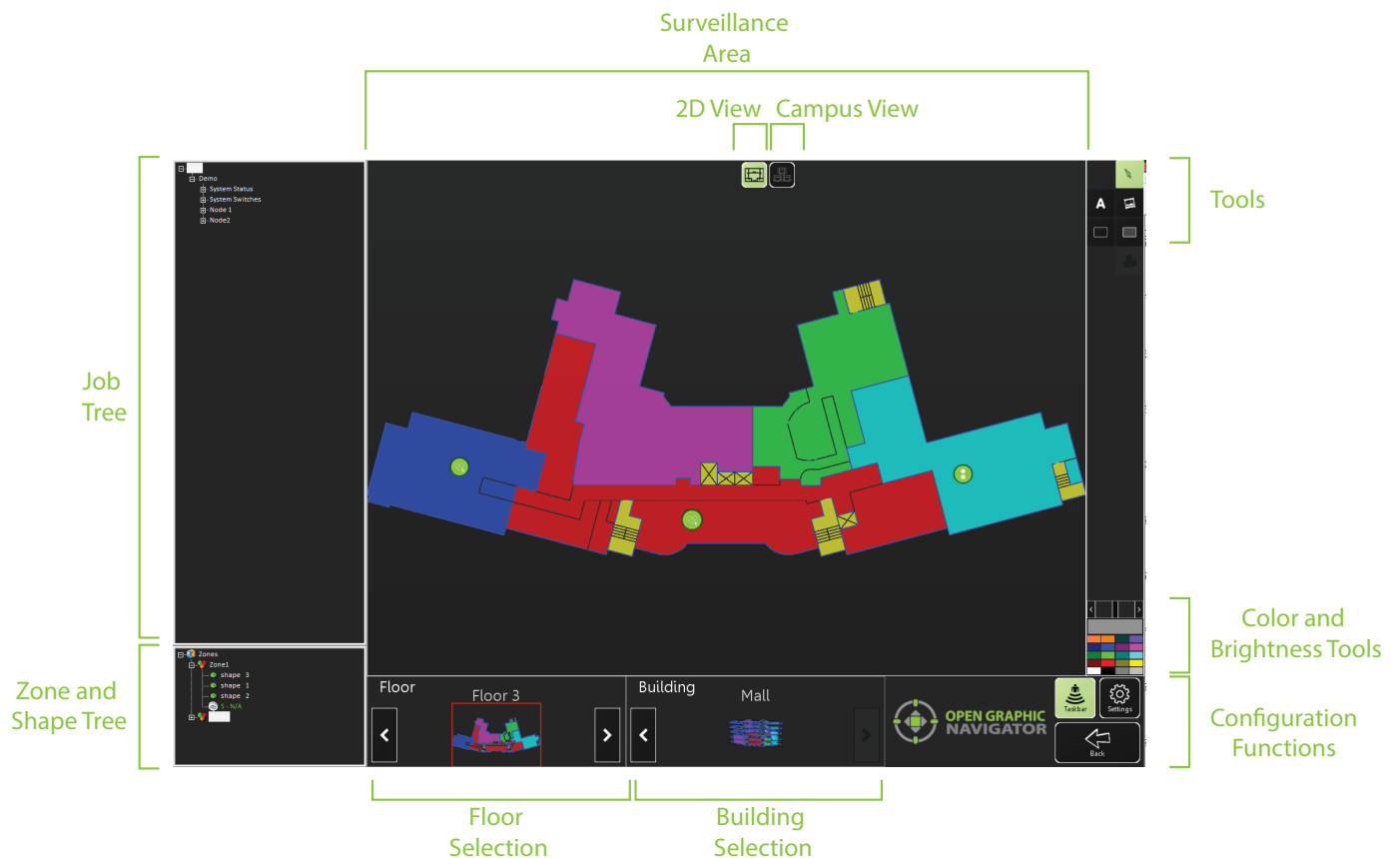


Figure 24 Configuration window

In the Configuration window, there are two different views available: the 2D view of the floors and the Campus view. By default, the Configuration window displays the 2D view of the selected Floor and Building.

2D View

In the 2D view, you can place objects by dragging them from the Job Tree to the Surveillance Area. For more information, see Chapter 5 on page 80.

Campus View

You can move, rotate, or rescale the Campus View buildings. Use this view to adjust the placement and layout of the buildings that are networked together in your fire protection system.

To...	Do this...
Reposition buildings	Click and drag
Enlarge or shrink a building	Mouse over a building and use the mouse scroll wheel, or click and drag the edge of the building
Rotate a building	Click and drag the corner of the building

The Configuration window has the following parts:

Job Tree	Shows all devices appear in the Job Tree in the following hierarchy: Job > Node > CPU > Loop > Object.
Zone and Shape Tree	Lists all zones and the shapes assigned by zone. Unassigned shapes are listed in the Unassigned Shapes tree.
Floor Selection	Cycles through the floors of the selected building. The first floor in the list shows all unplaced objects.
Building Selection	Cycles through the buildings in the campus.
Surveillance Area	Displays the requested information from the Building Selection , Floor Selection in 2D View. Only 2D navigation functions are available on the Configuration window Surveillance Area.
Tools	Contains the Selection , Text , Icon , Filled Rectangle and Empty Rectangle buttons.
Color and Brightness Tools	Changes the color of a building or zone. The currently selected color is shown in the large box immediately above the group of colors. Use the slider bar to change the brightness and opacity.
Configuration Functions	Contains the Taskbar , Settings , and Back buttons. For more information see Table 5.

3.5.1 Configuration Function Buttons

The Configuration Function buttons are located in the bottom right hand corner of the Configuration window.

Table 5 Configuration Function button descriptions



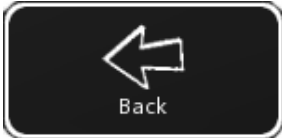
Configuration Function Button	Description
 Taskbar	Shows the Windows taskbar.






Table 5 Configuration Function button descriptions (Continued)

Configuration Function Button	Description
 Settings	<p>Configures the following settings:</p> <ul style="list-style-type: none"> • Panel Settings • Campus Settings • Display Settings • Icon Settings • Object Type Settings • Event Log Settings • Email Notification Settings • Database Settings • Connection Settings • Users Settings <p>For more information, see Chapter 4 on page 48.</p>
 Back	<p>Takes you back to the Main Display window.</p>

3.5.2 Tools

The Tool buttons are located in the top right corner of the Configuration window.

Table 6 Tool button descriptions

Tool Button	Description
 Selection	<p>Selects items in the Surveillance Area.</p>
 Text	<p>Places new text or edits existing text in the Surveillance Area. You can change the color of the text by selecting the desired color in the Color and Brightness Tools section.</p>
 Add Image	<p>Imports and places an image in the Surveillance Area.</p>
 Empty Rectangle	<p>Lets you draw an empty rectangle that you can assign to a new or existing zone. You can change the color of the rectangle by selecting the desired color in the Color and Brightness Tools section.</p>
 Filled Rectangle	<p>Lets you draw a filled rectangle that can you can assign to a new or existing zone. You can change the color of the rectangle by selecting the desired color in the Color and Brightness Tools section.</p>



Note: All rectangles are filled with color when their associated zone is active. The **Empty Rectangle** and the **Filled Rectangle** tools differ only in how the areas appear when they are not active.

3.5.3 Job Tree

The Job Tree is on the left side of the Configuration window. Click the **+** and **-** icons to expand and collapse the tree.

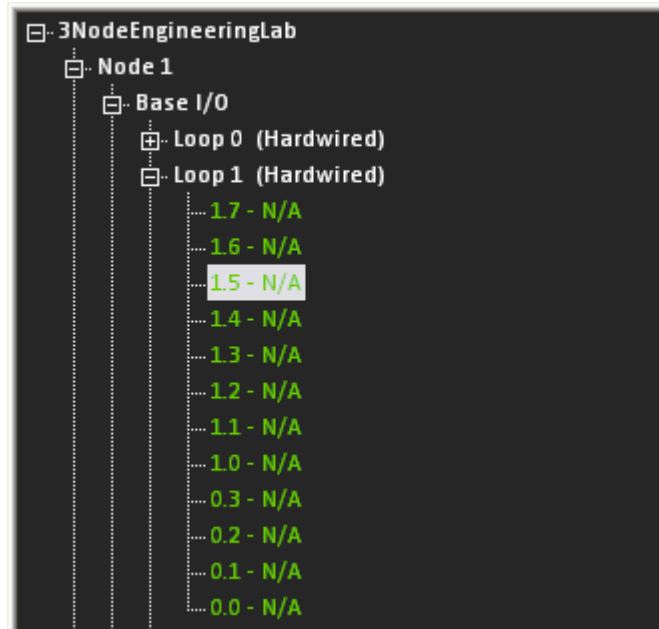


Figure 25 Job Tree Hierarchy

The Job Tree hierarchy has the following structure:

Job	The Job is the top level of the tree and has branches for System Status, System Switches and Node directly under it.
System Status	System Statuses are inputs that can be correlated to outputs, LEDs, or switches. System Statuses report on the status of the system as a whole.
System Switches	System Switches are displayed as configured from the panel.
Node	A node is a fire panel that monitors and controls through the Base I/O. The master panel is always designated by the top level Job. The Node has branches for Base I/O, Node Status and any Remote Annunciators directly under it.
Base I/O	The Base I/O is the CPU inside the fire panel. Each CPU is dedicated to processing alarm, audio and LCD annunciation data. Each CPU receives data from a Loop. The Base I/O has branches for CPU Status and any Loops directly under it.
Node Status	Node Statuses are inputs that can be correlated to outputs, LEDs and switches. Node Statuses report on the status of the node that they are part of.

**Remote
Annunciator**
CPU Status
Loop
Device

Remote Annunciators are devices that make announcements, for instance a speaker or LCD panel.

The CPU Status shows the status of the main CPU on the node.

A Loop is a circuit that all addressable devices are on.

A device is a fire monitoring unit. The device placement state is shown by color.

Green - Device is placed on the floor plan.

Red - Device is not placed on the floor plan.

Gray - Device is not visible on the floor plan.



Note: By default, all devices are visible after importing the job file.

3.5.4 Zone and Shape Tree

The Zone and Shape Tree is on the left side of the Configuration window below the Job Tree. Click the + and - icons to expand and collapse the tree.

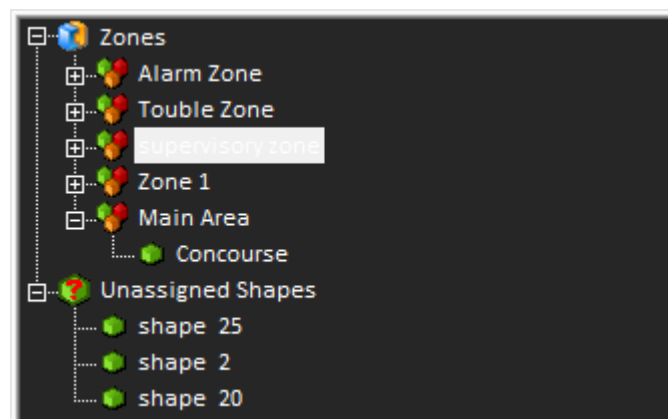


Figure 26 Zone and Shape Tree Hierarchy

The Job Tree hierarchy has the following structure:

Zones

This area contains all the existing zones. Under each zone is a list of all shapes, objects and images assigned to that zone.

**Unassigned
Shapes**

This area lists all shapes and images that are not assigned to Zones. See Chapter 5 on page 80.

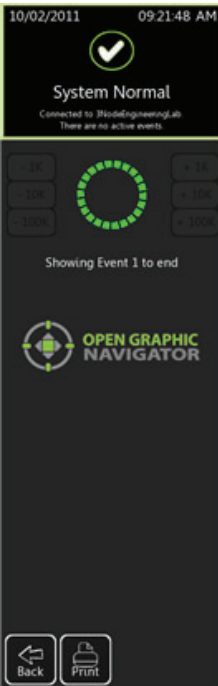
3.6 Using the Event Log

The Event Log records all system events and alarms. The administrator establishes what information is shown in the Event Log. For more information on Event Log criteria, see section 4.9 on page 65.

System Status

Events Shown

Log Buttons



Event ID	Panel Time Stamp	Application Time S.	Activation Type	Event Type	Event Description	Device Type	Device Class	Device Descr.	Device Address
59	2011-01-06 16:58:03	2011-02-10 09:21:02	Restored	StateChange	NORMAL STATE	Laser Det	INPUT CIRCUITS	N/A	3
58	2011-01-06 16:58:03	2011-02-10 09:21:02	Restored	StateChange	NORMAL STATE	Laser Det	INPUT CIRCUITS	N/A	3
57	2011-01-06 16:55:27	2011-02-10 09:21:00	Restored	Bypass	Input unbypassed	Laser Det	INPUT CIRCUITS	Zone3	15
56	2011-01-06 16:55:27	2011-02-10 09:21:00	Restored	Bypass	Input unbypassed	Laser Det	INPUT CIRCUITS	Zone3	15
55	2011-01-06 16:57:57	2011-02-10 09:21:00	Restored	StateChange	NORMAL STATE	COPTR	INPUT CIRCUITS	N/A	6
54	2011-01-06 16:57:57	2011-02-10 09:21:00	Restored	StateChange	NORMAL STATE	COPTR	INPUT CIRCUITS	N/A	6
53	2011-01-06 16:51:09	2011-02-10 09:20:59	Restored	Trouble	Trouble restored	Photo Det	INPUT CIRCUITS	Zone3	12
52	2011-01-06 16:51:09	2011-02-10 09:20:59	Restored	Trouble	Trouble restored	Photo Det	INPUT CIRCUITS	Zone3	12
51	2011-01-06 16:51:09	2011-02-10 09:20:59	Restored	Trouble	Trouble restored	Photo Det	INPUT CIRCUITS	Zone3	12
50	2011-01-06 17:02:30	2011-02-10 09:20:59	Restored	StateChange	System Status is in-active	SYSTEM STATUS FLAGS	SYSTEM STATUS FLAGS	Total Evaluation	N/A
49	2011-01-06 17:02:30	2011-02-10 09:20:58	Restored	StateChange	System Status is in-active	SYSTEM STATUS FLAGS	SYSTEM STATUS FLAGS	Total Evaluation	N/A
48	2011-01-06 17:02:30	2011-02-10 09:20:58	Restored	StateChange	System Status is in-active	SYSTEM STATUS FLAGS	SYSTEM STATUS FLAGS	Total Evaluation	N/A
47	2011-01-06 17:02:30	2011-02-10 09:20:58	Restored	StateChange	System Status is in-active	SYSTEM STATUS FLAGS	SYSTEM STATUS FLAGS	Total Evaluation	N/A
46	2011-01-06 17:02:30	2011-02-10 09:20:58	Restored	StateChange	System Status is in-active	SYSTEM STATUS FLAGS	SYSTEM STATUS FLAGS	Total Evaluation	N/A
45	2011-01-06 16:58:03	2011-02-10 09:20:57	Restored	StateChange	NORMAL STATE	Laser Det	INPUT CIRCUITS	N/A	3
44	2011-01-06 16:58:03	2011-02-10 09:20:57	Restored	StateChange	NORMAL STATE	Laser Det	INPUT CIRCUITS	N/A	3
43	2011-01-06 16:58:03	2011-02-10 09:20:57	Restored	StateChange	NORMAL STATE	Laser Det	INPUT CIRCUITS	N/A	3
42	2011-01-06 16:58:03	2011-02-10 09:20:57	Restored	StateChange	NORMAL STATE	Laser Det	INPUT CIRCUITS	N/A	3
41	2011-01-06 16:58:03	2011-02-10 09:20:56	Restored	StateChange	NORMAL STATE	Laser Det	INPUT CIRCUITS	N/A	3
40	2011-01-06 16:54:37	2011-02-10 09:19:42	Activated	Bypass	Input bypassed	Laser Det	INPUT CIRCUITS	Zone3	15
39	2011-01-06 16:57:57	2011-02-10 09:19:42	Activated	StateChange	ALARM LEVEL 0	COPTR	INPUT CIRCUITS	N/A	6
38	2011-01-06 17:02:30	2011-02-10 09:19:39	Activated	StateChange	SystemStatus is active	SYSTEM STATUS FLAGS	SYSTEM STATUS FLAGS	Total Evaluation	N/A
37	2011-01-06 16:51:09	2011-02-10 09:19:38	Activated	Trouble	Missing device	Photo Det	INPUT CIRCUITS	Zone3	12
36	2011-01-06 16:51:09	2011-02-10 09:19:26	Activated	Trouble	Missing device	Photo Det	INPUT CIRCUITS	Zone3	12
35	2011-01-06 17:02:30	2011-02-10 09:19:24	Activated	StateChange	SystemStatus is active	SYSTEM STATUS FLAGS	SYSTEM STATUS FLAGS	Total Evaluation	N/A
34	2011-01-06 16:58:03	2011-02-10 09:19:20	Activated	StateChange	ALARM LEVEL 0	Laser Det	INPUT CIRCUITS	N/A	3
33	2011-01-06 16:57:57	2011-02-10 09:15:55	Restored	StateChange	NORMAL STATE	COPTR	INPUT CIRCUITS	N/A	6
32	2011-01-06 16:51:09	2011-02-10 09:15:55	Restored	Trouble	Trouble restored	Photo Det	INPUT CIRCUITS	Zone3	12
31	2011-01-06 17:02:30	2011-02-10 09:15:54	Restored	StateChange	System Status is in-active	SYSTEM STATUS FLAGS	SYSTEM STATUS FLAGS	Total Evaluation	N/A
30	2011-01-06 16:58:03	2011-02-10 09:15:53	Restored	StateChange	NORMAL STATE	Laser Det	INPUT CIRCUITS	N/A	3
29	2011-01-06 16:58:03	2011-02-10 09:15:53	Restored	StateChange	NORMAL STATE	Laser Det	INPUT CIRCUITS	N/A	3
28	2011-01-06 16:57:57	2011-02-10 09:15:38	Activated	StateChange	ALARM LEVEL 0	COPTR	INPUT CIRCUITS	N/A	6
27	2011-01-06 16:57:57	2011-02-10 09:15:37	Activated	StateChange	ALARM LEVEL 0	COPTR	INPUT CIRCUITS	N/A	6
26	2011-01-06 16:58:03	2011-02-10 09:15:33	Activated	StateChange	ALARM LEVEL 0	Laser Det	INPUT CIRCUITS	N/A	3
25	2011-01-06 16:58:03	2011-02-10 09:15:32	Activated	StateChange	ALARM LEVEL 0	Laser Det	INPUT CIRCUITS	N/A	3
24	2011-01-06 16:58:03	2011-02-10 09:15:32	Activated	StateChange	ALARM LEVEL 0	Laser Det	INPUT CIRCUITS	N/A	3
23	2011-01-06 16:51:09	2011-02-10 09:15:30	Activated	Trouble	Missing device	Photo Det	INPUT CIRCUITS	Zone3	12
22	2011-01-06 16:58:03	2011-02-10 09:15:28	Activated	StateChange	SystemStatus is active	SYSTEM STATUS FLAGS	SYSTEM STATUS FLAGS	Total Evaluation	N/A
21	2011-01-06 16:58:03	2011-02-10 09:15:27	Activated	StateChange	ALARM LEVEL 0	Laser Det	INPUT CIRCUITS	N/A	3
20	2011-01-06 16:58:03	2011-02-10 09:15:23	Activated	StateChange	ALARM LEVEL 0	Laser Det	INPUT CIRCUITS	N/A	3
19	2011-01-06 16:58:03	2011-02-10 09:15:18	Activated	StateChange	ALARM LEVEL 0	Laser Det	INPUT CIRCUITS	N/A	3
18	2011-01-06 17:02:30	2011-02-10 09:08:55	Activated	StateChange	SystemStatus is active	SYSTEM STATUS FLAGS	SYSTEM STATUS FLAGS	Total Evaluation	N/A
17	2011-01-06 16:57:57	2011-02-10 09:08:54	Activated	StateChange	ALARM LEVEL 0	COPTR	INPUT CIRCUITS	N/A	6
16	2011-01-06 16:58:03	2011-02-10 09:00:16	Activated	StateChange	ALARM LEVEL 0	Laser Det	INPUT CIRCUITS	N/A	3
15	2011-01-06 17:02:30	2011-02-10 09:00:15	Activated	StateChange	SystemStatus is active	SYSTEM STATUS FLAGS	SYSTEM STATUS FLAGS	Total Evaluation	N/A
14	2011-01-06 16:51:09	2011-02-10 09:00:15	Activated	Trouble	Missing device	Photo Det	INPUT CIRCUITS	Zone3	12
13	2011-01-06 16:57:57	2011-02-10 09:00:15	Activated	StateChange	ALARM LEVEL 0	COPTR	INPUT CIRCUITS	N/A	6
12	2011-01-06 16:54:37	2011-02-10 09:00:14	Activated	Bypass	Input bypassed	Laser Det	INPUT CIRCUITS	Zone3	15
11	2011-01-06 16:57:57	2011-02-10 09:00:14	Activated	StateChange	ALARM LEVEL 0	COPTR	INPUT CIRCUITS	N/A	6
10	2011-01-06 16:51:09	2011-02-10 09:00:14	Activated	Trouble	Missing device	Photo Det	INPUT CIRCUITS	Zone3	12
9	2011-01-06 17:02:30	2011-02-10 09:00:13	Activated	StateChange	SystemStatus is active	SYSTEM STATUS FLAGS	SYSTEM STATUS FLAGS	Total Evaluation	N/A
8	2011-01-06 16:58:03	2011-02-10 09:00:12	Activated	StateChange	ALARM LEVEL 0	Laser Det	INPUT CIRCUITS	N/A	3
7	2011-01-06 16:58:03	2011-02-10 09:00:12	Activated	StateChange	ALARM LEVEL 0	Laser Det	INPUT CIRCUITS	N/A	3

Figure 27 Event Log

System Status

Displays status information such as the connection state and operation progress.

Events Shown

This section shows all the events.

- If there are less than 1 000 events, this area displays **Showing Event 1 to end**.
- If there are 1 500 events, then this area displays **Showing Event 500 to end**.

Log Functions

Contains the **Back** and **Print** buttons. For more information see Table 7.

Event Log

Displays all system events and alarms. For more information, see section 4.9 on page 65.





Note: The Event Log is currently not sortable. To print a filtered or sorted list, use the Print Feature. For more information, see section 3.6.2 on page 41.

3.6.1 Log Buttons

Table 7 describes the two Log Buttons at the bottom left of the Event Log.

Table 7 Log button descriptions

Log Button	Description
 Back	Takes you back to the Main Display window.
 Print	Opens the Print Event Log Report. For more information, see section 3.6.2 on page 41.

3.6.2 Saving the Event Log Report

You can save the event log report as a CSV (comma separated values) file. You can filter and sort the report before you save it.

To save an Event Log Report

1. Click the **Event Log** button in the main Display window.
2. Click the **Print** button.

The Print Event Log Report window appears.

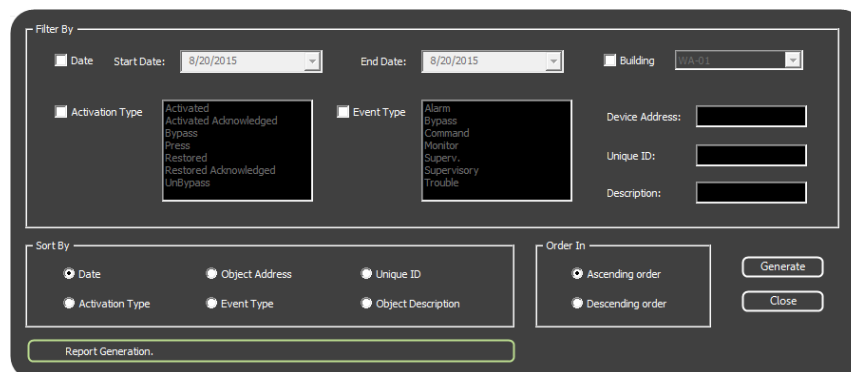


Figure 28 Print Event Log Report window

3. Select the criteria to filter the report. The criteria are listed below. Select as many criteria as required.



Attention: Filtering reports is not in compliance with regulatory agencies.

Start Date	This menu lets you select the first date that you want to filter by.
End Date	This menu lets you select the last date that you want to filter by.
Building	This menu lets you select the building that you want to filter by. In order for OpenGN to filter events by building, devices must be placed on the floor plan.
Activation Type	Select the desired Activation Types that you want to filter by. To remove a filter selection, select the highlighted item. Note: If you do not select any Activation Types, then the report will be empty.
Event Type	Select the desired Event Types that you want to filter by. If you do not select any items, all event types will be included in the report. To remove a filter selection, select the highlighted item.
Device Address	Device Address is the address of the object circuit on an addressable loop.
Unique ID	Unique ID is a unique ID panel address.
Description	Description is the label in the Object description column of the Events Log. You can type a partial description to find all matches. For instance, to find “sprinkler”, type “spr”.

- Click one of the radio buttons in the **Sort By** section. This determines how the report is sorted. If you click none of the buttons, an unsorted report will be generated.

• Date	• Object Address	• Unique ID
• Activation Type	• Event Type	• Object Description
- Click **Ascending order** or **Descending order** in the **Order In** section. This determines the order of sorting.
- Click **Generate**.

The Save As window appears (Figure 29).

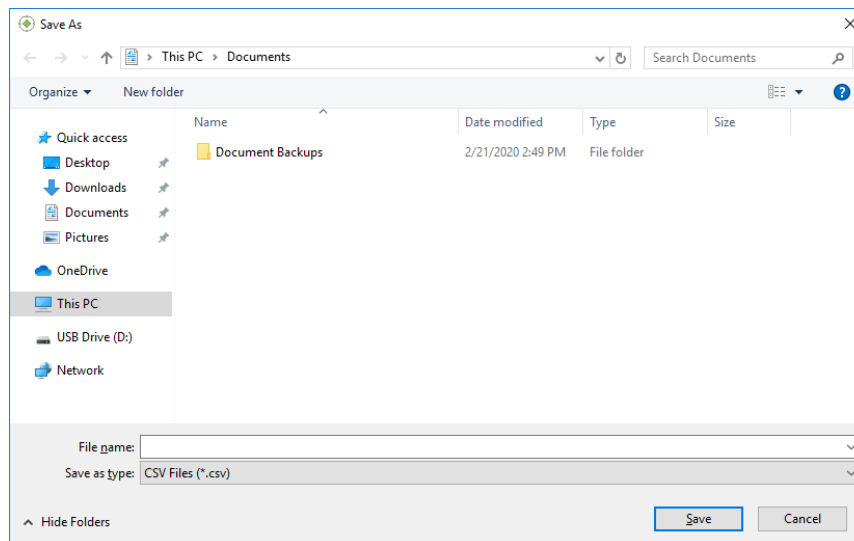


Figure 29 Save Report

- Type a name for the report, then click **Save**.

