

\$ K + > **Welcome**

Intelligent Control is a Windows Based software program that allows you to easily communicate with and operate any NTCIP Devices. This software can be run under Windows 98, Windows 2000, Windows NT and Windows XP.

Intelligent Control can manage many Devices from one or more remote computers, or a laptop can be temporarily connected to a Device and used to operate that Device using Intelligent Control. While it is possible to use more than one computer to operate more than one Device, remember that a Device can only be connected to one computer at a time. Intelligent Control software can simultaneously communicate with more than one Device.

Intelligent Control can:

- Check which message is currently displayed on a sign;
- Retrieve a list of all the messages that are stored in the sign controller;
- Check the time and date on the sign controller;
- Check the battery voltage and illumination levels of the sign;
- Edit messages or make new messages to display on a sign;
- Update schedules for displaying messages.

These are just a few of the functions that Intelligent Control performs.

Welcome
\$ Welcome
K Welcome
+ MAIN:0
> Main

\$ K @ + > **Archive/Restore**

This option is used to archive and/or restore your database. You can choose to archive the entire database or select specific tables for archiving and you can restore specific tables from the archives into the current database.

Archive_Restore
\$ Archive/Restore
K Archive/Restore
@ Status|0|0|0|0|||||
+ MAIN:0
> Main

\$ K @ + > **Archiving Individual Tables from the Database**

To archive individual tables from the database, check the check boxes for the tables that you want to archive. Click on the Archive button. A window will open allowing you to enter the name of the archive file and the location for that file. If you have previously archived files to a particular directory, that directory will be the default directory for any subsequent archives. You can change the directory if required

If you want to archive a specific table to its own file, i.e. a database that contains only that table, enter a name that indicates which table the archive contains. If you want to archive this table to an existing archive of the database, i.e. add the table into an archive that already exists, select the existing archive as the file name and click save. The table that you selected will be added to the archived database. If that table has previously been archived to that database, the existing table will be overwritten. If the database does not already contain that table, that table will be added to that database.

Archiving_Individual_Tables_from_the_Database
\$ Archiving Individual Tables from the Database
K Archiving Individual Tables from the Database
@ Status|0|0|0|0|||||
+ MAIN:0
> Main

\$ K @ + > **Restoring from an Archived Database**

To restore files from an archived database, click on the Restore From button. The default directory will be the directory that you most recently used for an archiving or restoring function. Navigate to the required directory (if it is not the same as the default one), and highlight the database from which you wish to restore a file. Click on the Open button and the tables that are contained in that database will be displayed so that you can select the table(s) that you wish to restore. Select the table(s) that are to be restored and click on the restore button. The contents of the table(s) that are successfully restored will be displayed.

Restoring_from_an_Archived_Database
\$ Restoring from an Archived Database
K Restoring from an Archived Database
@ Status|0|0|0|0|||||
+ MAIN:0
> Main

\$ K @ + > **Sign Control**

The Sign Control form is used to interact with all the signs that you have connected.

The current data for that sign will be displayed in the fields. All the available pre-programmed and changeable messages will be displayed. If you want to display all the pre-programmed messages, make sure that Message Type pre-programmed is selected. If you want to view the changeable messages, make sure that Message Type changeable is selected.

Both the Changeable Messages and Pre-programmed messages are stored on the sign controller. Intelligent Control allows you to display the pre-programmed messages on the sign from your computer, but you cannot edit the pre-programmed messages in any way. The Changeable messages are also stored on the sign controller. Using Intelligent Control, you can check the contents of these messages (by using the Get selected Message from Sign button). You can also change these messages and download them to the sign for future or current displaying on the sign.

The Connect\Disconnect (red/green) button will display Connect (red) if you are not connected to the sign and Disconnect (green) if you are connected to the sign. If the button is green, a connection has already been established. If the button is red, establish a connection by selecting the required device and clicking on the red button.

To Send a Changeable Message to the Sign

If you want to send a changeable message to a sign, you should first select the Device by clicking on the drop down list box and highlighting the required sign. Then, select Changeable Message type by clicking on the Changeable radio button.

All the available Changeable Messages for that Device will be displayed in the message window. Highlight the one that you want to send to the sign. The message itself and its display information - Duration and Priority will display in the field below the message list.

Now that you have the message selected, you can choose from the range of Message Commands that are available. To send the message to the sign (and not display it) click Send Only. To send the message to the sign and display it, click on Send and Display.

Note about the Display Message on Sign

You should be cautious when using this option. The message number that you have highlighted in the Device Messages list will be the message that is displayed on the sign. This may not be the same message on the sign – in other words, the text of the message that you see in Intelligent Control may not be the same as the text of the message that is loaded on the sign controller. To avoid this happening, highlight the number of the message that you want to display on the sign. Click on the Retrieve Selected Msg button. The text of that message as it is loaded on the sign controller will then be displayed on Intelligent Control. If the text is OK, click on the Display Only button and that message will be displayed. If the text of the message is incorrect, you can edit that message (by clicking the Edit Message button), and then click the Send and Display button. Alternatively, you may want to select another message and check if the content of that message is correct and then display that message.

Add a New Message

If you want to add a new message, position the cursor on an “empty” line in the message list and then click on the New Message button. The Edit Message window will open, allowing you to create your new message.

When you have finished creating your message click on Close. The message will be displayed in the Message List and the MULTI Msg window. Click on the Save button to save the message to the database and Send Only if you want to send the message to the sign. If you want to send and display the message on the sign, click on the Send and Display button.

```
# Sign_Control_and_Status
$ Sign Control and Status
K Sign Control and Status;Sign Control
@ Status|0|0|0|0|||
+ MAIN:0
> Main
```

Edit an Existing Message

If you want to edit a message that already exists, highlight that message in the Device Messages list and click on the Preview Button. This will open the [Sign Message Edit](#) window so that you can make the required changes. Remember to send the message to the sign and save it in the database.

\$ K @ + > **Fan Test Activation**

This function allows you to activate a fan test. Click on the drop down list to select the Activate Test option. Then click on the Update Sign button to start the fan test. Any errors encountered during the test will be reported in the Fan Failure field.

```
# Fan_Test_Activation
$ Fan Test Activation
K Sign Status:Fan Test Activation
@ Status|0|0|0|0|||||
+ MAIN:0
> Main
```


\$ K @ + > Minimum Cabinet Temperature

This read only field indicates the minimum temperature within the sign control cabinet, measured in degrees Celsius.

If the control cabinet has only one temperature sensor installed, the value received from that sensor will be returned in both the Minimum and Maximum Cabinet Temperature fields.

If the control cabinet has more than one temperature sensor installed, the lowest cabinet temperature reported by the sensors will be displayed here.

Minimum_Cabinet_Temperature
\$ Minimum Cabinet Temperature
K Sign Status:Minimum Cabinet Temperature
@ Status|0|0|0|0|||||
+ MAIN:0
> Main

\$ K @ + > **Maximum Cabinet Temperature**

This read only field indicates the maximum temperature within the sign control cabinet, measured in degrees Celsius.

If the control cabinet has only one temperature sensor installed, the value received from that sensor will be returned in both the Minimum and Maximum Cabinet Temperature fields.

If the control cabinet has more than one temperature sensor installed, the highest cabinet temperature reported by the sensors will be displayed here.

Maximum_Cabinet_Temperature
\$ Maximum Cabinet Temperature
K Sign Status:Maximum Cabinet Temperature
@ Status|0|0|0|0||||
+ MAIN:0
> Main

\$ K @ + > **Minimum Ambient Temperature**

This read only field indicates the minimum temperature recorded in the immediate vicinity of the sign.

If the sign has only one ambient temperature sensor installed, the value received from that sensor will be returned in both the Minimum and Maximum Ambient Temperature fields.

If the sign has more than one temperature sensor installed, the lowest ambient temperature reported by the sensors will be displayed here.

Minimum_Ambient_Temperature
\$ Minimum Ambient Temperature
K Sign Status:Minimum Ambient Temperature
@ Status|0|0|0|0|||||
+ MAIN:0
> Main

\$ K @ + > **Maximum Ambient Temperature**

This read only field indicates the maximum temperature recorded in the immediate vicinity of the sign.

If the sign has only one ambient temperature sensor installed the value received from that sensor will be returned in both the Minimum and Maximum Ambient Temperature fields.

If the sign has more than one temperature sensor installed, the highest ambient temperature reported by the sensors will be displayed here.

Maximum_Ambient_Temperature
\$ Maximum Ambient Temperature
K Sign Status:Maximum Ambient Temperature
@ Status|0|0|0|0|||||
+ MAIN:0
> Main

\$ K @ + > Sign Housing Minimum Temperature

This read only field indicates the minimum temperature recorded in the sign housing.

If the sign has only one sign housing temperature sensor installed, the value received from that sensor will be returned in both the Minimum and Maximum Sign Housing Temperature fields.

If the sign has more than one temperature sensor installed, the lowest sign housing temperature reported by the sensors will be displayed here.

Sign_Housing_Minimum_Temperature
\$ Sign Housing Minimum Temperature
K Sign Housing Minimum Temperature
@ Status|0|0|0|0|||
+ MAIN:0
> Main

\$ K @ + > **Sign Housing Maximum Temperature**

This read only field indicates the minimum temperature recorded in the sign housing.

If the sign has only one sign housing temperature sensor installed, the value received from that sensor will be returned in both the Minimum and Maximum Sign Housing Temperature fields.

If the sign has more than one temperature sensor installed, the highest sign housing temperature reported by the sensors will be displayed here.

Sign_Housing_Maximim_Temperature
\$ Sign Housing Maximim Temperature
K Sign Housing Maximim Temperature
@ Status|0|0|0|0|||
+ MAIN:0
> Main

\$ K @ + > **Day Light Saving**

If you are using the sign in a location that adheres to Day Light Saving Time, you can enable Day Light Saving. This will automatically cause the clock to change when day light saving comes into effect, and then change back to standard time when day light saving is no longer in effect.

Day_Light_Saving
\$ Day Light Saving
K Day Light Saving
@ Status|0|0|0|0|||||
+ MAIN:0
> Main

\$ K @ + > Long Power Recovery Msg

Enter the [Memory Type](#) and the Message Number of the message that should be displayed after the sign has recovered from a long power loss. Choose Memory Type from the drop down list box and then enter the number of the actual message that should be displayed.

```
# Long_Power_Recovery_Msg  
$ Long Power Recovery Msg  
K Sign Summary:Long Power Recovery Msg  
@ Status|0|0|0|0|||  
+ MAIN:0  
> Main
```


\$ K @ + > **Communications Loss Msg**

The default message that the sign will display after a loss of communications is entered here. Choose either a [Pre-programmed](#) or [Changeable Message](#) type and then enter the number of the message that should be displayed.

Communications_Loss_Msg
\$ Communications Loss Msg
K Sign Summary:Communications Loss Msg
@ Status|0|0|0|0|||
+ MAIN:0
> Main

\$ K @ + > **Power Loss Message**

The default message that the sign will display after a loss of power is entered here. Choose either a [Pre-programmed](#) or [Changeable Message](#) type and then enter the number of the message that should be displayed.

```
# Power_Loss_Message
$ Power Loss Message
K Sign Summary:Power Loss Message
@ Status|0|0|0|0|||||
+ MAIN:0
> Main
```

\$ K + > Password

The Password that you enter is unique to your [Name](#). It can be up to 10 characters in length and can consist of alpha and/or numeric characters. The password is case sensitive. Please make a note of your password, as it is stored on the system in an encrypted format so there is no way to retrieve the password if you forget it.

Password
\$ Password
K Password
+ MAIN:0:000020
> Main

\$ K + > Access Levels

You can set various access levels for each Operator that has access to the system. The functions that a particular operator can access are set based upon the Access Level that is set for that operator.

Each Operator has an access level allocated when their details are added to the system. Up to 3 levels are provided for.

Every form in the system has controls on it. You can specify which controls should be accessible by which level of user.

To do this click on the Select Form drop down list box and highlight the form for which you want to set access levels.

Each control that is available on the form will be listed in the Control name list.

The description field provides you with a brief description of what the function of the control is.

Each level can have one of three types of access allocated – read-write, read only or not accessible. Read-write allows the operator full access to the field or control function, read only allows limited access (can only view the field or control function) and not accessible renders that field or control completely inaccessible to that level of operator.

To edit the access levels for a particular control or field, highlight that control or field in the list and its details will be displayed in the edit fields below the data window. Select the applicable access requirement for each Level and click on the Apply button.

