



# Open Graphic Navigator

Annunciation Monitoring Control Software



## Demo Quick Start Guide

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# Installation

Thank you for downloading OpenGN. Follow these steps to get started.

## Hardware Prerequisites

The suggested minimum requirements are:

- Intel® Core™ 2 Duo Processor @ 2.80GHz
- 2GB RAM DDR3
- 256MB Dedicated Graphics Memory (NVIDIA/ATI recommended)
- 10/100/1000 Ethernet Port
- Windows XP Professional SP3

The recommended requirements are:

- Intel® Core™ i5-650 Processor
- 8GB RAM DDR3
- 1GB Dedicated Graphics Memory (NVIDIA/ATI recommended)
- 10/100/1000 Ethernet Port
- Windows 7 Professional



**Attention: You must be logged in as an administrator to install OpenGN.**  
If you receive a Program Compatibility Issue click **Run Program**.

## To install OpenGN

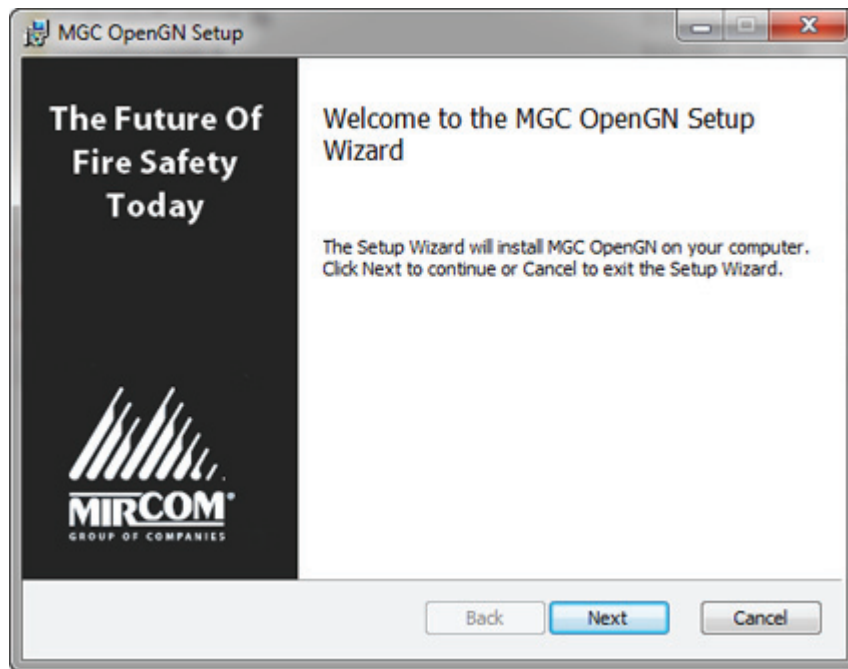
1. Do one of the following:
  - If you have the USB key or CD, insert it into the computer.
  - If you downloaded OpenGN from the Internet, double-click the **Setup** icon.

The **MGC OpenGN Setup** application starts.

If you are prompted to install any the applications, always accept the EULA and Install the application.

After installing the additional required applications, the OpenGN setup screen appears.

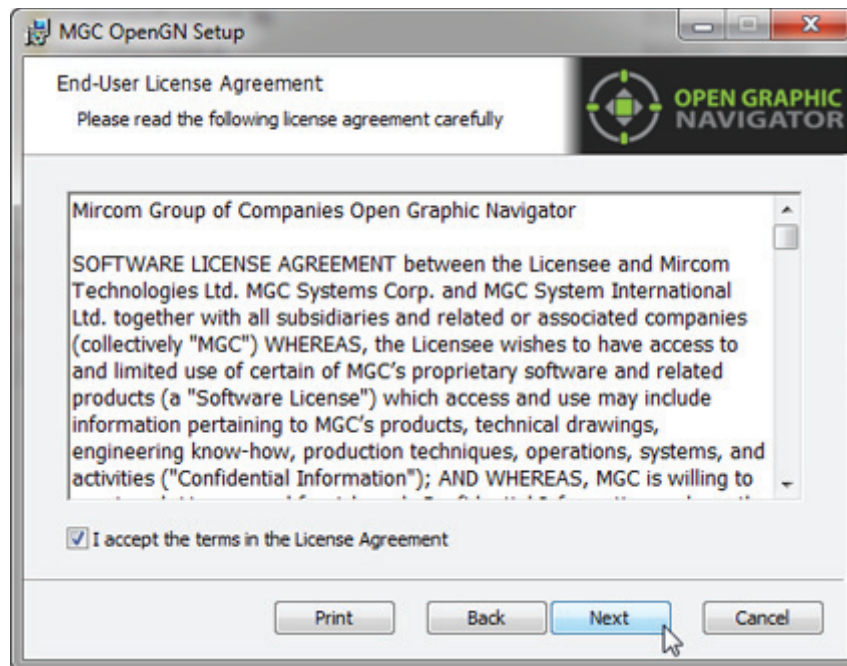
2. Click **Next**.