3.7 OpenGN Gateway

Verify with MGC that you have the latest version of the OpenGN Gateway.

You must run the OpenGN Gateway in order for OpenGN to communicate with the Fire Alarm Control Panel. The OpenGN Gateway runs on the same computer as OpenGN or on a separate computer on the same network. The computer that the OpenGN Gateway is running on must be connected to the Fire Alarm Control Panel.

To run the OpenGN Gateway

1. Double-click the **Open Graphic Navigator Gateway** icon.

The **OpenGN Gateway** appears.



Figure 30 The OpenGN Gateway with 2 adapters


3.7.1 Adapter List

The Adapter List appears when you start the OpenGN Gateway. It contains adapters (saved settings).


The Adapter List displays the following information:

Source Type	The type of Fire Alarm Control Panel.
Source Connection	The IP address and port of the Fire Alarm Control Panel.
Command IP	The IP address of the computer that the OpenGN Gateway is installed on.
Command Port	The port that the OpenGN Gateway communicates through.


To start an adapter

1. Select the adapter that you want to start.
2. Click the green arrow icon. 


To stop an adapter

1. Select the adapter that you want to stop.
2. Click the red pause icon. 

To edit an adapter

1. Select the adapter that you want to edit.
2. Click the pencil icon. 
3. Follow the instructions under section 3.7.3 on page 45 to edit the settings.

To delete an adapter

1. Select the adapter that you want to delete.
2. Click the X icon. 

3.7.2 About adapters

An adapter is a setting that tells the OpenGN Gateway how to connect to the Fire Alarm Control Panel and OpenGN. The OpenGN Gateway must have at least one adapter in the Adapter List in order to work. The OpenGN Gateway can run more than one adapter at the same time.

An adapter includes the following information:

- **Source Type:** The type of Fire Alarm Control Panel.
- **Connection String:** The Fire Alarm Control Panel's IP address and port.
- **Destination:** The IP address and port of the computer that OpenGN is on. An adapter can have more than one Destination. In this case, one Fire Alarm Control Panel is sending information to two or more instances of OpenGN.
- **Command Connection and Port:** The IP address and port of the computer that the OpenGN Gateway is on.

To see the details of an adapter

1. Double-click the adapter in the Adapter List.

The **Adapter Configuration** window appears, showing the details for the adapter.

Figure 31 shows the **Adapter Configuration** window for an adapter that is connected to 3 instances of OpenGN.

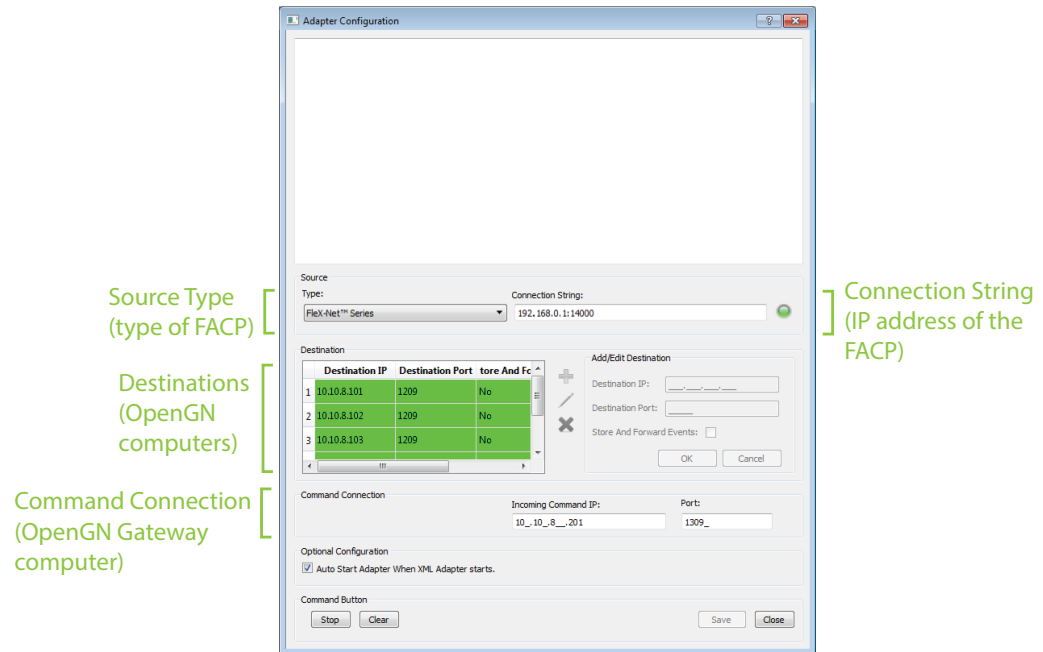


Figure 31 Adapter connected to 3 instances of OpenGN

3.7.3 Adding and editing adapters

To add an adapter

1. In OpenGN, click the + button. 

The **Adapter Configuration** window appears.

2. Provide the following information:

- Type** Select the kind of Fire Alarm Control Panel that the OpenGN Gateway is connecting to.
- Connection String** Type the IP address and the port of the Fire Alarm Control Panel, separated by a colon.

3. Click the green **+** button under **Destination**, and then provide the following information:

Destination IP The IP address of the computer that OpenGN is installed on.

Destination Port **1209**

Store and Forward Events Reserved for future use.

4. Click **OK**.

The Destination appears in the **Destination** field on the left.


5. Repeat steps 3 and 4 to add more than one destination to an adapter if you want the OpenGN Gateway to communicate with more than one instance of OpenGN. For each instance of OpenGN, provide a different Destination Port.
6. Under **Command Connection**, provide the following information:

Incoming Command IP The IP address of the computer that the OpenGN Gateway is on.

Port **1309**. This must be a different port than the port listed above.

7. Select **Auto Start Adapter When OpenGN Gateway Starts** if you want the OpenGN Gateway to connect automatically with these settings when it starts.
8. Click **Save**.
9. Quit the OpenGN Gateway and start it again. See section 3.7.4 below.

To change a Destination

1. In the **Destination** box, select a Destination, and then click the pencil icon. 
2. Follow step 3 above to edit the Destination.
3. Click **OK** (or click **Cancel** to abandon your changes).

To delete a Destination

- In the **Destination** box, select a Destination, and then click the **X** icon. 

To connect the adapter

- Click **Start**.

When it is connected, the light beside **Connection String** turns from red to green.

3.7.4 Quitting the OpenGN Gateway

To quit OpenGN Gateway

1. In the Windows taskbar, right-click the **OpenGN Gateway** icon, and then select **Close window**.

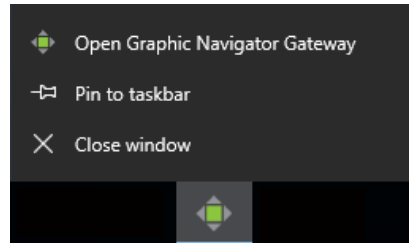




Figure 32 Close OpenGN Gateway

3.7.5 Starting and stopping adapters

To start an adapter

1. In OpenGN, select the adapter that you want to start.
2. Click the green arrow icon. 

To stop an adapter

1. In OpenGN, select the adapter that you want to stop.
2. Click the red pause icon. 

3.7.6 The colors show the adapter status

The adapters in the Adapter List change color to show whether they are connected.

- **White:** The adapter is not connected.
- **Green:** The adapter is connected to both the panel and OpenGN.
- **Red:** The adapter is attempting to connect to either the panel or OpenGN.
- **Orange:** The adapter is not connected to all instances of OpenGN (when it is configured to connect to more than one instance).

4.0 Configuration Settings

This chapter provides an overview of the configuration settings of OpenGN.

This chapter covers

- Panel Settings
- Campus Settings
- Display Settings
- Icon Settings
- Object Type Settings
- Event Log Settings
- Email Notification Settings
- Database Settings
- Connection Settings
- User Settings
- Localization

4.1 Opening the Configuration Settings

NOTICE TO USERS, INSTALLERS, AUTHORITIES HAVING JURISDICTION, AND OTHER INVOLVED PARTIES

This product incorporates field-programmable software. In order for the product to comply with the requirements in the Standard for Control Units and Accessories for Fire Alarm Systems, UL 864, certain programming features or options must be limited to specific values or not used at all as indicated below.

Program feature or option	Permitted in UL 864? (Y/N)	Possible settings\methods	Settings permitted in UL 864
Filterable Report Generation	NO	Filter report by Date, Activation Type, Event Type, Node, CPU, Loop, Object Address, Unique ID, Description	All events must be reported. Filtering is not permitted.
Display Mode	YES	Dual Monitor, Graphics and List, Graphics Only, List Only	Dual Monitor, Graphics and List
Supervision Mode	YES	Supervised Mode, Non-Supervised Mode	Supervised Mode



Attention: Do not open the Settings window while OpenGN is connected to a panel.

1. Click the **Config** button from the Main Display window, and then click **Yes** to confirm that you want to enter the configuration section.

The Configuration window appears. See Figure 24 on page 35.

2. Click the **Settings** button in the lower right-hand corner of the Configuration window.

4.2 Panel Settings

The Panel Settings window:

- Selects a Fire Alarm Control Panel from the list of loaded configurations.
- Displays the Details for the selected panel.
- Imports a job file from the Configurator.

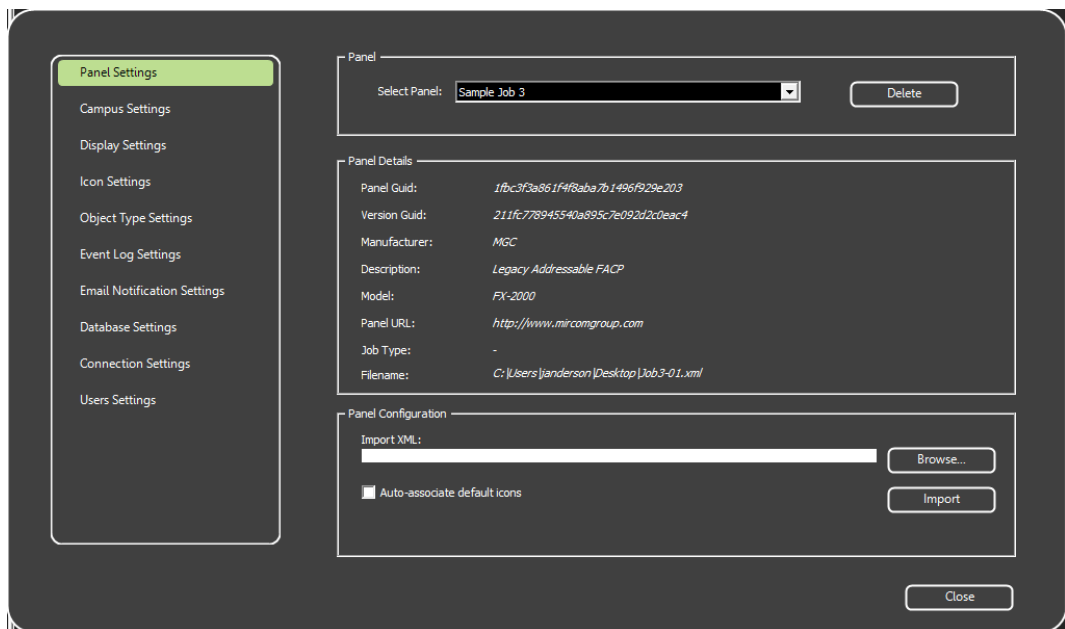


Figure 33 Panel Settings

4.2.1 Selecting a Fire Alarm Control Panel to View its Details

- Click the **Select Panel** menu, and then choose a previously imported Fire Panel.

4.2.2 Deleting a Panel

You can delete a panel configuration that you no longer need.

To delete a panel

- Click the **Panel Settings** tab (see Figure 33).
- Select the panel from the **Select Panel** menu.
- Click **Delete**.
- Click **Yes** in the pop up confirmation window.

4.2.3 Panel Details

Panel Guid and Version Guid

Each job has a Panel GUID (also called the Job Unique ID) and Version GUID (also called Job Version) that uniquely identifies it. These numbers are generated by the Configurator or the XML conversion tool, depending on the type of panel.

Because OpenGN can manage more than one job, it must associate every event it receives with the correct job. Every event that is sent to OpenGN contains the Panel GUID and Version GUID, and OpenGN uses this information to determine which job the event belongs to.

If OpenGN receives an event with an unknown Panel GUID, OpenGN generates an Unknown Panel Event System Message.

If OpenGN receives an event with a known Panel GUID but an unknown Version GUID, OpenGN generates a Version GUID Mismatch System Message.

For more information see about status messages, see Appendix B on page 101.

Manufacturer

The name of the Fire Alarm Control Panel manufacturer.

Description

A brief description of the Fire Alarm Control Panel.

Model

The name that the manufacturer has assigned to this model of Fire Alarm Control Panel.

Panel URL

A link to the Fire Alarm Control Panel manufacturer's website.

Job Type

Reserved for future use.

Filename

The location of the job file on the computer.

4.2.4 Importing the Job File

OpenGN uses the job file to create a Job Tree that matches the job on the Fire Alarm Control Panel. When importing the job file, the object icon images may be associated with the default images.



Note: If the job on the Fire Alarm Control Panel changes, you must export the job file from the Configurator, and then import it into OpenGN again.

To import the job file

1. In the Main Program Settings window, click the **Panel Settings** tab.
The Panel Settings window appears (see Figure 33 on page 50).
2. Click **Browse** in the Panel Configuration section, and then navigate to the job file.
3. Select **Auto-associate default icons** if you want to associate the objects with the default icons.
4. Click **Import XML**.

If the job already exists, a window appears asking you if you want to update the stored version of the job with the one you are importing.

- Click **Yes**.

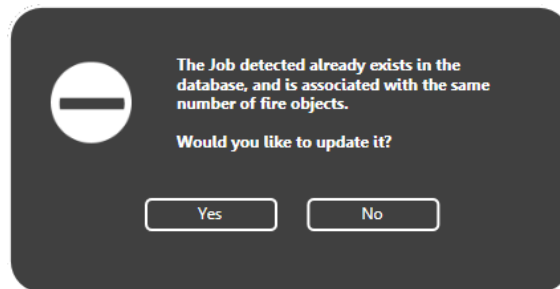


Figure 34 Update Job Confirmation Box

A message appears saying that the import was successful.

5. Click **Close**.

4.3 Campus Settings

The Campus Settings window is where the administrator:

- Enters the Campus Information. The Campus Contact Person and Phone Number will appear in email messages if email notification is configured (see section 4.10 on page 67).
- Names each Building that is a part of the Campus.
- Constructs the visual representation of buildings by importing image files of floor plans.

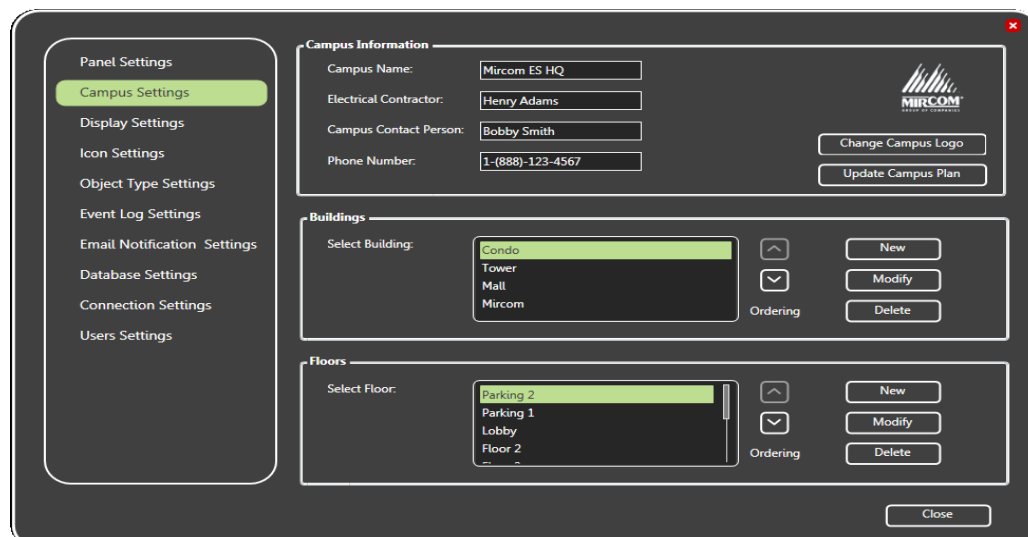


Figure 35 Campus Settings

4.3.1 Supported Floor Plan File Formats



Attention: MGC recommends not uploading any files larger than 25 MB.

OpenGN supports the following image file formats for importing floor plans. Table 8 shows them in the order of their recommended use.

Table 8 Supported Floor Plan File Formats

Supported File Type	Description
SVG	This is a vector based file format that ensures the quality of the drawings will not change regardless of the Zoom setting.
4 channel PNG (RGBA)	This includes alpha transparency. Floor plans will be transparent, enabling you to view all floors of a building at the same time without obstruction.
3 channel PNG (RGB) JPG BMP GIF	These formats do not support transparency. OpenGN will convert white color to transparency.



Note: For a description on how to convert PDF files to SVG, see Appendix H on page 123.

After you import the floor plans, you can arrange object icons on specific locations on the floor plan. For more information on objects, see Chapter 5 on page 80.

4.3.2 Adding a Campus Plan

A campus is a collection of buildings. You must create a campus before you create buildings.

To add a Campus Plan

1. Click **Update Campus Plan** in the Campus Settings window (Figure 35 on page 52).

The **Campus Plan Properties** window appears.

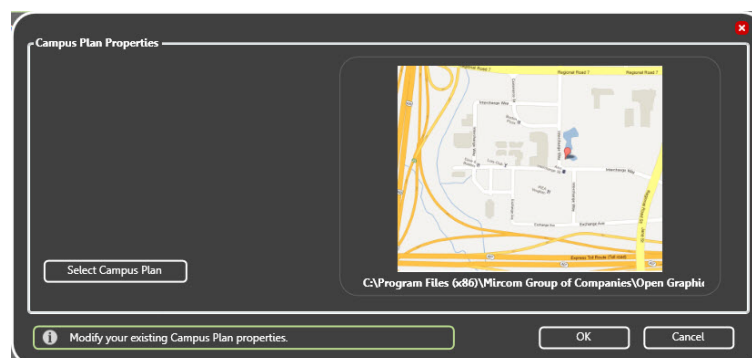


Figure 36 Campus Plan Properties

2. Click **Select Campus Plan**.
3. Browse to the new Campus Plan image file, select it, and then click **Open**.
4. Click **OK** to save the information and return to the **Campus Settings** window.
5. Type the information for your campus in the **Campus Information** section.

4.3.3 Updating the Campus Logo

You can change or update the logo for your campus.

To update the Campus Logo

1. Click **Change Campus Logo** in the Campus Settings window (Figure 35 on page 52).
2. Browse to the file location and click **Open**.

4.3.4 Adding a Building

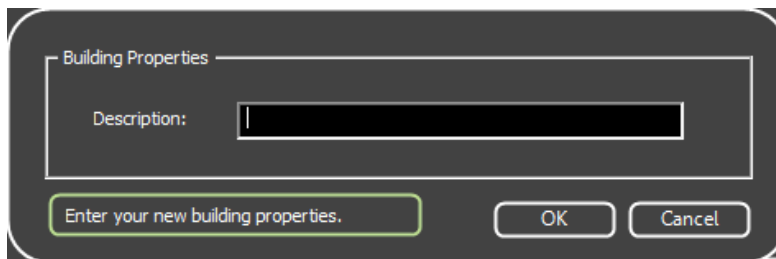


Note: If you have one building, you still need to import a campus plan.

A building consists of one or more floors, each of which has a floor plan. You must create a building before you can add floor plans.

To add a building

1. Click the **Config** button from the Main Display window, and then click **Yes** to go to the configuration section.
The Configuration window appears.
2. Click **Settings > Campus Settings**.
The Campus Settings window appears (see Figure 35 on page 52).
3. In the Buildings area, click **New**.
The **Building Properties** window appears.




The image shows a 'Building Properties' dialog box. It has a title bar 'Building Properties'. Inside, there is a label 'Description:' followed by a text input field. Below the input field, there is a green button with the text 'Enter your new building properties.' and two standard buttons, 'OK' and 'Cancel'.

Figure 37 Enter your New Building Properties

4. Type a name for the building.
5. Click **OK**.

4.3.5 Placing a Building on the Campus

You can move and resize buildings on the campus map.

- Click the **Campus View** button  at the top of the Configuration window.
By default, the building you just added is in the center of the campus.
- Click and drag a building to move it on the campus.
- Click and drag the edge of a building to change its size.
- Click and drag the corner of a building to rotate it.



Note: Only the top 6 buildings are visible in the Campus View. However, all the buildings are visible in Surveillance mode. To place more than 6 buildings, see Appendix F on page 111.

4.4 Modifying and Deleting a Building

To modify a building

1. In the Buildings area, select the building that you want to modify.
2. Click **Modify**.

The **Building Properties** window appears.

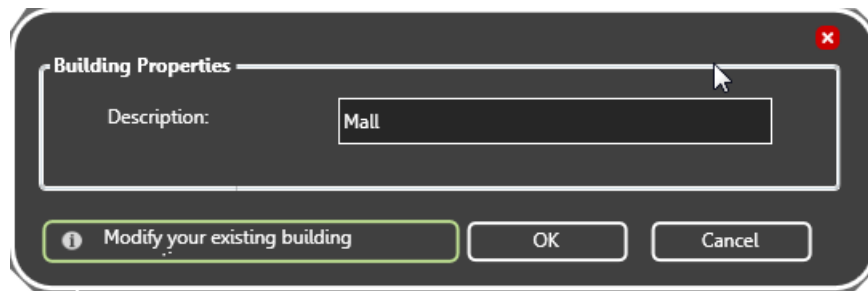


Figure 38 Modify Your Existing Building

3. Type a name for the building.
4. Click **OK**.

To delete a building

1. In the Buildings area, select the building that you want to delete.
2. Click **Delete**.
3. Click **Yes**.

4.4.1 Adding a Floor Plan

After you have added a building, you can assign a floor plan to each floor.

To add a floor plan

1. Click **New** in the floor plan area.

The **Floor Properties** window appears.

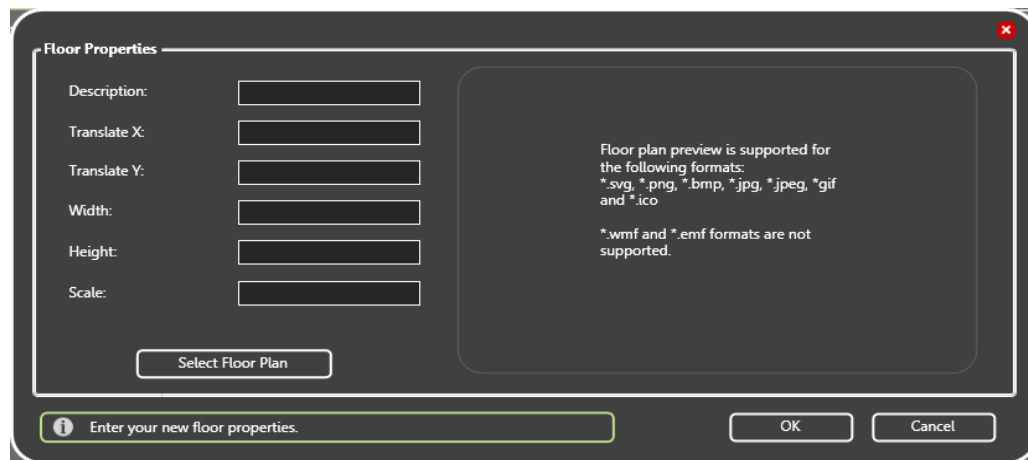


Figure 39 Enter your new floor properties

2. Provide the following floor property information:

Description	A description of the floor.
Translate X	Reserved for future use.
Translate Y	Reserved for future use.
Width	Reserved for future use.
Height	Reserved for future use.
Scale	Reserved for future use.

3. Click **Select Floor Plan**, then browse to the file location, and then click **Open**.

A preview image of the floor plan appears.

4. Click **OK**.

See Chapter 5 on page 80 for instructions on how to configure and place objects on a floor plan.

4.5 Modifying and Deleting a Floor

To modify a floor plan

1. In the Buildings area, select the floor that you want to modify.
2. Click **Modify**.

The **Building Properties** window appears.



Figure 40 Modify your Existing Floor Properties

3. Provide the following floor property information:

Description	A description of the floor.
Translate X	Reserved for future use.
Translate Y	Reserved for future use.
Width	Reserved for future use.
Height	Reserved for future use.
Scale	Reserved for future use.

4. Click **Select Floor Plan**, then browse to the file location, and then click **Open**.
A preview image of the floor plan appears.
5. Click **OK**.

To delete a floor

1. In the Buildings area, select the floor that you want to delete.
2. Click **Delete**.
3. Click **Yes**.

4.6 Display Settings

You can configure how the Surveillance and List Areas appear in the Main Display window.

To configure the Display Settings

1. Click the **Config** button from the Main Display window, and then click **Yes** to go to the Configuration section.

The Configuration window appears.

2. Click **Settings > Display Settings**.

The **Display Settings** window appears (Figure 41).

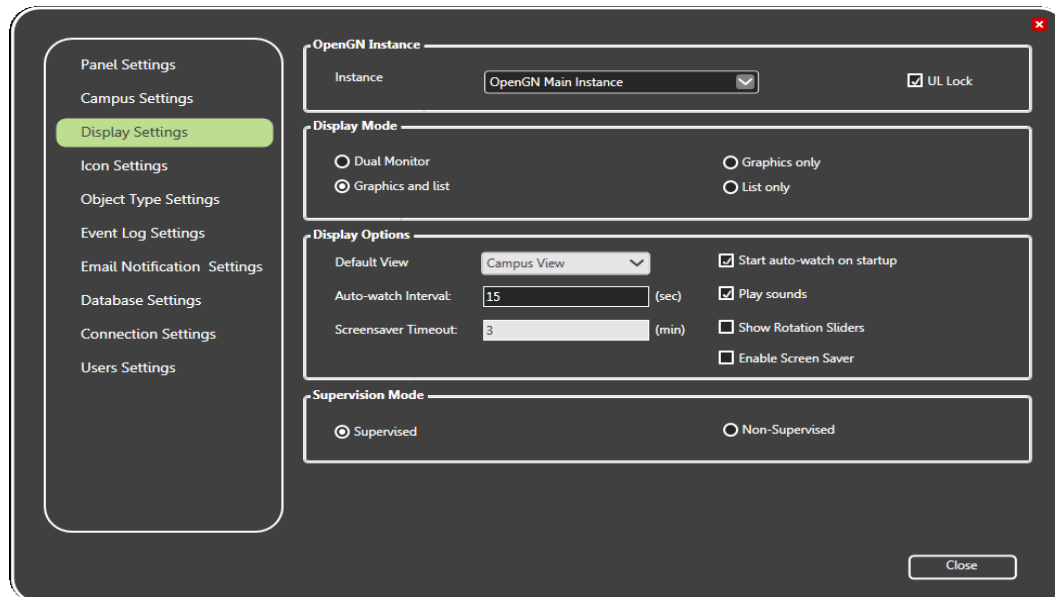


Figure 41 Display Settings



Attention: The UL Lock checkbox must be selected for UL / ULC compliance. It prevents the user from switching OpenGN to the background.