Access_Levels
\$ Access Levels
K Access Levels
+ MAIN:0:000020
> Main

\$ K + > Day Plans and Schedules

This function allows you to specify certain messages that are to be displayed at certain times on specific days. The simplest way to describe how this works is to work through an example.

You must be connected to the sign before you send data to the sign. To connect to the sign, open the Sign Control window; select the required sign from the Devices list and click on the Connect button. Then return to Edit Schedules.

Lets assume you want to display Changeable Message 1 at 6am and Changeable Message 2 at 6pm every weekday of the year, In addition, you want Changeable Message 2 to be displayed all weekend (from 6pm on Friday until 6am on Monday).

To do this, we need to set up a schedule that will be tied to a specific day plan that will activate two separate events.

So, we set up Schedule 1 to action Day Plan 1 every month (all months checked), Monday through Friday (Monday, Tuesday, Wednesday, Thursday and Friday checked) every day of the month (all days checked).

Save this schedule to the database by clicking on the Save button and update the sign by clicking on the Update Sign button.

Once this is done, you should click on the Day Plans tab so that we can set up Day Plan 1, which is tied to Schedule 1 that we have just created.

Select Day plan Number 1, and select Day Plan Event Number 1. This Day Plan event is to be activated at 6am so the Day Plan Event Time should be set at Hour 6 and Minute 0.

We then need to indicate what action is to be taken by this event number. Indicate Day Plan Action 1, which will be set up on the Events and Actions tab to display Changeable Message 1.

Save the Day Plan to the Database (click on Save to Database) and update the sign (click Update Sign) and then select the Events and Actions tab.

Here we set up Display Message Action 1 to display Changeable Message 1.

Note

It is important that you check the content of the message that you specify here before you create the schedule. To do this, click on the Sign Control Button, select the sign and highlight the required message (in this case Changeable Message 1). Then click on the Get from Sign button and preview the message.

Each message has a CRC number allocated to it when that message is created and every time that it is changed. This is a calculated value that indicates the current version of this message. When you specify a message for an action, you must get that messages CRC from the sign. That CRC number is then stored together with the message number in the database and on the sign. If when the schedule runs, the message that is specified in the schedule has a CRC different to the one that was saved at the time the schedule was created, that message will not be displayed and the action will be ignored. This eliminates the probability that another operator could change a message that is allocated to a schedule, causing an incorrect message to be displayed.

Before you click on Save to Database to save this action to the database and Update Sign to save this information on the sign, click on the Refresh CRC from sign so that the current version of that message is allocated to the action.

We must now repeat the previous two steps to create a day plan event for displaying changeable message 2 at 6pm.

Select the Day Plan tab.

```
# Day_Plans_and_Schedules
$ Day Plans and Schedules
K Schedules:Day Plans and Schedules
+ MAIN:0:000020
> Main
```

Now we set up Day Plan Event Number 2, which will action Day Plan Action2 at 6 p.m. Note that the Day Plan Event Time is in military time format – 6pm is 18h00.

Once this is saved to the database and the sign is updated, click on the Events and Actions tab to set up Day Plan Action 2 which will activate Changeable Message 2.

Here you can see that Message Action 2 has been set up to display Changeable Message 2.

Once again, remember to check the contents of changeable message 2 before adding it to the day plan, and retrieve the CRC from the sign for that message before you update the sign and save the information to the database.

Now, as far as the displaying of Changeable Message 2 on the weekend is concerned, remember that Changeable Message 2 has been set to display at 6pm on Friday. No other action has been specified to take place until 6am on Monday morning. So, we do not have to do anything else to keep Changeable Message 2 displaying all weekend.

\$ K @ + > **Time Comm Loss (min)**

Enter the number of minutes that should pass before a communications loss is considered to have occurred.

Time_Comm_Loss_min_
\$ Time Comm Loss (min)
K Time Comm Loss (min)
@ Status|0|0|0|0|||||
+ MAIN:000041
> Main

\$ K @ + > **Default Flash On**

If the message that you create is going to make use of the flash mode, the default for the length of time for the flash on position will be entered here.

```
# Default_Flash_On
$ Default Flash On
K Sign Summary:Default Flash On
@ Status|0|0|0|0|0|||
+ MAIN:000121
> Main
```

\$ K @ + > **Default Flash Off**

If the message that you create is going to make use of the flash mode, the default for the length of time for the flash off position will be entered here.

Default_Flash_Off
\$ Default Flash Off
K Sign Summary:Default Flash Off
@ Status|0|0|0|0|0|||
+ MAIN:000141
> Main

\$ K @ + > Default Font

The font that you use most often when creating new messages should be chosen here. This will sent the font automatically when you create a new message or edit an existing one.

Default_Font
\$ Default Font
K Sign Summary:Default Font
@ Status|0|0|0|0|||||
+ MAIN:000161
> Main

\$ K @ + > **Sign Type**

This indicates the type of sign. It is a read only field that cannot be edited. The valid values for this field are:

- Other
- Blank Out Sign (bos)
- Changeable Message Sign (cms)
- Variable Message Sign with character matrix setup (vmsChar)
- Variable Message Sign with line matrix setup (vmsLine)
- Variable Message Sign with full matrix setup (vmsFull)
- Portable Other
- Portable Blank Out Sign (portableBOS)
- Portable Changeable Message Sign (portableCMS)
- Portable Variable Message Sign with character matrix setup (portableVMSCChar)
- Portable Variable Message Sign with line matrix setup (portableVMSLine)
- Portable Variable Message Sign with full matrix setup (portableVMSFull)

Sign_Type
\$ Sign Type
^ Sign Configuration:Sign Type
@ Status|0|0|0|0|||||
+ MAIN:000261
> Main

\$ K @ + > Sign Access

This indicates the method of access to the sign. It is a read only value that cannot be edited. The valid methods are:

- Other
- Walk In access
- Rear access
- Front access

```
# Sign_Access  
$ Sign Access  
K Sign Configuration:Sign Access  
@ Status|0|0|0|0|||  
+ MAIN:000301  
> Main
```

\$ K @ + > **Sign Height**

The height of the sign indicated in millimeters. This information is stored in the sign controller and cannot be edited.

```
# Sign_Height  
$ Sign Height  
K Sign Configuration:Sign Height  
@ Status|0|0|0|0||  
+ MAIN:000321  
> Main
```

\$ K @ + > **Sign Width**

The width of the sign indicated in millimeters. This information is stored in the sign controller and cannot be edited.

```
# Sign_Width  
$ Sign_Width  
K Sign Configuration:Sign Width  
@ Status|0|0|0|0||||  
+ MAIN:000341  
> Main
```

\$ K @ + > **Horizontal Border**

This is the minimum border distance in millimeters that exists on the left and right-hand sides of the sign. It is a read only field that cannot be edited.

Horizontal_Border
\$ Horizontal Border
K Sign Configuration:Horizontal Border
@ Status|0|0|0|0|||||
+ MAIN:000361
> Main

\$ K @ + > **Vertical Border**

This is the minimum border distance in millimeters that exists on the top and bottom of the sign. It is a read only field that cannot be edited.

Vertical_Border
\$ Vertical Border
K Sign Configuration:Vertical Border
@ Status|0|0|0|0|||||
+ MAIN:000381
> Main

\$ K @ + > **Legend**

This indicates if a legend is shown on the sign. It is a read only field that cannot be edited. The valid values for this field are:

- Other
- No legend
- Legend Exists

Legend
\$ Legend
K Sign Configuration:Legend
@ Status|0|0|0|0|||
+ MAIN:000401
> Main

\$ K @ + > **Sign Technology**

This indicates the utilized technology in a bitmap format. This is a read only field that cannot be edited. The valid values for this field are:

- Other
- LED
- Flip Disk
- Fiber Optics
- Shuttered
- Lamp
- Drum

Sign_Technology
\$ Sign Technology
K Sign Configuration:Sign Technology
@ Status|0|0|0|0|||
+ MAIN:000421
> Main

\$ K @ + > Character Width In Pixels

This indicates the width of a single character in pixels. The value zero (0) indicates a variable character width. This is a read only field that cannot be edited.

```
# Character_Width_In_Pixels
$ Character Width In Pixels
K Sign Configuration:Character Width In Pixels
@ Status|0|0|0|0|||||
+ MAIN:000461
> Main
```

\$ K @ + > **Sign Height In Pixels**

The height of the sign indicated in pixels. This information is stored in the sign controller and cannot be edited.

Sign_Height_In_Pixels
\$ Sign Height In Pixels
K Sign Configuration:Sign Height In Pixels
@ Status|0|0|0|0|||
+ MAIN:000481
> Main

\$ K @ + > Horizontal Pitch

This field indicates the horizontal distance from the center of one pixel to the center of the neighboring pixel in millimeters. This is a read only field that cannot be edited.

Horizontal_Pitch
\$ Horizontal Pitch
K Sign Configuration:Horizontal Pitch
@ Status|0|0|0|0|||||
+ MAIN:000521
> Main

\$ K @ + > **Vertical Pitch**

This field indicates the vertical distance from the center of one pixel to the center of the neighboring pixel in millimeters. This is a read only field that cannot be edited.

Vertical_Pitch
\$ Vertical Pitch
K Sign Configuration:Vertical Pitch
@ Status|0|0|0|0|0|||
+ MAIN:000541
> Main

\$ K @ + > **Control Mode**

This field indicates the selected control mode of the sign. Do not change this value unless you are fully aware of the implications of that change.

The available Control modes are:

- Other
- Local
- External
- Central
- Central Override
- Simulation

```
# Control_Mode
$ Control Mode
K Diagnostics:Control Mode
@ Status|0|0|0|0||||
+ MAIN:000561
> Main
```


\$ K @ + > **Message Requestor**

This field stores a copy of the value in the Activate Message field. If the current message was not activated, then this field will display a value of 0.

Message_Requestor
\$ Message Requestor
K Diagnostics:Message Requestor
@ Status|0|0|0|0||||
+ MAIN:000621
> Main

\$ K @ + > **Memory Management**

This field indicates the status of the sign's memory. It is a read write field and the valid values are:

- Other
- Normal
- Clear Changeable Messages
- Clear Volatile Messages

Memory_Management
\$ Memory Management
K Diagnostics:Memory Management
@ Status|0|0|0|0|||
+ MAIN:000641
> Main

\$ K @ + > **Short Error Status**

This indicates a summary of errors that exist. It is a read only field and the valid values are:

1	Other error
2	Communications error
4	Power error
8	Attached device error
16	Lamp error
32	Pixel error
64	Photocell error
128	Message error
256	Controller error
512	Temperature warning
1024	Fan error

```
# Short_Error_Status
$ Short Error Status
^K Diagnostics:Short Error Status
@ Status|0|0|0|0|0|0|0|0|0|0|0|0|0|0|0|0|
+ MAIN:000681
> Main
```

\$ K @ + > **Controller Error**

The value in this field indicates a specific error with the controller. This is a read only field and the valid values are:

- Other controller error
- PROM error
- Program/processor error
- RAM error

Controller_Error
\$ Controller Error
K Diagnostics:Controller Error
@ Status|0|0|0|0|||||
+ MAIN:000701
> Main

\$ K @ + > **Syntax Error**

This error code identifies the first detected syntax error within a MULTI message. It is a read only field and the valid values are:

- Other
- None
- Unsupported tag
- Unsupported tag value
- Text too big
- Font not defined
- Character not defined
- Field device does not exist
- Field device error
- Flash region error
- Tag conflict
- Too many pages

```
# Syntax_Error  
$ Syntax_Error  
K Diagnostics:Syntax Error  
@ Status|0|0|0|0||||  
+ MAIN:000721  
> Main
```

\$ K @ + > **Syntax Error Position**

This indicates the offset from the first character of the MULTI message where the syntax error has occurred.

Syntax_Error_Position
\$ Syntax Error Position
K Diagnostics:Syntax Error Position
@ Status|0|0|0|0|0||||
+ MAIN:000741
> Main

\$ K @ + > Other Error Description

This indicates any Intelligent Control specific error messages.

Other_Error_Description
\$ Other Error Description
K Diagnostics:Other Error Description
@ Status|0|0|0|0||||
+ MAIN:000761
> Main

\$ K @ + > **Device**

The drop down list box attached to the Device field will display a full list of all the devices that are accessible using Intelligent Control. Select the Device that you wish to operate and the required information for that Device will be displayed.

Devices
\$ Devices
K Devices
@ Status|0|0|0|0|||
+ MAIN:000801
> Main

\$ K @ + > **Photocell Level Status**

This is a read only field that indicates the status of the photocell level.

