

SCS_Draw

Help Version - 01.01.40

(2005-05-23)

SCS_Draw, which forms part of Softcon's SoftWin3 group of programs, enables the creating and display of drawings, with items on the drawing linked to readers, inputs, outputs, cameras, etc. SCS_Draw is a separate program (application) and allows operator control via graphical displays and maps. Tools are also provided for the creation of the display drawings.

SCS_Draw responds to EVENTS received via TCP messages and certain operator functions are transmitted via TCP events. Set-up of the system is done via SCS_Client

Many drawings can be opened at the same time and can be inter-linked (one drawing can call the other). A drawing consists of a background (if required) which is a drawing in a bitmap of jpeg format, and data items that are placed on top of the background. These items can be static bit maps (e.g. a picture of a fire hydrant); bit maps that change when the status of the linked system item changes (e.g. an input that changes level - say a door that opens); counters that change count; buttons that can be selected to start programs/ increment counts / effect control (e.g. unlock the door).

Functions available to the operator depend on the log-on level of the operator. These include the menu options and buttons that can be selected and the editing of database items, counts, etc. See LOG-ON below.

A variety of menus give access to set-up options. These are listed below, together with the speed bar keys and shortcut keys (if available).

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1 START-UP

The Softcon program SCS_Server.exe must be running before the client program is started. SCS_Draw can be started with the following parameters:

- /start** Starts and links to the previous server selected, with the password shut down with.
- /start:???** Starts and links to server running on PC ???, with the password shut down with. ??? is the network name or IP address of the PC.


These parameters can be viewed in help about or by starting the program with the parameter */?*


The Softcon program SCS_Server.exe can be started with the following parameters:


- /audit** All database editing is logged to the daily audit file c:\softwin3\audit\auyymmdd.mdb.
- /language:???** Selects language ???. Requires the appropriate language fields in the configuration databases. See [language](#) in SCS_Edit.hlp set-up.
- /start** Starts with the password shut down with.

These parameters can be viewed in help about by right clicking on the dialog name bar (blue section on the top) or by starting the program with the parameter */?*

2 DRAWING

New.  Creates a new drawing, with the default name "New". When closing the drawing, a drawing name is prompted. Drawings are stored as tables in the default database c:\softwin3\database\drawing.mdb.

Open.  Opens an existing drawing, via a dialogue box listing the drawing names. Drawings can be deleted and renamed by administrator logon only.


Save.  Save the selected drawing to its database table.

SaveAs. Save the selected drawing to a new or another data base table.

Close. Closes the selected drawing. Note that changes made to the drawing are not automatically saved.

PrintSetup. Allows the changing of a printer or the changing of printer properties. The set-up is the normal Windows set-up.

PrintPreview. Displays what the printout is expected to look like.

Print.  Prints the selected drawing to the default Windows printer.

1 2 3 4 5. The last 5 drawing that were opened are displayed and can be selected for re-opening.

Exit. Exits from SCS_Draw and closes the application. Drawings that are open when SCS_Draw is closed are reopened to the same size and position when SCS_Draw is restarted.

3 EDIT

Lock. When lock is set to on (indicated with a check mark ✓), no display item can be selected for editing of its properties, moving, deleting or sizing. Lock should normally be left on.



Mode Select.

Items are selected by clicking on the item. Keeping in the shift key while selecting, allows for multiple selection (or unselecting by clicking on the selected item with shift selected). To select all items in a block, select the mode select key, which becomes depressed (indication block select mode) – click and drag a block over the items to be selected. To unselect items in the block, exit the block select mode (by clicking on the mode select button) and click on the undesired item(s) with shift selected.

Selected items are shown in inverse colour. Additional items can be selected or deselected by keeping in the shift key and clicking on the items. Selected items can be moved by dragging the items (keep left mouse button in while moving the cursor). The properties of the selected items can be edited by selecting the Item's properties menu (see below), with the next item's properties being displayed when closing the properties menu. To deselect selected items click the left mouse button. When moving multiple items, the distances between the items remain the same. The top left pixel position of the item and the x/y pixel position of the cursor are displayed in the info bar at the bottom as an item is moved.

Select All (Ctrl+A). All items on a drawing are selected and shown in inverse colour.



Align Left. Items selected are aligned left to the last item selected.



Align Right. Items selected are aligned right to the last item selected.