**Figure 1 Welcome to the MGC OpenGN Setup Wizard**

The End-User License Agreement screen appears.

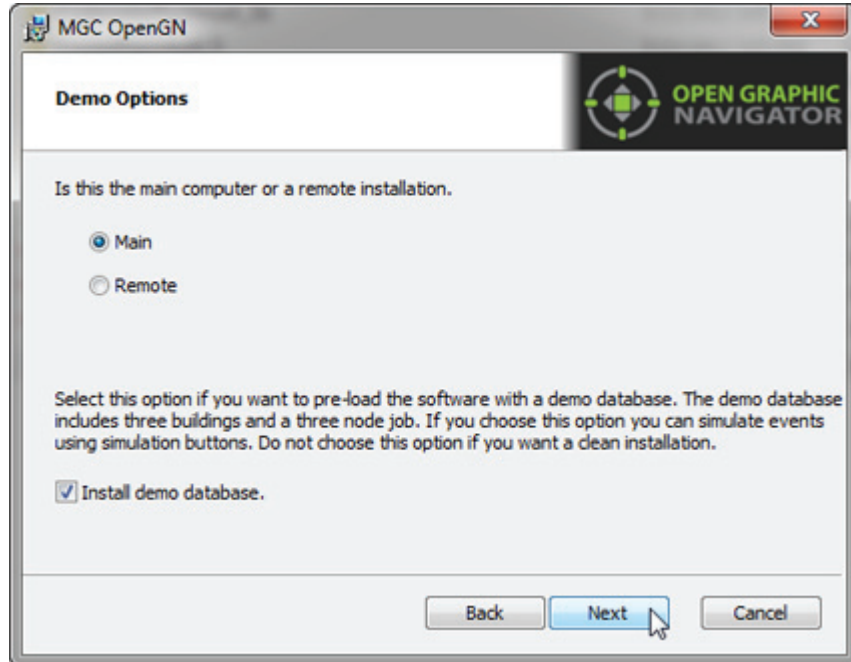
3. Click the **checkbox** to accept the EULA, and then click **Next**.



**Figure 2 End-User License Agreement**

The **Choose Setup** screen appears.

4. Click either **Main** or **Remote**. Select **Install demo database** if you want to install the demo. Then click **Next**.



**Figure 3 Demo Options**

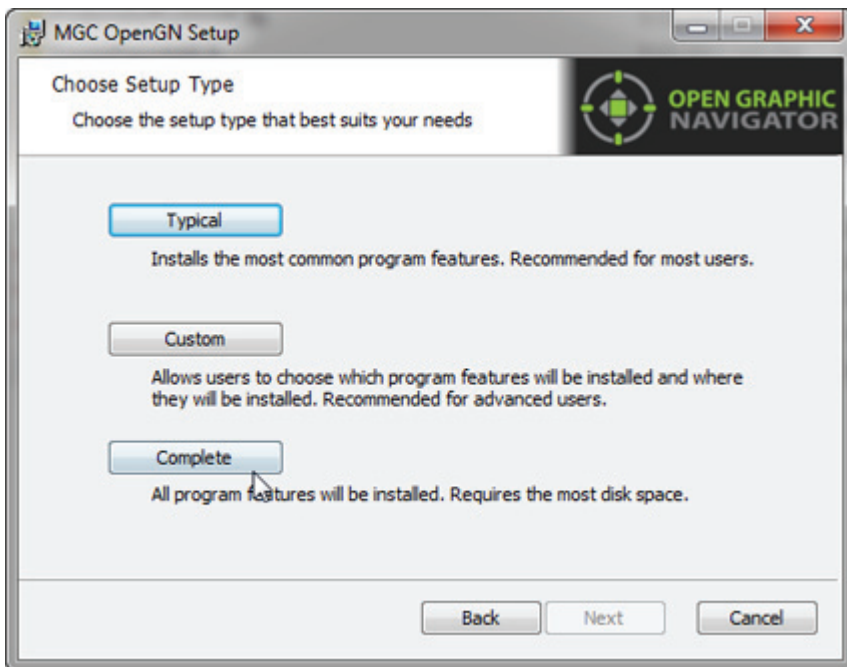
**Main**

The main or only instance of the OpenGN application. If you do not wish to install the demo database remove the appropriate check mark. To meet agency requirements OpenGN must be installed in the same room and networked via ethernet within 18m to an Mircom FleX-Net™ FACP.