Photocell_Level_Status
\$ Photocell Level Status
K Sign Brightness Control:Photocell Level Status
@ Status|0|0|0|0|||||
+ MAIN:000861
> Main

\$ K @ + > **Brightness Level Status**

This is a read only field that indicates the current status of the brightness level.

Brightness_Level_Status
\$ Brightness Level Status
K Sign Brightness Control: Brightness Level Status
@ Status|0|0|0|0|0|||
+ MAIN:000901
> Main

\$ K @ + > Manual Brightness Level

If you are controlling the brightness of the sign manually, you can set the desired level of the brightness here. Enter the required level and then Send to the Sign.

Manual_Brightness_Level
\$ Manual Brightness Level
K Sign Brightness Control:Manual Brightness Level
@ Status|0|0|0|0||
+ MAIN:000921
> Main

\$ K @ + > Brightness Table

The entries here determine the values for the brightness levels that are supported by the sign. You can have as many rows as required.

Brightness_Table
\$ Brightness Table
K Sign Brightness Control: Brightness Table
@ Status|0|0|0|0|||||
+ MAIN:000941
> Main

\$ K @ + > Light Output Status

This indicates the current output of the brightness of the lamps on the sign. Its value ranges from 0 (darkest) to 65535 (brightest). This is a read only field that cannot be edited.

```
# Light_Output_Status
$ Light Output Status
^K Sign Brightness Control:Light Output Status
@ Status|0|0|0|0|||||
+ MAIN:000961
> Main
```

\$ K @ + > Brightness Values Error

The value in this field indicates the error (if any) that was encountered when the brightness table was SET. It is a read only field that cannot be edited. The valid values for this field are:

- 1 Other
- 2 None
- 3 Photocell Gap
- 4 Negative Slope
- 5 Too Many Levels
- 6 Invalid Data

Brightness_Values_Error

\$ Brightness Values Error

K Sign Brightness Control: Brightness Values Error

@ Status|0|0|0|0|0|0|0|0|0|0|0|0|0|0|0|0|

+ MAIN:000981

> Main

\$ K @ + > **Message Type**

There are different types of messages that can be sent to, stored on and/or displayed on a sign. You can use Intelligent Control to display [Pre-programmed Messages](#) on the sign and create, edit or display [Changeable Messages](#).

The other NTCIP Message Types; namely Other, Volatile, Current Buffer or Schedule can be added to the database as valid options once they are supported by the sign and the software.

Message_Type
\$ Message_Type
K Sign Control:Message Type
@ Status|0|0|0|0|0||||
+ MAIN:001001
> Main

\$ K @ + > **Pre Programmed Messages**

Pre programmed messages are messages that are 'hard-coded' into the sign and controller software. Using Intelligent Control, they can be viewed and displayed on a sign but they cannot be changed. A new pre-programmed message cannot be added, nor can an existing pre-programmed message be deleted.

Pre_Programmed_Messages
\$ Pre-Programmed Messages
K Sign Control:Pre-Programmed Messages
@ Status|0|0|0|0|||
+ MAIN:001021
> Main

\$ K @ + > Changeable Messages

Changeable Messages are messages that you can change using Intelligent Control. You can edit or delete existing messages and you can add new ones (space permitting). You can preview them and send them to the sign for display.

Changeable_Messages
\$ Changeable Messages
K Sign Control:Changeable Messages
@ Status|0|0|0|0||||
+ MAIN:001041
> Main

\$ K @ + > **Device Messages**

This is a list of all the messages that exist in the database for the Device that you selected. If you want to see the messages that are stored in the Device, you need to highlight the number of the message and click on the Retrieve Selected Msg. The message as it appears in the sign controller will be displayed in the Device Messages Window.

Make sure that the sign is connected before clicking the Retrieve Current Msg button. If the Connect/Disconnect button is green, then Intelligent Control is connected, If the button is red, a connection needs to be established with the sign. Click on the red button to do this.

Device_Messages
\$ Device Messages
K Sign Control:Device Messages
@ Status|0|0|0|0|||||
+ MAIN:001061
> Main

\$ K @ + > **Duration**

The duration indicates for how long the message will be displayed. When the end of the duration period is reached, the [End Duration Message](#) that is specified on the [Message Defaults](#) tab will be displayed.

See [Forever](#) and [Minutes](#).

Duration
\$ Duration
K Duration
@ Status|0|0|0|0||||
+ MAIN:001081
> Main

\$ K @ + > **Priority**

The message priority is the priority that is assigned to a message when it is sent to the sign. Activation Priority is the priority that is assigned when a message is activated on a sign. If the message that is being activated has an Activation Priority that is greater than or equal to the Message Priority of the message that is currently being displayed on the sign, the activation will be successful. If the Activation Priority of the message being activated is lower than the Message Priority of the message currently being displayed, that activation will be rejected. Intelligent Control will display a message to that effect. In this case, if the user has the correct access level, the activation can be forced (i.e. the message that is being activated will override the currently displayed message, regardless of the Message Priority of that message).

Priority
\$ Priority
K Sign Control:Priority
@ Status|0|0|0|0|||||
+ MAIN:001101
> Main

\$ K @ + > **Save**

Save will save the current message in the database.

Save

\$ Save

K Sign Control:Save Selected Msg in Database

@ Status|0|0|0|0|||

+ MAIN:001121

> Main

\$ K @ + > Retrieve Current Message

Retrieved Current Message will connect to the sign and “get” the message that is currently stored as the selected message number in the sign controller.

You can choose to edit Changeable Messages and then send the edited message back to the sign, but you cannot edit Pre-programmed Messages.

Retrieve_Current_Message
\$ Retrieve Current Message
K Sign Control:Retrieve Current Message
@ Status|0|0|0|0|||
+ MAIN:001141
> Main

\$ K @ + > **Message Defaults**

The Message Defaults Tab contains details of the default messages that are to be used by the sign under certain specific conditions. In addition, it contains the defaults that the system is to use when creating a new message.

If you want to view the defaults that are currently in use by the sign, select the sign from the drop down Device list box. Then click on the Refresh button, and the values that are currently in use by the sign will be returned. If you make any changes to these defaults, you should save them to the database (click Save) as well as send them to the sign (Update Sign).

Message_Defaults
\$ Message Defaults
K Sign Summary:Message Defaults
@ Status|0|0|0|0|||||
+ MAIN:001161
> Main

\$ K @ + > **Day Plans**

Day plans are referenced by schedules and indicate which event should be activated, and at what time. [Events and Actions](#) are selected on the Events and Actions tab.

See [Day Plans and Schedules](#) for more information.

Day_Plans
\$ Day Plans
K Schedules:Day Plans
@ Status|0|0|0|0|||||
+ MAIN:001541
> Main

\$ K @ + > **Schedules**

Schedules contain a collection of [Day Plans](#) that determine what should be displayed on the sign at a particular time and/or a particular day or selection of days.

See [Day Plans and Schedules](#) for more information.

When schedules are created and saved to a Device, they need to be activated before they will run. When schedules are activated (see Activate Schedule), you must remember that each and every schedule that has been saved to the Device will be activated and displayed. Please check all the schedules that are resident on the Device before activating schedules. To do this, select a schedule number on the Schedules tab and Refresh. This will recover the schedule details from the sign so that you can check the contents of the schedule. Repeat this for each available Schedule number.

Schedules

\$ Schedules

K Schedules

@ Status|0|0|0|0|||||

+ MAIN:001561

> Main

\$ K @ + > **Events and Actions**

Each Day plan that you have for a schedule will have an event and action associated with it. This event and action determines what should be displayed on the sign, depending on the [Day Plan](#) in force.

See [Day Plans and Schedules](#) for more information.

Events_and_Actions
\$ Events and Actions
K Events and Actions
@ Status|0|0|0|0|||||
+ MAIN:001581
> Main

\$ K @ + > **Day Plan**

Select a number from the drop down list box that will uniquely identify the particular day plan that you are creating or editing.

See [Day Plans and Schedules](#) for more information.

Day_Plan
\$ Day Plan
K Schedules:Day Plan
@ Status|0|0|0|0|||
+ MAIN:001601
> Main

\$ K @ + > **Day Plan Event Number**

Each day plan can have more than one event attached to it. Select the required day plan event number from the drop down list box.

See [Day Plans and Schedules](#) for more information.

Day_Plan_Event_Number
\$ Day Plan Event Number
K Schedules:Day Plan Event Number
@ Status|0|0|0|0|0|||
+ MAIN:001621
> Main

\$ K @ + > **Day Plan Event Time**

Enter the time that this event is to occur. The time is entered in military format. The valid values for hour are 0-23 and the valid minutes are 0-59.

See [Day Plans and Schedules](#) for more information.

Day_Plan_Event_Time
\$ Day Plan Event Time
K Schedules:Day Plan Event Time
@ Status|0|0|0|0||||
+ MAIN:001641
> Main

\$ K @ + > **Day Plan Action**

Select the number that correlates to the action that is to be taken by the scheduled day plan at the specified time. Day plan actions are set up on the [Events and Actions](#) tab.

See [Day Plans and Schedules](#) for more information.

Day_Plan_Action
\$ Day Plan Action
K Schedules:Day Plan Action
@ Status|0|0|0|0|0|||
+ MAIN:001661
> Main

\$ K @ + > **Schedule Number**

Select a schedule number that will identify the schedule that you are creating from the drop down list box.
See [Day Plans and Schedules](#) for more information.

Schedule_Number
\$ Schedule Number
K Schedule Number
@ Status|0|0|0|0|||||
+ MAIN:001681
> Main

\$ K @ + > **Months**

Specify, by clicking on the applicable check boxes, the months of the year this schedule is to be run. If the schedule is to be run every month of the year, click on the Set All button.

See [Day Plans and Schedules](#) for more information.

Months

\$ Months

K Months

@ Status|0|0|0|0||||

+ MAIN:001701

> Main

\$ K @ + > **Days of Week**

Specify, by clicking on the applicable check boxes, the day or days of the week that the schedule should run. If you want the schedule to run every day of the week, click on the Set All button.

See [Day Plans and Schedules](#) for more information.

Days_of_Week
\$ Days of Week
K Schedules:Days of Week
@ Status|0|0|0|0|||
+ MAIN:001721
> Main

\$ K @ + > **Days**

Specify, by clicking on the applicable check boxes, the specific day or days of the month that the schedule should run. If you want the schedule to run every day of the month, click on the Set All button.

See [Day Plans and Schedules](#) for more information.

Days
\$ Days
^K Schedules:Days
@ Status|0|0|0|0| |||||
+ MAIN:001741
> Main

\$ K @ + > Display Message Actions

The number of the action is specified here. This number should be unique for each action that is specified for each day plan.

See [Day Plans and Schedules](#) for more information.

Display_Message_Actions
\$ Display Message Actions
K Display Message Actions
@ Status|0|0|0|0|||
+ MAIN:001761
> Main

\$ K @ + > **Memory Type**

There are different types of messages that can be sent to, stored on and/or displayed on a sign. You can use Intelligent Control to display [Pre-programmed Messages](#) on the sign and create, edit or display [Changeable Messages](#).

The other NTCIP Message Types; namely Other, Volatile, Current Buffer or Schedule may be added to the database as valid options once they are supported by the sign and the software.

Memory_Type
\$ Memory Type
K Memory Type
@ Status|0|0|0|0||||
+ MAIN:001781
> Main

\$ K @ + > **Message CRC**

Each time a message is changed, the CRC changes, so the CRC effectively “stamps” and labels a message as a particular version of that message. If the schedule encounters a message CRC that is different to the one that is stored here, that action will be ignored and the message will not be displayed.

Once you have ascertained that the message that you have indicated in Message Number is the correct one, click on the Refresh CRC from Sign button so that the CRC that is saved on the sign with that message is retrieved and stored with the schedule. This will ensure that the specified message will not be displayed if anyone has changed the message.

See [Day Plans and Schedules](#) for more information.

Message_CRC
\$ Message_CRC
K Message_CRC
@ Status|0|0|0|0|||||
+ MAIN:001801
> Main

\$ K @ + > Timeout

Enter the number of seconds of inactivity that should pass before the timeout warning window is displayed. The minimum timeout time that can be entered is 5 minutes and the maximum is 60 minutes. Note that the default value is 10 minutes.

When the specified period of inactivity is reached a message will pop up indicating that you will be logged off unless you click the Stay Logged On button within the allowed time frame. If you do not click that button, you will be logged off.