Align Top. Items selected are aligned to the top of the last item selected.



Align Bottom. Items selected are aligned to the bottom of the last item selected.



Space Horizontally. Items selected are equally spaced horizontally, using the spacing of the last two item selected.



Space Vertically. Items selected are equally spaced vertically, using the spacing of the last two item selected.



Same Width. The widths of the selected items are sized to the width of the last selected item.



Same Height. The heights of the selected items are sized to the width of the last selected item.




Same Size. The size (width and height) of the selected items are sized to that of the last selected item.


FRAME - the position and size of the drawing window. This data is also changed when the drawing window is moved (dragging the drawing by clicking on the drawing header and holding while moving the mouse) or sized (positioning the cursor to the drawing edge, it becomes a sizing cursor, click and drag to the required size). The sizes and position are given in pixel scale.


BACKGROUND - The name of the bitmap background to the drawing is selected by clicking on the down arrow of the list box and scrolling to the bitmap referenced to in the symbol library (see symbol library below). Note that by typing the first letter of the bitmap, the list box automatically positions to the first bitmap in the library starting with the letter and by re-entering the letter, the next starting with the letter is displayed. The bitmap selected is displayed for identification, and by moving the selection with the up or down keys (↑↓) on the keyboard, the bitmaps can be displayed and scrolled through.

The size and position of the background within the drawing window is editable and given in pixels. Note that the position is relative to the top left corner of the display window. The bitmap is automatically sized to fit in the set size. Ideally the bitmap size should be the same as the required display size (resulting in no sizing) as reducing in size could result in the loss of important pixels or lines (e.g. one pixel line may not be displayed when reducing).

Undo (Ctrl+Z) – Undo the last change made to a drawing (the last 10 changes can be undone by multiple selection of Undo).

Cut  (Ctrl+X). The selected item(s) or data is deleted and copied on to the Windows clipboard, and can be Pasted back to the cursor position later in any Windows program with a Paste feature. Cut also available on right click.

Copy  (Ctrl+C). Copies the selected item(s) to the Windows clipboard, and can be pasted back to the cursor position later in any program with a Paste feature. Copy is also available on right click.

Paste  (Ctrl+V). Pastes data on the clipboard to the cursor position. Paste is also available on right click.

Delete. (Del). Selected items are deleted from the drawing. A warning message is displayed, requiring confirmation of the delete. Delete is also available on right click.

Properties. (with lock off, double left click or right click on the item and select properties or select item and select properties from the edit menu, or Alt+Enter).

Most items on display are represented by **bitmap** (.BMP or .JPG) images matching the status of the system item it is linked to (e.g. an open or closed door). Up to 7 levels of input status's and 5 levels of output status's can be set, and can be in an **alarm** level (when the status change occurs when the set time group is active, e.g. at night) or in a **normal** level (time group not active).

The alarm bitmaps are shown flashing in inverse when the item (input, or output) changes level and the new level is in alarm, i.e. the alarm parameter of the event of the event it set to 2. Inputs are set to alarm when the Rep Tg set for the level is active.

A display can be set to only show certain (or all) alarm or normal levels. When in the alarm level, the bitmap flashes, alternating with the inverse bitmap until accepted by clicking on the item. Once accepted, the alarm bitmap is displayed until the item is detected to be in the normal level. When no bitmap is selected, nothing is displayed, and an alarm will result in a flashing black block.

Each item can also have a **Class** (displayed when the status is unknown), a **Maintenance** (displayed when the item is in the maintenance operational mode) and an **Isolate** (when the item is set in the isolate operational mode) bitmap. These bitmaps are displayable when the property is marked with a check (✓). Isolate and maintenance bitmaps have precedence over any other bitmap (e.g. the isolate bitmap is displayed even if the input changes level), and the class bitmap has the lowest precedence (only shown when no others are shown).

The properties menu of an item shows the **position** (relative to the top left corner of the drawing window) in **pixels** and can also be changed by selecting the item (shift-left-click with lock off) and dragging the item to the required position. The **size** of the item is also given in pixels and can be changed by left clicking on the item (if lock is off) and dragging the size of the item (by moving the cursor to the frame of the bitmap, click and drag).

