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SCS_Draw

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SoftDraw, 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 responds to EVENTS received via TCP messages and certain operator functions are transmitted via TCP events.

After a PASSWORD has successfully been entered, a menu is displayed and a drawing could automatically be displayed (depending on password level). Set-up of the system is done via SCS_Client

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BITMAP SET-UP

In order to use a bitmap file, the files must be registered in the bit map database. This is done using the bit map database edit display.

A *Description* is given to each file for easy identification in other menus. The *FileName* is the path and file name of the bitmap file. Configuring the path via the define command in the configuration file, will be implemented in later versions.

DRAWINGS

SoftDraw is a separate program (application) for displaying system status's and allows operator control via graphical displays and maps. Tools are also provided for the creation of the display drawings.

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 bit map 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).

Drawing.

New.  Creates a new drawing, with the default name "NONAME".

Open.  Opens an existing drawing, via a dialogue box listing the databases and the tables (the drawing names) in the selected data base. Drawings can be deleted and renamed by administrator logon only.

Save.  Save the selected drawing to its data base 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 is 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 printouts are 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 SoftDraw and closes the application.

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.

Cut.  (Shift-Del.). 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.

Copy.  (Ctrl-Ins). 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.

Paste.  Pastes data on the clipboard to the cursor position.

Select Inside. When selecting the Select inside option, a number of items can be selected for deleting, moving or copying to the clipboard. The select box is stretched to surround the items to be 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 (this feature is not available in the earlier versions). 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.

Select All. All items on a drawing are selected and shown in inverse colour.

Add. (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.

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

Draw Properties. (shift-right-click on the drawing header - lock off). The drawing properties are displayed in three groups, and are editable by moving the cursor to the required position and clicking or double clicking and then editing :

WINDOW - 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 referred 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).

DISPLAY - Most items on display are represented by bitmap images matching the status of the system item it is linked to (e.g. an open or closed door). Up to 5 levels of input status's and 2 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 when the item (input, or output) changes level and the new level is in alarm, i.e. the xref parameter of the event it set to -1. 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 a **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).

Item properties. (shift- right click on the item - lock off). The selected item's properties are shown and can be edited. The position (relative to the top left corner of the drawing window) is given 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 shift-double-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 listbox 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. The section below describes which item types use which bitmaps. The [display](#) section above describes the functions of the bitmaps.

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

Reader - to be included.

Input - An input is selected and bitmaps for up to 5 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 SoftEdit menu).

Input levels for access controlled doors are as follows:

- level 1 closed.
- level 2 open.
- level 3 illegally opened.
- level 4 open too long.
- level 5 door not opened after card presented.

Output - an output is selected and a bitmap for each level (1 and 2) can be set. 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 the). Output control by the operator is via DDE buttons (see below).

Controller - to be included.

Camera - A camera has only a class symbol, and the item is linked to a specific camera. When left clicking on the drawing, the live video of that camera is displayed in a sizeable window.

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). No bitmaps are required for counters.

DDE button - A DDE 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.

EXEC button The exec button is similar the a DDE button, but starts (left click, password permitting) an .EXE program when selected. The path and name is entered in to the top line of the properties menu. 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.

System - to be included.

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.

Photo - A photo is a bitmap 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. Cards are linked to photos in the photo library. None of the bitmap options in the item properties are used.

DBI reader reference - Database items can be displayed and edited on a drawing via DBI types. To access data base data, SoftDraw sets up SQL commands via configuration data in the DRAW.SQL file. The ID of this data is set in the top string of the properties menu (e.g. CARD_NAME). The configuration data refers to a specific field (column) in a data table, the reference to the record (row) is provided by the reader, 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. No bitmaps are required to be selected. SQL IDs current available are:

CARD_REF
CARD_NAME
CARD_PHONE
CARD_DEPT
CARD_CAR
CARD_NUMBER

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 by shift-right clicking on the link symbol in the drawing, and selecting the name. Should the drawing already be open, it becomes the "select from" drawing.