Note: The **Instance** menu is reserved for future use.

3. To determine how you want the display settings to appear, select from the following display mode parameters:

Dual Monitor	Allows for dual monitor support.
Graphics and list	Shows both the Graphics and List areas.
Graphics only	Shows only the Graphics area.
List only	Shows only the List area.



Attention: To comply with UL 864 Rev.9, use only **Dual Monitor** or **Graphics and List**.

4. To determine how you want the display options to appear, enter the following parameters:

Default View	Specifies the default view as one of the following: <ul style="list-style-type: none"> • 2D View • 3D View • Campus View
Auto-watch Interval	Specifies the interval of time for each building to display.
Screensaver Timeout	Reserved for future use.
Start auto-watch on startup	Enables the auto-watch feature on startup.
Play Sounds	Specifies if an audible tone sounds when an event occurs.
Show Rotation Sliders	On a touchscreen display, shows the rotation sliders, which you use to modify the viewing angle of the Surveillance Area.
Enable Screen Saver	Reserved for future use.



Note: If the **Start auto-watch on startup** checkbox is selected, then **Campus View** is the only choice allowed as the default view.

5. To select the supervision mode, choose from one of the following parameters:

Supervised	Requires you to manually acknowledge all problems and restore events.
Non-Supervised	Automatically acknowledges events when the problem is restored.



Attention: To comply with UL 864 Rev.9, use Supervised mode.

6. Click **Close**.

4.7 Icon Settings

OpenGN has a pre-made set of customizable object icons. You can modify or add to these icons.

4.7.1 Creating a New Icon

You can create new icons and associate them with objects.

To create a new icon

1. Click the **Config** button from the Main Display window, and then click **Yes** to go to the configuration section.

The Configuration window appears.

2. Click **Settings > Icon Settings**.

The Icon Settings window appears (Figure 42).

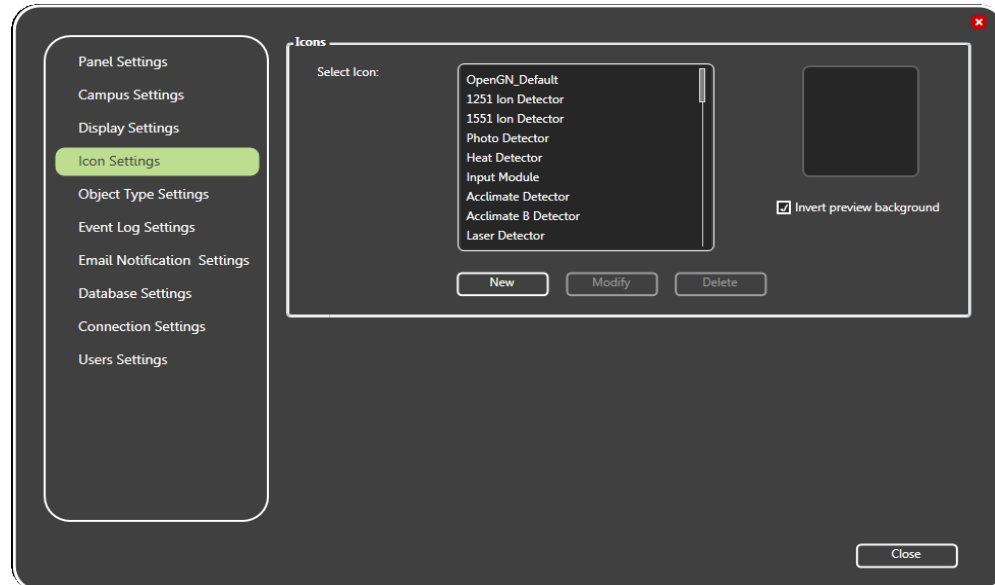


Figure 42 Icon Settings

3. Select the **Invert preview background** check box to preview an inverted color background of a selected icon.
4. Click **New**.

The **Icon Properties** window appears.

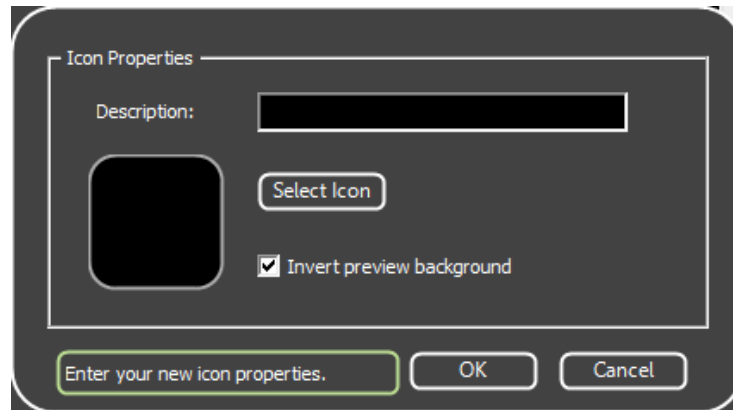


Figure 43 Enter your New Icon Properties

5. Click **Select Icon**, and then choose an image. The selected file can have an extension of PNG, ICO, BMP, JPG, JPEG, or GIF.
6. Type a description of the icon in the **Description** field.
7. Select **Invert preview background** if you want to preview an inverted color image of the selected icon.
8. Click **OK** to apply the settings and exit the **Icon Properties** window.
9. Click **Close** from the **Icon Settings** window to apply the settings.

4.7.2 Modifying an Existing Icon

You can modify existing icons.

To modify an existing icon

1. Click the **Config** button from the Main Display window, and then click **Yes** to go to the configuration section.

The Configuration window appears.

2. Click **Settings > Icon Settings**.

The **Icon Settings** window appears (see Figure 42 on page 60).

3. Select **Invert preview background** to preview an inverted color background of a selected icon.

4. Select an icon from the list of available icons.

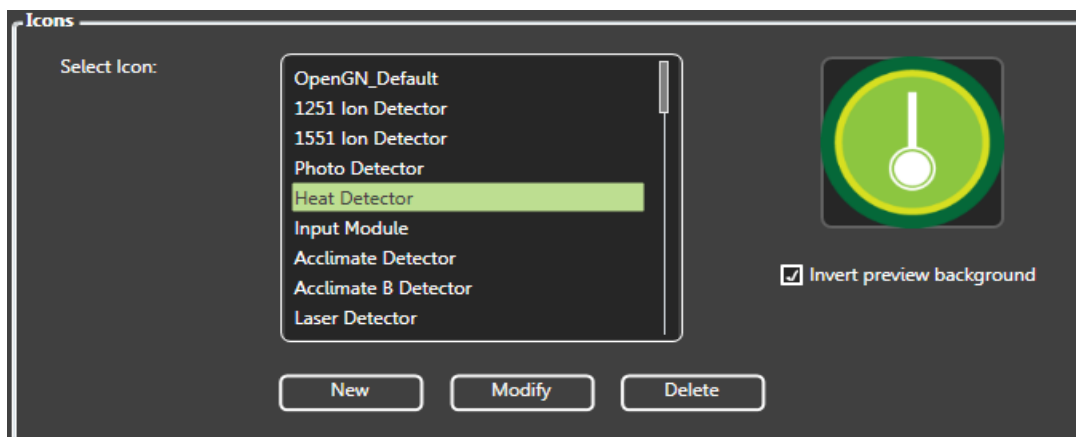


Figure 44 Icon Selection

5. Click **Modify**.

The Icon Properties window appears.

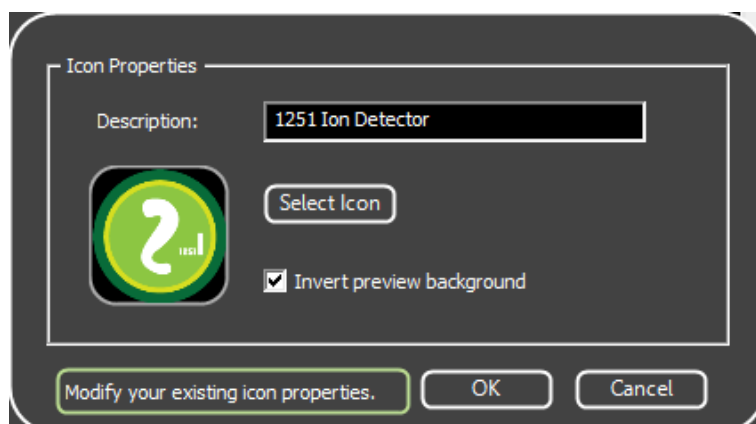


Figure 45 Modify your existing icon properties

6. Click **Select Icon**, and then choose an image. The selected file can have an extension of PNG, ICO, BMP, JPG, JPEG, or GIF.
7. Type a description of the icon in the **Description** field.
8. Select **Invert preview background** if you want to preview an inverted color image of the selected icon.
9. Click **OK**.
10. Click **Close**.

4.7.3 Deleting an Existing Icon

You can delete icons that you no longer need.

To delete an existing icon

1. Click the **Config** button from the Main Display window, and then click **Yes** to go to the configuration section.

The Configuration window appears.

2. Click **Settings > Icon Settings**.

The Icon Settings window appears (see Figure 42 on page 60).

3. Select **Invert preview background** to preview an inverted color background of a selected icon.
4. Select an icon from the list of available icons (see Figure 44 on page 62).
5. Click **Delete**.

The Icon Delete Confirmation window appears.

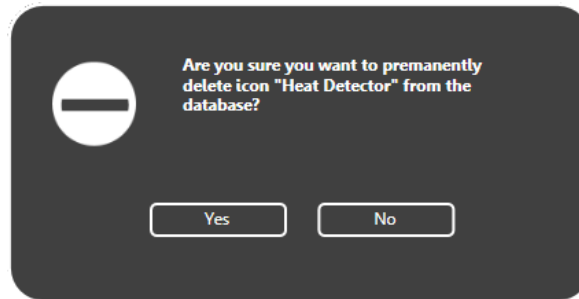


Figure 46 Icon Delete Confirmation

6. Click **Yes** to delete the selected icon.
7. Click **Close**.

4.8 Object Type Settings

An object type is a type of device, for instance a smoke detector or a phone. The list of object types ranges from ion detectors to heat sensors, with each object having a corresponding category:

- | | |
|-----------------|--|
| Detector | Indicates that the object is a smoke, heat, or fire detector. |
| Module | Indicates that the object is a control or input device, such as a manual station or a water flow switch. |
| Other | Indicates that the Detector or Module categories do not apply. |

You can associate a different icon with each state of an object. For example, you can give a heat detector three icons: an icon for its normal state, an icon for its alarm state, and an icon for its trouble state. When it goes into alarm, its icon on the floor plan changes from its normal state icon to its alarm state icon.

Several common object types (for instance smoke detectors and phones) have default icons. For a complete list of object types, see Appendix E on page 108.

The default icon for an unknown object type is a question mark.

OpenGN displays images of every placed object on the map area, color coded according to its configuration. When an event occurs, the object becomes active and concentric rings appear around its icon in the Surveillance area.

To discover a device's object type

- Hover the pointer over the device's icon on the floor plan.

In the window that appears, the object type corresponds to the Device Type. In Figure 47, the Device Type, and therefore the object type, is **Firephone Ipt**.

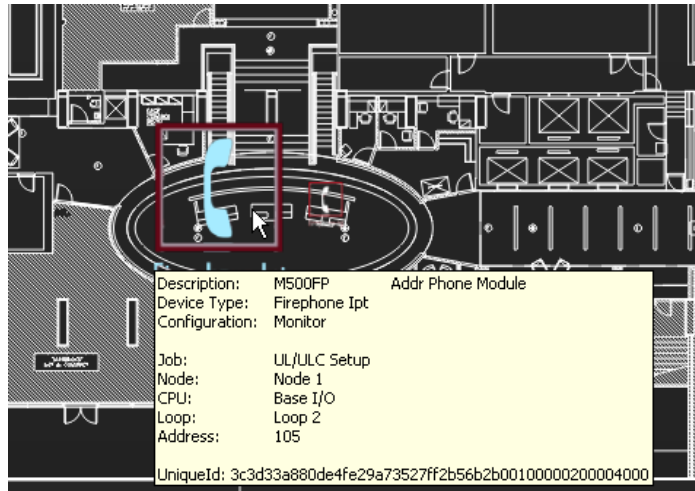


Figure 47 Object Info Message

4.8.1 Associating an Icon with an Object State

The **Object Type Settings** window has a list of object types.

To associate icons with states

1. Click the **Config** button in the Main Display window, and then click **Yes** to go to the configuration section.

The Configuration window appears.

2. Click **Settings > Object Type Settings**.

The **Object Type Settings** window appears (Figure 48).

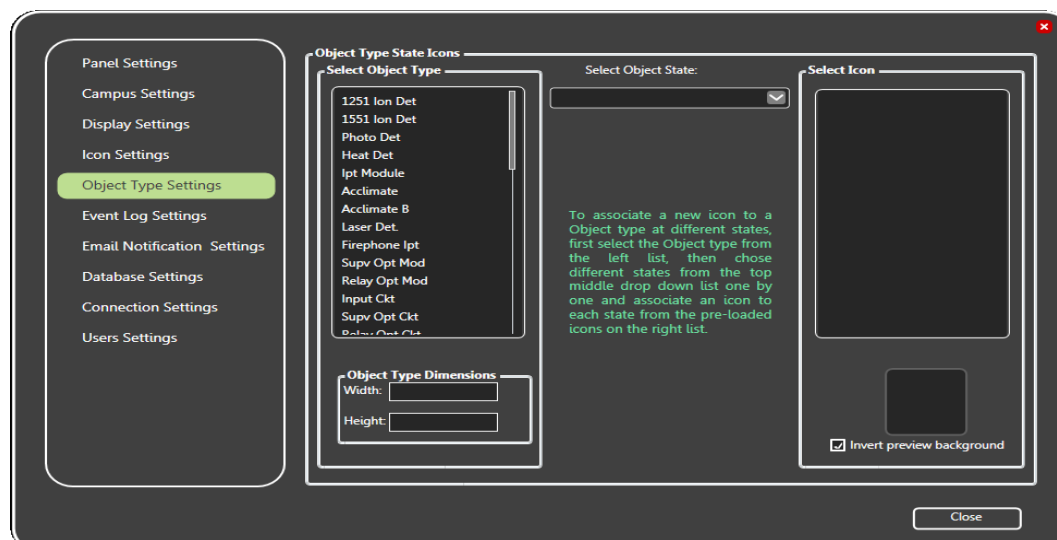


Figure 48 Object Type Settings

3. Select an object type in the **Select Object Type** list.
4. Click a state in the **Select Object State** menu.
5. Select the appropriate icon for this state in the **Select Icon** list.
6. Select **Invert preview background** if you want to invert the icon color background.
7. Click **Close**.
8. Restart OpenGN.



Note: When importing the Job file with the **Auto-associate default icon** option selected, object type and the corresponding icon are associated.

You must restart OpenGN for the icon changes to take affect.

4.9 Event Log Settings

OpenGN records all events and alarms, but you can select specific criteria for display in the Event Log.

The Event Log displays all recorded alarms and events that meet the search criteria entered in the Event Log Settings window. The data fields in the Event Log are listed by column according to the defined search criteria.

Clicking the **Event Log** button on the Main Display window opens the Event Log. For more information about the Event Log see Chapter 6 on page 93.

4.9.1 Configuring Event Log Settings

The Event Log displays many types of information. This section shows you how to choose what you want to see in the Event List.

To configure Event Log settings

1. Click the **Config.** button from the Main Display window, and then click **Yes** to confirm that you want to enter the configuration section.

The Configuration window appears.

2. Click **Settings > Event Log Settings**.

The **Event Log Settings** window appears (Figure 49)

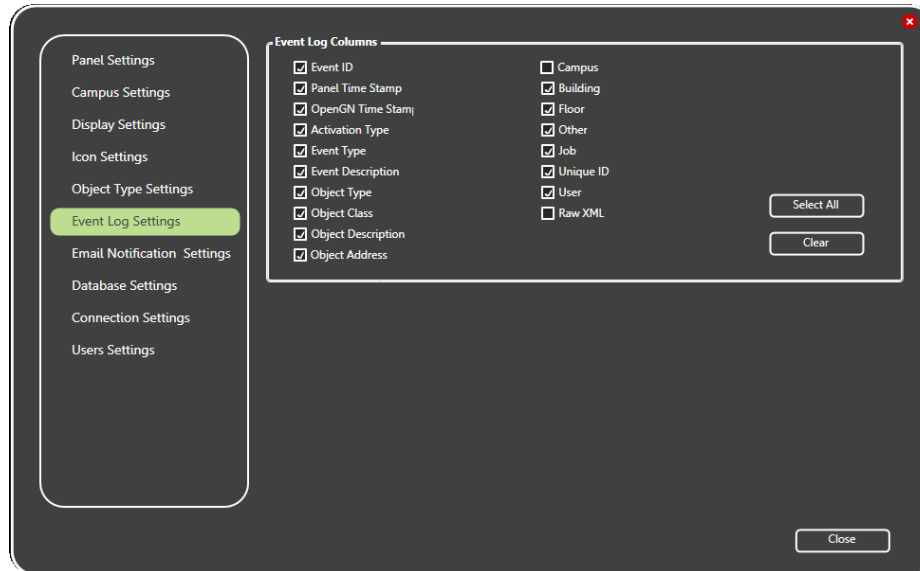


Figure 49 Event Log Settings

3. Select the check box beside the criteria you want to have appear in the Event Log.

To select all of the Event Log categories, click **Select All**.

To de-select all of the categories click **Clear**:

Event ID	Every system event receives a unique identifier.
Panel Time Stamp	Every fire panel has its own clock.
OpenGN Time Stamp	OpenGN uses the PC clock to set its time.
Activation Type	Activation or Restoration of an event.
Event Type	The type of event; Active, Trouble or Bypass.
Event Description	An event based description.
Object Type	The type of object that triggered the event.
Object Class	The family of objects an object belongs to, like Input Circuit or System Status Flag.
Object Description	An object based description.
Object Address	The loop address of the object that triggered the event.
Campus	The campus where the event occurred.

Building	The building where the event occurred.
Floor	The floor where the event occurred.
Job	The name and configuration of the master panel.
Other	Node, CPU, and Loop location of the Object that triggered the event.
Unique ID	The unique ID panel address.
User	Displays the user that acknowledge the event.
Raw XML	Displays the raw XML data associated with the event.

4. Click **Close**.

4.10 Email Notification Settings

OpenGN can send event notifications to a designated email address. In order to use email notification, you must have access to an SMTP server that does not use SSL. Emails are sent from info@OpenGN.com.



Attention: For ULC S527 and UL 864 applications, email notification is an ancillary feature.

4.10.1 Configuring Email Messages

To configure email messages

1. Click the **Config.** button from the Main Display window, and then click **Yes** to confirm that you want to enter the configuration section.
The Configuration window appears.
2. Click **Settings**
3. Click the **Email Notification Settings** tab.

The **Email Notification Settings** window appears (Figure 50)

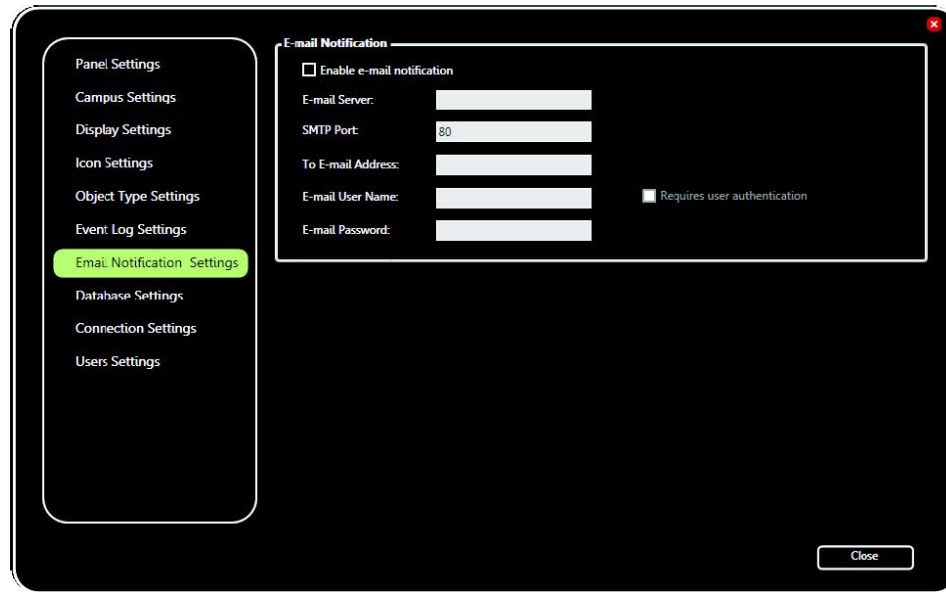


Figure 50 Email Notification Settings

4. Click the **Enable e-mail notification** checkbox.



Note: In order to use email notification, you must have access to an SMTP server that does not use SSL.

5. Provide the following information:

E-mail server

Type the SMTP server's IP address or domain name. The SMTP server must not use SSL.
If you need assistance, ask your network administrator.

SMTP Port

Type the port for the SMTP server. If you need assistance, ask your network administrator.

To E-mail Address

Type the email address to send notifications to.

You can enter more than one email address. Separate the addresses with commas. For example, if you want to send notifications to sarah@email.com, tegan@email.com and jo@email.com, then type:

sarah@email.com,tegan@email.com,jo@email.com

There is a maximum of 100 characters in this field, including commas.



Note: The **Requires user authentication**, **E-mail user name**, and **E-mail password options** are reserved for future use.

6. Click **Campus Settings** on the left and ensure that the **Campus Contact Person** and **Phone Number** are correct. (See section 4.3 on page 52.) This information will appear

in the email message in the form “Please contact Campus Contact Person at Phone Number if you need further assistance.”

7. Click **Close**.

4.10.2 Viewing Email Messages

Email messages are colored depending on the Object Configuration:

- Alarm - red
- Supervisory - orange
- Trouble - yellow
- Monitor - blue
- Restore events - green

OpenGN Event Received from - B200E Main Pull Station @ Address: 0.0

MGC's OpenGN, currently monitoring the 5-Node_GroupTest fire alarm control panel, received a StateChange event to ACTIVE at 11:30AM on the 03rd November 2016.

Object Description:	B200E Main Pull Station
Object Type:	Input Circuit
Object Configuration:	Alarm
Object Class:	INPUT CIRCUITS
Building:	W-9 Building
Floor:	First Floor

Figure 51 Example Email Message

4.11 Database Settings

The database contains user, Job and system log information, and can be saved to a specified location.

4.11.1 Setting Database Information

Database Settings lets you define the backup location for the Job, system messages and object configuration.

4.11.2 Backing up Database Information



Note: Backing up the database regularly is recommended.

You can back up the database to preserve old configurations in case they are needed again later. This is especially useful to do before you make any changes to the configuration.

To backup database information

1. Click the **Config.** button from the Main Display window, and then click **Yes** to confirm that you want to enter the configuration section.

The Configuration window appears.

2. Click **Settings > Database Settings**.

The Database Settings window appears (Figure 52)

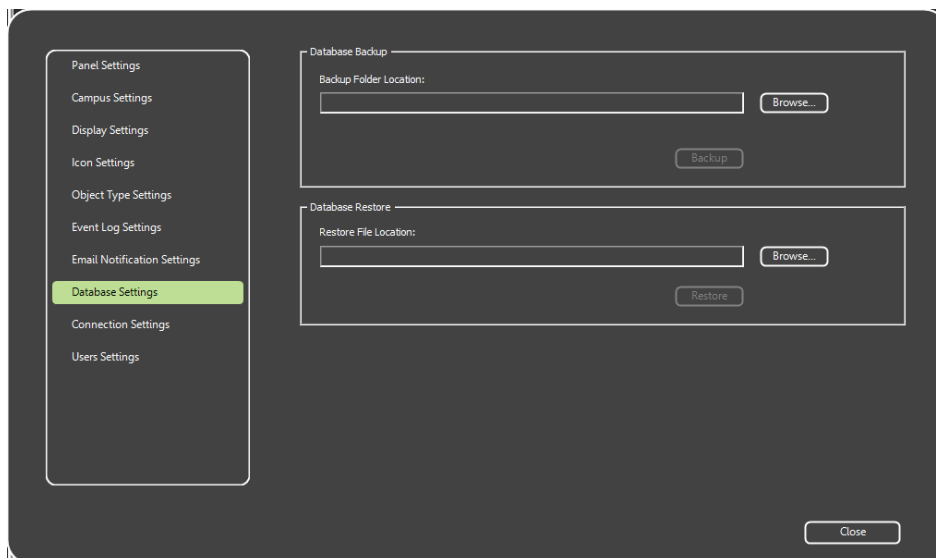


Figure 52 Database Settings

3. Click **Browse** in the **Backup Folder Location** section, and then navigate to the location where you want to store the database backup.



Note: The backup folder cannot be on the Desktop or in a user's folder. Make a folder on the root drive of the computer and store the backups there.

4. In the Save As window, type a name for the backup, for instance **OpenGN backup**.

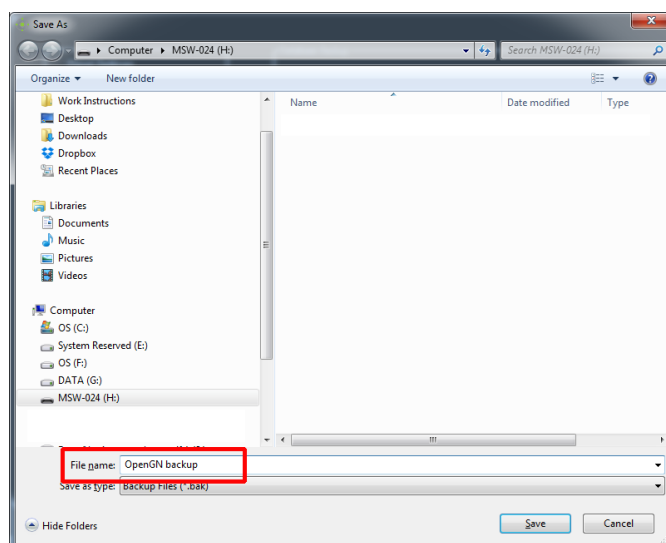


Figure 53 Choose a backup location and name

5. Click **Backup** to create the backup file of the current database.
6. Click **Close** to save the settings and return to the Configuration window.