Depending on the item type, a number of bitmaps can be associated with the item. Double clicking on the bitmap block displays a drop down list box of bitmaps, which are registered in the **symbol library**. The selected bitmaps displayed, and the library can be scrolled through with the bitmap being displayed by using the up or down keys (↑↓) on the keyboard. By repeatedly typing the first letter of the symbol, the list box positions to the symbol's starting letter typed. To remove the list box, double click on the bitmap.

Items on display are one of the following system item types:

Command button - A Cmd button, when selected (left click, password permitting), sends an event to the system, e.g. to open a door. The event message to be sent, is edited in to the top line of the item property display, e.g. **t3 n10 s50 x0 v1** is an event to close door 10. The normal display of the button is the class symbol and when the button is clicked in the drawing, the maintenance symbol is displayed.

Controller – The status of the controller is displayed with the class icon for on-line and isolate icon for off-line. For example, to create an item showing the controller status and when it changed, use green rectangle for on-line (class), red for offline (isolate) and place a DBI F_CNTRL_STAT_DT over the rectangle.

Counter - A system counter is selected and the current value of the counter is displayed on the drawing and is updated as it changes. The font size on display depends on the height set for the item. The current value of the counter can be changed on the drawing by left clicking on the counter (if password allows it).

·**Database Items (DBI)** – Any database item can be displayed and edited on a drawing. The data base values can be altered by clicking on the data displayed (password permitting), and editing the data. The DBI items selectable are displayed below. On selecting the item type, a list of available database fields for the item is provided. Other fields can be added by editing c:\softwin3\config\database.mdb, table SQL_READ where field GROUP_ID is 2000 to 2999. The field FIELDS_ID lists the field reference name (or * for all) and WHERE_ID lists the reference field name. DBI items available are:

·**DBI controller** – Default database items for controllers are:

- Reference
- Name
- Status (On-Line=1, Off-Line=2)
- Time-date changed

·**DBI counter** - Default database items for counters are:

- Reference
- Name
- Minimum
- Maximum
- Now value
- Time-date changed

·**DBI input** – Default database input items available are:

- Reference
- Name
- Level 1 name
- Level 2 name
- Level 3 name
- Level 4 name
- Level 5 name
- Level 6 name
- Level 7 name
- Now level value
- Accept status (1=not alarm, 2=not accepted, 3=accepted)
- Alarm status (1=not alarm, 2=alarm, 3=accepted)
- Time-date changed

·**DBI output** – Default database output items available are:

- Reference
- Name
- Level 1 name
- Level 2 name
- Level 3 name
- Level 4 name
- Level 5 name
- Now level value
- Time-date changed

·**DBI reader** – Default database reader items available are:

- Reference
- Name
- Random %
- Last card
- Last card time-date

·**DBI reader reference** – Card database items can be displayed with a reader providing the reference, i.e. the card being presented. This item on display is typically the name, telephone, etc. of the person presenting the card at the set reader. All card items are available.

·**Drawing link** - Drawings can be linked, enabling the selection of a button to open the linked drawing (e.g. a zoomed in drawing). The class symbol is the symbol on the drawing of the link item. The drawing name is selected from the list of names.

·**EXEC button** - The exec button is similar to a command button, but starts (left click, password permitting) an .EXE program, a batch file or a script when selected. In the property sheet, the path and name is entered in to

the top line of the properties menu (or selected when the exe file button is selected). If a path is not given, the path command in the autoexec.bat file must point to that directory. Parameters can also be passed if the program allows it, e.g. a "report button" is set with the string "write report.doc" which will start the editor write, giving the pre-formatted document report.doc which the operator has to fill in and save.

Fixed Text – Text with selectable font and color is edited.

Input - An input is selected and bitmaps for up to 7 status levels (normal / alarm) are set. When the status level is not known, the class symbol is shown. Maintenance and isolate bitmaps are shown when the input is in such operational modes. The level names shown are editable and are changed directly in to the input data tables (also editable via the input_setup in SCS_Client menu). The bitmap set for the level is displayed and can be changed by clicking on the bitmap and selecting the required bitmap by scrolling the list box or by entering the first letter of the bitmap until the correct bitmap is displayed.

