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# How to setup Timers.

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# Revision History

Name	Date	Reason For Changes	Version
MDH	19-Sep-2014	Initial document	0.1
MDH	14-Jul-10	Cover Page	0.2

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## Information

In this document I will show you how to setup a timer that will be used to trigger an alarm for a disabled bathroom. For instance if something goes wrong in a certain time period an alarm will either go off or a message will appear in SCS\_Draw.

## Output Setup

We need to setup a Virtual output to be used to trigger the Alarm or to setup the output that is use to trigger an actual alarm that was wired in to the controller.

Follow these steps below.

1. Click on Setup.
2. Click on Setup Editor
3. Click on Output Set-up.

Make the following changes to the controllers output that will be used to run the timer. By right-clicking on the output and then by clicking on properties.

Under the General Tab

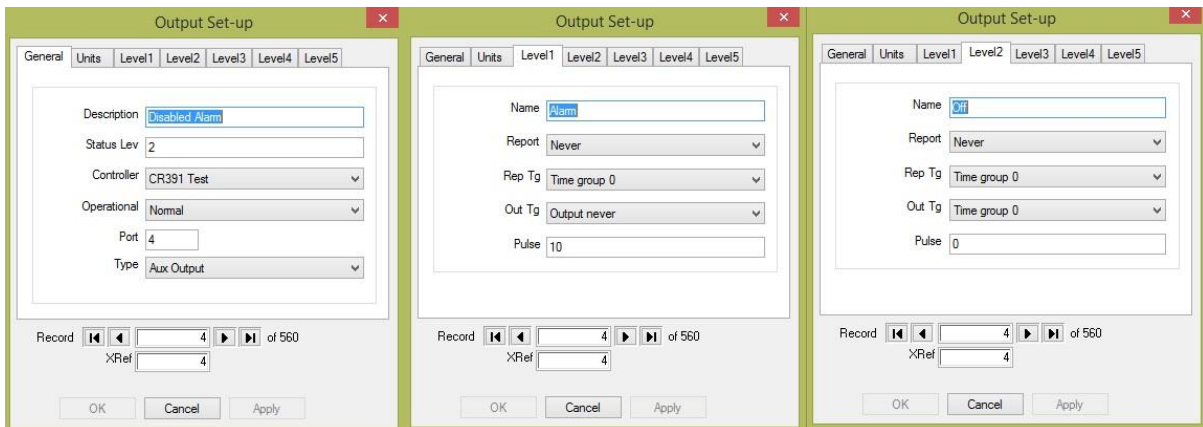
- Description change to a unique name.
- Status Lev change to 2.
- Type change to Aux Output.

Under the Level1 Tab

- Description change to Alarm
- Pulse change to how long you want the alarm to be on in seconds.

Under the Level2 Tab

- Description change to Off.



User: Adm								
File Edit Status Card Setup Vending Programs Tools View Window Help								
[Icons]								
Description	Controller	Port	Type	L1 Name	L2 Name	L3 Name	L4 Name	
1 CR_1 Latch 1	CR391 Test	1	Latch 1	Open	Closed	Open perm	Close perm	
2 CR_1 Latch 2	CR391 Test	2	Latch 2	Open	Closed	Open perm	Close perm	
3 CR_1 Search	CR391 Test	3	Aux Output	Search	Not search	Level 3	Level 4	
4 Disabled Alarm	CR391 Test	4	Aux Output	Alarm	Normal	Level 3	Level 4	

## Timers

Now we need to setup the timer. This is the time that will be triggered when a user tags his card at the specified reader.

Follow these steps below.

1. Click on Setup.
2. Click on Setup Editor.
3. Click in Timers.

Make the following changes in the following columns on the timers screen.

- Name change to a unique name.
- T Reload change to the time you want in seconds (60 = 1min).

- T Event change to what needs to happen when the timer run out. (t = Type), (n = System Number), (s = Status) and (v = Value).

Example: t3 n4 s50 v1

t3 = output

n4 = relay 4 (this is the ref number of the output setup)

s50 = level change

v1 = level 1

This means that when the timer runs out my relay 4 on controller 1 will change the level from level 2 to level 1.

- StartRep change to Evn,Log,Dis.
- Start TG change to Sys\_1 24hr.

User: Administrator 1 - [Timers]														
File Edit Status Card Setup Vending Programs Tools View Window Help														
[Icons]														
Name	Status	Satus DT	T Reload	T Rem...	T DT	C Remain	TriggerEvent	T Event	C Event	C Reload	C Done	StartRep	StartTg	
1 Disabled Alarm	Stopped	2015/11/16 08:55:39	600	0	2015/11/16 08:55:40	0	t1 n1 s22 x1 v0 a0	t3 n4 s50 v1		0	0	Evn,Log,Dis	Sys_1 24hr	
2 zT 2	Stopped		0	0		0				0	0			
3 zT 3	Stopped		0	0		0				0	0			

## Event

Now we need to setup 2 events. One event will start the timer and the second event will stop the timer when the push button is pressed.

Follow these steps below.

1. Click on Setup.
2. Click on Event.

Make the following changes in the Event Screen. By clicking on the dropdown menu next to the Event Name and selecting the firs available event number.

### First Event.

Under the Event Triggers:

- Click on the Add button.
- Change Type to Reader.
- Change System Item to the reader name where the timer will run.
- Change the Status to Entered.

Under the Event:

- Change the PC to Resolve.
- Change the Program to SCS\_Client.
- Change the Type to Timer.
- Change the System Item to the timer that you created earlier on.
- Change the Status to Timer Start.
- Change the Value to -3.

The screenshot shows the 'EVENT' configuration window. At the top, the 'Event Name' is '2' and the selected event is 'Disabled Bathroom Timer'. The 'Algorithm' is set to '10'. Below this is a table with columns: PC, Program, Type, System Item, Status, Value, Xref, Alarm, Z1, Z2, Z3. The row contains: Resolve, SCS\_Client, Timer, Disabled Alarm, Timer Start, -3, 0, 0, 0, 0, 0. Below the table are 'Add' and 'Del' buttons. The 'EVENT TRIGGERS' section has a large yellow question mark on the left. The table has columns: Ref, Reader, System Item, Status, Value, Xref, Alarm, Z1, Z2, Z3. The row contains: 10, Reader, Disabled BathRoom In, Entered, 0, 0, 0, 0, 0. Below this table are also 'Add' and 'Del' buttons.

## Second Event

Under the Event Triggers:

- Click on the Add button.
- Change Type to Input.
- Change System Item to the input where the Push button is wired on.
- Change the Status to Level Changed.
- Change the Value to 1.

Under the Event:

- Change the PC to Resolve.
- Change the Program to SCS\_Client.
- Change the Type to Timer.
- Change the System Item to the timer that you created earlier on.
- Change the Status to Timer Stop.

EVENT



Event Name 3 Disabled Bathroom Timmer Reset

Algorithm 12

PC	Program	Type	System Item	Status	Value	Xref	Alarm	Z1	Z2	Z3
Resolve	SCS_Client	Timer	Disabled Alarm	Timer Stop	0	0	0	0	0	0



EVENT TRIGGERS

Ref	Input	System Item	Status	Value	Xref	Alarm	Z1	Z2	Z3
12	Disabled Bathroom PB	Level changed	1	0	0	0	0	0	0