4.11.3 Restoring Database Information

The following procedure shows how to restore a database.

To restore database information

1. Click the **Config.** button from the Main Display window, and then click **Yes** to confirm that you want to enter the configuration section.

The Configuration window appears.

2. Click **Settings > Database Settings**.

The Database Settings window appears (Figure 52 on page 70)

3. Browse to the location where you stored the backup and select it.
4. Click **Restore** to restore the database.
5. Quit OpenGN and restart it.

4.12 Connection Settings

The Connection Settings show the TCP/IP connection details.

4.12.1 Viewing the Connection Settings

To view the Connection Settings

1. Click the **Config.** button from the Main Display window, and then click **Yes** to confirm that you want to enter the configuration section.

The Configuration window appears.

2. Click **Settings > Connection Settings**.

The Connection Settings window appears (Figure 54):

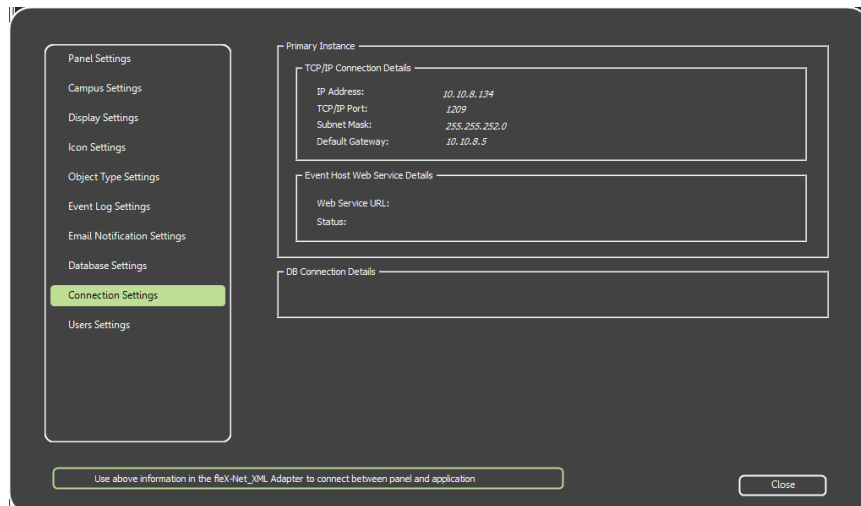


Figure 54 Connection Settings

Event Host Web Service Details and DB Connection Details are reserved for future use.

4.12.2 TCP/IP

In an Ethernet based network, OpenGN and the OpenGN Gateway use the TCP/IP protocol to communicate.

A successful Ethernet based connection shows the following TCP/IP parameters:

IP Address	IP address of the computer OpenGN is on.
TCP/IP Port	1209. This is the TCP/IP port that OpenGN uses.
Subnet Mask	Subnet mask address of the network server.
Default Gateway	Default gateway address of the network server.

4.13 User Settings

User Settings lets you create and manage User Groups and Users.

Users derive permissions from the User Group they are part of. User Groups consist of Authorization Levels that define what parts of OpenGN the User Group can access. An Authorization Level is a set of Group Authorizations (permissions). Table 9 lists the six Authorization Levels and their Group Authorizations.

There are 6 default User Groups that correspond directly to the Authorization Levels. For example, the SecurityAdmin User Group has the Security Administrator Authorization Level.



Note: If you upgraded OpenGN from a version earlier than 3.6, the users were migrated into 3.8 and assigned appropriate Group Authorizations.

Table 9 Authorization Levels

		Observer	Backup Operator	Report Administrator	Device Administrator	Campus Administrator	Security Administrator
Database Authorization	Access OpenGN Config	-	X	X	X	X	X
	Access OpenGN Setting	-	X	X	X	X	X
	Access User Setting	-	-	-	-	-	X
	Access Campus Setting	-	-	-	-	X	-
	Access Display Setting	-	-	-	-	X	-
	Access Email Setting	-	-	-	-	X	-
	Access Panel Setting	-	-	-	X	-	-
	Access Icon Setting	-	-	-	X	-	-
	Access Object Type Setting	-	-	-	X	-	-
	Access Connection Setting	-	-	-	X	-	-
	Print Log	-	-	X	-	-	-
	Access Event Log Setting	-	-	X	-	-	-
	Access Database Setting	-	X	-	-	-	-

Table 9 Authorization Levels (Continued)

Observer	X
Backup Operator	-
Report Administrator	-
Device Administrator	X
Campus Administrator	-
Security Administrator	-
Acknowledge Alarm	-
Send Command	-
Receive Notification Email	-
Acknowledge All Events	-
Manual Event Restore	-
Exit OpenGN	X

User Interface Authorization



Note: Permissions in the **User Interface Authorization** section can be enabled or disabled independently of the Authorization Levels.

4.13.1 Viewing User Groups and Users



Note: Only the SecurityAdmin User or Users with the Security Administrator Authorization Level can view, create, or modify Users and Groups.

The User Settings window lets you view and modify the User Groups and Users that exist in the system.

To view user groups and users

1. Click the **Config.** button from the Main Display window, and then click **Yes** to confirm that you want to enter the configuration section.
The Configuration window appears.
2. Click **Settings > Users Settings**.

The User Settings window appears (Figure 55)

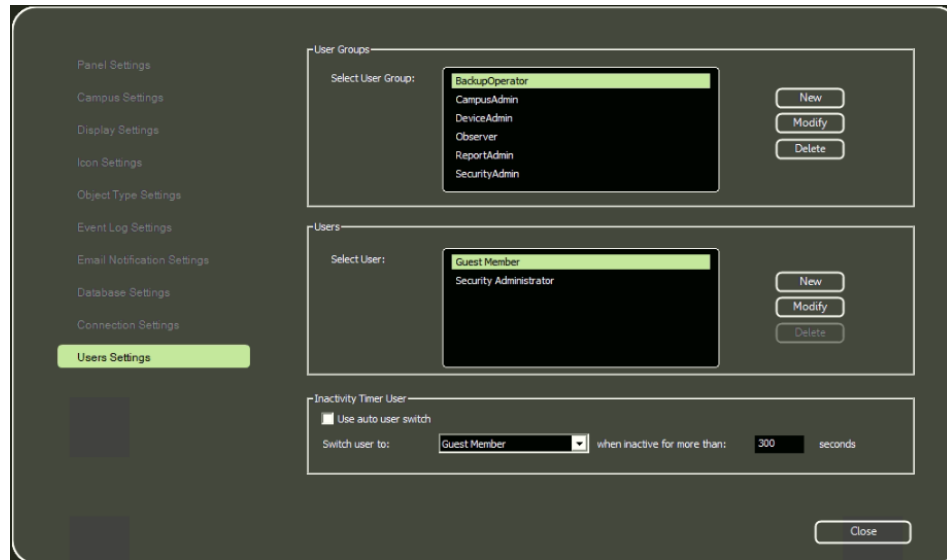


Figure 55 User Settings

4.13.2 Creating a new User Group

You create new groups to allow users specialized access for jobs that do not fit the definitions of the default User Groups.

To create a new User Group

1. In the User Group section click **New**. The User Group window appears.

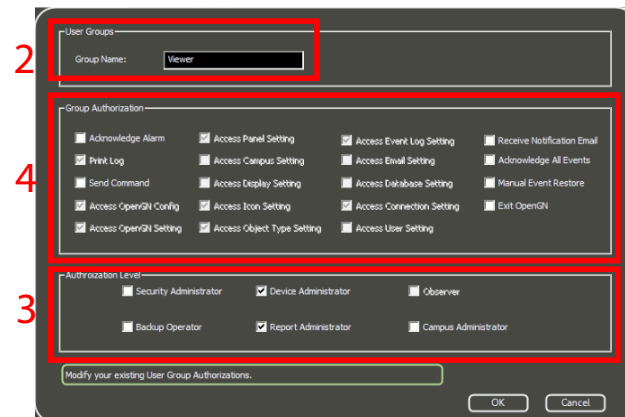


Figure 56 Enter your New User Group Authorizations

2. Enter the Group Name.
3. Select the appropriate Authorization Level or Levels that are essential to the functions of this group.

- Select the Group Authorizations that are essential to the functions of this group.

i

Note: All new User Groups have the Observer Authorization Level, in addition to any other Authorization Levels that you select.

i

Note: There are six Group Authorizations (called User Interface Authorizations in Table 9) that can be enabled or disabled independently of the Authorization Levels.
The other Group Authorizations (called Database Authorizations) are linked to Authorization Levels. If you want to create a group that has a certain Database Authorization, select the Authorization Level that contains that Database Authorization. See Table 9.

- Click **OK** to create the User Group.

4.13.3 Modifying an Existing User Group

You can add or delete Authorization Levels from groups that you have created.

To modify an existing User Group

- In the User Group section select the desired User Group, and then click **Modify**.

The User Group window appears showing the current Authorizations Levels and Group Authorizations.

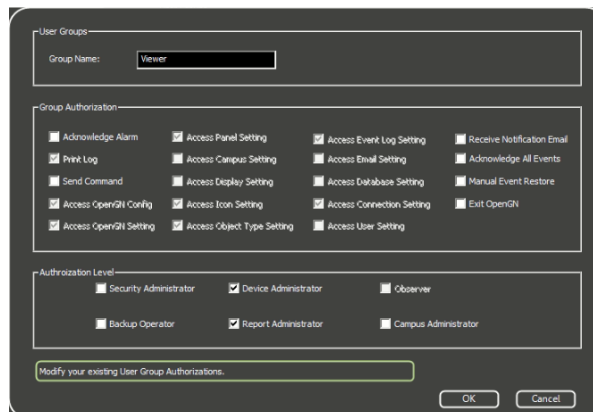


Figure 57 Modify your existing User Group Authorizations

- Check or uncheck the desired Authorization Levels to add or remove rights from the user Group.
- Click **OK**.

4.13.4 Deleting an Existing User Group

You can delete a User Group that is longer required.

To delete an existing User Group

- In the User Group section, select the desired User Group, and then click **Delete**.
- A confirmation window appears asking if you are sure that you want to delete the groups selected and all dependent users.
- Click **Yes**.

4.13.5 Managing Users

You can create **New** Users, and **Modify** or **Delete** existing Users.

There are two default Users, as show in Table 10.

Table 10 Default Users

User Full Name	Login	User Group	Password
Guest Member	Guest	Observer	<i>blank</i> (there is no password)
Security Administrator	SecurityAdmin	SecurityAdmin	Your_Password4OpenGN

The User Full Name and Login fields for the Default Users cannot be modified.

4.13.6 Creating a New User

You can create User accounts for new employees with the right permissions to allow them to do their job while ensuring site security.

To create a new User

1. In the Select User section, click **New**. The User Details window appears.

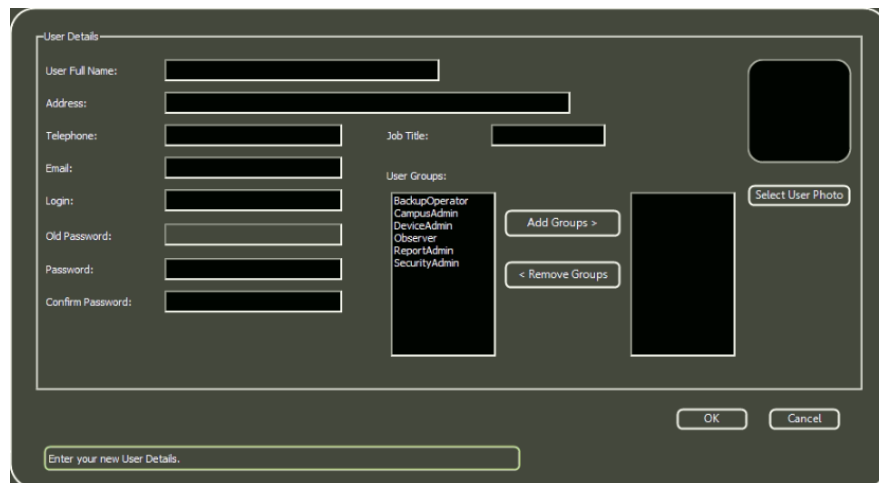


Figure 58 Enter your new User Details

2. Complete the following fields:

- User Full Name (mandatory)
- Address
- Telephone
- Email
- Job Title
- User Groups (mandatory)
- Login (mandatory)
- Password (mandatory)
- Confirm Password (mandatory)
- User Photo

3. Click **OK** to create the new User.

4.13.7 Modifying an Existing User

When employee information changes, you can modify the User's information to reflect the changes.

To modify an existing User

1. In the Users section select the desired User, and then click **Modify**.

The User Details window appears showing the current information about this User.



Figure 59 Modify your Existing User Details

2. Change the current entries as needed.
3. Click **OK**.

4.13.8 Deleting an Existing User

You can delete users when they leave or move to a division where they no longer require access to OpenGN.

To delete an existing User

1. In the Users section select the desired User click **Delete**.
2. A confirmation window pops up asking if you are sure that you that to delete the selected user.
3. Click **Yes**.

4.13.9 Inactivity Timer User

For security, OpenGN can be set to switch to a different user account after a certain period of mouse or keyboard inactivity. In this way, if the computer is unattended, the administrator features of OpenGN are not available.



Note: This feature works only when a user with the Security Administrator Authorization Level is active.

This feature works only when the main display window is active. It does not work when the Configuration or Settings windows are active.

To set the inactivity timer

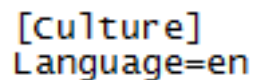
1. Under **Inactivity Timer User**, select **Use auto user switch**.
2. In the **Switch user to** menu, select a user that does not have the Security Administrator Authorization Level.
3. Enter a number of seconds after which OpenGN will switch to that user.
4. Click **Close**.

4.14 Localization

OpenGN is available in English and French.

To change the language

1. Quit OpenGN.
2. In Windows, navigate to the directory where OpenGN is installed. By default this is:
C:\Program Files\Mircom Group of Companies\Open Graphic Navigator
3. Double-click the **opengn.ini** file.
4. On the **Language** line, change the two-letter code to **en** for English or **fr** for French.



```
[culture]
Language=en
```

Figure 60 Language

5. Close and save the file.
6. Start OpenGN.



Note: Some information from the panel is not localized. For example, the 3 last columns in the List Area (Node, CPU, and Loop) will remain in English when OpenGN is configured for French. Trouble and alarm messages from the panel may also remain in English.

Non-Roman characters in the job file may not display properly in OpenGN.

5.0 Configuring Objects and Zones

Adding objects to floor plans lets you observe real-time events in the Surveillance Area. You can label and define objects and zones, and you can add emergency instructions.

This chapter covers

- Configuring Objects and Zones
- Configuring Objects in the Job Tree
- Configuring Objects in the Surveillance Area
- Configuring Zones
- Working with the Zone and Shape Tree
- Unplaced Objects Screen

5.1 Configuring Objects and Zones

Objects are all the fire objects, system statuses and switches connected to the Fire Alarm system. OpenGN assigns properties to objects to help define them, monitor, and control them.

A zone is an area that contains related objects.

You configure objects and zones in the Job Tree and the Surveillance Area of the Configuration window. For a general overview of the Configuration window, see section 3.5 on page 35.

5.2 Configuring Objects in the Job Tree

Right-click an object in the Job Tree to see the following menu:

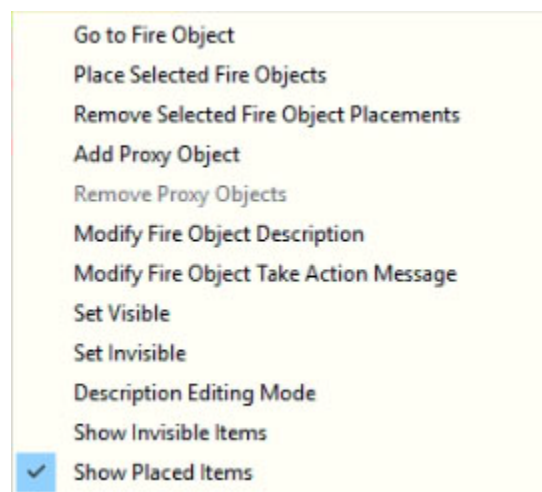


Figure 61 Fire Object Options

Go to Fire Object	Finds a placed or unplaced object.
Place Selected Fire Objects	Adds an object to the floor plan. Unplaced objects are red in the job tree, and placed objects are green.
Remove Selected Fire Object Placements	Removes any object from the floor plan.
Add Proxy Object	If the object is already placed, places a copy of the object.
Remove Proxy Objects	Removes all copies of the object that are placed.
Modify Fire Object Description	Modifies the description.
Modify Fire Object Take Action Message	Modifies the Take Action message. This message describes the actions you need to take when an event occurs.
Set Visible	Makes invisible objects visible on the floor plan.

- | | |
|---------------------------------|--|
| Set Invisible | Makes the object invisible on the floor plan. |
| Description Editing Mode | Lets you rename multiple objects at once. |
| Show Invisible Items | Shows all the invisible objects in the Job Tree. Invisible objects are gray in the Job Tree. |
| Show Placed Items | Reserved for future use. |

5.2.1 Go to Fire Object

This option shows the object on the floor plan.

To find an object

1. Double-click the object in the Job Tree.

Or

1. Right-click the object in the Job Tree.
2. Choose **Go to Fire Object** from the menu.

The object appears in the center of the Surveillance Area and is surrounded with a red square.

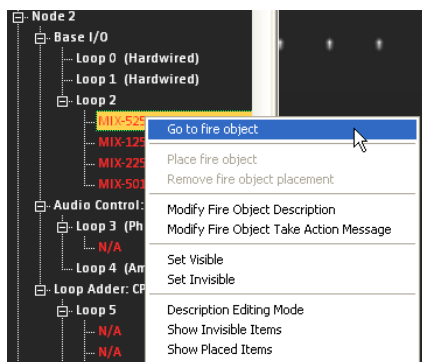


Figure 62 Go to Fire Object

3. Place the pointer over the object to display the object message.

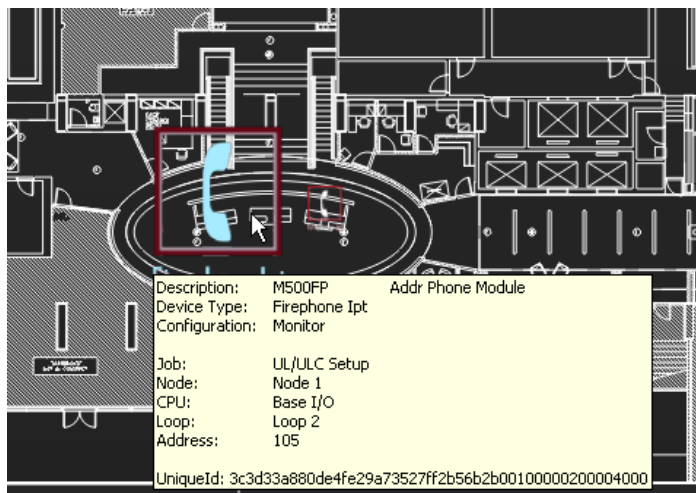


Figure 63 Object Info Message

5.2.2 Placing and Removing Objects

Adding objects to a map provides you with an accurate visual representation of the surveillance Area and allows you to effectively monitor the location. Unplaced objects are red in the Job Tree, and placed objects are green. When OpenGN is connected to the Fire Alarm Control Panel, all objects show alarm events whether they are on the floor plan or not.



Note: It is the customer's responsibility to ensure that the objects are placed accurately on the floor plan.

To place objects

1. Select the building and floor plan where you want to add the objects.
2. Right-click an object in the Job Tree, and then click **Place Selected Fire Objects**.
The object appears at the top of the Map Area.
3. Drag the object to a location on the floor plan.

To remove objects

1. Right-click an object in the Job Tree, and then click **Remove Selected Fire Object Placements**.
The object disappears from the floor plan.

5.2.3 Placing and Removing Proxy Objects

You can add the same object to a floor plan or control switches more than once by creating proxy objects. A proxy object is a linked copy of the object. The behavior of a proxy object is the same as the behavior of the original object. For example, you can make a proxy for an interactive switch, such as a bypass switch or system reset switch. If the state of the switch changes, both the original object and the proxy object will reflect the change.



Note: It is the customer's responsibility to ensure that the objects are placed accurately on the floor plan.

To place a proxy object

1. Select the building and floor plan where you want to add the object.
2. Right-click an object in the Job Tree that is already placed, and then click **Add Proxy Object**.
The object appears at the top of the Map Area.
3. Drag the object to a location on the floor plan.

To remove all proxy objects assigned to an object

1. Right-click an object in the Job Tree, and then click **Remove Proxy Objects**.
All copies of the object disappear from the floor plan. This command does not remove the original object from the floor plan.

To remove one proxy object

1. Right-click a proxy object on the floor plan, then click **Remove Proxy**.

5.2.4 Modify Fire Object Description

Every object has a description.

To define or change an object description

1. Right-click an object in the Job Tree, and then click **Modify Fire Object Description**.
2. Type a unique description for the object.

5.2.5 Description Editing Mode

You can rename multiple objects at once.

To enter Description Editing Mode

1. Right-click an object in the Job Tree, and then click **Description Editing Mode**.
2. Select an object in the Job Tree, then type a description.
3. When you are finished editing object descriptions, right-click in the Job Tree, and then uncheck **Description Editing Mode**.

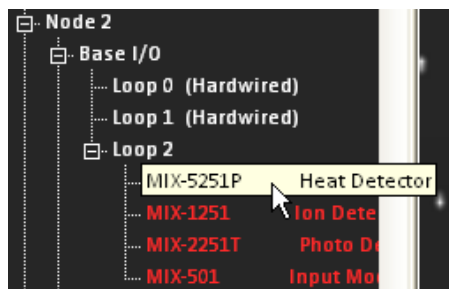


Figure 64 Description Editing Mode

5.2.6 Modify Fire Object Take Action Message

Every object has a **Take Action Message**.

To enter or change a Take Action Message

1. Right-click an object in the Job Tree, and then click **Modify Fire Object Take Action Message**.

The Take Action Message window appears.

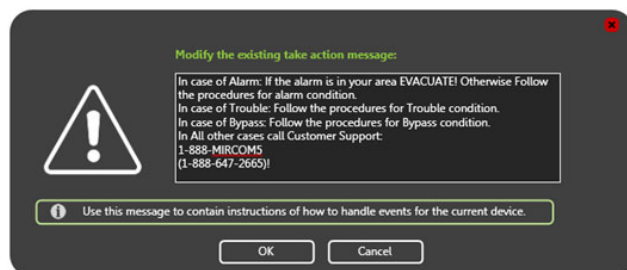


Figure 65 Take Action Message

2. Type the instructions that the operator needs to take when this object is active.
3. Click **OK**.

5.2.7 Set Visible or Invisible

By default, all objects are visible. You can make an object invisible on the floor plan, Job tree or both. Invisible objects are gray in the Job Tree.



Note: Invisibility does not change alarm and event notification.

To make an object invisible

- Right-click an object in the Job Tree, and then click **Set Invisible**.
The object becomes invisible on the floor plan and in the Job Tree.

5.2.8 Show Invisible Items

Show Invisible Items shows the invisible objects in the Job tree. They are gray.

To show an invisible object in the Job Tree

- Right-click in the Job Tree, and then click **Show Invisible Items**.
The invisible objects become visible in the Job Tree. They remain invisible on the floor plan.

To hide an invisible object in the Job Tree

- Right-click in the Job Tree, and then uncheck **Show Invisible Items**.
All invisible objects on the floor plan become hidden on the Job Tree.

5.3 Configuring Objects in the Surveillance Area

To move an object on the floor plan

- Click and drag an object in the Surveillance Area to move it to another location on the same floor.
- Right-click an object in the Surveillance Area to see the following menu:

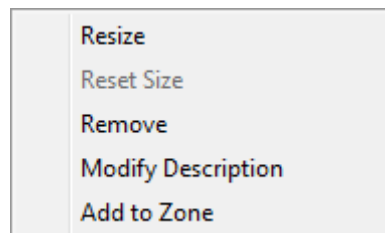


Figure 66 Commands for Objects in the Surveillance Area

Resize	Move the pointer to change the size of the object icon. Click to finish sizing the icon.
Reset Size	Resets the icon back to its default size.
Remove	Removes the icon from the floor plan. For instructions on placing objects, see section 5.2.2 on page 83.
Modify Description	Modifies the description. For instructions see section 5.2.4 on page 84.
Add to Zone	Opens the Zone Properties window. For more information on working with zones, see section 5.4.1 on page 87.

5.3.1 Modify Description

Every object has a description.

To enter or change an object description

1. Right-click an object, and then click **Modify Description**.

The Modify Description window appears.

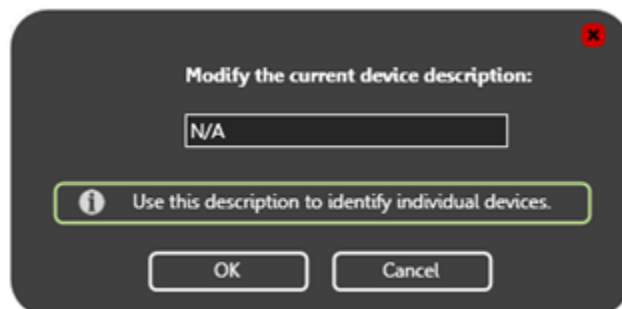


Figure 67 Modify Description

2. Type a unique description for the object.
3. Click **OK**.

5.4 Configuring Zones

Zones are areas that contain related objects, shapes and images. The Zone and Shape Tree lists all configured Zones and the objects, shapes and images in them, as well as all unassigned shapes and images

5.4.1 Adding Objects and Images to Zones

To add an object or image to a zone

1. Right-click an object or image in the Surveillance Area, and then click **Assign to Zone**. The Zone Properties window appears.

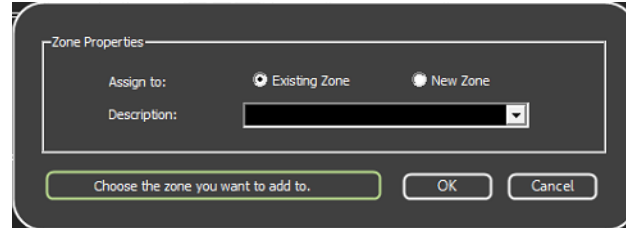


Figure 68 Zone Properties

2. Click either **Existing Zone** or **New Zone**.
 - If you chose an **Existing Zone**, click the menu, and then click the Zone.
 - If you chose a **New Zone**, type the name of the zone in the **Description** field.
3. Click **OK**.
The object or image appears under the appropriate Zone in the **Zone and Shape Tree**.