**Remote**

The remote client that connects to the main instance of OpenGN. Configuration and control features are not available.

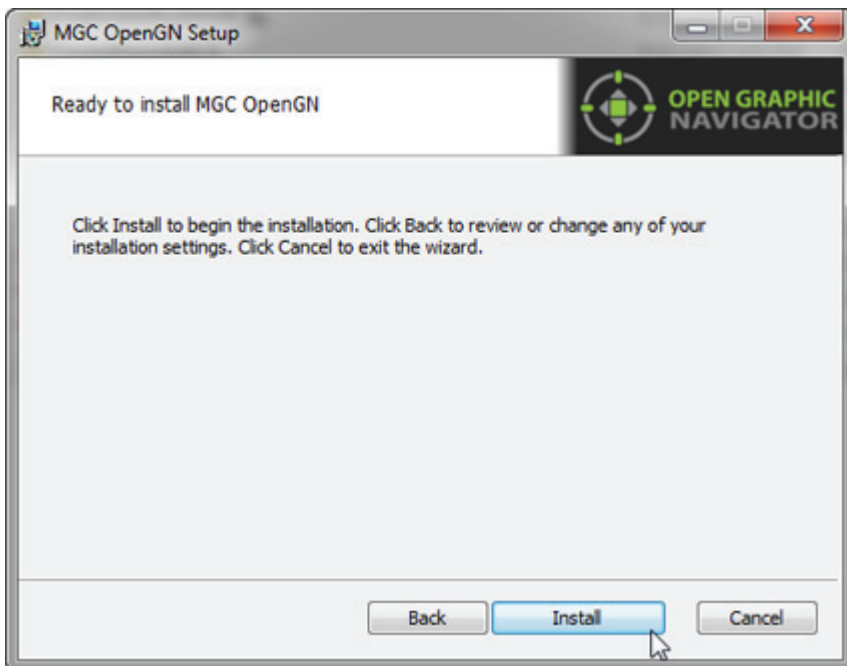
5. Click **Typical**, **Custom** or **Complete** in the **Choose Setup Type** window. The recommended setup is **Complete**.



**Figure 4 Choose Setup Type**

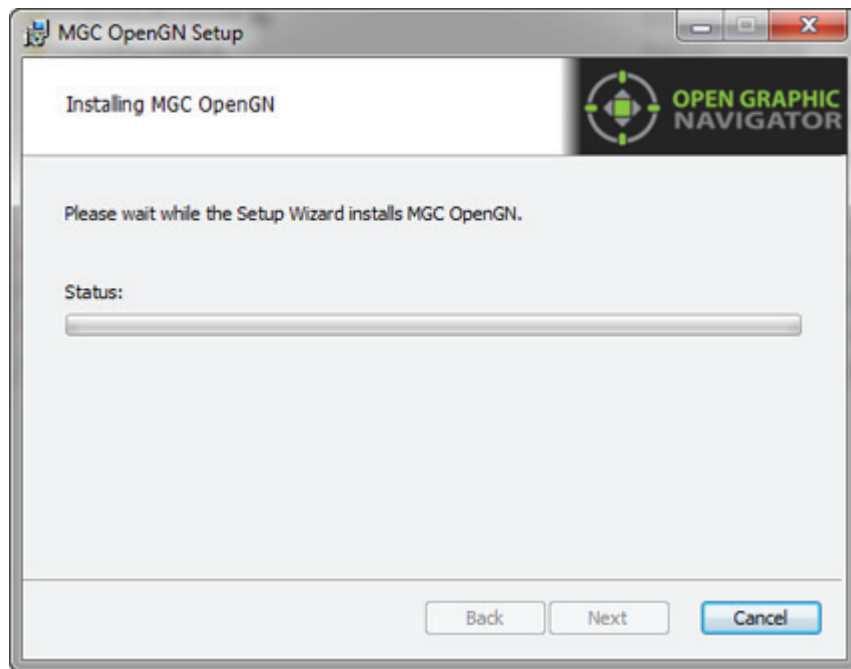
<b>Typical</b>	A typical installation. Does not install the XML Adapter.
<b>Custom</b>	Allows the user to choose what applications to install.
<b>Complete</b>	Installs all components, including the XML Adapter.