DBI counter - Any database item can be displayed and edited on a drawing. As described for DBI reader reference above, data is accessed via SQL configuration data. When selecting reader reference, the reader gives a card number as the reference, while other items are referenced by the selected system items, e.g. counter 10. Types 500 to 599 are reserved for DBI type, DBI counter being one of them. Adding more types required additions to the DRAW.SQL file. The counter selected provides the record reference to the counter data to be displayed. The SQL ID is entered on the top line of the item properties menu (e.g. COUNTER_MAX or COUNTER_MIN. The data base values can be altered by left clicking on the data displayed (password permitting), and editing the data. Data selected (in blue is overwritten). SQL IDs current available are:

COUNTER_REF
COUNTER_NAME
COUNTER_MIN
COUNTER_MAX
COUNTER_VALUE

DBI output – As described for DBI counter, database item can be displayed and edited on a drawing. Output items available are:

OUTPUT_REF
OUTPUT_NAME
OUT_L1
OUT_L2
OUT_L3
OUT_L4
OUTPUT_NOW_VALUE
OUTPUT_NOW_TIMEDATE
OUTPUT_NOW_NAME

DBI input – As described for DBI counter, database item can be displayed and edited on a drawing. Input items available are:

INPUT_REF
INPUT_NAME
IN_L1
IN_L2
IN_L3
IN_L4
IN_L5
INPUT_NOW_VALUE
INPUT_NOW_NAME
INPUT_NOW_

DBI reader – As described for DBI counter, database item can be displayed and edited on a drawing. Reader items available are:

READER_REF
READER_NAME
READER_RANDOM

DBI controller – As described for DBI counter, database item can be displayed and edited on a drawing. Output items available are:

CONTROLLER_REF
CONTROLLER_NAME

As described under display above, bitmaps are selectable for each of the class, maintenance, isolate and status levels of the item.

Symbol Library. All items (except data base items) are bitmaps 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).

Photo Library. Photos linked to cards (via SoftEdit) can be displayed when cards are presented to readers in the system (see photo above). Only photos registered in the photo data base can be allocated to cards. Registration is by selection of the photo library edit option and by entering an ID (any identifiable name or number, e.g. the persons name or company number) and the file name of the photo (with drive and path).

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**.

Logon/off. What may be seen or edited depends on the password level of the operator logging on.

Log On. To log on with a new password, Log On is selected and the new name and password is entered. New drawings may automatically appear, depending on set-up data in the ACCESS.CFG file, as described above. Selection of log on, automatically logs off the previous user. Illegal log on or cancel of log on reverts to log on level 0.

Log Off. When logging off, all displays are closed and certain programs can be closed, as defined in the ACCESS.CFG file (e.g. CONFIG AUTOLOGSTOP_CAPTION_1 "SoftEdit" stops the program SoftEdit, with the _1 indicating the 1st program to stop).

Tools. As described under the previous Logon/off section, up to 10 tools can be configured to the tool menu, these could be batch or exe files that are run (see above).

Options. When lock is disabled, i.e. when drawings are being edited, the following aids can be selected:

Show Cursor Position. Co-ordinates in pixels are displayed at the bottom of the window.

Cross Hair Cursor. The cursor is used to line up with other items.

Snap. Snaps the item to the nearest grid position.

Grid.  Increases or decreases the snap grid.

Window. The normal windows sizing and positioning functions are applied to the drawing windows:

Cascade.  **Tile.**  **Tile Horizontally.**  **Arrange Icons. 1 2 3 4 5.**

Help. Opens this help file.