5.4.2 Drawing Shapes

You can draw rectangles on the floor plan to represent fire zones. You can make more than one rectangle part of the same zone. If an event occurs on any object in a zone, the entire zone will change to the appropriate event color.

Use the Tool buttons and the Color and Brightness buttons to draw shapes.

The Tool buttons are located in the top right corner of the Configuration window (Figure 24 on page 35).

Table 11 Tool button descriptions

Tool Button	Description
 Selection	Selects items in the Surveillance Area.
 Text	Places new text or edits existing text in the Surveillance Area. You can change the color of the text by selecting the desired color in the Color and Brightness Tools section.
 Add Image	Imports and places an image in the Surveillance Area.
 Empty Rectangle	Lets you draw an empty rectangle that you can assign to a new or existing zone. You can change the color of the rectangle by selecting the desired color in the Color and Brightness Tools section.
 Filled Rectangle	Lets you draw a filled rectangle that can you can assign to a new or existing zone. You can change the color of the rectangle by selecting the desired color in the Color and Brightness Tools section.

The Color and Brightness buttons are located in the bottom right corner of the Configuration window.

To draw a shape

1. In the Configuration window, use the Color and Brightness tool to set the color you want the new rectangle to be. See Figure 24 on page 35.
2. Click the Empty or Filled Rectangle tool. See Table 11.

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Note: All rectangles are filled with color when their associated zone is active. The **Empty Rectangle** and the **Filled Rectangle** tools differ only in how the areas appear when they are not active.

3. Click in the Surveillance Area where you want the first corner of the rectangle to be.
4. Drag the pointer to create a rectangle.
5. Click again to finish drawing the rectangle.

You can resize, move, and change the color of the rectangle after you draw it.

To resize a shape

1. Select the **Selection** tool. It looks like an arrow (see Table 11).
2. Hover the pointer inside one of the side sections of the rectangle so that the pointer changes to the Resize Tool Icon.

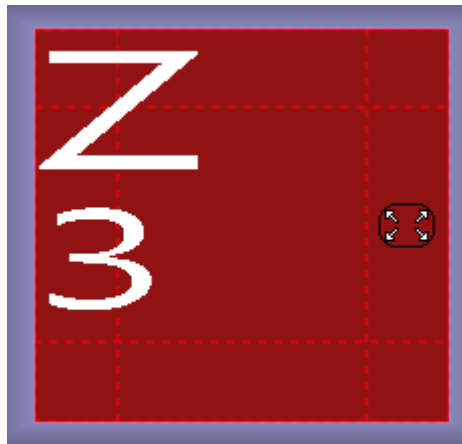


Figure 69 Resize Tool Pointer Icon

3. Click and drag the pointer to lengthen or shorten the rectangle.
4. To change the height of the rectangle, move the pointer to the upper or lower side section and drag the pointer.

i

Note: You can also resize a rectangle with the mouse wheel. Moving the mouse wheel shrinks or expands the rectangle proportionally.

To move a shape

1. Select the Selection tool. It looks like an arrow (see Table 11).
2. Hover the pointer over the middle of the rectangle so that the pointer icon changes to the Move Tool Icon.

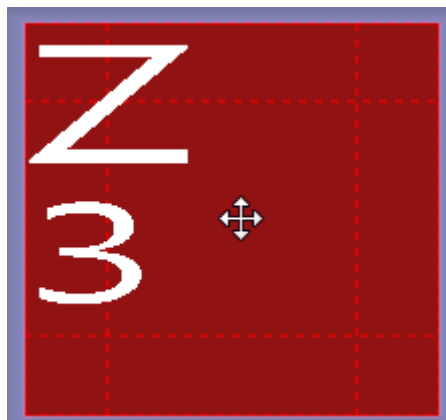


Figure 70 Move Tool Icon

3. Click and drag the pointer.

To rotate a shape

1. Select the Selection tool. It looks like an arrow (see Table 11).
2. Hover the pointer over the corner of the rectangle so that the pointer icon changes to the Rotate Tool Icon.

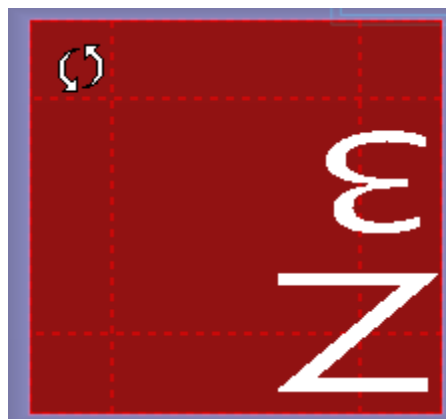


Figure 71 Rotate Tool Icon

3. Click and drag the pointer.

5.4.3 Assigning Shapes to Zones

After you create a shape, it has a default description and is not part of a zone. Hover the pointer over the shape to show the description in the top left corner of the shape.

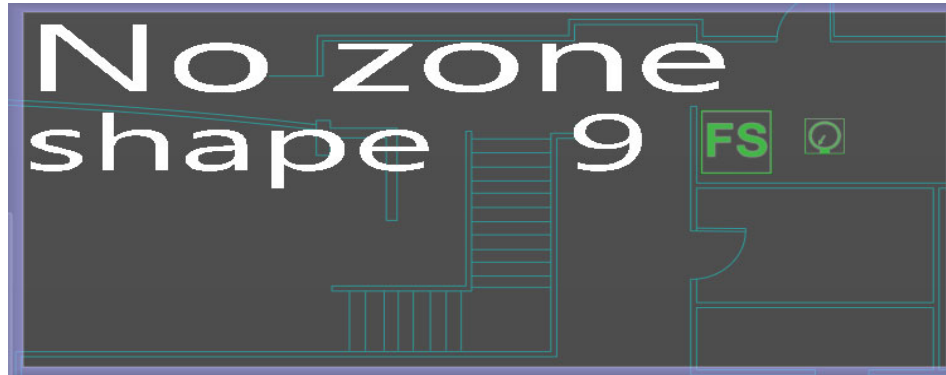


Figure 72 A New Shape

Right-click a shapes in the Surveillance Area to see this menu:

Modify Description	Modifies the description. For instructions see section 5.3.1 on page 86.
Assign to Zone	Opens the Zone Properties window. For more information on working with zones see section 5.4 on page 86.
Delete	Deletes the shape.

To assign a shape to a zone

1. Right-click a shape in the Surveillance Area, and then click **Assign to Zone**.
The Zone Properties window appears.
2. Click either **Existing Zone** or **New Zone**.
 - If you chose an Existing Zone, click the menu, and then click the Zone.
 - If you chose a New Zone, type the name of the zone in the **Description** field.
3. Click **OK**.

The shape appears under the appropriate zone in the Zone and Shape tree.

5.5 Working with the Zone and Shape Tree

There are four types of items in the Zone and Shape Tree. The item types are:

- Zones
- Assigned Objects
- Assigned Shapes
- Unassigned Shapes

5.5.1 Zones

- Right-click a zone to see this menu:

Modify Description	Modifies the description. For instructions see section 5.3.1 on page 86.
Delete Zone	Deletes the zone. Any shapes or objects will be disassociated with the zone.

5.5.2 Assigned Objects

- Right-click an object that is part of a zone to see this menu:

Go to Fire Object	The object appears in the center of the Surveillance Area.
Move to zone	Moves the object to a different zone.
Add to zone	Adds the object to another zone. The object now has duplicate entries in the Zone Tree.
Remove from this zone	Removes the object from the zone.

5.5.3 Assigned Shapes

- Right-click a shape that is part of a zone to see this menu:

Go to Shape	The shape appears in the center of the Surveillance Area.
Modify Description	Modifies the description. For instructions see section 5.3.1 on page 86.
Assign to Zone	Opens the Zone Properties window. For more information on working with zones see section 5.4 on page 86.
Un-assign from this zone	Removes the shape from the zone.
Delete	Deletes the shape.

5.5.4 Unassigned Shapes

- Right-click a shape that is not part of a zone to see this menu:

Go to Shape	The shape appears in the center of the Surveillance Area.
Modify Description	Modifies the description. For instructions see section 5.3.1 on page 86.
Assign to Zone	Opens the Zone Properties window. For more information on working with zones see section 5.4 on page 86.
Delete	Deletes the shape.

5.6 Unplaced Objects Screen

- Click the first floor of the Floor Selection frame to see all unplaced objects.

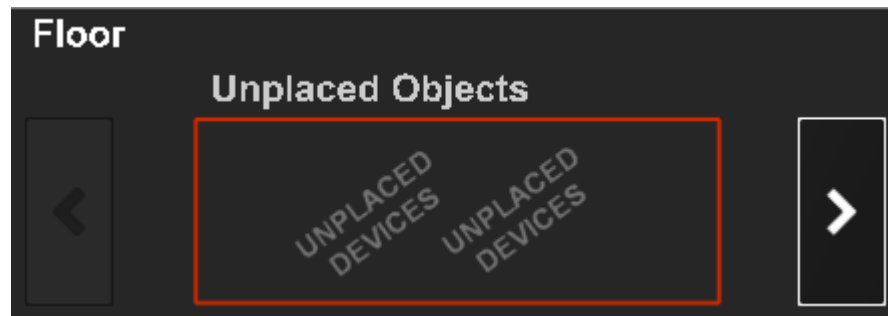


Figure 73 Unplaced Objects

The **Unplaced Objects** screen displays all unplaced devices.



Figure 74 Unplaced Objects Screen

6.0 Managing Events

This chapter provides information for the operator on how to monitor system events and alarms.

This chapter covers

- Monitoring Events and Alarms
- What to do When an Event Occurs
- Using the Control Functions

6.1 Monitoring Events and Alarms

OpenGN displays images of every object on the map area, with the correct location of the object in buildings and on floors, and each object color coded according to its status and state. When OpenGN receives an alarm notice, it emits a tone and a displays an visual indication to show the alarm and trouble conditions.

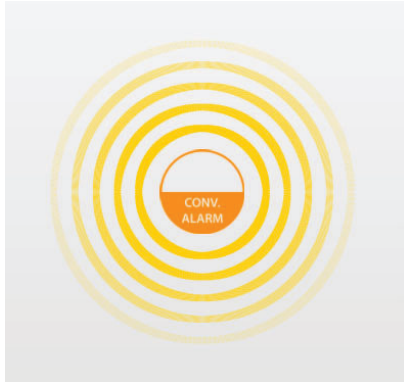


Figure 75 Object Alarm

6.1.1 Object States

An object state is its current status. Objects have four states:

Normal By default, objects in normal mode are green and not animated.

Trouble Objects reporting trouble have animated yellow rings.

Active Active Objects are animated with concentric rings in their default configuration display colors.

- Alarm - red
- Supervisory - orange
- Trouble - yellow
- Monitor - blue

Bypass Bypassed objects are yellow.

For instructions on how to associate object states with icons, see section 4.8 on page 63.

6.1.2 Object Functions

You can configure objects for the following functions:

- Alarm Input
- Trouble Input
- Monitor Input
- Supervisory Input

Color coded messages indicate the status and configuration of each object.

6.1.3 List Area

The List Area (see Figure 20 on page 28) displays all events and alarms and their search criteria. The search criteria are listed by column according to the following categories:

- Acknowledged
- Event ID
- Event Timestamp
- Object Description
- Object Type
- Event Type
- Event Description
- Building
- Floor
- Job
- Object Address
- Node (optional)
- CPU (optional)
- Loop (optional)

6.2 What to do When an Event Occurs

When an event occurs, the following things happen:

- The Surveillance Area enters 2D view and zooms to the object that is causing the event.
- The object becomes animated with the appropriate colored concentric circles.
- The System Status area displays the appropriate message.
- The event is displayed on the Event List and is added to the Event Log.
- The **Settings** button on the Configuration window is disabled.

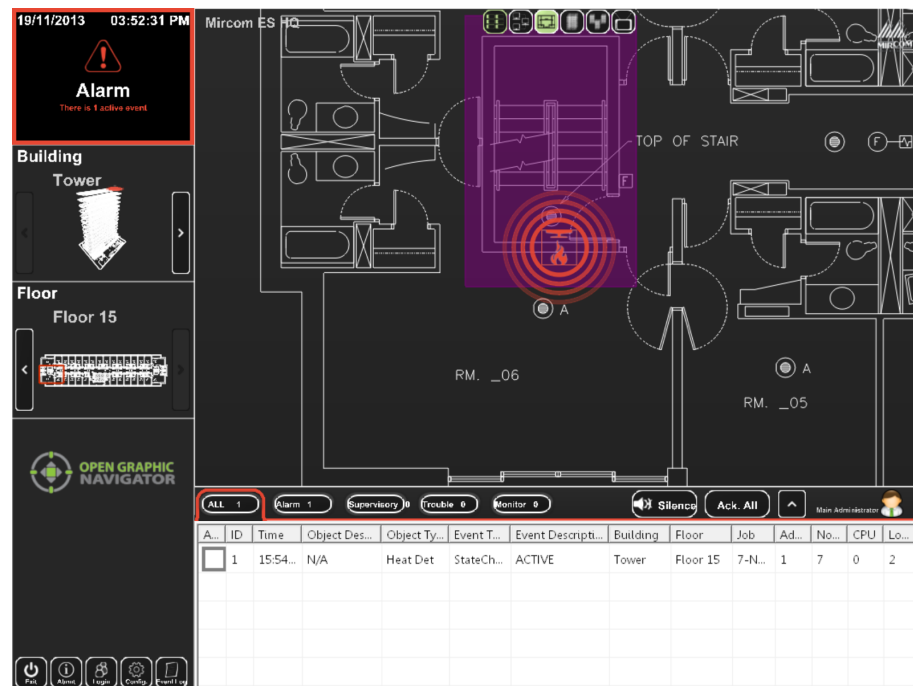


Figure 76 Active Events

When an event occurs, you can do the following things:

- View the object info.
- Go to the object.
- Acknowledge the event.
- View the Take Action message.
- Restore the event.

6.2.1 View the Object Info

- The Object Info appears in the Event List. If you hover the pointer over the object, the object info appears.

6.2.2 Go to the Object

1. Right-click the object in the Event List.
2. Click **Go to**.

OpenGN zooms to the floor where the object is.

6.2.3 Acknowledge the Event

When you acknowledge an event, the object stops flashing on the floor plan, and the event stops flashing in the Event List. Acknowledging affects OpenGN only; nothing changes on the panel.

There are two ways to acknowledge events.

- Select the corresponding checkbox in the **Ack** column.
- Click the **Ack All** button to acknowledge all events.

6.2.4 Acknowledge Restore Events

OpenGN displays a green restore event to indicate that the panel has restored an alarm, supervisory, or trouble. In Supervised mode (section 4.6 on page 58), you must acknowledge restore events. In Non-Supervised mode (section 4.6 on page 58), OpenGN acknowledges restore events automatically.

When a restore event is acknowledged either by the technician or by OpenGN, both the restore event and the event disappear from the event list.

6.2.5 View the Take Action Message

There are two ways to view the Take Action Message.

- Double-click the object in the Surveillance area.
- Right-click the object in the Event List, and then click **Take Action Message**.

6.2.6 Restoring the Event

When you restore an event, it disappears from the event list. Restoring affects OpenGN only; nothing changes on the panel.

- Right-click the object in the Event List, and then click **Restore**.

6.3 Using the Control Functions

The Switches View button in the Surveillance area (see section 3.3.1 on page 30) shows a grid where you can place annunciator switches. You can control the panel from here if the authority having jurisdiction allows it.

For example, you can place a Acknowledge switch in the Switches View, so that the operator can send an acknowledge command to the Fire Alarm Control Panel.

6.3.1 Supported Control Functions

Table 12 Supported Control Functions

Model	FleX-Net™	FleX-Net™ FX-4000	FX-3500, FX-3318	MR-2900, MR-2200	PRO-2000	FX-2000
Firmware version	11.11.14 12.1.45 12.2.37	1.10.1	3.0.16	22.12	5.51	2.14.10
Acknowledge				X	X	
Signal Silence	X	X		X		
System Reset	X	X		X	X	
Fire Drill	X	X				
Bypass	X			X	X	
Manual Evacuation	X	X				

To set up control functions

1. Go to Configuration Settings, and navigate to **Control Switches** in the Floor Selection.
2. In the Job Tree, expand the **System Switches** section.
3. Drag a system switch from the Job Tree to the Control Switches grid.

To use control functions

1. In the Surveillance Area, click the Switches View button.
2. Click a switch to send that command to the panel.
3. Click **Yes** in the window that appears.

6.3.2 Bypassing Objects

You can bypass an object in OpenGN. OpenGN sends a signal to the Fire Alarm Control Panel to bypass the object. The corresponding device will be shown as bypassed on the Fire Alarm Control Panel.

To bypass an object

- Right-click the object, and then select **Bypass**.

To unbyypass an object

- Right-click the object, and then select **Unbypass**.

Appendix A - Computer Configuration

This chapter describes some suggested Windows settings which will help OpenGN run smoothly.

Set the computer to never go to sleep

1. Click **Start**, click **Control Panel**, click **System**, then click **Power & Sleep**.
2. Click **Additional power settings**.
3. Beside the plan you are using, click **Change plan settings**.
4. Select **Never** for **Turn off the display**, and **Never** for **Put the computer to sleep**.

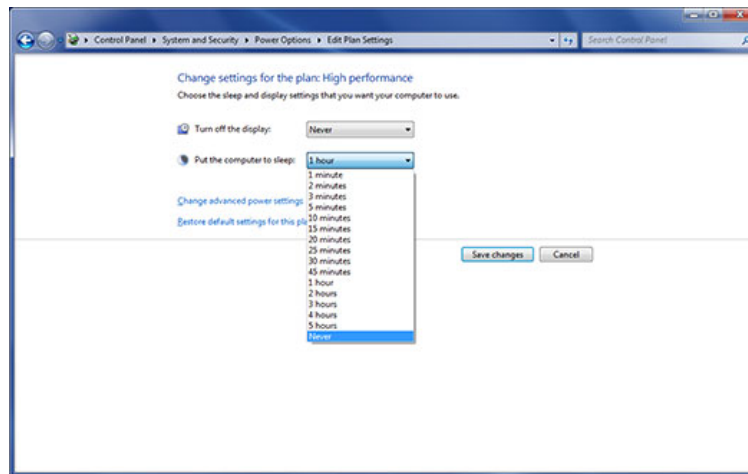


Figure 77 Power Options

5. Click **Change advanced power settings**.
6. Click the plus sign beside **Hard disk**, then **Turn off hard disk after**.
7. Click the arrow to change the setting to **Never**. This setting ensures that the hard disk will never turn off.

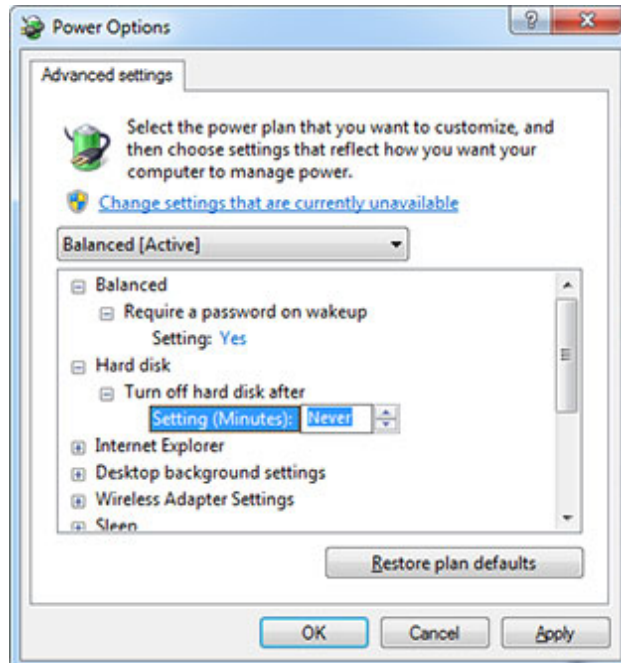


Figure 78 Power Options - Hard disk

8. Select **Sleep**, then **Sleep after**, and change the setting to **Never**.
9. Under **Hibernate after**, change the setting to **Never**. These settings ensure that the computer will never go to sleep.

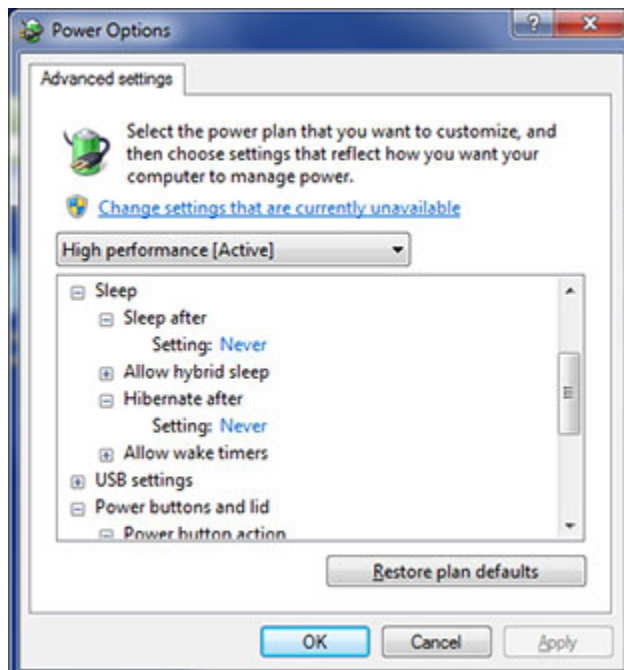


Figure 79 Power Options - Sleep

10. Under **Display**, change the setting to **Never**. This setting ensures that the display will never turn off.

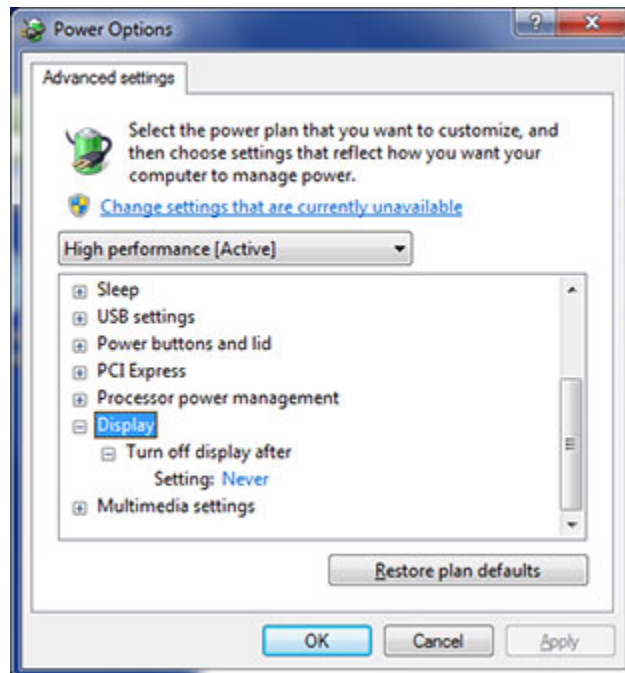


Figure 80 Power Options - Display

11. Click **OK**.

Appendix B - System Messages

System messages provide information about the connection settings and panel status.

Connection and Panel Status Messages

Table 13 lists the Connection and Panel Status messages that appear in the Status Area and are listed by the order in which OpenGN checks them.

For complete descriptions of the Status Message see Table 14.

Table 13 Status Message Type

Status Message	Status Message Type
Disconnected	Connection Status
No Jobs Imported	Connection Status
Alarm Active	Panel Status
Supervisory	Panel Status
Trouble	Panel Status
Monitor	Panel Status
Version Guid Mismatch	Connection Status
Unknown Panel Events	Connection Status
Unknown Heart Beat	Connection Status
System Normal	Panel Status and Connection Status

Status Message Descriptions

Table 14 contains images and complete descriptions of each possible Status Message. The status messages are listed in alphabetical order.