6. Click **Install**.



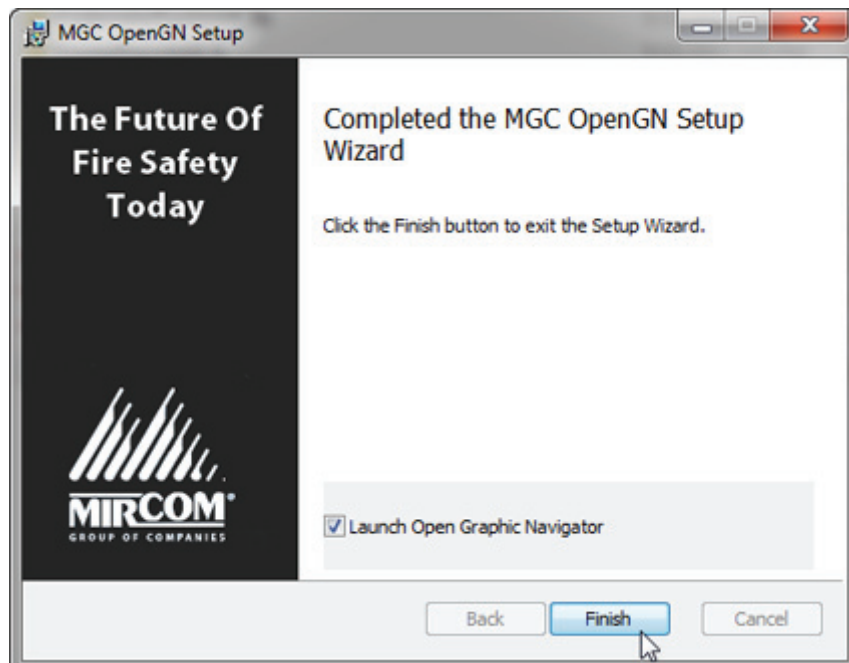
**Figure 5 Ready to Install OpenGN**

7. Click **Next**.



**Figure 6** Installing MGC OpenGN

8. Check the **Launch Open Graphic Navigator** checkbox, and then click **Finish**.



**Figure 7** Completed the MGC OpenGN Setup Wizard

# Operation

## Starting OpenGN



### Attention: Users with CodeMeter USB keys!

Before launching OpenGN insert your CodeMeter USB key into a USB port on the computer that is running OpenGN.

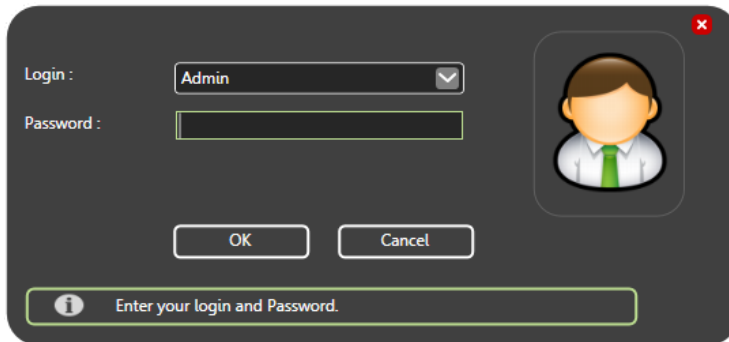
If you do not do this, OpenGN will run in a limited functionality DEMO mode. Additionally, do not remove the USB key while OpenGN is running. Issues arising from doing so will not be supported.

### To start OpenGN

- Double-click the shortcut on your desktop.
- or
- Click **Start > Programs > Mircom Group of Companies > Open Graphic Navigator > Open Graphic Navigator**.

## Login to OpenGN

When you start OpenGN, the Login window appears.