Timeout
\$ Timeout
K Timeout
@ Status|0|0|0|0||||
+ MAIN:001861
> Main

\$ K @ + > **Forms**

This is a drop down list that lists all the forms for which you can set access levels for each User.

Forms
\$ Forms
K Forms
@ Status|0|0|0|0|||||
+ MAIN:001881
> Main

\$ K @ + > **Control Name**

Each Control that is functional on the form selected will be listed here.

Control_Name
\$ Control Name
K Control Name
@ Status|0|0|0|0||||||
+ MAIN:001901
> Main

\$ K @ + > **Description**

This provides a description of the control, detailing the function of that control.

Description
\$ Description
K Description
@ Status|0|0|0|0||||
+ MAIN:001921
> Main

\$ K @ + > **Operations**

Specify the access type that the Operations level users are to have to the selected control on the selected form.
There are three levels of access:

- Read-write allows the operator full access to the field or control function.
- Read only allows limited access (can only view the field or control function).
- Not accessible renders that field or control completely inaccessible to the operator.

To specify the required access, highlight the control name, and then select the applicable access from the drop down list box that is displayed below the list.

When you have set the required levels, click on the Apply button to put the changes into effect.

Operations
\$ Operations
K Operations
@ Status|0|0|0|0|||
+ MAIN:001941
> Main

\$ K @ + > **Maintenance**

Specify the access type that the Maintenance level users are to have to the selected control on the selected form.
There are three levels of access:

- Read-write allows the operator full access to the field or control function.
- Read only allows limited access (can only view the field or control function).
- Not accessible renders that field or control completely inaccessible to the operator.

To specify the required access, highlight the control name, and then select the applicable access from the drop down list box that is displayed below the list.

When you have set the required levels, click on the Apply button to put the changes into effect.

Maintenance
\$ Maintenance
K Maintenance
@ Status|0|0|0|0|||||
+ MAIN:001961
> Main

\$ K @ + > **Administration**

Specify the access type that the Administration level users are to have to the selected control on the selected form. There are three levels of access:

Read-write allows the operator full access to the field or control function.

Read only allows limited access (can only view the field or control function).

Not accessible renders that field or control completely inaccessible to the operator.

To specify the required access, highlight the control name, and then select the applicable access from the drop down list box that is displayed below the list.

When you have set the required levels, click on the Apply button to put the changes into effect.

Administration
\$ Administration
K Administration
@ Status|0|0|0|0|||||
+ MAIN:001981
> Main

\$ K @ + > **Day Plan Number**

This references the number of the day plan that is to be run by the schedule.

Day_Plan_Number
\$ Day Plan Number
K Schedules:Day Plan Number
@ Status|0|0|0|0||||
+ MAIN:002001
> Main

\$ K @ + > Confirm

When you add a User or change an existing User's Password, you will have to enter the password twice. First in the Password field and then in the Confirm field. This is to double check that you have entered the password correctly.

The entry that you make here must be identical to the entry in the Password field and follows all the applicable rules for [Password](#) entry.

Confirm
\$ Confirm
K Confirm
@ Status|0|0|0|0|||
+ MAIN:002021
> Main

\$ K @ + > Level

Each User has an Access Level allocated to them. This level is used to define the functions to which that operator has access. The valid options are Operator, Maintenance and Administration.

The [Access Levels](#) form controls the functions that can be performed by each level. Note that you will only be able to make changes or view this form if you are logged on with an ID that has the required access permission.

Level
\$ Level
K Level
@ Status|0|0|0|0|||||
+ MAIN:002041
> Main

\$ K @ + > **Connect/Disconnect**

This button is used to establish a connection with the Device that is selected in the Device field. When the button displays red, this indicates that there is no active connection with any Device. If you intend sending or receiving data to or from the Device, you must select the required Device and click on the Connect button to establish a connection. The Connect/Disconnect button will display green when a connection is established.

You will remain connected to that Device until you click the Connect button, which will change to red to indicate that there is no connection.

You will automatically be disconnected from the Device if you are logged off from Intelligent Control due to inactivity, if you shut the application down or you log off.

Connect_Disconnect
\$ Connect/Disconnect
K Connect/Disconnect
@ Status|0|0|0|0|||
+ MAIN:002081
> Main

\$ K @ + > **About Intelligent Control**

This details the current version that you have installed. If you click on the System Info button, the information window will open, providing you with a summary of system details. This may be required for diagnostic purposes.

About_Intelligent_Control
\$ About Intelligent Control
K About Intelligent Control
@ Status|0|0|0|0|||||
+ MAIN:002101
> Main

\$ K @ + > **Set Up and Configure BMP Maps**

The Map utility provides a pictorial representation of the position of the Devices that are controlled by the system. Not only does it visually represent the position of the Devices, but it also allows you to check the status of each Device, as well as view the messages that are currently running on any signs. The Map menu contains the utilities that allow you to configure the maps and icons that are used in your maps.

[Adding a New Map](#)

[Editing an Existing Map](#)

[Deleting a Map](#)

[Icons](#)

[Adding an Icon](#)

[Linking a Device Type to an Icon](#)

[Place Icon on Map](#)

[Saving an Icon on a Map](#)

[Removing an Icon from a Map](#)

[Accessing a Device from a Map](#)

[Previewing Current Message](#)

Set_Up_and_Configure_BMP_Maps
\$ Set Up and Configure BMP Maps
K Set Up and Configure BMP Maps
@ Status|0|0|0|0|||||
+ MAIN:002121
> Main

\$ K @ + > **Search**

This will open the Help file so that you can browse the available help.

Search

\$ Search

K Search

@ Status|0|0|0|0|||||

+ MAIN:002141

> Main

\$ K @ + > **Adding a New Map**

To add a new map, you must first ensure that you have created a bitmap (*.bmp) file of that map and that the map is copied into the map files directory.

Click on Maps and select Add a New Map option from the drop down list that is displayed in the Maps field.

Enter the Name of the map as it should appear in the Maps list when you access Maps in Intelligent Control.

Enter a description of the map. This description is displayed when the map is opened. It can contain pertinent information about the map itself as well as the Devices that are located in that map area.

You can either enter the name and full path of the map file or you can click on browse to select the map. Highlight the .bmp file that is to be added and click on the Open button. The file name and it complete path will be stored in the Map File Name field.

If you manually enter the path and file name in the Map File Name field, you can click on the Test Map button to “test” that the path and file name that you entered is correct.

Adding_a_New_Map
\$ Adding a New Map
K Adding a New Map
@ Status|0|0|0|0||||
+ MAIN:002181
> Main

\$ K @ + > **Editing an Existing Map**

Select the map for which information is to be changed. Edit the required information and then click the Save button, which will be enabled as soon as a change is made to any data.

Editing_an_Existing_Map
\$ Editing an Existing Map
K Editing an Existing Map
@ Status|0|0|0|0|||||
+ MAIN:002201
> Main

\$ K @ + > **Icons**

You can specify the icons that are to be used in the map system. The system is installed with standard icons, but you can customize these to suite your needs. You can use any .ico file (size 32x32). To access the icon information, click on Icons from the Maps menu. You can add new icons or you can delete or edit existing icons.

[Adding an Icon](#)

[Deleting an Icon](#)

[Editing an Icon](#)

Icons
\$ Icons
K Icons
@ Status|0|0|0|0|||||
+ MAIN:002241
> Main

\$ K @ + > Adding an Icon

To add a new icon, select Add a New Icon from the Icon Names drop down list box. Enter the name that is to be used by the Map system to identify the icon. Then either enter the full path and file name of the icon file, or click browse to locate the icon file.

Select the icon that you want to use and then click on the Open button. The icon that you have selected will be displayed on the form so that you can check that you have selected the correct one. If you choose to enter the file and path name of the .ico file (without using the browse button), you can check the icon file by clicking on the Test Icon button.

Once you have added the required information, click on Add to add the information to the system.

```
# Adding_an_Icon
$ Adding an Icon
^K Adding an Icon
@ Status|0|0|0|0||||
+ MAIN:002261
> Main
```

\$ @ + > ^ Link Icon to Device Type

When you have added all the icons to the system (see [Adding an Icon](#)), you can link each Device to a particular icon. To do this, select Link Icon to Device Type from the Map menu.

All the Device Types that are installed in the system will be displayed in the drop down list box attached to the Device Types field. Select a Device and then double click that Device Type in the list that is displayed. This will open the form to allow you to allocate an icon to that Device Type.

Click on the Icon names drop down list box and all the available icons will be displayed. Select the one that you want to use for the Device Type that is highlighted. That icon will display next to the field so that you can check that it is the correct one. When you have selected the correct one, click on the Link to Icon button to complete the process.

Note that you will not be permitted to allocate an icon to more than one Device Type. This ensures that there is no confusion when the icons are placed on a map.

Link_Icon_to_Device_Type
\$ Link Icon to Device Type
@ Status|0|0|0|0|||
+ MAIN:002281
> Main
^ Link Icon to Device Type

\$ K @ + > **Place Icon on Map**

Each Device that you can connect to using Intelligent Control can be displayed on a map. To do this, you should first have allocated an icon to each Device. The available icons are displayed along the bottom of the map. The drop down list boxes attached to each icon will list all the Devices that have been added to the system.

Note that you will only be allowed to position one instance of each Device on the map. If you attempt to position that Device a second time, an error message will be displayed.

The Device Icons Displayed window will list the description of each Device that has been saved as an icon on this map. The Device Icons Temporarily Displayed is a list of those icons that you have added to the map but have not yet saved as a permanent part of the map. Any Devices that are not in either of these lists but do appear when you click on the drop down list box attached to the icons have not been added to the map.

To add a Device to the map, click on the drop down list box attached to the icon that represents the Device that you want to add to the map. You will notice that those Devices that have already been added to the Map will be grayed out in the list so that you cannot select them a second time. Highlight the name of the actual Device from the drop down list box and release the mouse button. The list will close and the cursor will change to a square with a cross inside. Drag this square to the point on the map where you want the Device located and click the left-hand mouse button. The icon will be displayed and the description of the Device will be added to the Device Icons Temporarily Displayed window.

Repeat these steps for each Device that you want to see on the map.

When you are certain that the icons are in the correct position, you should [save the icons to the map](#) so that next time you access the map the icons remain positioned in the right place.

```
# Place_Icon_on_Map
$ Place Icon on Map
K Place Icon on Map
@ Status|0|0|0|0|||||
+ MAIN:002321
> Main
```

\$ K @ + > **Saving an Icon on a Map**

There are two ways in which you can save an icon to a map.

1. Select the icon by clicking the left-hand mouse button while the cursor is positioned on the icon. Click the right hand mouse button to open the Device Icon menu. Select Save Device Icon Position.
2. Select the icon by clicking the left-hand mouse button while the cursor is positioned on the icon. Then click on the Save button on the task bar.

You will notice that the description for that icon moves from the Device Icons Temporarily Displayed list to the Device Icons Displayed list.

```
# Saving_an_Icon_on_a_Map
$ Saving an Icon on a Map
K Saving an Icon on a Map
@ Status|0|0|0|0|0|||
+ MAIN:002341
> Main
```

\$ K @ + > **Removing an Icon From a Map**

You can remove icons from maps in one of two ways.

1. Select the icon by clicking the left-hand mouse button while the cursor is positioned on the icon. Click the right hand mouse button to open the Device Icon menu. Select Remove Device Icon.
2. Select the icon by clicking the left-hand mouse button while the cursor is positioned on the icon. Then click on the Remove button on the task bar.

You will notice that the Icon is erased from the map and the description for that Icon is removed from the Device Icons Displayed list.

```
# Removing_an_Icon_From_a_Map
$ Removing an Icon From a Map
K Removing an Icon From a Map
@ Status|0|0|0|0|0|0|0|0|
+ MAIN:002361
> Main
```

\$ K @ + > **Accessing a Device from a Map**

There are several configurable functions that can be performed for a Device from a map. To access these functions, highlight the icon on the map that represents the Device that you want to work with and click the right-hand mouse button. Each particular Device Type has its own set of options. The following table illustrates which options are available for which Device Type. For more information about any of these options, click on the particular function to open a pop up window with more detail.