Table 14 Connection and Panel Status Messages

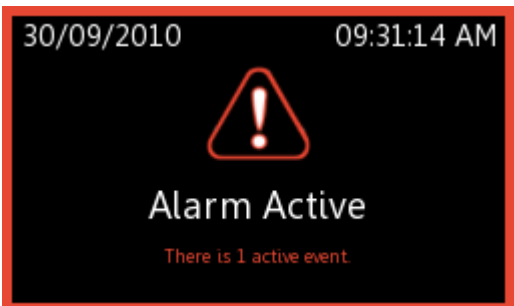
Status Message Image	Status Message Description
	<p>Alarm Active</p> <p>The Alarm Active message appears when a fire alarm is initiated by high priority designated objects, such as, smoke detectors, ion detectors, heat detectors, sprinkler flow switches, manual stations and other objects configured to detect fire.</p>

Table 14 Connection and Panel Status Messages (Continued)

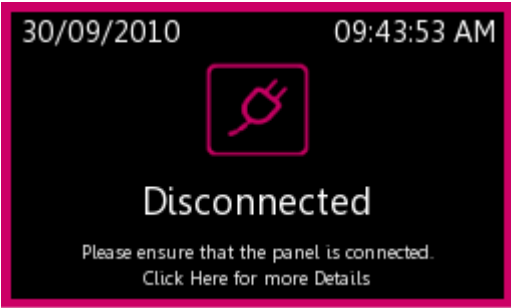
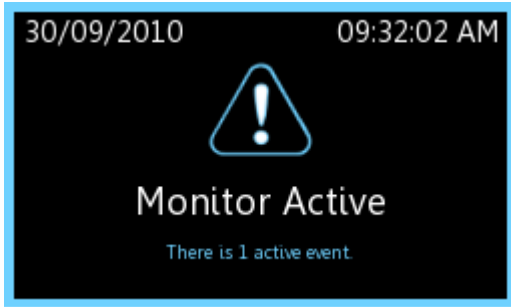
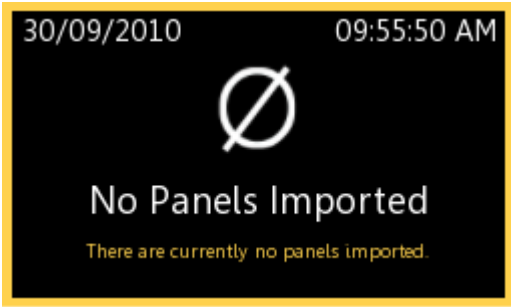

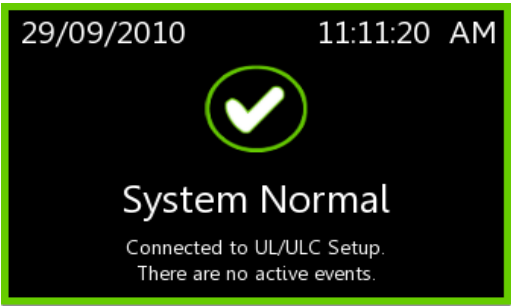
Status Message Image	Status Message Description
 <p>The image shows a black background with a pink border. At the top left is the date '30/09/2010' and at the top right is the time '09:43:53 AM'. In the center is a pink icon of a plug with a diagonal slash through it. Below the icon, the word 'Disconnected' is written in large white text. At the bottom, in smaller white text, it says 'Please ensure that the panel is connected.' and 'Click Here for more Details'.</p>	<p>Disconnected</p> <p>The Disconnected message indicates that the panel is disconnected from the system. This message appears when at least one Job is imported and the job file is not received from the OpenGN Gateway.</p> <p>In addition to this message, an alert appears in the Event List.</p>
 <p>The image shows a black background with a blue border. At the top left is the date '30/09/2010' and at the top right is the time '09:32:02 AM'. In the center is a blue icon of a triangle with an exclamation mark inside. Below the icon, the words 'Monitor Active' are written in large white text. At the bottom, in smaller blue text, it says 'There is 1 active event.'</p>	<p>Monitor Active</p> <p>The Monitor message is initiated from panels containing this function by lower priority designated objects such as telephones. The fire department or monitoring company is not notified.</p>
 <p>The image shows a black background with a yellow border. At the top left is the date '30/09/2010' and at the top right is the time '09:55:50 AM'. In the center is a white icon of a circle with a diagonal slash through it. Below the icon, the words 'No Panels Imported' are written in large white text. At the bottom, in smaller yellow text, it says 'There are currently no panels imported.'</p>	<p>No Panels Imported</p> <p>This message appears when there is no imported job file.</p>
 <p>The image shows a black background with an orange border. At the top left is the date '30/09/2010' and at the top right is the time '09:30:12 AM'. In the center is an orange icon of a triangle with an exclamation mark inside. Below the icon, the words 'Supervisory Active' are written in large white text. At the bottom, in smaller orange text, it says 'There is 1 active event.'</p>	<p>Supervisory Active</p> <p>The Supervisory message indicates that a component of the fire detection system is disabled due to a manual error, such as a closed fire sprinkler valve or active tamper switch. Objects designated as a lower priority can also trigger a Supervisory alarm.</p>
 <p>The image shows a black background with a green border. At the top left is the date '29/09/2010' and at the top right is the time '11:11:20 AM'. In the center is a green icon of a circle with a checkmark inside. Below the icon, the words 'System Normal' are written in large white text. At the bottom, in smaller green text, it says 'Connected to UL/ULC Setup.' and 'There are no active events.'</p>	<p>System Normal</p> <p>Once connection is established, both Job Unique ID and Job Version are identified, The job file is imported and there are no alarms. The system is normal.</p>

Table 14 Connection and Panel Status Messages (Continued)

Status Message Image	Status Message Description
 <p>The image shows a black screen with a yellow border. At the top left is the date '29/09/2010' and at the top right is the time '01:39:12 PM'. In the center is a yellow warning triangle with a black exclamation mark. Below the triangle, the text 'Trouble Active' is displayed in white, and at the bottom, 'There are 3 active events.' is shown in yellow.</p>	<p>Trouble Active</p> <p>The Trouble message indicates that a fault or defect exists on the panel, such as a panel electrical problem, malfunctioning or disabled smoke detector, a disabled or disconnected zone, backup battery low power, ground faults, or short or open circuits.</p>
 <p>The image shows a black screen with a purple border. At the top left is the date '30/09/2010' and at the top right is the time '09:40:10 AM'. In the center is a purple heartbeat line graphic. Below the graphic, the text 'Unknown Heartbeat' is displayed in white, followed by 'An unrecognized heartbeat was received. Ensure the panel is imported before connecting.' in smaller white text.</p>	<p>Unknown Heartbeat</p> <p>The panel sends a packet of data to the OpenGN Gateway on a periodic basis. This packet of data is called the heartbeat. OpenGN compares the heartbeat to the information in the database.</p> <p>An Unknown Heartbeat message indicates that panel sending the message may not exist in the database.</p>
 <p>The image shows a black screen with a blue border. At the top left is the date '30/09/2010' and at the top right is the time '09:33:04 AM'. In the center is a blue question mark inside a circle. Below the circle, the text 'Unknown Panel Event' is displayed in white, followed by 'An unrecognized panel triggered an event. Ensure the panel is imported.' in smaller white text.</p>	<p>Unknown Panel Event</p> <p>This message appears when the Panel GUID does not match the version in the OpenGN database. This message requires a physical connection and a successful job file import in order to appear.</p>
 <p>The image shows a black screen with an orange border. At the top left is the date '30/09/2010' and at the top right is the time '09:53:58 AM'. In the center is a graphic of the text '101111', '001011', '101111', and '001101' arranged in a square pattern. Below the graphic, the text 'Version Guid Mismatch' is displayed in white, followed by 'An unrecognized Version Guid was received. Ensure the imported panel is up-to-date.' in smaller white text.</p>	<p>Version Guid Mismatch</p> <p>This message appears when the Version GUID does not match the version in the OpenGN database. This message requires a physical connection, a successful job file import and valid Panel GUID in order to appear.</p>

Appendix C - Network Topologies

Figure 81 shows the various ways that OpenGN can be connected.

A FleX-Net™ system can be connected to the OpenGN Gateway computer directly or through a switch. If it is connected directly, then it must be connected to a dedicated network interface card (NIC) on the OpenGN Gateway computer. In Figure 81, the OpenGN Gateway computer has 4 network interface cards because it is connected directly to 3 FleX-Net™ systems, and it is also connected to a switch.

The primary OpenGN can be run on the same computer as the OpenGN Gateway, or on a different computer.

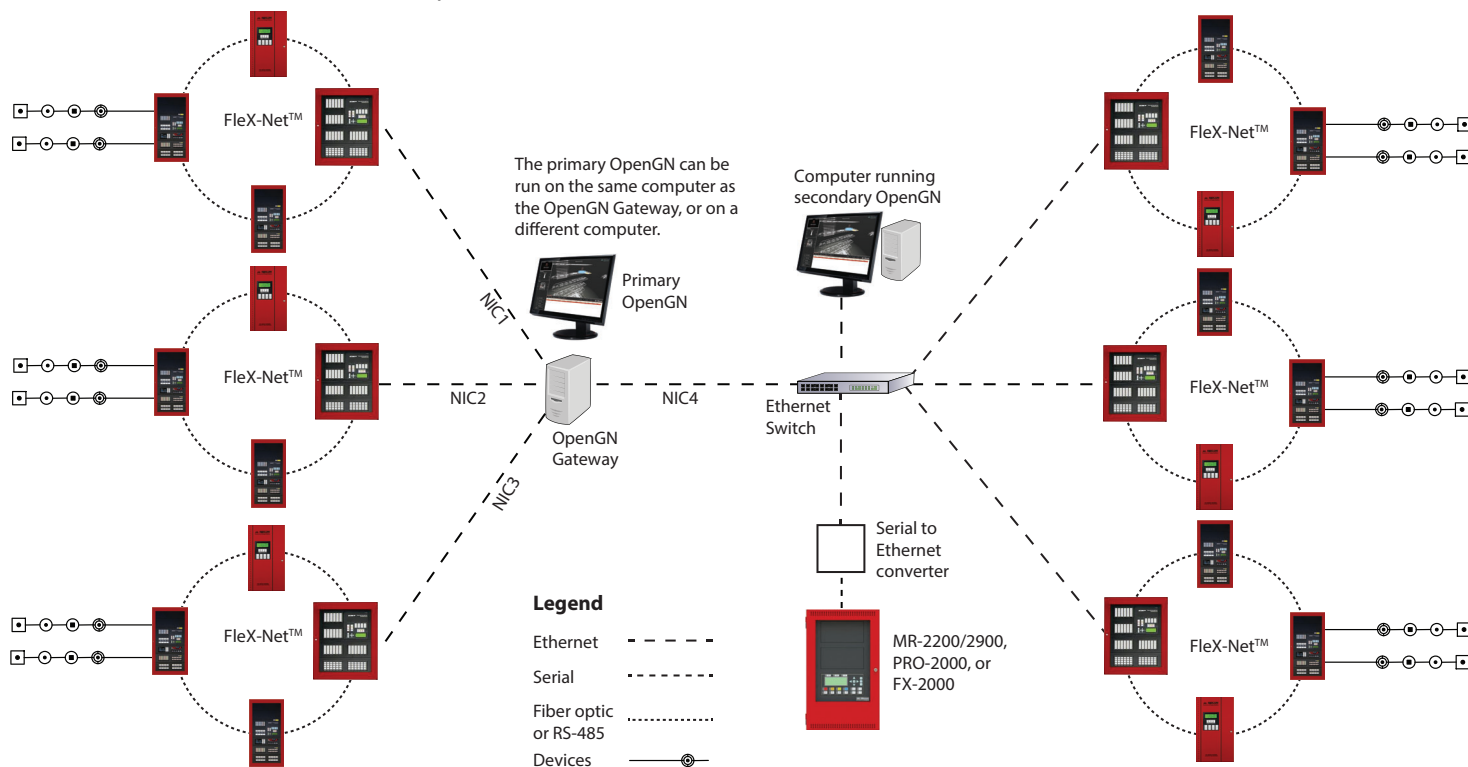


Figure 81 Networking OpenGN

Appendix D - Monitoring Instances

The instructions below describe how to set up a second instance of OpenGN as shown in Figure 81 on page 104. These instructions assume that you have already configured the first instance of OpenGN and the OpenGN Gateway as described in Chapter 3 on page 36.

To set up a monitoring instance

1. Install OpenGN on a computer on the same network as the first instance of OpenGN as described in chapter 2.

In the **Choose Setup Type** window, click **Custom**.

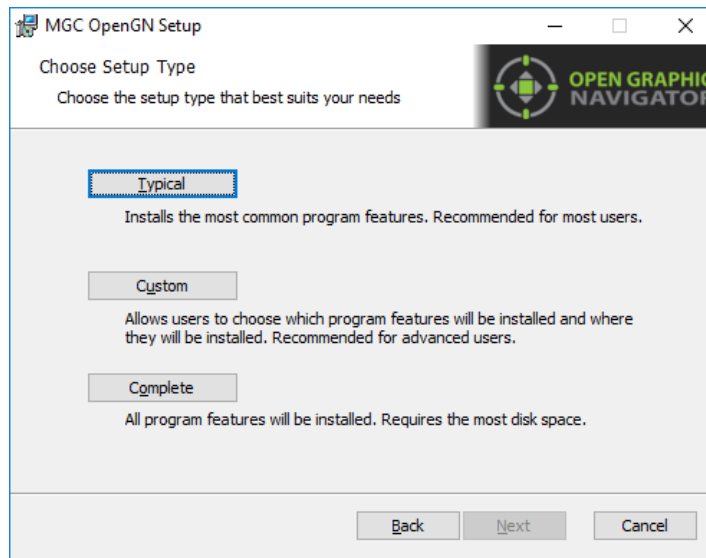


Figure 82 Choose Setup Type

2. Double-click **OpenGN**.

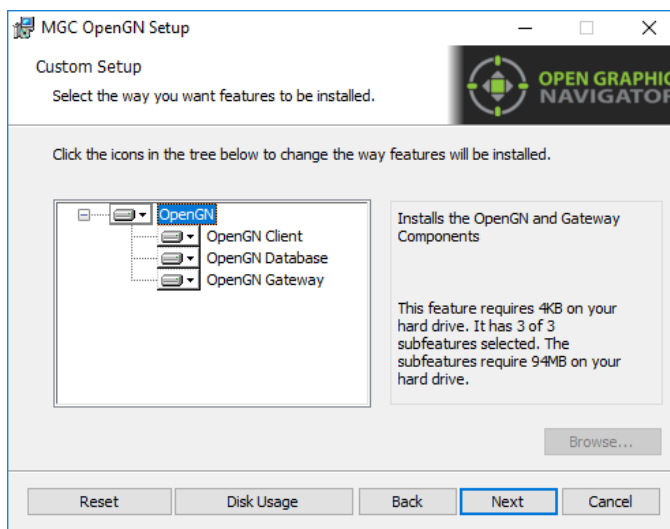


Figure 83 Custom Setup

3. Click the menu beside **OpenGN Gateway**, then select **Entire feature will be unavailable**.
4. Click **Next**.

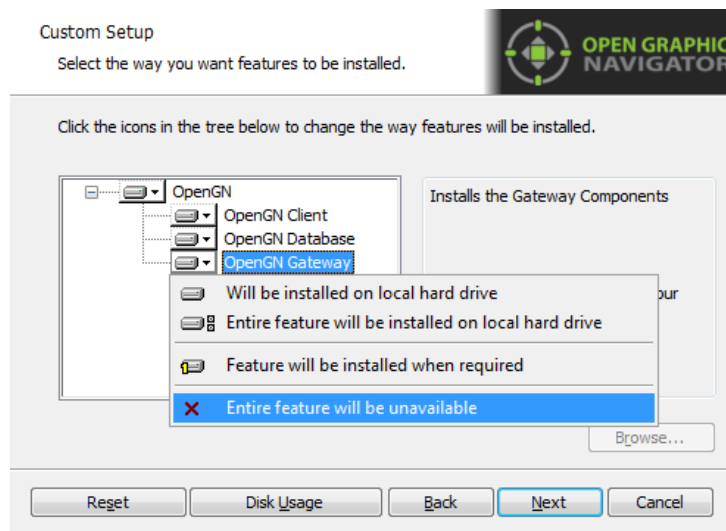



Figure 84 Custom Setup

5. After you install OpenGN, import the job file into OpenGN as described in the document specific to your panel:
 - LT-6622 OpenGN to Flex-Net™ Connection Instructions
 - LT-6703 OpenGN to Flex-Net™ FX-4000 Connection Instructions
 - LT-6621 OpenGN to FX-3500 and FX-3318 Connection Instructions
 - LT-6620 OpenGN to PRO-2000 Connection Instructions
 - LT-6055 OpenGN to MR-2200/2900 Connection Instructions
 - LT-1105 OpenGN to FX-2000 Connection Instructions



Note: Each instance of OpenGN requires the same job file, and a Codemeter USB key connected to the computer.

To configure the OpenGN Gateway with the monitoring instance

1. In the OpenGN Gateway window, Click the + button. 

The Adapter Configuration window appears.

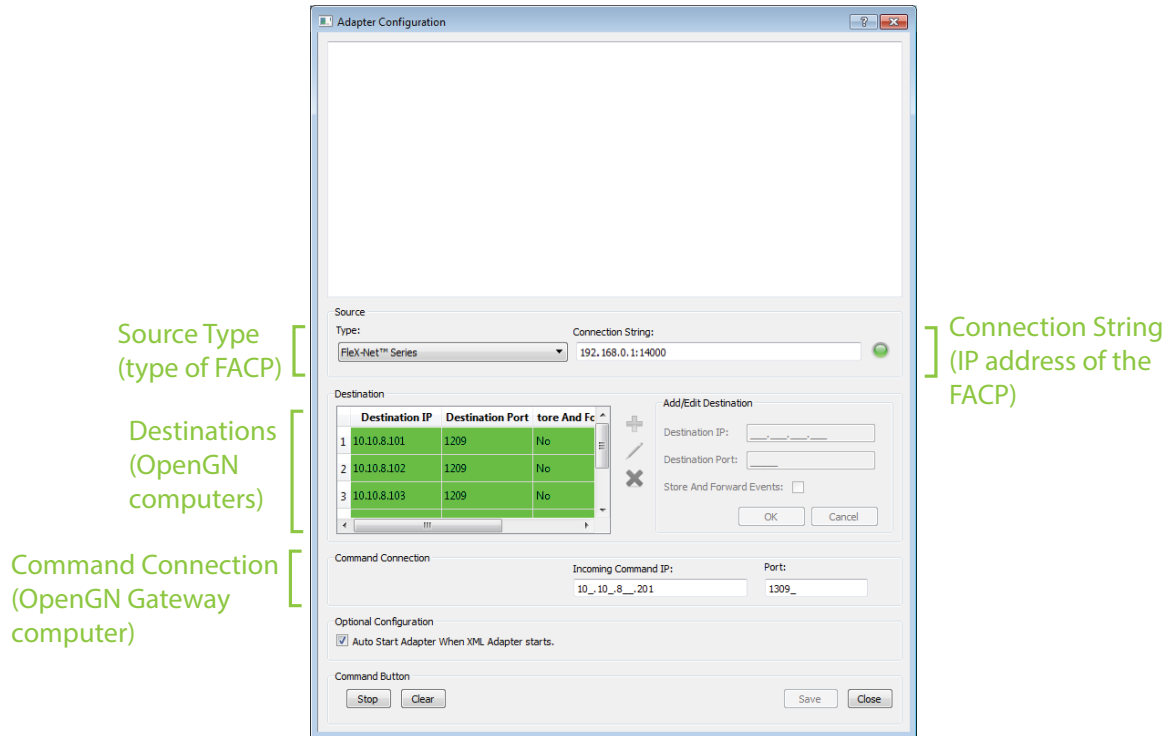

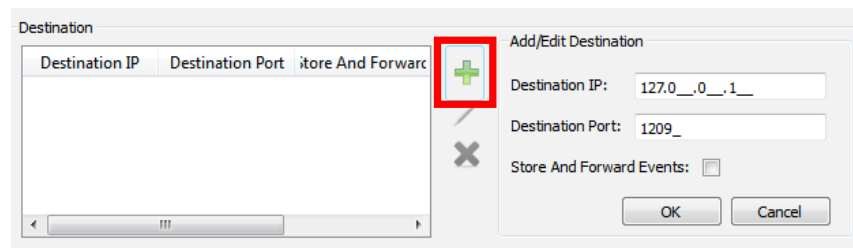


Figure 85 OpenGN Gateway Connected to 3 Instances of OpenGN

2. Click the green + button  under Destination and provide the following information for the second instance of OpenGN:



Destination IP

The IP address of the computer that the second instance of OpenGN is installed on.

Destination Port

1209

Store and Forward Events

Reserved for future use.

Figure 86 Destination

3. Click **OK**.

The Destination appears in the **Destination** field on the left.

4. Click **Save** at the bottom of the Adapter Configuration window.

Appendix E - Input Object and Assorted Status Types

Input Object Types

Table 15 lists the various types of input objects. This list is not exhaustive.

- | | | |
|-------------------|-------------------------------------|----------------------|
| • Default | • Fire Phone Input | • Conventional Relay |
| • Ion Input | • Addressable Output Signal | • Conventional Phone |
| • Photo Input | • Relay Driving Signal | • Voice Line |
| • Heat Input | • Relay | • Amplifier |
| • Input Module | • Conventional Alarm Input | • Remote Switch |
| • Laser Input | • Conventional Output Signal | • Addressable Relay |
| • Acclimate Input | • Conventional Relay Driving Signal | |

Table 15 Input Object Types

Object Icons

The following figure shows the object icons bundled with OpenGN.



Figure 87 Object Icons

Job Status Types (for FleX-Net™ panels only)

Table 16 lists the various Job Status types.

- | | | |
|----------------------|-----------------------|------------------------------|
| • Alarm Ack | • Common Trouble | • Sig Sil Inhibit |
| • Alarm Xmit Active | • Evac Active | • Sig Silence Pulse |
| • Alert Active | • Fire Drill | • Signal Silence |
| • All Call | • Ground Fault | • Signals Active |
| • All Call Minus | • Latched Relays | • Silenceable Opts Act |
| • Alm Buzzer | • New Alarm Active | • Spv Buzzer |
| • Alm Buzzer Silence | • Off Hours | • Spv Buzzer Silence |
| • Amp Trouble | • Page by Phone | • Subsequent Alarm |
| • Auto Day/Night | • Page to Alert | • Sys Reset |
| • Auto Ga Timing | • Page Inhibit | • Sys Reset Inactive |
| • Auto SS Timing | • Page to Evac | • Telephone Call in |
| • Auto Suite Resound | • Page Ready | • Telephone Call In Silenced |
| • Aux Disc | • Paging Active | • Telephone Trouble |
| • Aux Reset Pulse | • Page by Phone | • Total Evacuation |
| • Common Alarm | • Pre-Alarm Active | • Trb Buzzer |
| • Common Monitor | • Pre-Tone Active | • Trb Buzzer Silence |
| • Common Supv | • Relay Auto Test Act | • Trouble Xmit Active |

Table 16 Job Status Types

Node Status (for FleX-Net™ panels only)

Table 17 lists the various Node Status types.

- | | | |
|----------------------|-------------------------|-------------------------|
| • AC On | • Node Ground Fault | • Node Sys Reset Active |
| • Alm Relay Active | • Node Maint. Alert | • Node Tel Call In |
| • Audible Walktest | • Node Monitor | • Node Trbl Xmit Active |
| • Microphone Trouble | • Node Pre-alarm | • Node Trouble |
| • Node Active | • Node Relay Auto Test | • Node Wflw Retard |
| • Node Alarm | • Node PTT Pressed | • Page Ready |
| • Node Alarm Verif | • Node Signal Silence | • Pre-Tone Active |
| • Node Alert Active | • Node Signals Active | • Silent Walktest |
| • Node Amp Trouble | • Node Subsequent Alarm | • Spv Relay Active |
| • Node Call Control | • Node Supv | • Trb Relay Active |
| • Node Evac Active | | |

Table 17 Node Status Types

Connection Status Conditions

Table 18 shows the conditions that generate system messages.

		Conditions			
		Job file Successfully imported	Physical Connection established	Panel GUID Validated	Version GUID Validated
Message	Disconnected	Yes	No	N/A	N/A
	No Panels Imported	No	No	N/A	N/A
	Version GUID Mismatch	Yes	Yes	Yes	No
	Unknown Panel Events	N/A	Yes	No	N/A
	Unknown Heart Beat	N/A	Yes	No	N/A
	System Normal	Yes	Yes	Yes	Yes

Table 18 Connection Status Conditions

Appendix F - Troubleshooting FAQ

Frequently Asked Questions

Q: How do I back up the database?

A: Follow the instructions in section 4.11.2 on page 69 to back up the database.

Backing up the database regularly is recommended.

Q: How do I resynchronize OpenGN if the system goes down?

A: If the panel goes down or if OpenGN quits unexpectedly, follow these instructions.

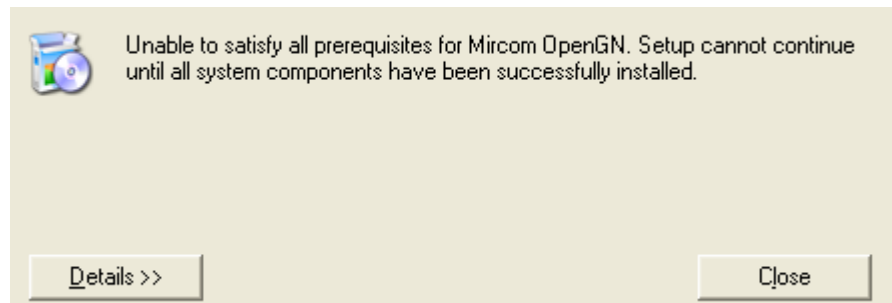
1. Close OpenGN if it is open.
2. Close the OpenGN Gateway.
3. Restart the computer.
4. Restart the OpenGN Gateway.
5. Restart OpenGN.
6. Perform a network restart on the panel.

OpenGN should reconnect to the panel and receive any events that the panel sent while OpenGN was down.

Q: Why is the text on the screen jumbled?

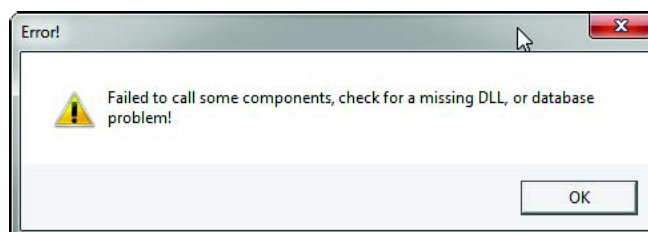
A: This is a known issue with some Intel graphics cards. Update your drivers to solve this issue.



Q: Why does my installation fail and I receive this message?



A: Click the **Details** button. If you see the message **Administrator permissions are required**, install the application using a user profile that has Administrator rights.

Q: When I attempt to run OpenGN why do I receive the following message?



- A:** Ensure that you are running OpenGN with Administrator rights.
- Q:** Why is OpenGN telling me that I only have a Demo version when I have purchased a licensed version?
- A:** Ensure that your CodeMeter USB key has been programmed and is connected to the computer running OpenGN.
- Q:** How do I place more than 6 buildings?
- A:** Only the top 6 buildings are visible in the Campus View. However, all the buildings are visible in Surveillance mode. If you have more than 6 buildings, follow these instructions.
1. In Campus View in the Configuration window, place and size the visible buildings as desired.
 2. Click **Settings**, and then click **Campus Settings**.
 3. In the **Buildings** section, select the building at the bottom of the list, and then click the Up arrow  to move the selected building to the top of the list.
 4. Click Close.
 5. Click the **Campus View** button  at the top of the Configuration window.
The building that you moved is now visible.
 6. Move and resize the new building as desired.
 7. Repeat steps 2 to 6 for each building after the 6th building.
- Q:** OpenGN does not start.
- A:** Follow the instructions in Appendix I - Installing and Uninstalling OpenGN on page 126 to restore the database from a backup.

Appendix G - Importing a Revised CAD Drawing

If the CAD drawings for your floor plans change, you can import revised CAD drawings into OpenGN.



Attention: These instructions should be completed by someone familiar with CAD software.

1 Import the new CAD drawing into DraftSight

To download and install the latest version of DraftSight

1. Open a web browser and go to <http://www.3ds.com/products-services/draftsight-cad-software/free-download/>
2. Click **Download**.
3. After the download, run and complete the install application.

To import the drawing into DraftSight

1. In DraftSight, click **File > Open** and open the original CAD drawing.
2. Click **File > Open** and open the new CAD drawing into the original CAD file.