Up to 7 levels can be applicable to an input and depends on the levels setting for the input. The input levels are as follows:

Level	2 Level	4 level	5 Level	7 Level
1	Contact Closed	Short Circuit	Door Closed	Short Circuit
2	Contact Open	Contact Closed	Door Open	Door Closed
3		Contact Open	Door Illegally Opened	Door Open
4		Open Circuit	Door Open Too Long	Open Circuit
5			Door Not Opened	Door Illegally Opened
6				Door Open Too Long
7				Door Not Opened

Output - An output is selected and a bitmap for each level (1 to 5) can be set by clicking on the bitmap and selecting from the list box (or by entering the first letter on the bitmap till the required bitmap is displayed. Class, maintenance and isolate bitmaps can also be selected. The level names shown are editable and are changed directly in to the output data tables (also editable via output_setup in SCS_Client menu). Control or an output by the operator is via [command buttons](#).

Photo - A photo is a bitmap (.BMP or .JPG) that will be displayed accordingly when a card is presented to the selected reader. The reader provides the card number, and the bitmap linked to that card is displayed.

Symbol - A symbol type is a bitmap that is not linked to any system item and never changes, e.g. to indicate a fire hydrant. The class symbol is used to select the symbol.

- Move To Front.** (Cntl+Plus). Move the selected item to front of display. Also available on right click.
- Move To Back.** (Cntl+Minus). Move the selected item to back of display. Also available on right click.
- Move Forward.** (Plus). Move the selected item forward. Also available on right click.
- Move Back.** (Minus). Move the selected item backward. Also available on right click.

New Item. (Ins). Add a new item to the display and the item properties are displayed. Note that the default position of the item is at x=0 and y=0. Also available on right click on an item. Access setting on new item can only be set after the item is saved.

4 SHOW

Items on a drawing can be switched on / off for display, via one or more of the following selections: **All**, **Class**, **Maintenance**, **Isolate**, **Level x normal**, **Level x alarm**.

5 SET-UP

5.1 LOG FIELDS

The optional fields that are logged are enabled by ticking the appropriate fields in the log fields set menu. Field description lists the general events that have data in these fields. See logging in SCS_Client for more details.

5.2 DATE AND TIME PROPERTIES

Changing the time and date of the local PC via this menu results in the change being sent to all PCs running linked Softcon SoftWin3 programs (connected to the same SCS_Server.exe application). The changed date/time is also sent to all controllers. PCs date/times are synchronized with the PC set as the **Master DT** (see SCS_Client) when the applications start and every 90 minutes thereafter. When PCs connect via the distribution server, date/time is set to that of the PC set as Master DT.

Note that changing the date/time via Windows applications will not result in the immediate sending of the changes to controllers or other PCs – this will only be done when the controllers are sent a set-up, become on-line, when applications start or when the automatic periodic synchronizations occur (once an hour for controllers, 90 minutes for PCs). The Windows time/date set applications should thus not be used and should be disabled via policy editors.

6 TOOLS

6.1 LOGON/OFF

Changes the logged-on user.

6.2 CHANGE PASSWORD

Changes the password of the logged-on user. Passwords can be set to automatically expire (see SCS_Client).

6.3 SYMBOL LIBRARY.

All items (except data base and photo items) are bitmaps (.BMP or .JPG) that are displayed. Bitmaps must be registered in the symbol library before it can be displayed. This is done by selecting the symbol library menu (password permitting), scrolling to an unused data line and entering the ID name of the symbol (any descriptive name) and the file name (with drive and path). When [symbol_dialog_bar](#) in the view menu is checked, the bitmap of the selected symbol is displayed on the top of the menu.

6.4 MENU ACCESS.

Accesses to menus are set by the supervisor or by operators that have access to this menu. An operator group is selected and the menu access required to is moved to the Accessible block. Multiple menus can be selected by selecting Shift when clicking (all menus in between are also selected) or by selecting Ctrl when click (new click is added to selection or deselected). Access to new items only enabled after drawing has been saved.




7 VIEW

When the **Toolbar** option is checked, alignment and sizing icons are displayed on the top of the window. These are only functional when lock is off. The default when lock is set off is to display the toolbar.

When the **Status bar** option is checked, the cursor position and the type, size and position of the item the cursor is on are displayed on the bottom of the window. These are only functional when lock is off. The default when lock is set off is to display the status bar.

The **Symbol Dialog bar** option is only applicable when in the symbol library and when checked, the bitmap of the selected symbol is displayed.