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Drawing <CR351/4>

Controller 1 5

Reader 1_1
1 Liebenberg Mark

Reader 1_2
2 Howel Tony

Fire escape
C1_Input_2
C1_Input_3
C1_Input_4
Siren

Silence
Accept
On site
Reset APB
Cards Update

 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 HW 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	
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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

Drawing <LYON_COUNT>

Car Park TOTAL DAILY 150 > 1 TOTAL CARS 320 > 8

		MONTH 80 > 7	
		DAY 120 > 0	
		DAY 50 > 1	
		WEEK 100 > 0	
		TOTAL 120 > 1	
OPERATOR IN 0		OPERATOR OUT 0	

Drawing <LYON_ALARM>

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			



COUNT

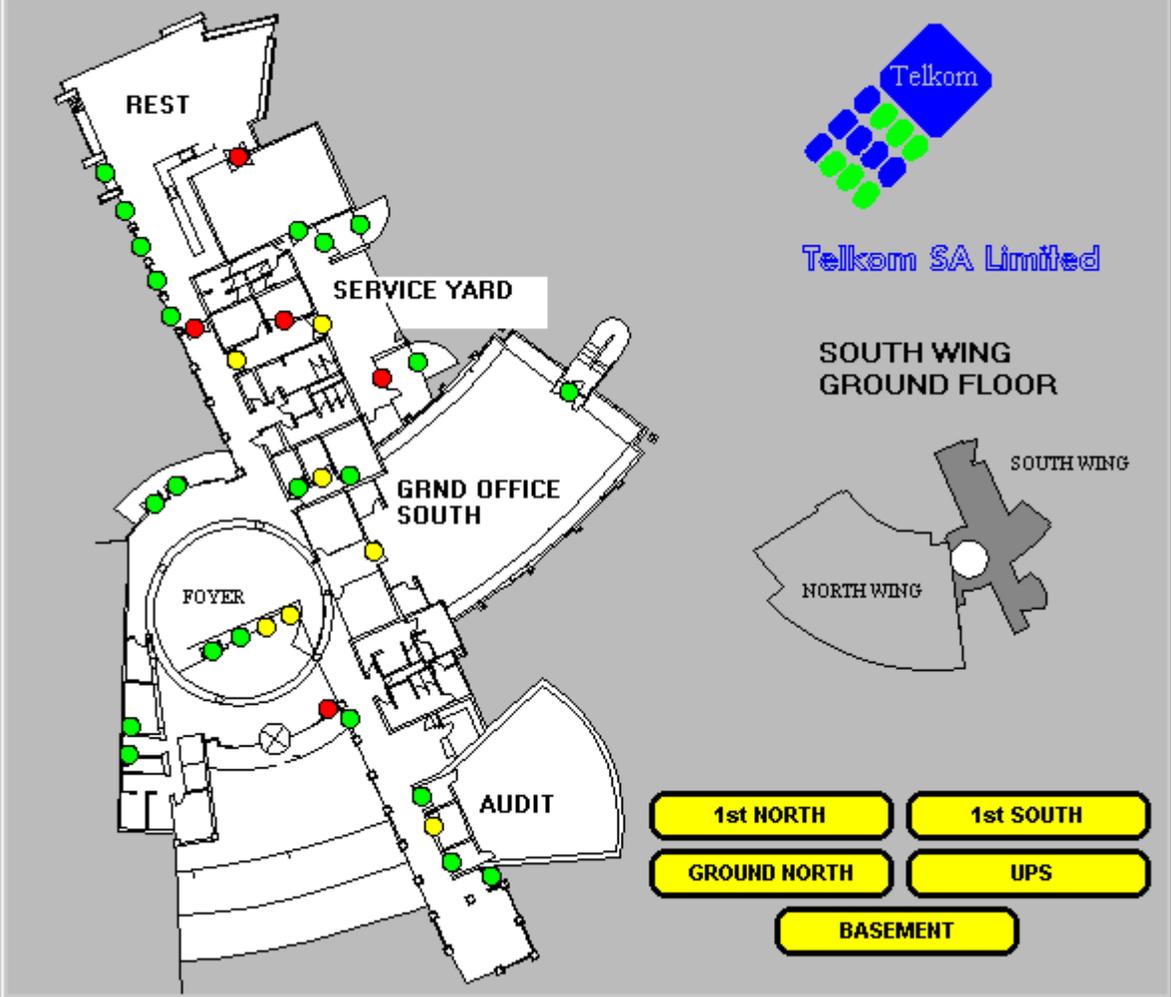
Défaut ECP	
Défaut Valid	
Défaut CO	

Edit

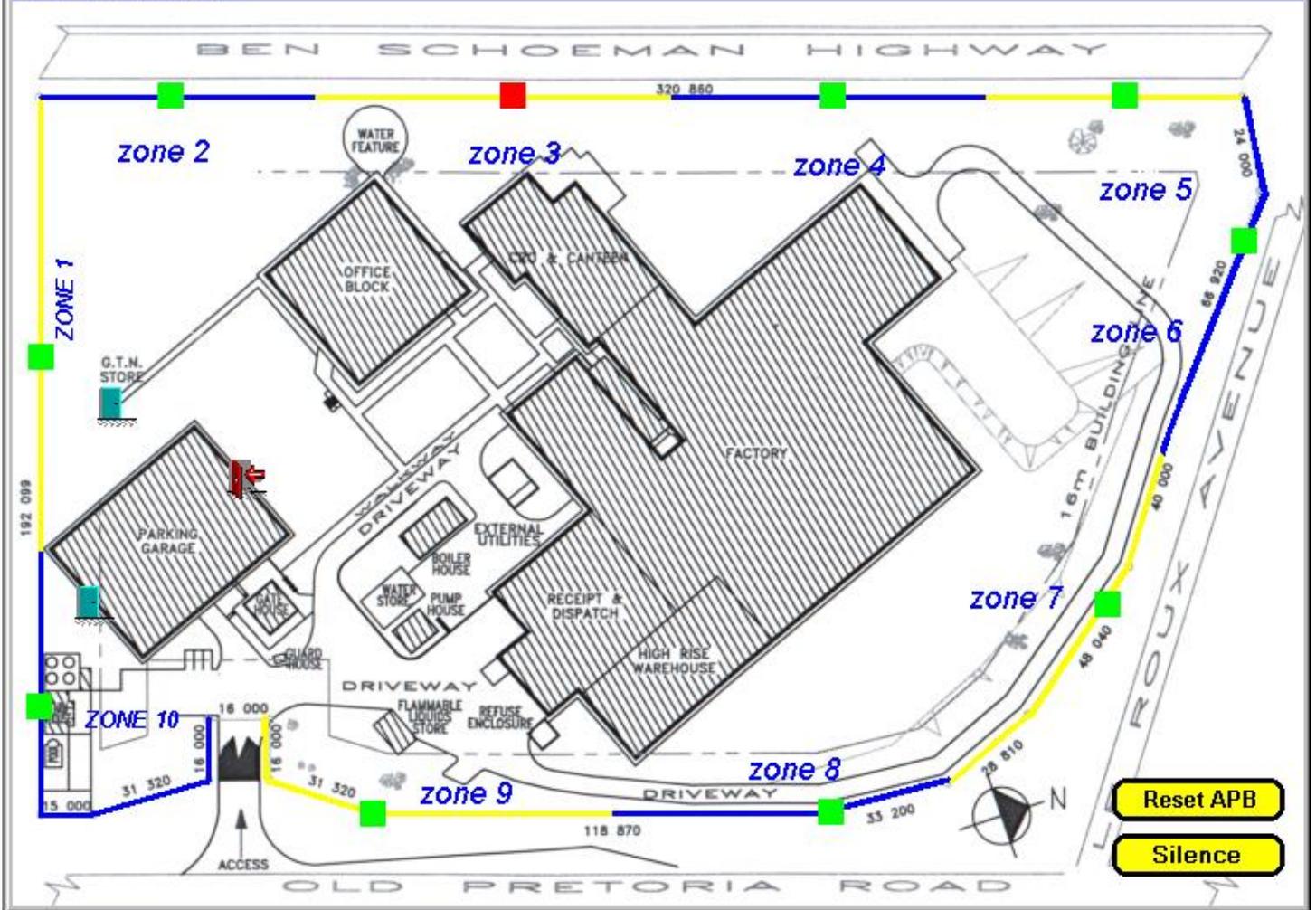
Reset APB

Silence

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



Drawing <GROUNDS>



NOTES

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