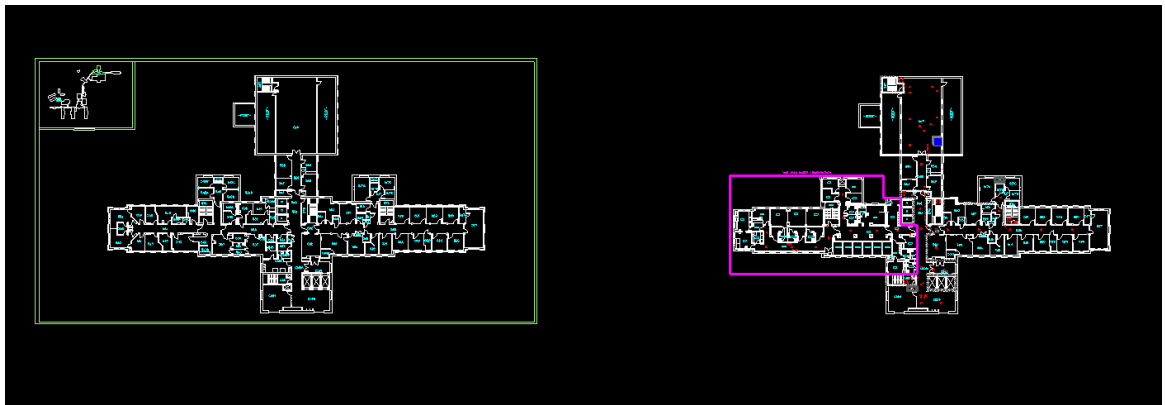


Figure 88 New and Old CAD Drawings

3. Click **Format > Layer**.
4. Unselect the layers in the new CAD drawing that you do not want to show in OpenGN.

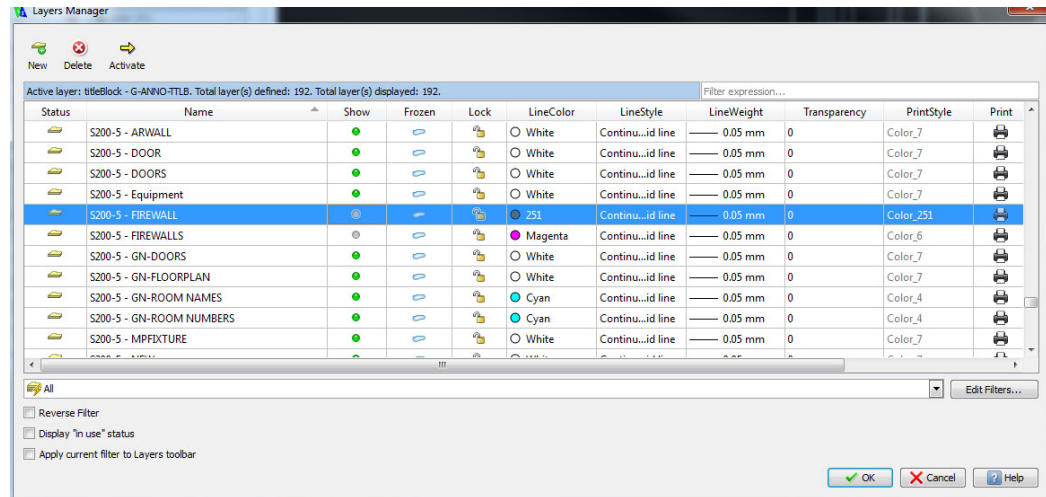


Figure 89 Hide layers

2 Align the new drawing with the original drawing

1. Select the original CAD drawing, then right-click and select **Entity Group > Quick Group**.

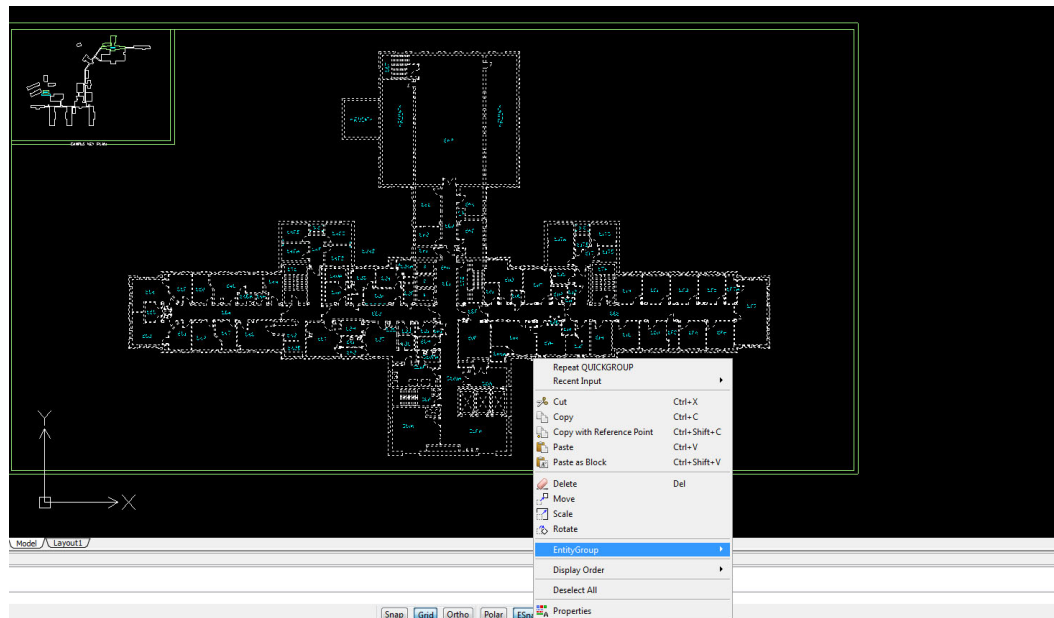


Figure 90 Entity Group

2. Right-click the new CAD drawing, and select **Cut**.
3. Paste the new CAD drawing on top of the original drawing, making sure that the new drawing has the same coordinates as the original drawing.

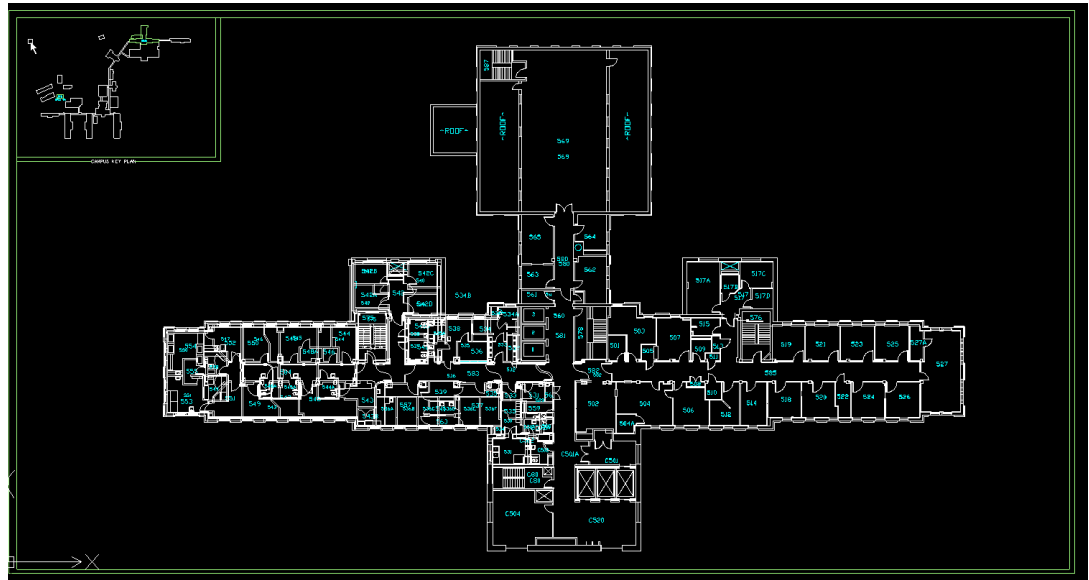


Figure 91 New Drawing on Top of Old Drawing

4. Select the original drawing, and press the Delete key.
The new CAD drawing should now have the same coordinates as the original drawing.

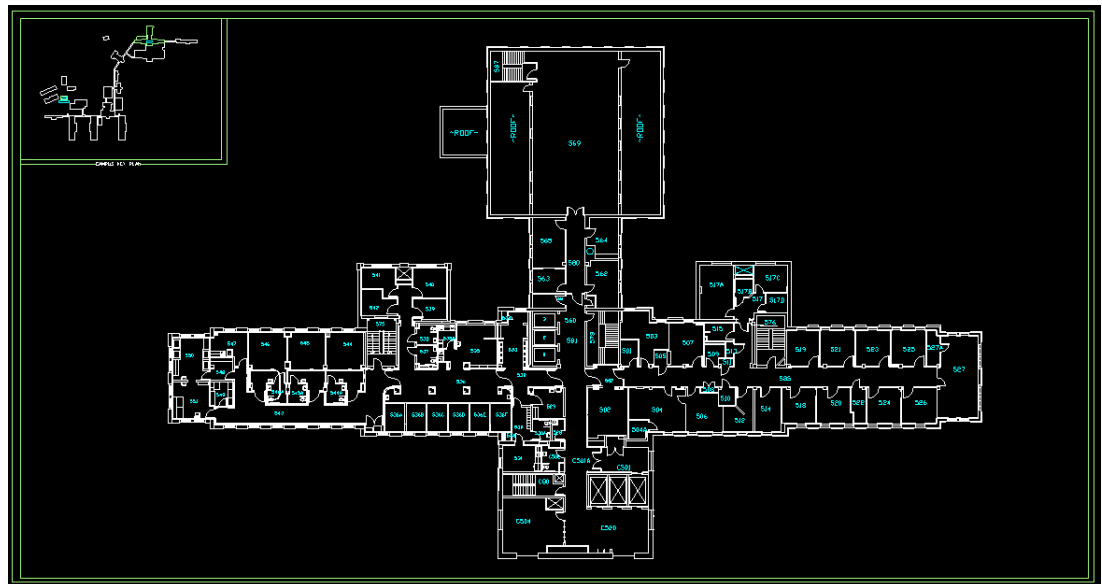


Figure 92 New Drawing

3 Remove the non-essential objects

1. Enable the layers that were previously hidden.

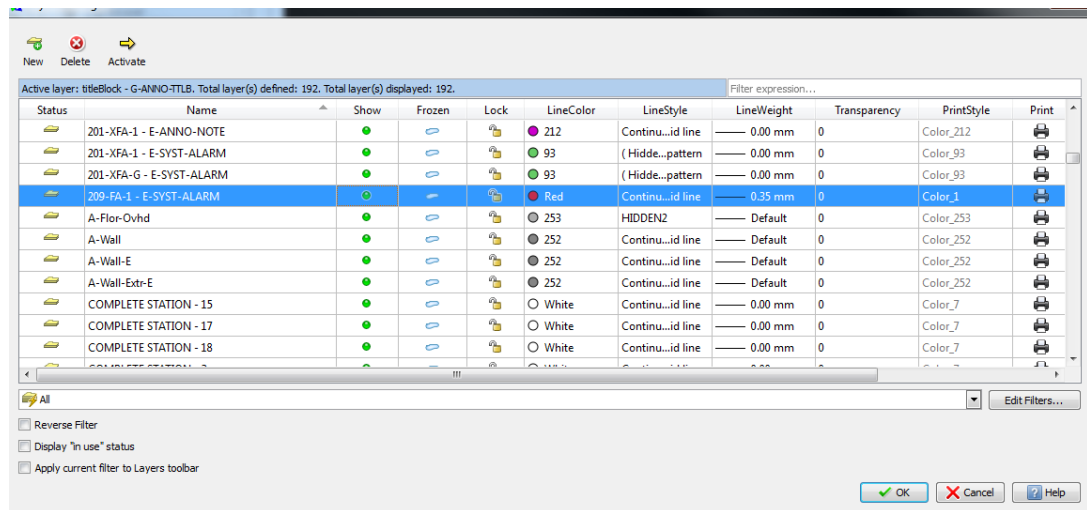


Figure 93 Show Layers

2. Delete the non-essential objects.

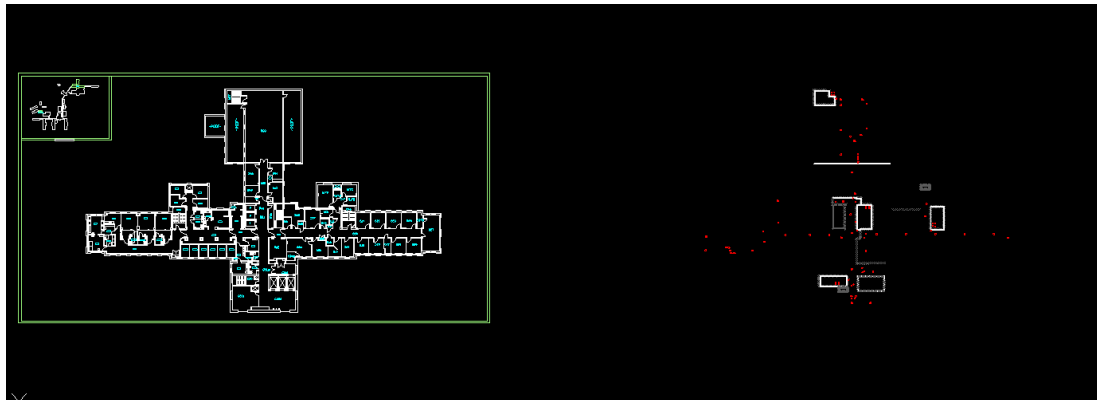


Figure 94 Non-Essential Objects

3. Double click the mouse wheel to automatically display the file to the outer drawing limits.
4. Make sure that all non-essential objects have been removed. Any objects not removed may affect the overall drawing scale.
5. Select **File > Export > Export**.

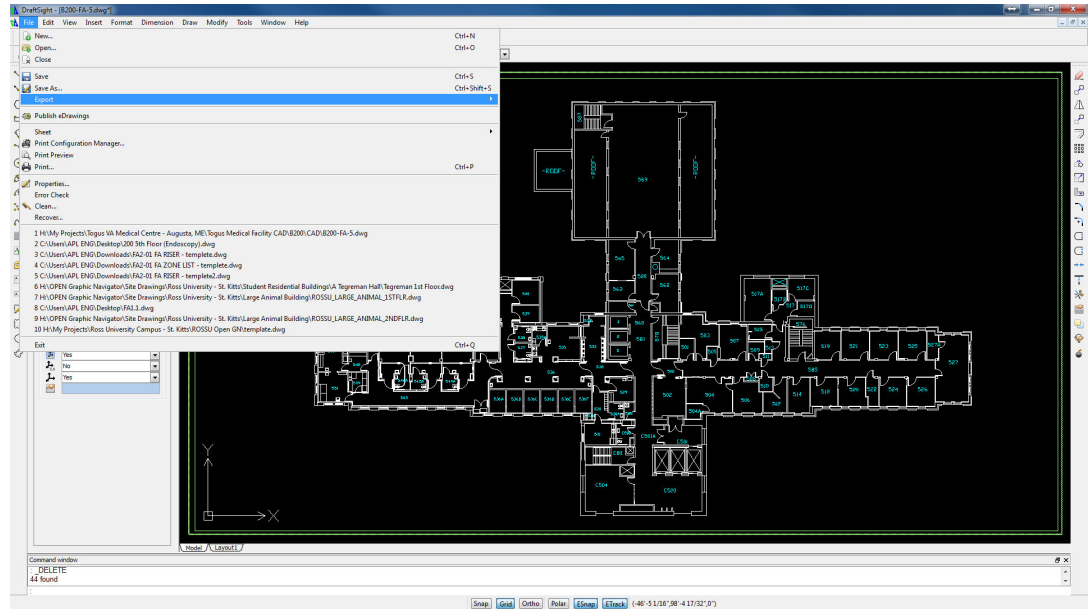


Figure 95 Export

6. Change the file type to **Scalable Vector Graphics Format (SVG)**.
7. Click **Save**.

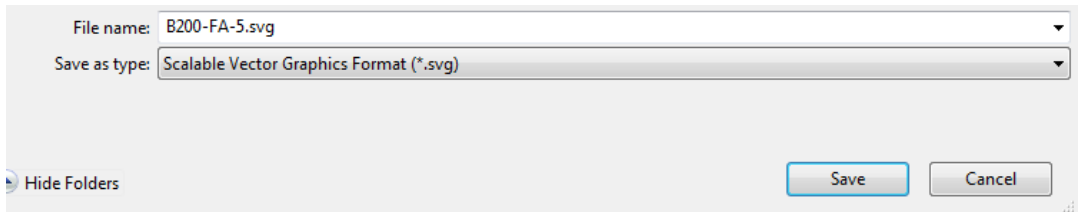


Figure 96 Save as Scalable Vector Graphics Format (SVG)

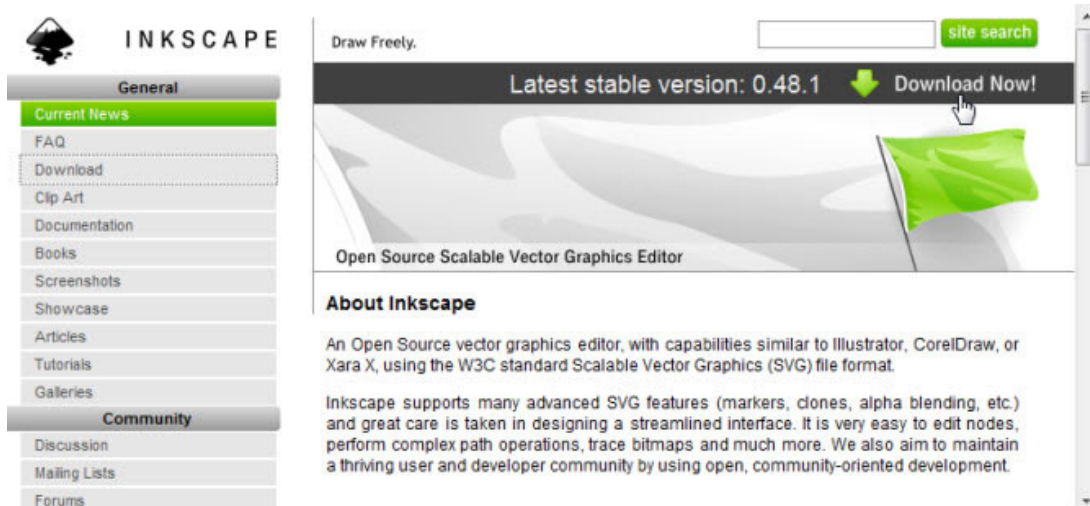
4 Remove the background and border in Inkscape

The instructions in this section are for cosmetic purposes and are not required.

Inkscape is an Open Source vector graphics editor, with capabilities similar to Illustrator, CorelDraw, or Xara X, using the scalable vector graphics (SVG) file format.

To download and install the latest version of Inkscape

1. Open a web browser and go to **www.inkscape.org**.
2. Click **Download Now**.



3. After the download, run and complete the install application.

To remove the background and border in Inkscape

1. In Inkscape, click **File > Import** and import the SVG file.

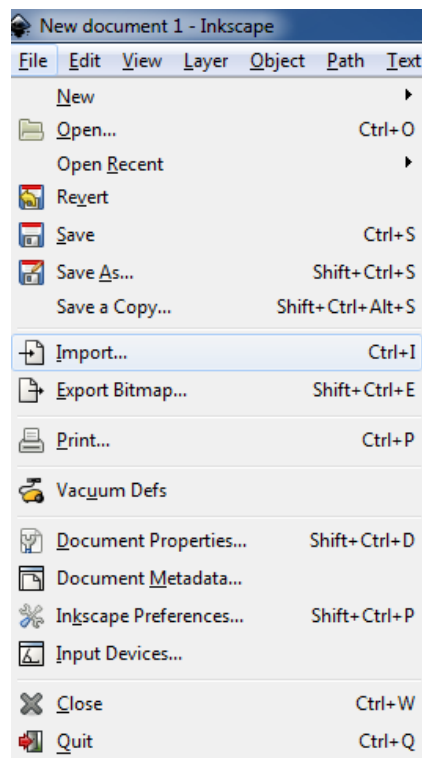


Figure 97 Inkscape Import

2. Click **File > Document Properties**.

The **Document Properties** window appears.

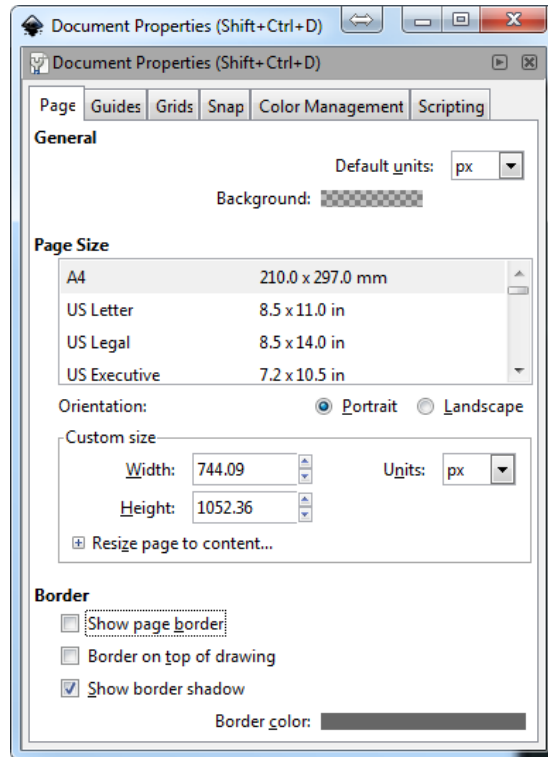


Figure 98 Document Properties

3. Unselect **Show page border**.
4. Close the **Document Properties** window.
5. Select the **Zoom to fit drawing in window** icon.

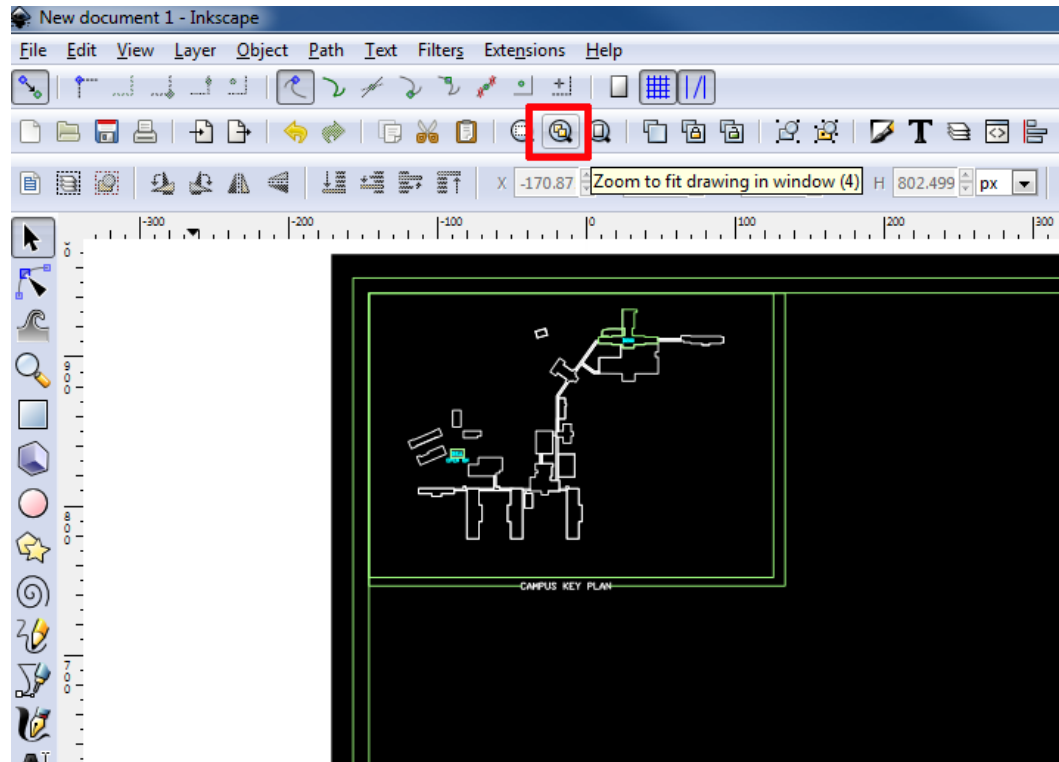


Figure 99 Zoom to Fit Drawing in Window

6. Select the black background near the corner so that the arrow icons appears at the corners as shown in Figure 100.

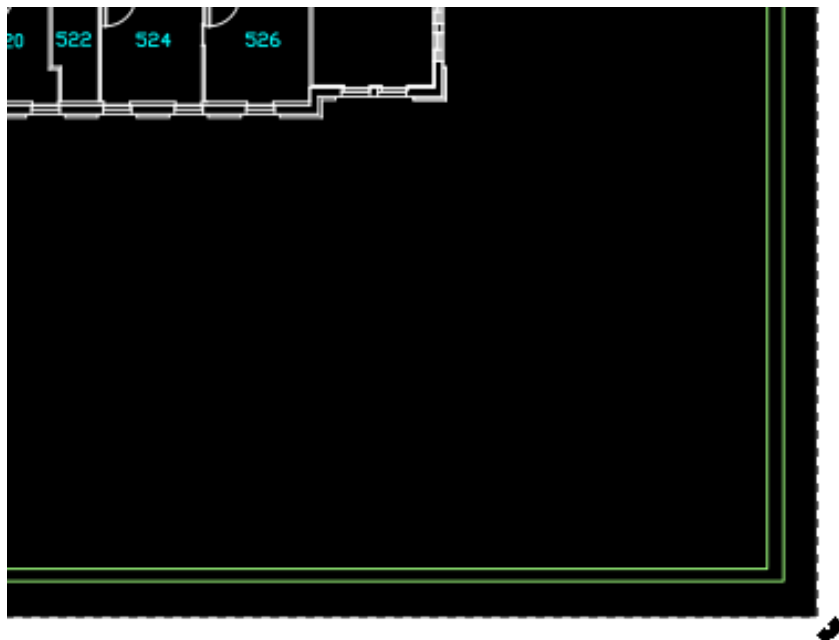
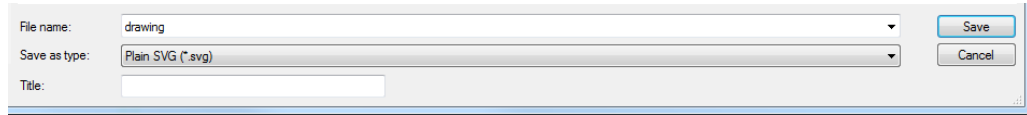


Figure 100 Select the Black Background Near the Corner

7. Press the Delete key to remove the background.
The SVG file should now have no background.
8. Select **File > Save As**, and save the file in **Plain SVG** format.