**Figure 8 Login Window**

To Login to OpenGN

1. Click a user in the **Login** pulldown menu.
2. Type the password.



**Note:** If you are starting OpenGN for the first time, no password is required.

3. Click **OK**.



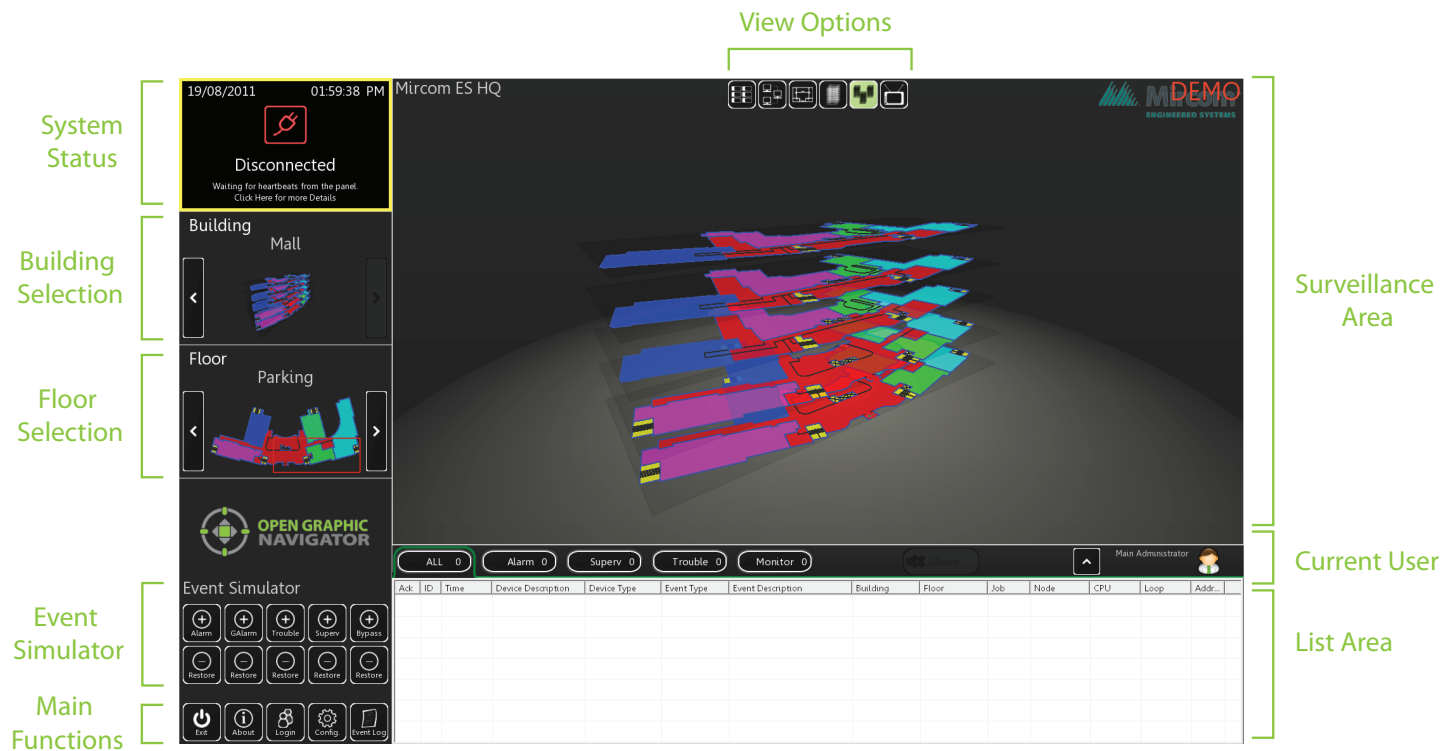
The Main Display screen appears.



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

## Main Display Window

After logging in to OpenGN you will see the Main Display window. All networked device information appears in the Surveillance Area, depending on the configuration and viewing mode. The following figure describes the different areas of the Main Display window.



**Figure 9 Main Display Screen**

- 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**.
- Event Simulator** Pressing the accompanying + and - buttons allows the user to simulate the activation and restoral of **Alarms**, **General Alarms**, **Troubles**, **Supervisory Events** and **Bypass Events**.  
**DEMO Only**
- Main Functions** Contains the **Exit**, **About**, **Login**, **Config**, and **Event Log** buttons.

**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**.






**Surveillance Area** Displays a close-up of the selected building or floor plan.

**Current User** Displays the current user.

**List Area** Manages all active events.

## Main Functions

The following table describes the Main Function buttons located in the bottom left corner of the Main Display window.

Main Function Button	Description
 <b>Exit</b>	Exits OpenGN.
 <b>About</b>	Displays the Version number, License Type, copyright information, CodeMeter stick License Type information, and company contact information.
 <b>Login</b>	Displays the Login window.
 <b>Config.</b>	Displays the Configuration window.
 <b>The Event Log</b>	Displays a printable log report.



**Attention:** Only users with Technician access or higher can use the Exit and Config buttons.

## Navigating the Surveillance Area

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

- Selecting a building using the **Building Selection** tool.
- Selecting a floor using 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

<b>Drag</b>	Click and drag the building or floor plan in any direction.
<b>Rotate</b>	Right-click as you drag the pointer left or right. (Building/Campus view only)
<b>Tilt</b>	Right-click as you drag the pointer up or down. (Building/Campus view)
<b>Zoom</b>	Depending on your mouse, there are two zoom methods: <ul style="list-style-type: none"><li>• Scroll the wheel up or down.</li><li>• Click the middle mouse button and move the mouse up and down.</li></ul>
<b>Reset View</b>	Right-click the Surveillance Area, and then select <b>Reset View</b> . (2D View only)

### To navigate the Surveillance Area with a keyboard

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

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

## View Option Buttons

Table 1 describes the six View Option buttons located at the top of the Surveillance Area.