Device Type	Menu	Sub menu	Sub Menu	Sub Menu	
Intersection/Sensor	Save Icon Position				
	Remove Icon				
	Display Object	Polling Rate			
		Save Object Position			
		Type of Grid Display	Standard		
			Hide		
			Alarm		
	Status				
Camera	Save Icon Position				
	Remove Icon				
	Camera Control				
Sign (Portable, Overhead, VSL, etc.)	Save Icon Position				
	Remove Icon				
	Display Object	Polling Rate			
		Sign Zoom			
		Save Object Position			
		Type of Display	Sign View	Sign View Only	
			Sign View & Grid		
			Standard		
			Hide		
			Alarm		
	Status				
Weather	Save Icon Position				
	Remove Icon				
	Display Object	Polling Rate			
		Save Object Position			
		Type of Display	Weather View	Weather Only	
				Weather & Grid	
			Standard		
			Hide		
			Alarm		
	Weather Status				

Accessing_a_Device_from_a_Map

\$ Accessing a Device from a Map

K Accessing a Device from a Map

@ Status|0|0|0|0|||||

+ MAIN:002381

> Main

\$ K @ + > Diagnostic Topics

This utility allows you to do a comprehensive check of all the subsystems on the sign. Check the box next to each test that you wish to perform and then click the Run Diagnostics button. A Green check mark will be displayed if the test was successful and a red X will be displayed if the test failed.

If a test fails, you can run more detailed diagnostics as follows:

Diagnostic Test	Location for Detailed Diagnostics
Pixels	Sign Summary/ Pixels
Fans	Sign Summary/Sign Status
Door Status	Sign Summary/Sign Status
Temperature	Sign Summary/Sign Status
Line Volts	Sign Summary/Sign Status
Controller Error	Sign Summary/Diagnostics

Diagnostic_Topics
\$ Diagnostic Topics
K Diagnostic Topics
@ Status|0|0|0|0||||
+ MAIN:002441
> Main

\$ K @ + > **Bulk Operations**

This Tab contains utilities that will allow you perform bulk downloads to and from the sign.

To retrieve the information from the sign, check the check boxes for the information that you wish to retrieve and then click on the Refresh button. Then Save that information to the database by clicking on the Save button. To update the sign controller with the information, click on the Update Sign button.

If you select a sign and then click Update Sign, the information that is currently stored in the database will be sent to the sign.

It is recommend that as part of the regular housekeeping of your signs that you ensure that the information on the signs and the information in your database is synchronized on a regular basis. To do this, select a sign and then click on the Refresh button. This will cause all the information (as indicated by the check boxes selected) to be uploaded from the sign so that you can then click on Save to update the database.

To update a sign with information that is stored on the database, check the applicable check boxes and then click on the Update Sign button.

Bulk_Operations
\$ Bulk Operations
K Bulk Operations
@ Status|0|0|0|0|||||
+ MAIN:002461
> Main

\$ K @ + > **Deleting an Icon**

To delete an icon, select the icon that is to be deleted from the Icon Names drop down list box. Make sure that it is the icon that you want to delete and click on the Remove button.

Note that you will not be able to delete an icon that is still being used by the system. You will have to ensure that the icon that is being deleted is not allocated to any of the Devices on any map.

Deleting_an_Icon
\$ Deleting an Icon
K Deleting an Icon
@ Status|0|0|0|0|||||
+ MAIN:002481
> Main

\$ K @ + > **Editing an Icon**

If you want to change the picture that is being used as an icon, click on that Icon from the Icon names drop down list box. The current icon will be displayed. Browse to the new .ico file that is to be used and select that file. The new picture will then be used. You will not be able to use an icon file that is already being used. This will prevent any confusion about what the icon actually represents when it is displayed on your map.

Editing_an_Icon
\$ Editing an Icon
K Editing an Icon
@ Status|0|0|0|0|||||
+ MAIN:002501
> Main

\$ K @ + > **End Date**

The end date is designed to filter event log entries. Use the start/end date fields to review actions taken by any operator on any range of dates. If you know the event for which you want to add a comment, enter that date in both fields. If you are not sure of the date, you can enter a range of dates so that all the events that were logged between those dates will be displayed in the list so that you can locate the required event. The end date defaults to the current (today's) date...you may change to a specific date as needed.

End_Date
\$ End Date
K End Date
@ Status|0|0|0|0|0|||
+ MAIN:002561
> Main

\$ K @ + > **Operators**

Choose the Operator(s) from the drop down list to review actions taken by any operator on any range of dates.
Recorded operator actions will be shown in the event log details box.

Operators
\$ Operators
K Operators
@ Status|0|0|0|0|||||
+ MAIN:002581
> Main

\$ K @ + > **Map Name**

Enter the name of the map as it should appear in the Maps list when you access Maps in Intelligent Control.

Map_Name
\$ Map Name
K Map Name
@ Status|0|0|0|0|||
+ MAIN:002601
> Main

\$ K @ + > **Map Description**

Enter a description of the map. This description is displayed when the map is opened. It can contain pertinent information about the map itself as well as the Devices that are located in that map area.

```
# Map_Description
$ Map Description
K Map Description
@ Status|0|0|0|0|0|0|0|0|
+ MAIN:002621
> Main
```

\$ K @ + > **Map File Name**

The Map File Name represents the physical location of the saved Map File on your computer's hard drive. You can enter the name and full path of the map file or you can click on browse to select the map.

Highlight the .bmp file that is to be added and click on the Open button. The file name and its complete path will be stored in the Map File Name field.

If you manually enter the path and file name in the Map File Name field, you can click on the Test Map button to "test" that the path and file name that you entered is correct.

Map_File_Name
\$ Map File Name
K Map File Name
@ Status|0|0|0|0||
+ MAIN:002641
> Main

\$ K @ + > Icon Name

Enter the name of the icon as it should appear in the Icon Names list when you access Icons in Intelligent Control, Select the icon you want to use from the drop down box, or choose to [Add a New Icon](#)

Icon_Name
\$ Icon Name
K Icon Name
@ Status|0|0|0|0||||
+ MAIN:002661
> Main

\$ K @ + > **Icon File Name**

The Icon File Name indicates the physical location of the saved Icon File on your computer's hard drive. You can enter the name and full path of the icon file or you can click on browse to select the icon.

Highlight the .ico file that is to be added and click on the Open button. The file name and its complete path will be stored in the Icon File Name field.

If you manually enter the path and file name in the Icon File Name field, you can click on the Test Icon button to "test" that the path and file name that you entered is correct.

Icon_File_Name
\$ Icon File Name
K Icon File Name
@ Status|0|0|0|0|||||
+ MAIN:002701
> Main

\$ K + > **Short Power Loss**

Enter the number of seconds that should pass before a short power loss is considered to have occurred.

Short_Power_Loss
\$ Short Power Loss
K Sign Summary:Short Power Loss
+ MAIN:0:000020
> Main

\$ K + > Default Line Justification

When you create a message, there are four line justification options that you can choose: Other, Left, Center and Right. Specify the one that you use most often and that will be the automatically selected line justification option when you edit an existing message or create a new one.

- Left: All text will be aligned along the left-hand side of the line.
- Center: All text entered will be positioned in the center of the line.
- Right: All text entered will be aligned along the right hand side of the line.

```
# Default_Line_Justification
$ Default Line Justification
^K Sign Summary:Default Line Justification
+ MAIN:0:000020
> Main
```

\$ K + > Default Page Justification

When you create a message, there are four page justification options that you can choose: Other, Top, Middle and Bottom. Specify the one that you use most often and that will be the automatically selected page justification option when you edit an existing message or create a new one.

- Top: All lines will be positioned starting from the top most line of the sign.
- Middle: All lines will be positioned in the center of the sign.
- Bottom: All lines will be positioned starting from the bottom most line of the sign.

Default_Page_Justification
\$ Default Page Justification
K Sign Summary:Default Page Justification
+ MAIN:0:000020
> Main

\$ K @ + > **SW Reset**

This provides a software interface that will initiate a controller reset. The valid values for this field are:

No Reset

Reset

Once the controller has been reset, this field will be changed to no reset.

SW_Reset
\$ SW_Reset
K Diagnostics:SW Reset
@ Status|0|0|0|0|||||
+ MAIN:003181
> Main

\$ K @ + > **Device Icons Displayed**

The Device Icons Displayed window will list the description of each Device that has been saved as an icon on this map. If you click on a Device in this list, the Icon representing that Device on the map will flash so that you can easily identify its location.

Device_Icons_Displayed
\$ Device Icons Displayed
K Device Icons Displayed
@ Status|0|0|0|0|||||
+ MAIN:003201
> Main

\$ K @ + > Device Icons Temporarily Displayed

The Device Icons Temporarily Displayed is a list of those Devices that you have added to the map but have not yet saved as a permanent part of the map.

Device_Icons_Temporarily_Displayed
\$ Device Icons Temporarily Displayed
K Device Icons Temporarily Displayed
@ Status|0|0|0|0|||
+ MAIN:003221
> Main

\$ K @ + > **Member of Event Group**

An Event Group is a description of a group of similar occurrences within a sign, i.e. monitoring different types of temperature within a sign would be "grouped" together in a temperature group of events.

Member_of_Event_Group
\$ Member of Event Group
K Member of Event Group
@ Status|0|0|0|0|0|||||
+ MAIN:003261
> Main

\$ K @ + > Monitor This Object

Specify the object in the event you wish to monitor.

Monitor_This_Object
\$ Monitor This Object
K Monitor This Object
@ Status|0|0|0|0|0|||
+ MAIN:003281
> Main

\$ K @ + > **Record This Event**

Check this box to make this event active.

Record_This_Event
\$ Record This Event
K Record This Event
@ Status|0|0|0|0|||
+ MAIN:003361
> Main

\$ K @ + > **One/Tenth of a Second**

Value or Time indicator box dependent on your selection in the When Value field.

One_Tenth_of_a_Second
\$ One/Tenth of a Second
K One/Tenth of a Second
@ Status|0|0|0|0|||||
+ MAIN:003401
> Main

\$ K @ + > **Activate Message Error**

An Activate Message is a code that indicates the message that the sign shall activate. This value is set when a message is sent to the sign for display. If a message activation error occurs, the message is not displayed and an error is reported in this field.

Activate_Message_Error
\$ Activate Message Error
K Diagnostics:Activate Message Error
@ Status|0|0|0|0|||
+ MAIN:003481
> Main

\$ K @ + > **Minutes Left**

Indicates how much time remains to display the current message.

Minutes_Left
\$ Minutes Left
K Sign Control:Minutes Left
@ Status|0|0|0|0||||
+ MAIN:003501
> Main

\$ K @ + > **Forever**

Indicates that the current message will display forever.

Forever
\$ Forever
K Sign Control:Forever
@ Status|0|0|0|0|||||
+ MAIN:003521
> Main

\$ K @ + > **Font Editor**

The Font Editor will allow you to edit, update and change various Fonts and Characters for use in your sign. The Font Editor Help can be used to find information on all of Font Editor's properties and functions. The function F1 can be used for context sensitive help while running Font Editor.

To access the Font Editor help file, click on the link provided below:

[Font Editor](#)

If you are unable to gain access to the link above then most likely the module you have purchased does not include NTCIP Font Editor. Please contact Intelligent Devices, Inc at (770) 831-3370 for assistance.

Font_Editor

\$ Font Editor

K Edit Master Fonts

@ Status|0|0|0|0|||

+ MAIN:003641

> Main

\$ K @ + > **Sign Message Edit**

The Message Editor allows you to create new messages of varying types or configurations as well as edit existing messages. This application gives you the flexibility of sending what you want to your sign, along with how you want the message displayed.

To access the Sign Message Edit help file, click on the link provided below:

[Message Edit](#)

If you are unable to gain access to the link above then most likely the module you have purchased does not include Sign Message Edit. Please contact Intelligent Devices, Inc at (770) 831-3370 for assistance.

Sign_Message_Edit
\$ Sign Message Edit
K Sign Message Edit
@ Status|0|0|0|0|||||
+ MAIN:003661
> Main

\$ K @ + > **Display Only**

When you click the Display Only button, the message number that is highlighted in the Device Messages list will be the message that is displayed on the sign. This may not be the same message on the sign – in other words, the text of the message that you see in Intelligent Control may not be the same as the text of the message that is loaded on the sign controller. To avoid this happening, highlight the number of the message to be displayed on the sign. Click on the Retrieve Selected Msg button. The text of that message as it is loaded on the sign controller will then be displayed on Intelligent Control. If the text is OK, click on the Display Only button and that message will be displayed. If the text of the message is incorrect, edit that message, and then Send and Display that message. Alternatively, select another message and check if the content of that message is correct and then display that message.