8 WINDOW

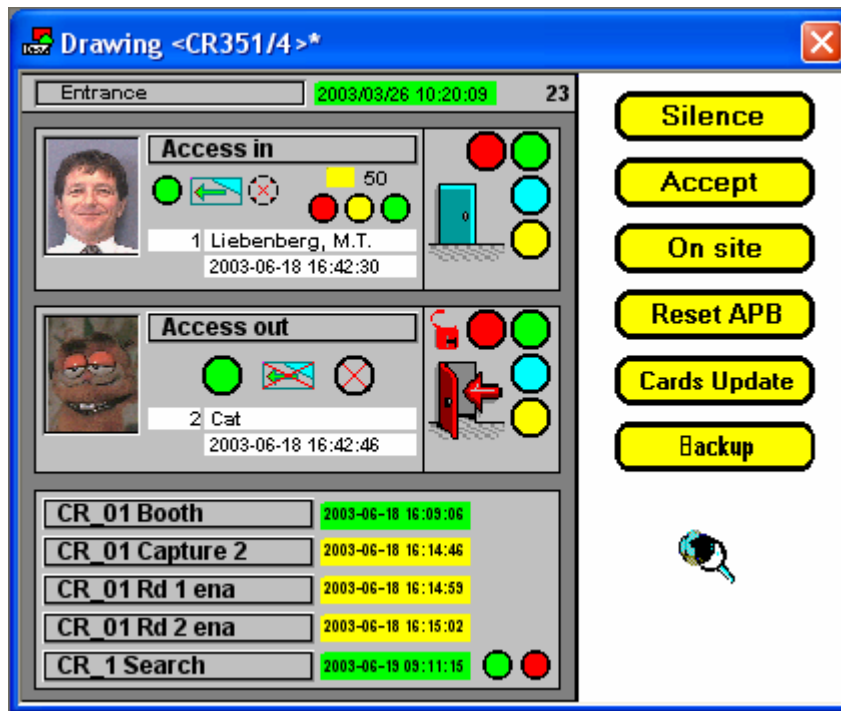
The normal windows sizing and positioning functions are applied to the drawing windows by selecting **Cascade** , **Tile Vertically** , **Tile Horizontally**  or selecting the drawing that must be displayed on top of the window.

9 HELP

Help Topics. Opens this help file.

Help About. Displays version and parameter information.

10 SAMPLES



Drawing <LATCH_01_32>

● OPEN ● UNLOCK
● RESET ● LOCK

Turn 1 in Trigger	Security lock	Central Weighing	Locker E
Turn 1 out trigger	Side gate lock	Central Weighing F	Locker F Clean
Turn 2 in Trigger	Admin door lock	Zantac Female	Locker E Clean
Turn 2 out Trigger	Pay Office door	Tablets Female	Locker D
Turn 3 in trigger	Pay Office	Tablets Male	Locker C
Turn 3 out trigger	Compter room lock	Zantac Male	Locker D Clean
Turn 4 in trigger	Office NW Lock	Dirty Passage Base	Locker C Clean
Turn 4 out trigger	Collations	Locker F	Locker B

Drawing <DUTCH_1>

Reader 1



Reader 2

Cat, Red
Entertainment
CAT007GP

Jones, Michelle
Reception
HOT001GP

IN	OUT	COUNTER	MAX	FREE
		Big Mac	10	5
		WoolTrue	15	6
		CND	5	0
		Hennies	10	10
		Softcon	25	4
		ADMT	8	7
		Implax	55	9
		Central X	12	4
		GetBit	5	5
		ITX	10	0
TOTALS :			155	50

visitor buttons only function when indicators are green (free not 0 for in, not max for out)

Drawing <COMPTAGE>

Compteur \ Places	Totales	Disponibles
Global	320	5

Compteur \ Places	Totales	Disponibles	Etat
Etudiant	80	7	
Entreprise	50	0	
Usagers	150	0	

Compteur \ Places	Totales	Disponibles	Etat
Niveau 1	100	0	
Niveau 2	120	0	
Niveau 3	80	80	

ALARMS

Compteur \ Ouvertures	Totales
Entrées	0
Sorties	0

Journalier
0

Défaut \ Rampe	EN 0/1	EN 0/2	SN 0	EN 1	SN 1/1	SN 1/2	EN 2	SN 2/1	SN 2/2	EN 3	SN 3
Technique											
Dégondage											
Effraction											
Ouv. Manuelle											