**Table 1 View Option button descriptions**

View Option Button	Description
 <b>Switches</b>	Displays a visual representation of an annunciator. It is recommended that Fire Control Switches are placed here. If configured to meet listing agency requirements control functions can be performed.
 <b>Network View</b>	Displays a list of all imported jobs.
 <b>2-D View</b>	Displays a 2D representation of the selected floor of the selected building.
 <b>Building View</b>	Displays a 3D representation of the selected Building.
 <b>Campus View</b>	Displays a 3D representation view of all buildings in the selected Campus.
 <b>Auto-watch View</b>	Displays a rotating three dimensional campus view of all the buildings and floors.

## Using the List Area

The List Area displays all active events.

### To quickly acknowledge the event

1. Check the corresponding box. For more information on managing events see Chapter 6 of the OpenGN Administration Guide.

Event List Sorting Tabs
Action Buttons and Current User

Event  
List

Ack	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 10 List Area**

### Event List

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

- Acknowledge
- Event ID
- Event Timestamp
- Device Description
- Device Type
- Event Type
- Event Description
- Building
- Floor
- Job
- Device Address
- Node
- CPU
- Loop

### Event List Sorting Tabs

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




- All
- Alarm
- Supervisory
- Trouble
- Monitor

### Action Buttons and Current User

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

## Action Buttons

**Table 2 Action Buttons**

Action Buttons	Description
 <b>Silence</b>	Silences the alarm tone, if there is an alarm tone. This silences only the alarm on OpenGN, not the alarm on the Fire Alarm Control Panel.
 <b>UnSilence</b>	Makes the alarm tone audible, if it was previously silenced.
 <b>Expand\Collapse List</b>	Expands or collapses the List Area.

## Login Window

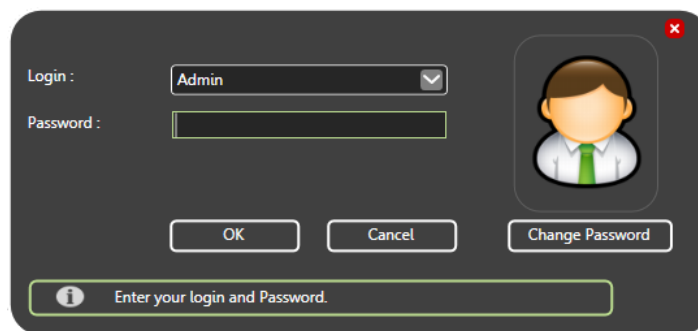
The Login window lets you switch users or change the password of the current user.

### 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. Select the user from the pulldown menu.
2. Type the password.
3. Click **OK**.