Display_Only
\$ Display_Only
K Sign Control:Display Only
@ Status|0|0|0|0|11111
+ MAIN:003721
> Main

\$ K @ + > **Send Only**

This option will send the selected message to the sign controller but will not display that message.

Send_Only
\$ Send Only
K Sign Control:Send Only
@ Status|0|0|0|0|||
+ MAIN:003741
> Main

\$ K @ + > **Send & Display**

This option will send the selected message to the sign and will then display that message.

Send_Display
\$ Send & Display
K Sign Control:Send & Display
@ Status|0|0|0|0|||||
+ MAIN:003761
> Main

\$ K @ + > **Sign Summary**

Sign Summary contains several tabs that provide information about the sign to which Intelligent Control is connected and the system defaults that are currently set.

A connection must be established to the sign before data is sent to or retrieved from a sign. To connect to the sign, select the required sign from the Devices list and click on the Connect button. If the button is green, Intelligent Control is already connected to a sign.

To display information about the sign, select the Tab that contains the required information, and click on the Refresh button on that tab. Note that each tab has its own Refresh button and each time the Device is changed or another tab is selected, the refresh button must be clicked to retrieve data.

Sign_Summary
\$ Sign Summary
K Sign Summary
@ Status|0|0|0|0|||||
+ MAIN:003801
> Main

\$ K @ + > **Sign Status**

The Sign Status Tab provides details of the current status of the sign as far as temperature, door status, fan status and electrical information is concerned. This information can be retrieved from the sign by clicking on the Refresh button once a connection has been established with the sign.

The following information is available on this tab:

- [Minimum Cabinet Temperature](#)
- [Maximum Cabinet Temperature](#)
- [Minimum Ambient Temperature](#)
- [Maximum Ambient Temperature](#)
- [Sign Housing Minimum Temperature](#)
- [Sign Housing Maximum Temperature](#)
- [Door Open](#)
- [Fan failure](#)
- [Fan test Activation](#)
- [Sign Volts](#)
- [Line Volts](#)
- [Power Source](#)

Sign_Status
\$ Sign Status
K Sign Status
@ Status|0|0|0|0|||
+ MAIN:003921
> Main

\$ K @ + > **Extended Logging**

Extended logging controls the amount and type of detail that is included in the log files. For standard operation, extended logging should not be turned on. It should only be turned on if additional detail is required in the log file for diagnostic purposes.

If Extended Logging is active, a check mark will appear next to it when the drop down menu is opened. If there is no check mark, Extended Logging is inactive. To make it active when it is inactive, or inactive when it is active, click on the menu option and follow the prompts.

```
# Extended_Logging  
$ Extended Logging  
K Extended Logging  
@ Status|0|0|0|0|  
+ MAIN:003981  
> Main
```

\$ @ + > ^ **New Message**

Clicking on this button will open the Edit Message window so that you can create a new message.

New_Message
\$ New Message
@ Status|0|0|0|0|||
+ MAIN:004021
> Main
^ New Message

\$@+K > **Preview**

This button will open a preview window so that you can see exactly how the selected message will appear when it is displayed on the sign.

Preview
\$ Preview
@ Status|0|0|0|0||||
+ MAIN:004061
K Preview
> Main

\$ @ + K > **Schedule Time**

The time at which the scheduled message should display.

Schedule_Time
\$ Schedule Time
@ Status|0|0|0|0|0|||
+ MAIN:004461
K Schedule Time
> Main

\$ @ + K > **Action Message Number**

The selected message number and the contents of that message will be displayed here so that you can verify that the correct message has been selected for the schedule.

```
# Action_Message_Number
$ Action Message Number
@ Status|0|0|0|0|0|0|0|0|
+ MAIN:004481
K Action Message Number
> Main
```

\$ @ + K > **Maximum Entries in Log**

This indicates the maximum allowable entries in the log file. When this maximum is reached, the oldest records in the log will be dropped from the log file and the most recent entries will be added to the log file. This value can be changed at any time, without compromising the data already contained in the log file (unless you make the file smaller than it already is, then the records in excess of the maximum allowable will be dropped from the file).

```
# Maximum_Entries_in_Log  
$ Maximum Entries in Log  
@ Status|0|0|0|0|||||  
+ MAIN:004521  
K Maximum Entries in Log  
> Main
```


\$ @ + K > **Default Page On Time**

Enter the default number of seconds for which a new page of a new message will display. The value is entered in tenths of a second. If the page is to be displayed for 1 second, enter 10 in this field, 4 seconds, 40, 6 seconds, 60 etc.

This value can be changed for each page of a message. The value that is entered here will be used as the default if no other value is specified.

```
# Default_Page_On_Time
$ Default Page On Time
@ Status|0|0|0|0|0|0|0|0|
+ MAIN:004581
K Default Page On Time
> Main
```

\$ @ + K > **Default Page Off Time**

Enter the default number of seconds for which a new page of a new message will be off. The value is entered in tenths of a second. If the page is to be off for 1 second, enter 10 in this field, 4 seconds, 40, 6 seconds, 60 etc.

This value can be changed for each page of a message. The value that is entered here will be used as the default if no other value is specified.

Default_Page_Off_Time
\$ Default Page Off Time
@ Status|0|0|0|0||||
+ MAIN:004601
K Default Page Off Time
> Main

\$ @ + K > **Window**

This option will list all the currently opened windows so that you can select another window to display.

Window

\$ Window

@ Status|0|0|0|0|||||

+ MAIN:005021

K Window

> Main

\$ @ + K > **View Map**

The View Map facility allows you to visually display the Devices that are connected to intelligent Control on a map of the area in which they are located. Not only can you see the Device locations, but you can also use View Map to poll the Devices at pre-determined intervals, retrieve the current status of the Devices and display them on the monitor.

The view map window can be left open with all the Device status windows open so that you can verify at a glance the current status of each Device.

To view the status of a Device, position the cursor on the Icon of that Device and right click the mouse. Click on the (Device) Status menu item to open the Status window.

If the Device is a Sign, you will also be able to open the Sign Control window from the Map. To do this, position the cursor on the Icon for the Sign, right click the mouse and select Sign Status from the menu.

If the Status window is too small (or too big), you can toggle the size of it by clicking on Toggle Size. The largest size will be the size that is defined when the Administrator places the Icon on the Map.

If the Sign Status window that is open is blocking some other icons on the map, you can move the Sign Status window. To do this, click on the window and drag it to its new location. You will notice that the window is "rubber banded" to its original location so that you can determine the exact location for the Device when looking at its status.

If you want to see a message on a sign, but do not necessarily want to open the status window, position the cursor on the Icon for that Sign. The Tool tip that is displayed will include the name of the Device as well as the text of the message that is currently being displayed on that sign.

View_Map
\$ View_Map
@ Status|0|0|0|0|||||
+ MAIN:005041
K View_Map
> Main

\$ @ + K > **Messages**

A list, in alphabetic order, of all the available lines of text for the size sign selected. To use a line in the sequence message that you are creating, highlight the required line and click on the "right arrow" button to move that line into the Message Sequence window. Each line that you move will be displayed in the Message Sequence Window and in the Sequenced Message field.

Messages
\$ Messages
@ Status|0|0|0|0|||||
+ MAIN:005101
K Messages
> Main

\$ @ + K > **Message Sequence**

The lines of text that you have chosen for the sequenced message will be displayed here. To remove a line of text, highlight that line and click on the "left arrow" button to move that line out of the Message Sequence.

Message_Sequence
\$ Message Sequence
@ Status|0|0|0|0|||||
+ MAIN:005121
K Message Sequence
> Main

\$ @ + K > **Scenarios and Amber Alerts**

Scenarios and Amber Alerts provide the functionality that enables the logical grouping of messages that should be displayed on Devices under certain given circumstances. If the Camera module is included in Intelligent Control, this function will also allow the positioning of those cameras at certain given positions, based on the circumstance. This is an effective and accurate way to implement incident management. The pre-prepared messages for amber alerts and scenarios ensure that the correct message is displayed on the applicable sign at the required time.

The ultimate effectiveness of this function depends on the attention to detail and the extent to which the messages and camera positions are created for each type of scenario.

Amber Alert

The Amber Alert system was started in 1996 in Texas when broadcasters and the local police there teamed together to create a system to assist in finding abducted children. Since then the system has grown nationwide with all but one state currently (as of July 04) having an Amber Alert System in place.

The US Department of Justice, in an effort to create a uniform, interoperable network of plans across the country, has recommended that the following criteria be taken into account when issuing an amber alert.

- The abduction has been confirmed by law enforcement.
- There is a risk of serious bodily injury or death.
- There is sufficient descriptive information about the suspect and/or the vehicle involved in the abduction.
- The child is 17 years old or younger.

It is also recommended that as part of the Amber Alert, details of the child's name and other critical data elements (including the Child Abduction flag) be entered into the National Crime Information Center (NCIC). This step automatically takes the search for an abducted child from a local, state or regional level to a national level.

The System Administrator would set up the pre-prepared procedures so that the operator would be able to activate the correct messages on the correct signs, given a particular scenario.

[Displaying an Amber Alert](#)

[Creating a Scenario](#)

[Displaying a Scenario](#)

Scenarios_and_Amber_Alerts
\$ Scenarios and Amber Alerts
@ Status|0|0|0|0|||||
+ MAIN:005161
K Scenarios and Amber Alerts
> Main

\$ @ + K > **Communications Activity Log**

This window provides a line by line log file of the activity generated by Intelligent Control. This can be used to verify that an amber alert or scenario was successfully sent out or to see the current status of the polling activity for Incident Management. It will also indicate if any errors were encountered during the communication.

Communications_Activity_Log
\$ Communications Activity Log
@ Status|0|0|0|0|||||
+ MAIN:005201
K Communications Activity Log
> Main

\$ @ + K > **Sign Group Description**

This provides a further, possibly more detailed description of the contents of the scenario that has been created.

Sign_Group_Description
\$ Sign Group Description
@ Status|0|0|0|0||||
+ MAIN:005241
K Sign Group Description
> Main

\$ @ + K > **Displaying An Amber Alert**

Expand the Scenarios and Amber Alerts tree to display all the available Scenarios and Amber Alerts.

The pre-prepared messages and the signs on which the messages should be displayed can easily be seen when the “tree” is expanded.

To activate an amber alert, highlight the required Amber Alert, and click on the Activate button. Full details of the procedure that is activated will be displayed in the Activity Log.

It is advised that you **Verify** the Amber Alert before actually activating it. This step will walk through the Amber Alert without actually activating it, verifying that the signs are connected and then retrieving the selected message so that it can be verified that the correct message will be displayed when the Amber Alert is activated.

When the Amber Alert has to be stopped or cancelled, the devices can be reset using a Blank Signs scenario (if one has been created for you). In this case, select the required group of signs and activate the blank scenario. If there is no scenario to blank the signs, blank the signs using the Sign Control option.

Displaying_An_Amber_Alert
\$ Displaying An Amber Alert
@ Status|0|0|0|0|||||
+ MAIN:005261
K Displaying An Amber Alert
> Main

\$ @ + K > **Creating a Scenario**

A scenario is a pre-defined message that is sent to a specified group of Devices (or a set of camera positions sent to a group of cameras if the camera module is installed) when a certain event occurs. An Administrator creates scenarios, so that a user can implement the pre-prepared procedure so that the correct information is displayed on the Devices at the correct time.

To create a Scenario, expand the Scenarios and Amber Alerts tree and highlight SCENARIOS. Right click the mouse and select New and then select Scenario Group. A new directory will be added to the tree. Rename the directory to meaningfully indicate the contents of that group of scenarios. Once this is done, highlight that directory and then right click the mouse. Select New and then Scenario Sign Group.

Enter the specific name for this Scenario, as well as a description of the Sign Group. Indicate the Activation priority for the Scenario message. In addition, indicate if the message that is sent is to override the priority of the message this is being displayed on the Device when the Scenario is activated, and if the CRC check for the message should be ignored. Click Save to update the scenario tree with the Sign Group.

To define which specific signs and which message on the sign is to be activated highlight the Sign Group and right click the mouse. Select New and then Device. Select the Device that is to be added to the Sign Group and select the actual message that should be displayed. If the message that you want to display does not appear in the Device Messages list, you will need to add the message to the Device using the [Sign Message Edit](#) function which is accessible from the Sign Control form.