File name: drawing

Save as type: Plain SVG (*.svg)

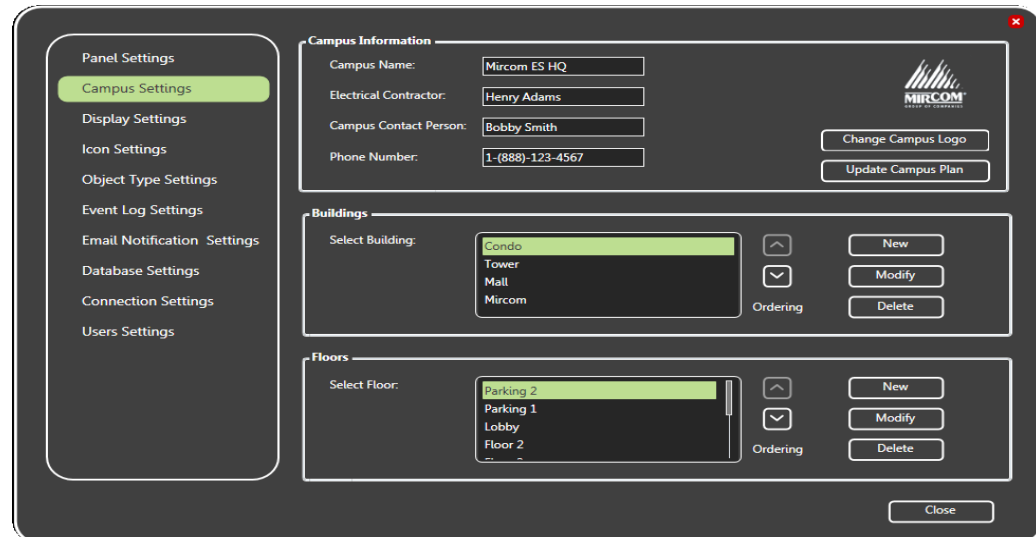
Title:

Save Cancel

Figure 101 Save in Plain SVG format

5 Import the SVG file into OpenGN

1. In OpenGN, click the **Config** button from the Main Display window, and then click **Yes** to go to the configuration section.
2. Click **Settings > Campus Settings**.
3. Select the floor plan that you want to change.
4. Click **Modify**.



Panel Settings

- Campus Settings**
- Display Settings
- Icon Settings
- Object Type Settings
- Event Log Settings
- Email Notification Settings
- Database Settings
- Connection Settings
- Users Settings

Campus Information

Campus Name: Mircom ES HQ

Electrical Contractor: Henry Adams

Campus Contact Person: Bobby Smith

Phone Number: 1-(888)-123-4567

Change Campus Logo

Update Campus Plan

Buildings

Select Building: Condo

Tower

Mall

Mircom

Ordering

New

Modify

Delete

Floors

Select Floor: Parking 2

Parking 1

Lobby

Floor 2

Ordering

New

Modify

Delete

Close

Figure 102 OpenGN Campus Settings

5. Click **Select Floor Plan**, and select the new SVG file.

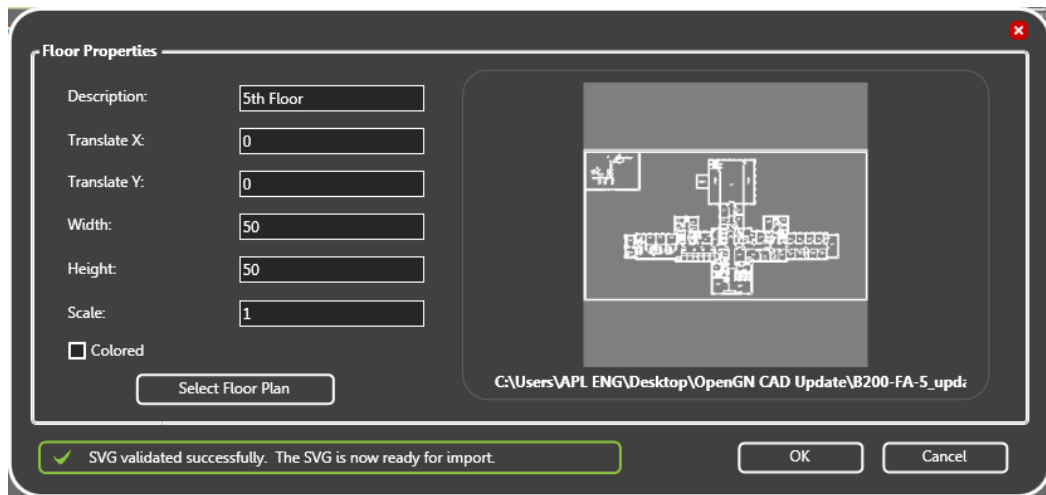


Figure 103 Floor Properties

6. Click **OK**.
OpenGN restarts.
7. Ensure that previous device placements have not changed, and modify any object placements that may have shifted with the floor plan update.

Appendix H - Converting PDF files to SVG files

OpenGN works best with SVG (scalable vector graphics) files. To convert PDF files to SVG file format, MGC recommends using either of the following applications:

- Inkscape
- Adobe Illustrator

Using Inkscape

Inkscape is an Open Source vector graphics editor, with capabilities similar to Illustrator, CorelDraw, or Xara X, using the W3C standard Scalable Vector Graphics (SVG) file format.

To download and install the latest stable version of Inkscape

1. Open a web browser and go to **www.inkscape.org**.
2. Click **Download Now**.



Figure 104 Download Inkscape

3. After the download, run and complete the install application.

To convert a PDF file to SVG format using Inkscape

1. Start Inkscape.
2. Click **File > Open**.

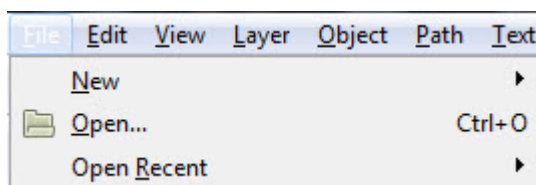


Figure 105 Inkscape File > Open

3. Browse to the desired file and click **Open**.

The PDF Import window appears.

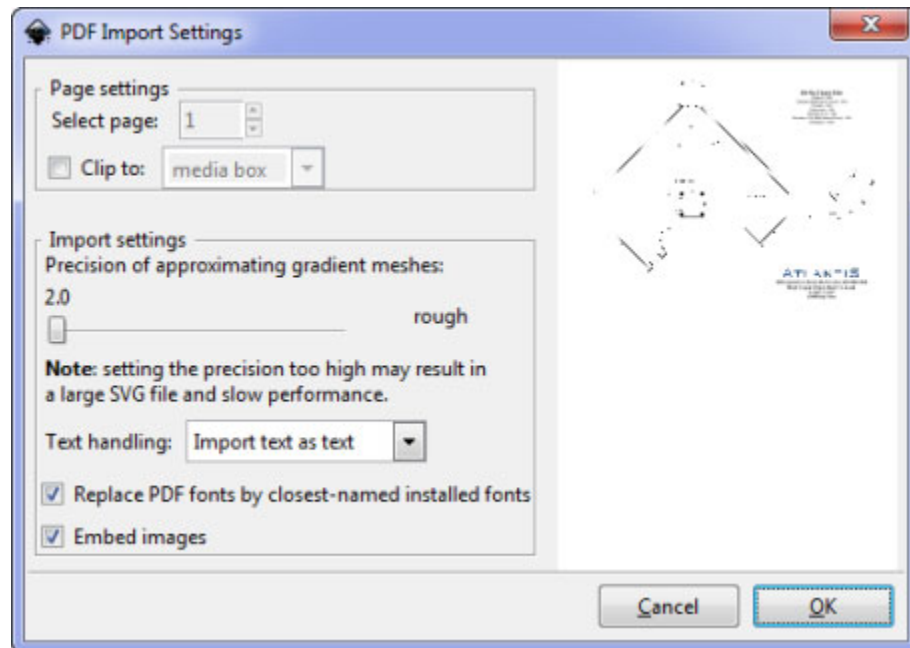


Figure 106 Inkscape PDF Import Settings

4. If the PDF has multiple pages, select the desired page from the Select page section.

The page will be previewed on the right side of the window.

5. Click **OK**.

The file opens in Inkscape.

6. Click **File > Save As**.

The “Select file to save to” window opens.

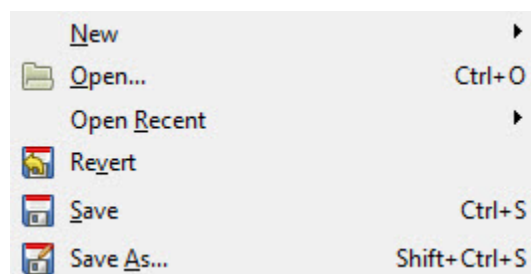


Figure 107 Inkscape File > Save As

7. Enter the desired name of the file. Ensure that **Save as type** is either **Inkscape SVG (*.svg)** or **Plain SVG (*.svg)**.
8. Click **Save**.

The file is now ready for import into OpenGN.

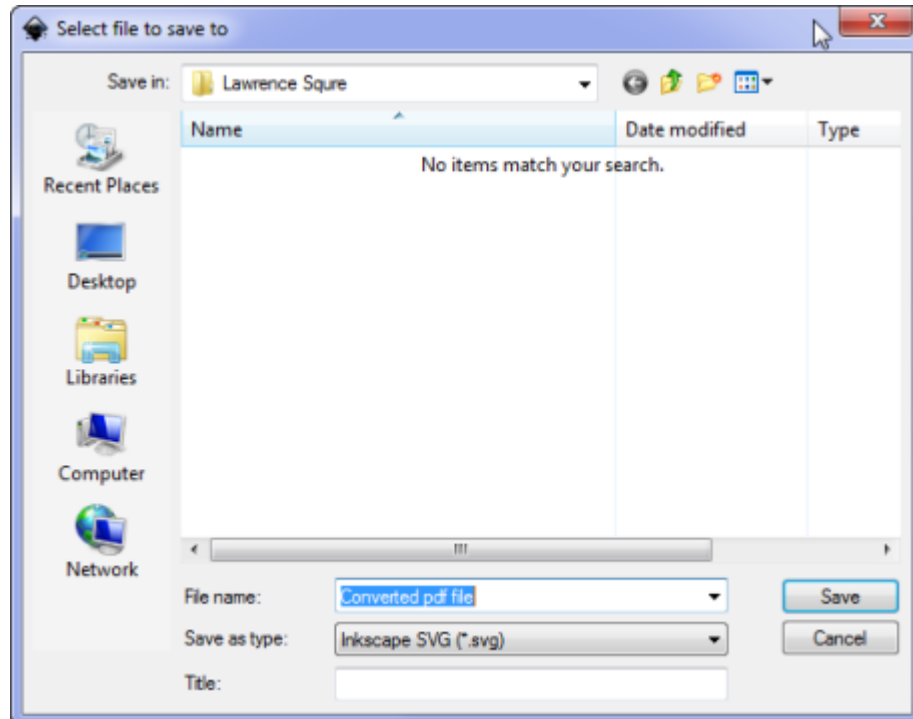


Figure 108 Inkscape - Select file to save to

i

Note: You should generally choose to save your file from Inkscape as Plain SVG. The Inkscape SVG format is slightly larger and the only benefit is that you can re-edit the file in Inkscape. Also, there is a slight chance of compatibility issues with the enhanced format.

Appendix I - Installing and Uninstalling OpenGN

Installing only OpenGN or only the OpenGN Gateway

1. Follow the instructions in section 2.4 on page 14.
2. When you see the **Choose Setup Type** window, click **Custom**.

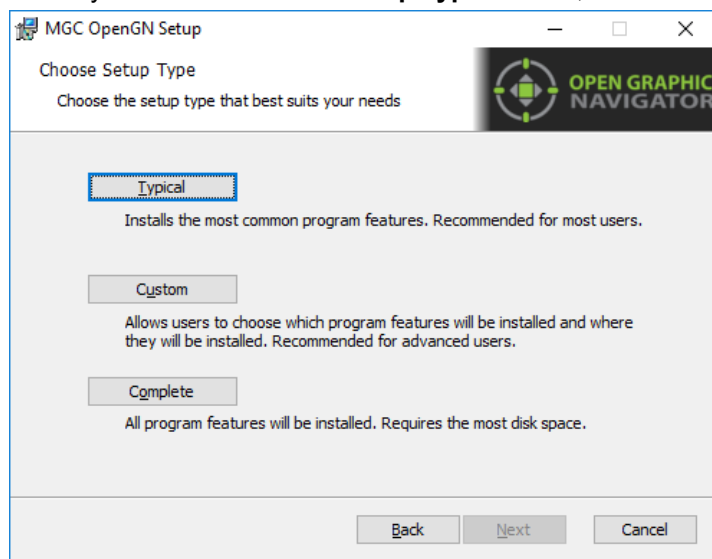


Figure 109 Choose Setup Type

3. Double-click **OpenGN**.

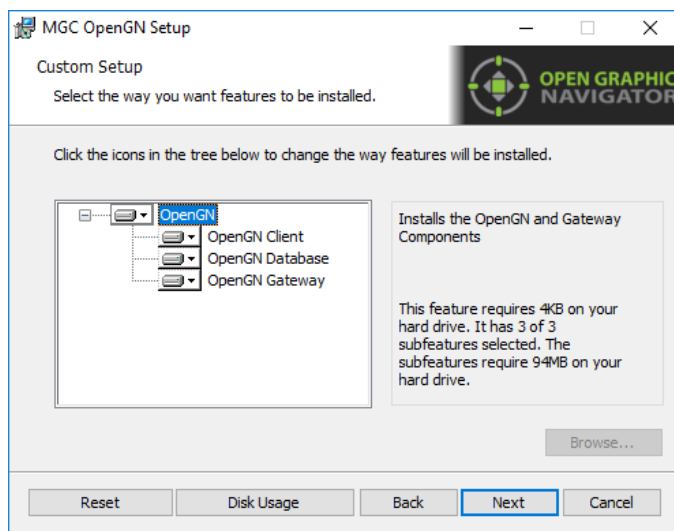


Figure 110 Custom Setup

4. If you want to install OpenGN only without the OpenGN Gateway:
 - a. Click the menu beside **OpenGN Gateway**, then select **Entire feature will be unavailable**.

- b. Click **Next**.

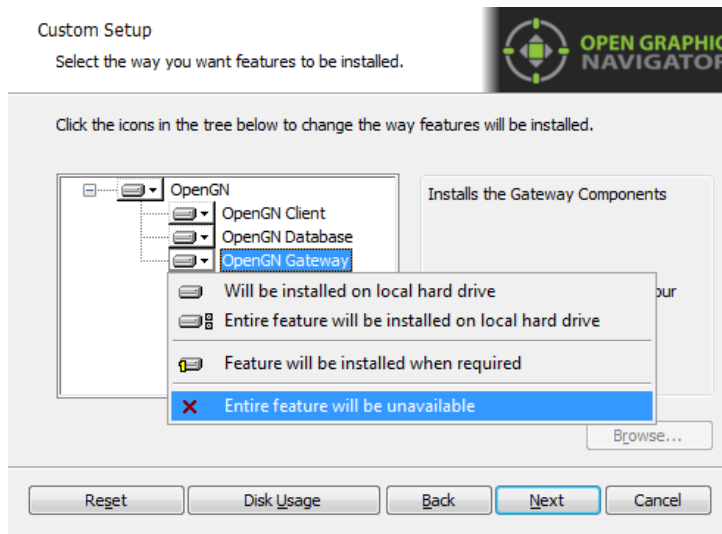


Figure 111 Custom Setup

5. If you want to install the OpenGN Gateway without OpenGN:
- Click the menu beside **OpenGN Client**, then select **Entire feature will be unavailable**.
 - Click **Next**.

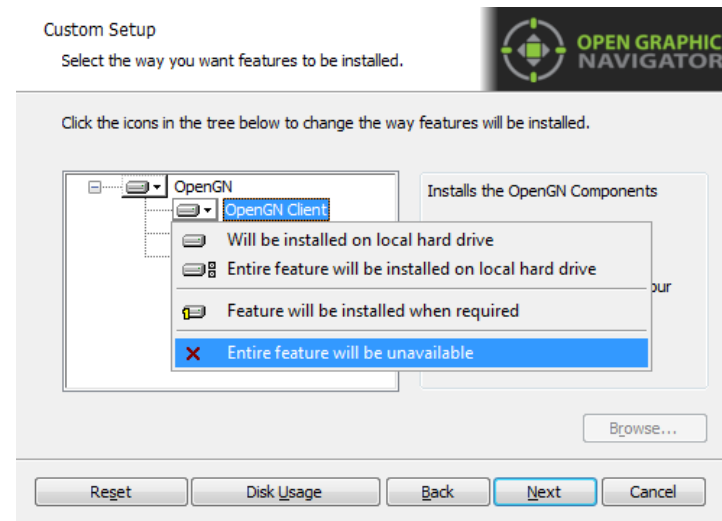


Figure 112 Custom Setup

6. Continue with the installation as described in step 6 on page 20.

Uninstalling OpenGN and its Components

1. From the Windows Start menu, click **Start > Control Panel**.
2. Click **System**, then click **Apps & Features**.
3. Click **Open Graphic Navigator**, and then click **Uninstall**.

The uninstallation takes a few seconds.



Note: The database, which contains user, job and system log information, is not removed when OpenGN is uninstalled.

Restoring the Database from a Backup

If OpenGN does not start, and you have a backup of the database (see section 4.11.2 on page 69), you can restore the database.

To restore the database

1. Quit OpenGN and the OpenGN Gateway.
2. In Windows, click **Start**, then type **cmd** in the Search box, then press Enter.
The command prompt appears.
3. Type the following command, and then press Enter.
sqlcmd -S .\SQLEXPRESS
The **1>** prompt appears.
4. Type the following command, and then press Enter.
RESTORE DATABASE opengn FROM DISK="PATH_TO_RESTORE_FILE.BAK" WITH RECOVERY, REPLACE
For **PATH_TO_RESTORE_FILE.BAK**, type the full path of the backup database file that you want to restore, with the **.BAK** extension. Type the double quotation marks as they appear above.
For example, if the full path of the backup database file is:
H:\OpenGN Backups\OpenGN backup.bak
Then type:
RESTORE DATABASE opengn FROM DISK="H:\OpenGN Backups\OpenGN backup.bak" WITH RECOVERY, REPLACE
The **2>** prompt appears.
5. Type the following command, and then press Enter.
GO
If the restore was successful, the message **RESTORE DATABASE successfully processed** appears.
6. Type the following command, and then press Enter.
EXEC [ogn].[MapUsersToLogins]
7. Type the following command, and then press Enter.
GO
There should be no error message.
8. Type **exit** and then press Enter to return to the command prompt.
9. Start OpenGN and the OpenGN Gateway.

Appendix J - Agency Listed Specifications

Requirements

To meet agency requirements the use of OpenGN must adhere to the following:

- Operated with an UL864 9th Edition/ULC-S527 Approved workstation. Testing has been done with a COMARK All-In-One QM57 Computer.
- For ULC, using OpenGN as Supervising station (Main Instance of the OpenGN program) the COMARK QM57 must be installed in a Rittal KS1454.500 Industrial Control Panel Enclosure in the same room and directly connected via Ethernet in conduit within 20ft to an FACP.
- If being used as a Remote Annunciator (Remote Instance of the OpenGN program) the COMARK QM57 must be installed in a Rittal KS1454.500 Industrial Control Panel Enclosure.
- Ethernet connection must be supervised in configuration software as shown in Figure 113.

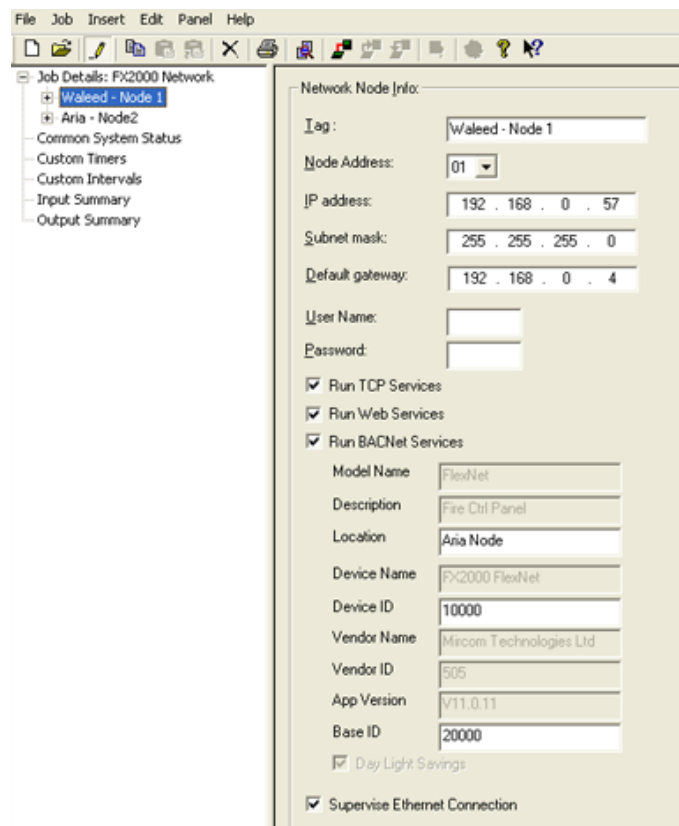


Figure 113 MGC Configurator Set to Supervise Ethernet Connection



Notes: FACP System configuration cannot be changed via OpenGN.

Appendix K - Mounting Instructions

Mounting the COMARK All-In-One QM57 Computer into a Rittal KS1454.500 Industrial Control Panel Enclosure

To mount the COMARK All-In-One QM57 Computer

1. Mount the KS1454.500 enclosure as per manufacturers instruction.
2. Wire the electrical box as per local electrical code.
3. Place the COMARK QM57 computer in the KS1454.500 enclosure.
4. Using the #8 screw holes in the bottom plate of the COMARK QM57, carefully mark drill holes on the bottom of the KS1454.500 enclosure with a permanent marker.
5. Remove the COMARK QM57 computer from the KS1454.500 enclosure and drill the marked holes.
10. Place the COMARK QM57 computer into the KS1454.500 enclosure. From the bottom of the KS1454.500 enclosure screw three #8 screws into the drilled holes. Secure the screws using three #8 nuts.
6. Plug the power brick supplied with the COMARK QM57 computer into the electrical box.

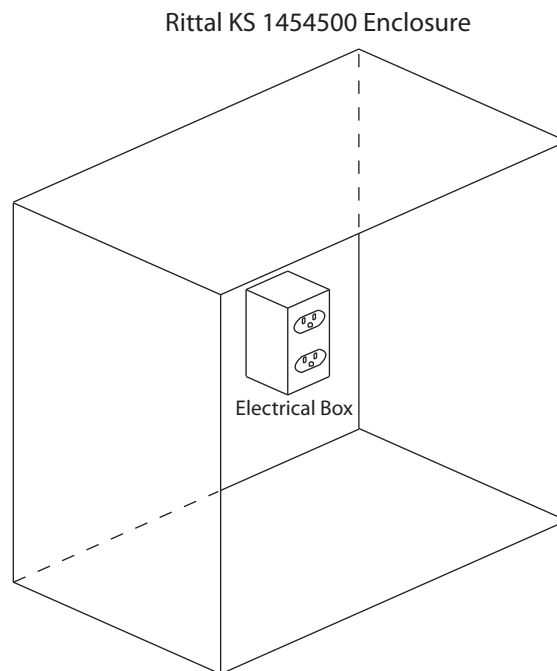


Figure 114 Rittal Enclosure (Door not Displayed)

Appendix L - Index of procedures

1.0 Welcome

2.0 Installation

To install OpenGN 14

3.0 Navigating OpenGN

To launch OpenGN 26

To log in to OpenGN 27

To navigate the Surveillance Area with a pointer 30

To navigate the Surveillance Area with a keyboard 30

To show the rotation sliders on a touchscreen 30

To navigate the Surveillance Area with a touchscreen 30

To quickly acknowledge the event 31

To access the Login window after OpenGN has started 33

To change the current user 33

To change the password of the current user 34

To access the Configuration window 35

To save an Event Log Report 41

To run the OpenGN Gateway 43

To start an adapter 44

To stop an adapter 44

To edit an adapter 44

To delete an adapter 44

To see the details of an adapter 45

To add an adapter 45

To change a Destination 46

To delete a Destination 46

To connect the adapter 46

To quit OpenGN Gateway 47

To start an adapter 47

To stop an adapter 47

4.0 Configuration Settings

To delete a panel 50

To import the job file 51

To add a Campus Plan 53

To update the Campus Logo 54

To add a building 54

- To modify a building 55
- To delete a building 55
- To add a floor plan 56
- To modify a floor plan 57
- To delete a floor 57
- To configure the Display Settings 58
- To create a new icon 60
- To modify an existing icon 61
- To delete an existing icon 62
- To discover a device's object type 64
- To associate icons with states 64
- To configure Event Log settings 66
- To configure email messages 67
- To backup database information 70
- To restore database information 71
- To view the Connection Settings 71
- To view user groups and users 74
- To create a new User Group 75
- To modify an existing User Group 76
- To delete an existing User Group 76
- To modify an existing User 78
- To delete an existing User 78
- To set the inactivity timer 79
- To change the language 79

5.0 Configuring Objects and Zones

- To find an object 82
- To place objects 83
- To remove objects 83
- To place a proxy object 83
- To remove all proxy objects assigned to an object 83
- To remove one proxy object 84
- To define or change an object description 84
- To enter Description Editing Mode 84
- To enter or change a Take Action Message 84
- To make an object invisible 85
- To show an invisible object in the Job Tree 85
- To hide an invisible object in the Job Tree 85
- To move an object on the floor plan 85
- To enter or change an object description 86
- To add an object or image to a zone 87
- To draw a shape 88
- To resize a shape 88
- To move a shape 89

To rotate a shape 89
To assign a shape to a zone 90

6.0 Managing Events

To set up control functions 97
To use control functions 97
To bypass an object 97
To unbypass an object 97

Appendix A - Computer Configuration.....98

Appendix B - System Messages101

Appendix C - Network Topologies104

Appendix D - Monitoring Instances105

To set up a monitoring instance 105
To configure the OpenGN Gateway with the monitoring instance 107

Appendix E - Input Object and Assorted Status Types108

Appendix F - Troubleshooting FAQ.....111

Appendix G - Importing a Revised CAD Drawing.....113

To download and install the latest version of DraftSight 113
To import the drawing into DraftSight 113
To download and install the latest version of Inkscape 118
To remove the background and border in Inkscape 118

Appendix H - Converting PDF files to SVG files.....123

To download and install the latest stable version of Inkscape 123
To convert a PDF file to SVG format using Inkscape 123

Appendix I - Installing and Uninstalling OpenGN.....126

To restore the database 128

Appendix J - Agency Listed Specifications129

Appendix K - Mounting Instructions.....130

To mount the COMARK All-In-One QM57 Computer 130



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