**Figure 11 Login Window**

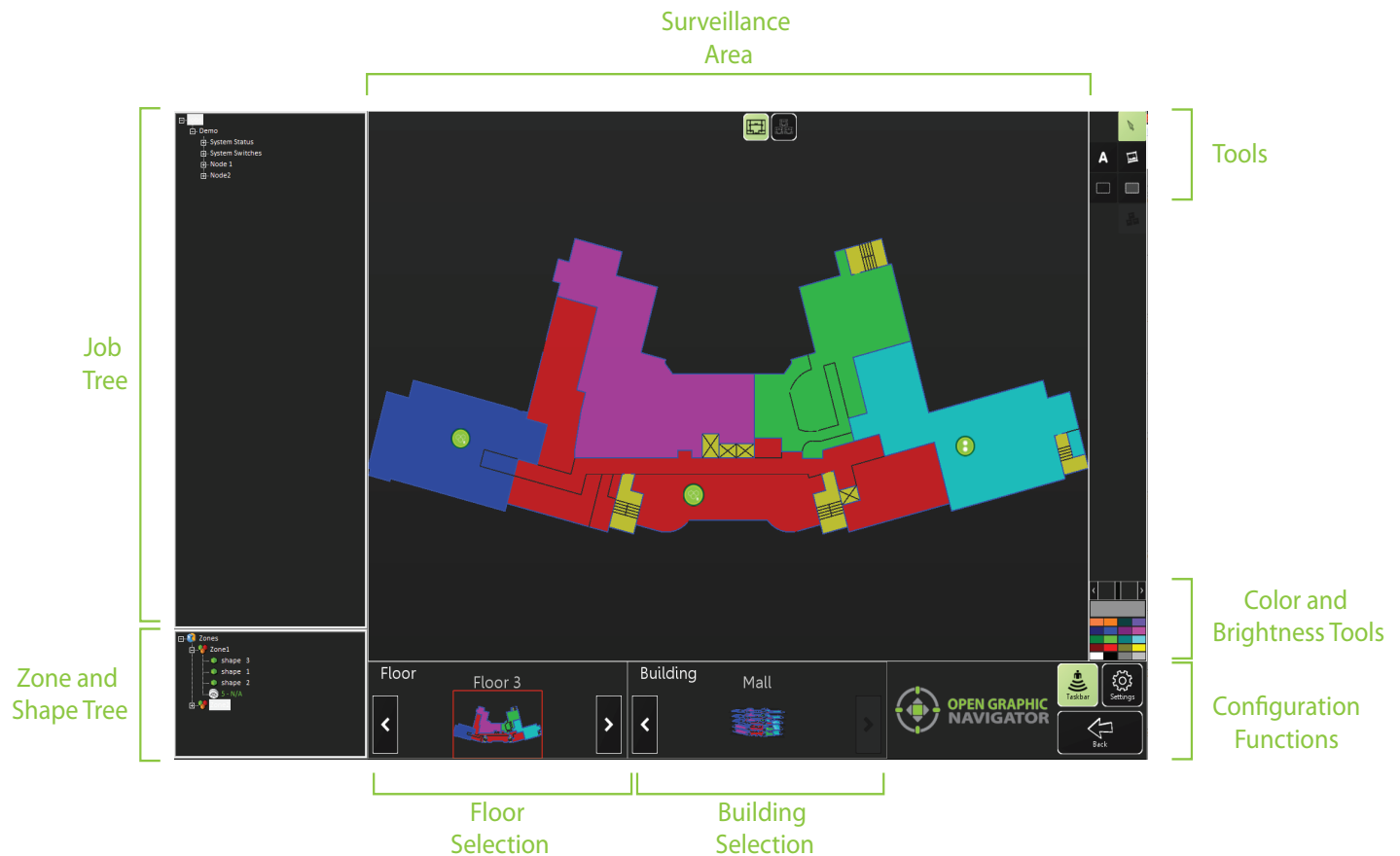
# Configuration

## The 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 12 Configuration Window**

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 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.



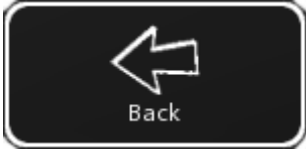
### Color and Brightness Tools

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 Function Buttons

Table 3 describes the Configuration Function Buttons located in the bottom right hand corner of the Configuration window.

**Table 3 Configuration Function button descriptions**






Configuration Function Button		Description
	<b>Taskbar</b>	OpenGN is designed to run using the maximum monitor display area. Clicking this button allows the user to access the Windows taskbar.
	<b>Settings</b>	<p>Clicking this button allows the user to configure the following settings:</p> <ul style="list-style-type: none"> <li>• Panel Settings</li> <li>• Facility Settings</li> <li>• Display Settings</li> <li>• Icon Settings</li> <li>• Device Type Settings</li> <li>• Event List Settings</li> <li>• Admin Settings</li> <li>• Database Settings</li> <li>• Connection Settings</li> </ul> <p>For more information on configuring OpenGN, see Chapter 4 of the Administration Guide.</p>
	<b>Back</b>	Clicking this button opens the Main Display window.



## Tools

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

**Table 4 Tool button descriptions**

Tool Button		Description
	<b>Selection</b>	Selects items in the Surveillance Area.
	<b>Text</b>	Places new text or edits existing text in the Surveillance Area. You can change the color of the text by clicking the desired color in the <b>Color and Brightness Tools</b> section.
	<b>Add Image</b>	Imports and places an image in the Surveillance Area.
	<b>Empty Rectangle</b>	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 clicking the desired color in the <b>Color and Brightness Tools</b> section.
	<b>Filled Rectangle</b>	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 clicking the desired color in the <b>Color and Brightness Tools</b> section.

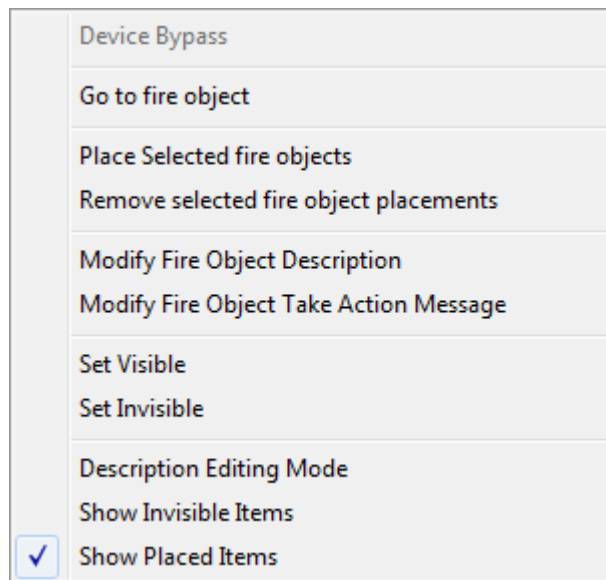
The following list identifies what features are disabled in the OpenGN demo.