Creating_a_Scenario
\$ Creating a Scenario
@ Status|0|0|0|0||||
+ MAIN:005281
K Creating a Scenario
> Main

\$ @ + K > **Displaying a Scenario**

To display a Scenario, open Scenarios and Amber Alerts. Expand the Scenario tree until the Scenario that you want to activate is displayed in the tree. Highlight that Scenario and click on the Verify button. This will run through the Scenario as if it was being displayed, checking that the Devices are available and that the messages that have been allocated to display are still the same on the sign controller.

The results of this verification will display in the Activity window. If you are satisfied with the results, click on the Activate button to activate the Scenario.

The Message will display for the duration indicated. If it has been set to run forever, the message will be displayed until you display another message, or blank the signs. This can be achieved by individually accessing each sign and displaying a message or blanking the sign, or you can create a new Scenario to display another message or blank all the signs. If the message in the scenario has a number of minutes duration, when that number of minutes is reached, the End Duration message specified for that device will be displayed.

Displaying_a_Scenario
\$ Displaying a Scenario
@ Status|0|0|0|0|||||
+ MAIN:005301
K Displaying a Scenario
> Main

\$ @ + K > Activate Schedule

The Activate Schedule option will activate any and all schedules on a sign. Activate Schedule causes the schedules that have been saved on the sign to be run, either for the duration specified when the Schedule is activated, or, if the forever option was selected, until another message is sent to the sign, or the sign is blanked.

It is extremely important that you are absolutely sure of the contents of each and every schedule that is saved in the sign controller before you use the Activate Schedule option.

```
# Activate_Schedule
$ Activate Schedule
@ Status|0|0|0|0|||||
+ MAIN:005321
K Activate Schedule
> Main
```

\$ @ + K > Standard Operating Procedure

Each Scenario that is added may have a Standard Operating Procedure (SOP) attached to it. This procedure will provide instructions to the Operator, detailing the steps have to be followed in the event of the Scenario occurring. This standardizes the response to scenarios and ensures that all the necessary steps are taken and all the necessary people have been advised of the situation.

To set up a Standard Operating procedure for a Scenario, highlight the Sign Group for which the SOP is to be created. Right click the mouse and select New and then Standard Operating Procedure.

Standard_Operating_Procedure
\$ Standard Operating Procedure
@ Status|0|0|0|0|||||
+ MAIN:005361
K Standard Operating Procedure
> Main

\$ @ + > K **Manual Poll**

This is a utility that will poll the selected Device and display the retrieved information. The information that is displayed can be user defined. These values are defined using the [Configure Logs](#) option in Maps.

```
# Manual_Poll
$ Manual Poll
@ Status|0|0|0|0|0|||
+ MAIN:005421
> Main
K Manual Poll
```

\$ @ + K > **Sign Information**

This returns details about the Make, Model and Software Versions of the Device.

Sign_Information
\$ Sign Information
@ Status|0|0|0|0||||
+ MAIN:005441
K Sign Information
> Main

\$ @ + K > **Rows Allocated**

This indicates the number of rows that have been allocated for the selected Event Group in the Event Log.

Rows_Allocated
\$ Rows Allocated
@ Status|0|0|0|0|||
+ MAIN:005501
K Rows Allocated
> Main

\$ @ + K > **Event**

This indicates the events that are included in the selected Event Group

Event
\$ Event
@ Status|0|0|0|0||||
+ MAIN:005521
K Event
> Main

\$ @ + K > **Mode**

This indicates the conditions under which the object should be logged. The valid values are:

Changes	log when the value changes
Greater Than	log when the value exceeds the compare value
Less Than	log when the value is less than the compare value
In between	log when the value falls outside the compare values
Periodic	log every 'x' number of seconds

```
# Mode
$ Mode
@ Status|0|0|0|0|||
+ MAIN:005541
K Mode
> Main
```

\$ @ + K > **Time**

This represents the number of seconds that should be used when periodic mode is selected.

```
# Time  
$ Time  
@ Status|0|0|0|0|||  
+ MAIN:005561  
K Time  
> Main
```

\$ @ + K > **Exceeded in Time**

This indicates the value that should be entered depending on the Mode selected.

Exceeded_in_Time
\$ Exceeded in Time
@ Status|0|0|0|0|||
+ MAIN:005581
K Exceeded in Time
> Main

\$ @ + K > **Objects**

Select the required Object from the drop down list box.

Objects
\$ Objects
@ Status|0|0|0|0|||||
+ MAIN:005601
K Objects
> Main

\$ @ + K > **Log**

Log
\$ Log
@ Status|0|0|0|0|||
+ MAIN:005641
^ Log
> Main

\$ @ + K > Log This Object

Log_This_Object
\$ Log This Object
@ Status|0|0|0|0|||||
+ MAIN:005661
K Log This Object
> Main

\$ @ + K > **Zoom Areas**

You can Zoom from one map to another using the Zoom feature. When you select New Zoom Area, the cursor will change to a cross hair within a square. Move the cursor to the area of the map that is to Zoom. You can then resize the square until it is the required size. Then select the Map to which the zoom is to jump. Click on the Zoom To drop down list box to see all the maps that are available.

Zoom_Areas
\$ Zoom Areas
@ Status|0|0|0|0|||
+ MAIN:005721
K Zoom Areas
> Main

\$ @ + K > **Zoom To**

This indicates the map that has been specified as the Map that should be displayed when the Zoom Area is activated.

Zoom_To
\$ Zoom To
@ Status|0|0|0|0|||||
+ MAIN:005741
K Zoom To
> Main

\$ @ + K > **Profiles**

Profiles allow you to set different access levels for different levels of operators.

Profiles
\$ Profiles
@ Status|0|0|0|0|||||
+ MAIN:005761
K Profiles
> Main

\$ @ + K > **Security Type**

Using this feature without fully understanding the consequences of the changes you make could result in communication with any or all of your Devices being permanently disabled.

Select the level of security for which you anticipate making changes. [See Device Security](#).

Security_Type
\$ Security Type
@ Status|0|0|0|0|0|||
+ MAIN:005801
K Security Type
> Main

\$ @ + K > **User Community Name**

Using this feature without fully understanding the consequences of the changes you make could result in communication with any or all of your Devices being permanently disabled.

The default User Community Name is public. You should not make changes to this field unless you are completely aware of the implications of such changes. [See Device Security](#).

User_Community_Name
\$ User Community Name
@ Status|0|0|0|0|||||
+ MAIN:005821
K User Community Name
> Main

\$ @ + K > **Creating an Amber Alert**

1. Select Scenarios and Amber Alerts from the Administration Menu.
2. Expand Scenarios and Amber Alerts to display those that have already been created.
3. Highlight Amber Alerts and then right click the mouse. From the menu that is displayed, select New and from the menu that is then displayed, select Amber Alert. A new Amber Alert will be added. Rename the Amber Alert that you have created. Press Enter to update the name and open the next window.
4. Select the Device Types for which the Amber Alert is being created.
5. A list of all the available Devices will be displayed. Click on the check box next to each sign on which the Amber Alert is to be displayed.
6. Select the Message Action which will determine if the Amber Alert is to replace the existing message that is being displayed on the signs or if the Amber Alert is to be added onto (appended to) the current message that is being displayed.
7. Change the Activation Details if required.
8. To create a new message, either click the Allow manual text input on pages check box, in which case you will be able to type the message in the line fields. You will be limited to entering the number of lines and characters that will display on the smallest sign included in the sign selection.

Alternatively, leave that check box unchecked and you can build the message by selecting options from the drop down list boxes that are provided.

Select the required option from the drop down list box. Then click on Action. The following options will be displayed:

- Place word or phrase on page – used to create message
- Add word or phrase to list – used to add new item to drop down list
- Delete word or phrase from list – used to delete option from drop down list

Placing a word or phrase on a page.

Select the Vehicle Make, Vehicle Color or Special Phrase from the drop down list of available options. Click on the Action button and select the Place word or phrase on page option. Drag the word or phrase to the field in which you want it to display.

Note that you can add more than one word or phrase to a line of a page if the number of characters allows it. If you place too many characters in a field, only those characters of the word or phrase that will be displayed on the sign will appear in the field. To remove one or more word or phrases, you must click the clear button next to the line that is to be cleared. This will clear everything from the field so that you can replace the cleared value with the correct value.

Add Word or Phrase to List

If the vehicle make, vehicle color or special phrase that you want to use is not in the drop down list, you can add it to the list provided you have the required access to doing this. To add a new value to the drop down list boxes, type the new value in the required field. Then click on the Action button. Select the Add Word or Phrase to List Option. The new word will initially be added to the bottom of the list but will be moved into the correct alphabetical position the next time the lists are closed and opened again.

```
# Creating_an_Amber_Alert
$ Creating an Amber Alert
@ Status|0|0|0|0|||
+ MAIN:005841
K Creating an Amber Alert
> Main
```

Delete a Word or Phrase from List

To remove a value from the list, select that value and then click on the Action button. Select the Remove item from List option and that value will be removed from the list.

Special Note about Tag Number

To add a Tag Number (or any other details), type the required details as they should be displayed in the Vehicle Tag field. Click on the Action button and select the Place word or phrase on page option. Drag the word or phrase to the field in which you want it to display.

9. Preview the message that you have created by clicking on the Preview button.
10. Click on Close to close the Preview window and then click on Save and Exit to return to the Scenarios and Amber Alerts control page.
11. To send the Amber Alert, click on the Activate button. The message will be sent out to all the devices that are listed in the top right hand window.

\$ @ + K > Old Password

When you wish to change your password, you must first enter your existing password in this field. If the entry that you make in this field is correct, the Change Password procedure will continue. If you enter the incorrect password in this field, a message will be displayed and you will be able to re-enter the Old Password.

Old_Password
\$ Old Password
@ Status|0|0|0|0||||
+ MAIN:005881
K Old Password
> Main

\$ @ + > ^ Overview of Device Configurations

This window lists all the Devices that have been configured on Intelligent Control.

If you need to change information for a particular Device, highlight that Device in the list and click on the [Edit Device](#) Button. That will open a window that will allow you to make the required changes.

If you want to add a new Device, click on the [Add Device](#) button. That will open a window that will allow you to enter the details for the new Device.

If you want to delete a Device, highlight that Device in the list and then click on the Edit Device Button. That will open the detail window that will allow you to verify that you have selected the correct Device. Then click on the Delete Button to remove that Device.

Overview_of_Device_Configurations
\$ Overview of Device Configurations
@ Status|0|0|0|0|||
+ MAIN:005901
> Main
^ Overview of Device Configurations

\$ @ + > ^ K **Edit Device**

This window contains the details that you can edit for any Device. The following fields can be edited:

[Device Name](#)

[Description](#)

[Device Type](#)

[Connection](#)

[Device Address](#)

```
# Edit_Device
$ Edit_Device
@ Status|0|0|0|0|||||
+ MAIN:005921
> Main
^ Edit_Device
```

\$ @ + > K **Add Device**

The Add Device button will open the Enter/Edit Devices window. Before you add a Device, ensure that the [Device Type](#) and [Connection Type](#) for that Device already exist. If they don't, add the details for the Device Type and Connection before attempting to create a new Device.

The following fields will be required when you add a new Device:

[Device Name](#)

[Description](#)

[Device Type](#)

[Connection](#)

[Device Address](#)

Add_Device
\$ Add Device
@ Status|0|0|0|0|0|||
+ MAIN:005941
> Main
K Add Device

\$ @ + > K **Detail - Device Name**

Enter the name of the Device as you want it to appear wherever the Device is displayed in Intelligent Control. Make the name as meaningful as possible to make identifying the Device as easy as possible.

Detail_Device_Name
\$ Detail - Device Name
@ Status|0|0|0|0|||||
+ MAIN:005961
> Main
K Detail - Device Name

\$ @ + > ^ K **Detail - Description**

Further details about the Device may be entered here to further assist in identifying the Device. For example, the physical location of the Device, or the Manufacturer's Name can be entered here.

Detail_Description
\$ Detail - Description
@ Status|0|0|0|0||||
+ MAIN:005981
> Main
^ Detail - Description

\$ @ + > K **Detail - Device Type**

Each Device that is added to Intelligent Control is defined as a particular Device Type. Select the Device Type from the drop down list box that is attached to the field. If the Device Type that you require is not included in the list of available Device Types, you will have to add that [Device Type](#).

Detail_Device_Type
\$ Detail - Device Type
@ Status|0|0|0|0|||||
+ MAIN:006001
> Main
K Detail - Device Type

\$ @ + > K **Detail - Connection**

Each Device that is added to Intelligent Control must have a Connection specified. Select the required Connection from the drop down list box that is attached to that field. If the Connection that you require is not included in the list of Connections, then you will have to add that Connection.