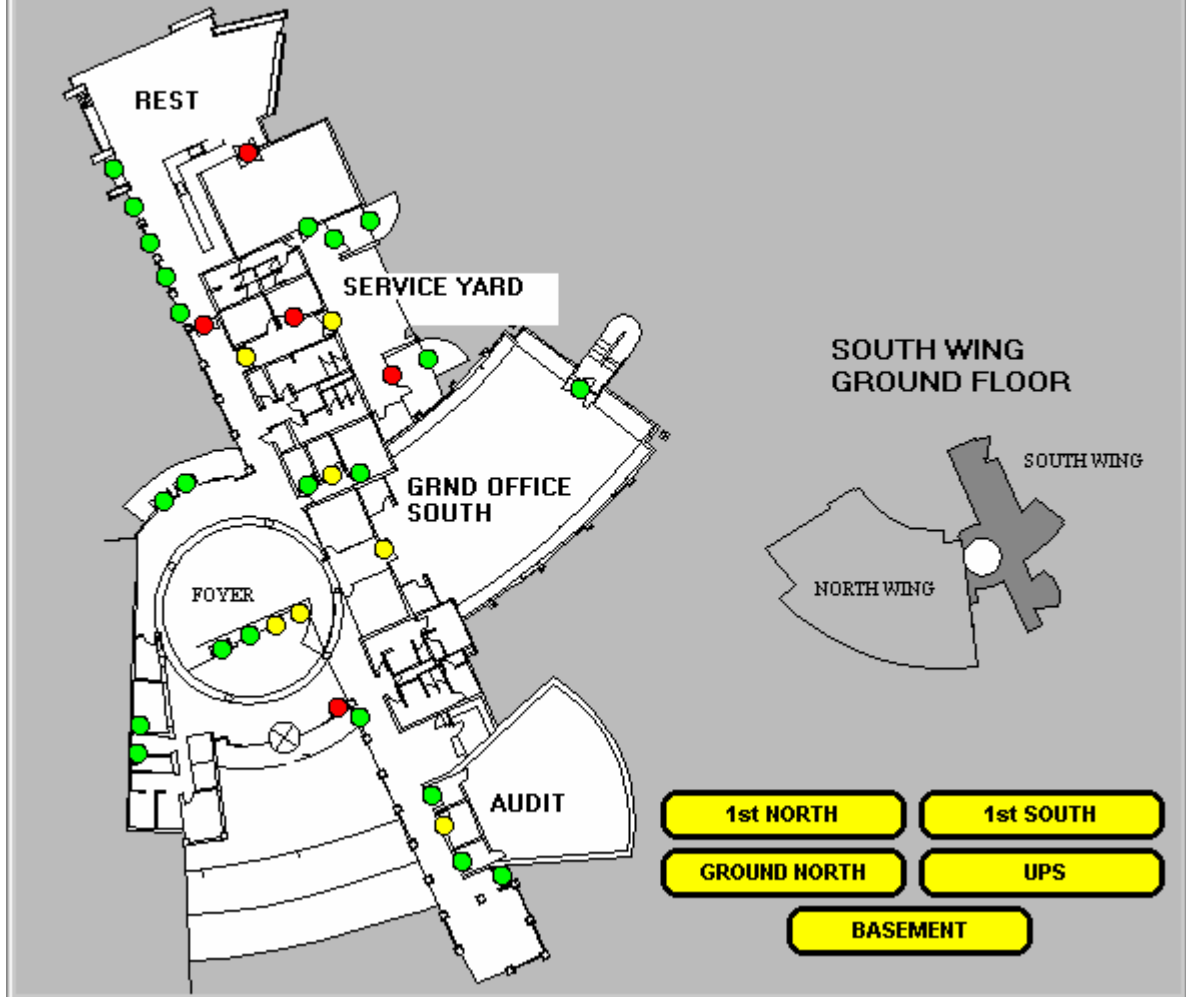
Défaut \ Dist Tick	DT 110	DT 111	DT 112
Bobine Vide			
Recharge Monnaie			
Caisse Pleine			
Effraction			



Défaut ECP	
Défaut Valid	
Défaut CO	



Position \ Grille	EN 0	SN 0	EN 1	SN 1	EN 2	SN 2
Ouverte						
Fermée						



NOTES

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