<b>Panel Settings</b>	<b>Delete a job</b>	Disabled for demo
	<b>Import XML</b>	Disabled for demo
<b>Database Setting</b>	<b>Backup</b>	Disabled for demo
	<b>Restore</b>	Disabled for demo
<b>Email Notification</b>	<b>Email Notification</b>	Disabled for demo

## Placing Devices

You can define individual devices or groups of devices and their placement on the map.

- Right click on a device, loop or CPU in the job tree to see the following menu:



**Figure 13 Fire Object Options**

### Device Bypass

Bypasses the device. Bypassed devices are animated by concentric purple rings.

### Go to Fire Object

Selecting this option lets you find a placed or unplaced device. A device can also be located by double clicking it.

### Place selected Fire Objects

Adding devices to a map provides you with an accurate visual representation of the surveillance area and allows you to effectively monitor the location. All devices are listed in the Job Tree of the Configuration window. When a device is placed on the map, its color changes from red to green. Once connected all devices are enabled to show alarm events whether they are on the floor plan or not.

### Remove selected Fire Object placements

Use this option to remove any device, loop, CPU or Node.

### Modify Fire Object Description

Every device has a description associated with it to inform the user of any relevant information about the device.

### Modify Fire Object Take Action Message

Every device has a 'Take Action' associated with it. Use this option to modify the message.

### Set Visible

By default all devices are visible. Select this option to make any invisible devices visible again.

### Set Invisible

In some circumstances it may be convenient to set specific devices as invisible on the floor plan, Job Tree or both. Making a device invisible changes its color in the Job Tree to grey.

### Description Editing Mode

For setup purposes you can easily rename multiple devices, loops or CPUs by selecting Description Editing Mode. Once enabled you can directly edit Job Tree elements by clicking on them without having to select Modify Fire Object Description.

### Show Invisible Items

Displays an invisible device on the floor plan on the Job Tree as being invisible. Making a device invisible changes its color in the Job Tree to grey.

### Show Placed Items

Shows or hides placed items in the job tree.

## Troubleshooting / FAQ

**Q:** Why is the text on the screen jumbled?

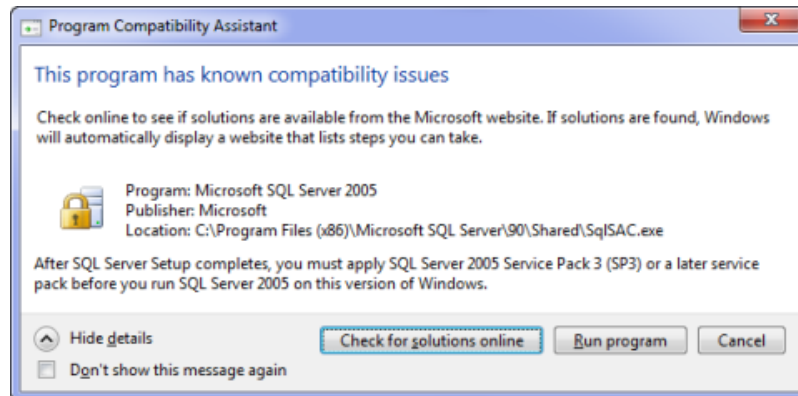
**A:** This is a known issue with some Intel graphics cards. Update your drivers to solve this issue.

**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 installing OpenGN, why do I receive this or a similar message?



**A:** You are running Windows 7. Click **Run**








**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.

# Ordering Information

We hope you enjoyed using the demo version of OpenGN. If you are interested in acquiring a licensed version of OpenGN please contact sales representative in your area by visiting [www.mircom.com/contactus](http://www.mircom.com/contactus).

The types of licenses available are as follows:

License (Order #)	Type	Multiple jobs	Max number of Nodes	Email	Connects to panel	Panels Supported
Enterprise (OPENG-N-ENT)			Unlimited			FleX-Net
Pro (OPENG-N-PRO)			6			FleX-Net
Lite (OPENG-N-LITE)			3			FleX-Net
Mini (OPENG-N-MINI)			1			FX-2000
Demo (OPENG-N-DEMO)			Demo			Demo



Supported Feature

For more information on OpenGN visit [www.mircom.com/OpenGN](http://www.mircom.com/OpenGN).



# OPEN GRAPHIC NAVIGATOR

**Canada**  
25 Interchange Way  
Vaughan, ON L4K 5W3  
Tel: (888) 660-4655  
Fax: (905) 660-4113

**U.S.A.**  
4575 Witmer Industrial Estates  
Niagara Falls, NY 14305  
Tel: (888) 660-4655  
Fax: (888)-660-4113

**Technical Support**  
**North America Only**  
Tel: (888) Mircom5  
(888) 647-2665  
**International**  
Tel: (905) 660-4655

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