Detail_Connection
\$ Detail - Connection
@ Status|0|0|0|0|||||
+ MAIN:006021
> Main
K Detail - Connection

\$ @ + > K **Detail - Device Address**

The Device Address should be entered here.

Detail_Device_Address
\$ Detail - Device Address
@ Status|0|0|0|0||||
+ MAIN:006041
> Main
K Detail - Device Address

\$ @ + > K **Procedures**

The procedures buttons allow you to chose whether the displayed record should be added (Save), changed (Edit) or deleted (Delete). If you do not want to update the database with the information that you have entered, click Close to return to the Overview form.

Procedures
\$ Procedures
@ Status|0|0|0|0|||||
+ MAIN:006061
> Main
K Procedures

\$ @ + > K **Enter/Edit Device Type**

This is where you would add a new Device Type or edit information for an existing Device Type. This form also caters for the deletion of a Device Type.

To add a new device Type, highlight New Device Type in the Device Type drop down list box. Enter the required information and then click on the Save button to update the database.

To edit an existing Device Type, highlight that Device Type in the Device Type drop down list box. The current information for that Device Type will be displayed. Make the required changes and click on the Save button to update the database.

To delete a Device Type, highlight that Device Type and click on the Delete button. The record will be deleted from the database.

Enter_Edit_Device_Type
\$ Enter/Edit Device Type
@ Status|0|0|0|0|||||
+ MAIN:006081
> Main
K Enter/Edit Device Type

\$ @ + > K **Detail - Device Type Name**

This is the descriptive name of the Device Type that will appear in the drop down list box whenever a Device Type is selected. Make the name as descriptive as possible so that the correct Device Type is selected whenever the list for Device Types is presented for selection purposes.

Detail_Device_Type_Name
\$ Detail - Device Type Name
@ Status|0|0|0|0|||||
+ MAIN:006101
> Main
K Detail - Device Type Name

\$ @ + > K **Detail - Master Table**

Select the applicable Master Table that is used by the Device Type.

Detail_Master_Table
\$ Detail - Master Table
@ Status|0|0|0|0|||||
+ MAIN:006141
> Main
K Detail - Master Table

\$ @ + > K **Detail - Icon Names**

All the Device Types should have an Icon attached to them to provide pictorial representation of the Device Type, specifically for use in Maps. All the available Icons will be included in the drop down list box attached to Icon Names. When you select an Icon in the list, a picture of the Icon will be displayed below the field so that you can visually confirm that you have selected the correct Icon.

If you want to add a new Icon for the Device Type, highlight New in the drop down list box and the [Icon Detail](#) window will open, allowing you to enter the details for the new Icon.

If you don't want any Icon associated with the Device Type, highlight None in the drop down list.

Detail_Icon_Names
\$ Detail - Icon Names
@ Status|0|0|0|0|||
+ MAIN:006161
> Main
K Detail - Icon Names

\$ @ + > K **Icon Detail**

If you choose to add a new Icon, or you just want to view the details for the Icon file selected, click on the Icon detail button. The following information will be displayed:

[Icon Name](#)

[Icon Filename](#)

To add a new Icon, enter the name of the Icon and then enter the filename (including its path) in the filename field. If you do not know the full path and file name, click on the Browse button to navigate to the directory that contains the Icon file that you want to use.

If you enter the file name manually, you can check that it is correct by clicking on the Test Icon button. This will locate the Icon and display it so that you can verify that the correct Icon has been selected.

Click on Save to save the Icon to the database and have it allocated to the Device Type.

```
# Icon_Detail
$ Icon Detail
@ Status|0|0|0|0|||
+ MAIN:006181
> Main
^ Icon Detail
```


\$ @ + > K **Edit Connection**

This window contains the details that you can edit for any Connection. The following fields can be edited:

- [Connection Name](#)
- [Description](#)
- [Connection Type](#)
- [Transport Type](#)
- [Connection Timeout](#)
- [Response Time Default](#)
- [Retry Count Default](#)
- [Wait for Connection](#)
- [Client/Server](#)
- [CDPD Mode](#)
- [Parameters Required for Connection Type](#)

Edit_Connection
\$ Edit Connection
@ Status|0|0|0|0|||||
+ MAIN:006221
> Main
K Edit Connection

\$ @ + > K **Add Connection**

To add a new Connection, highlight New Connection in the Connections drop down list box. You will be required to enter the following information for the new Connection.

Connection Name

Description

Connection Type

Transport Type

Connection Timeout

Response Time Default

Retry Count Default

Wait for Connection

Client/Server

CDPD Mode

Parameters Required for Connection Type

Add_Connection

\$ Add Connection

@ Status|0|0|0|0||||

+ MAIN:006241

> Main

K Add Connection

\$ @ + > K **Detail - Connection Name**

The Connection name is used to describe the Connection. You should make this name as descriptive as possible so that when it is displayed in a drop down list for selection, there is no doubt about which connection is being selected.

Detail_Connection_Name
\$ Detail - Connection Name
@ Status|0|0|0|0|||||
+ MAIN:006261
> Main
K Detail - Connection Name

\$ @ + > K **Detail - Connection Type**

There are several different types of Connection that can be established. The valid ones will be presented when the drop down list box for Connection Type is clicked. Each Connection Type will require additional parameters to be entered. The following table illustrates the available Connection Types and the parameters that will have to be entered for each one:

Connection Type	Parameters	Values
PMPP Serial	Serial Port Number	Com1
		Com2
		Com3
		Com4
	Baud Rate	1200
		2400
		4800
		9600
19200		
Data Bits	Eight	
	Seven	
Stop Bits	1	
	1.5	
	2	
Parity	None	
	Odd	
	Even	
	Mark	
	Space	
PMPP Dial Up	Modem Telephone Number	
PPP Serial	Serial Modem Name	
	User Name	
	Password	
PPP Dial Up	Modem Name	
	Telephone Number	
	User Name	
	Password	
Ethernet	Server Port Number	
	Server IP Address	
	Modem Telephone Number	

```

# Detail_Connection_Type
$ Detail - Connection Type
@ Status|0|0|0|0||||
+ MAIN:006301
> Main
K Detail - Connection Type
  
```


\$ @ + > K Detail - Connection Timeout

This indicates the number of seconds that should be allowed before an unsuccessful connection attempt is timed out.

Detail_Connection_Timeout
\$ Detail - Connection Timeout
@ Status|0|0|0|0|||
+ MAIN:006341
> Main
K Detail - Connection Timeout

\$ @ + > K **Detail - Response Time Default**

This indicates the maximum amount of time that Intelligent Control should wait for a response when a packet of information is sent out.

Detail_Response_Time_Default
\$ Detail - Response Time Default
@ Status|0|0|0|0|||
+ MAIN:006361
> Main
K Detail - Response Time Default

\$ @ + > K **Wait for Connection**

This value indicates how long Intelligent Control should wait for a connection to be established before it stops trying to connect.

Wait_for_Connection
\$ Wait for Connection
@ Status|0|0|0|0||||
+ MAIN:006401
> Main
K Wait for Connection

\$ @ + > K Client / Server

This indicates how the software must connect. If the software is the server, check the Server option. If the software is going to connect to another computer that is the Server, check the Client option.

Client_Server
\$ Client / Server
@ Status|0|0|0|0|||||
+ MAIN:006421
> Main
K Client / Server

\$ @ + > K **CDPD Mode**

This indicates if the connection is to be made using a CDPD modem.

CDPD_Mode
\$ CDPD Mode
@ Status|0|0|0|0||||
+ MAIN:006461
> Main
K CDPD Mode

\$ @ + > K **Required Parameters for Connection Type**

Depending on the entry made for Connection Type, other information will have to be entered. Only those fields that are required for the Connection Type selected will be available for input. The fields that are not required will remain grayed and can be ignored.

See [Connection Type](#) for a table listing each Connection Type and the required parameters.

Required_Parameters_for_Connection_Type
\$ Required Parameters for Connection Type
@ Status|0|0|0|0||||
+ MAIN:006481
> Main
K Required Parameters for Connection Type

\$ @ + > K **Message Number**

This is the number of the actual message that is to be displayed. Before you specify the message here, make sure that the contents of the message are what you expect them to be. To do this, go to Sign Control, select the required sign and highlight the required message. Then click on Retrieve Selected Msg and verify that the message contains the correct information.

Message_Number
\$ Message Number
@ Status|0|0|0|0| |||||
+ MAIN:006501
> Main
K Message Number

\$ @ + > ^ Schedule Duration

This indicates for how long the Schedule should run. If you check the Forever box, the Schedule will run until a message with a higher priority is received for display.

Schedule_Duration
\$ Schedule Duration
@ Status|0|0|0|0|||||
+ MAIN:006521
> Main
^ Schedule Duration

\$ @ + > K Schedule Priority

This indicates the priority level that the Schedule must have. The four available options are Low, Regular, High and Emergency. See [Priority](#) for further information about priority levels.

Schedule_Priority
\$ Schedule Priority
@ Status|0|0|0|0||||
+ MAIN:006541
> Main
K Schedule Priority

\$ @ + > ^ Log Entries (Found)

The Log entries that are available depending on the selections that you make for Operator, Range, Source and Devices will be listed in this window. To enter a Comment, highlight the Log Entry and then enter the required Comment in the Comment Box. Click on Save to update the Log Entry and Save the comment.

Log_Entries_Found_
\$ Log Entries (Found)
@ Status|0|0|0|0|||||
+ MAIN:006581
> Main
^ Log Entries (Found)

\$ @ + > K SOP Name

The name entered here should provide some indication of the contents of the SOP. For example, Notify DOT would indicate that the SOP will provide details of the contact that should be made with the DOT when the SOP is activated.

SOP_Name
\$ SOP Name
@ Status|0|0|0|0|||||
+ MAIN:006601
> Main
K SOP Name

\$ @ + > K **SOP Description**

This field can further describe the intention of the SOP.

SOP_Description
\$ SOP Description
@ Status|0|0|0|0|||||
+ MAIN:006621
> Main
K SOP Description

\$ @ + > K **SOP Notify**

This list contains the details of the people or agencies that need to be contacted when the SOP is activated. The available entries for this list are contained in the Notifications drop down list box. If the agency or person that should be notified is not in the Notify List, select that agency or person from the Notifications list and then position the cursor in the blank lined area of the Notify field and click the left hand mouse button. Details of the selected agency/person will be added to the list.

To remove an agency or person from the Notify List, highlight the incorrect entry and press the Delete key. The details for that agency/person will be removed from the list.

SOP_Notify
\$ SOP Notify
@ Status|0|0|0|0|||||
+ MAIN:006701
> Main
K SOP Notify

\$ @ + > ^ **SOP Contact Name**

This is the actual name of the person that is to be contacted. It can be generic, e.g. Operator on Duty, or it can be a specific name.

SOP_Contact_Name
\$ SOP Contact Name
@ Status|0|0|0|0|||||
+ MAIN:006741
> Main
^ SOP Contact Name

\$ @ + > K **Error Icons**

If the Device Type that is being displayed on the Map is being polled and you want to be made aware of an error, you can choose to have a different Icon display in the event of an error condition being reported. To do this, you should allocate an Icon to each type of Error for each Device and then select that Icon to be displayed when that error is reported.

Error_Icons
\$ Error Icons
@ Status|0|0|0|0|||||
+ MAIN:006801
> Main
K Error Icons

\$ @ + > K **Remove Icon**

If an Icon has to be removed from a map, you can use one of two methods to achieve this:

1. Select the Icon by clicking the left hand mouse button with the cursor on the Icon. Click the right hand mouse button to open the menu. Select Remove Icon.
2. Select the Icon by clicking the left hand mouse button with the cursor on the Icon. Then click the Remove button on the Task Bar.

The Icon will then be removed from the map and it s name will no longer appear in the Device Icons Displayed List.

Remove_Icon
\$ Remove Icon
@ Status|0|0|0|0|||||
+ MAIN:006841
> Main
K Remove Icon

\$ @ + K > **Display Object**

This Menu item opens another menu that allows you to set parameters for displaying the Device on the Map. Select one of the following options:

[Polling Rate](#)

[Sign Zoom](#) (this will only be available if the Device Type supports this feature)

[Save Object Position](#)

[Type of Display](#)

Display_Object
\$ Display Object
@ Status|0|0|0|0|||||
+ MAIN:006861
K Display Object
> Main

\$ @ + > K **Polling Rate**

This indicates the frequency at which the Device should be polled when polling is active. The rate is entered in minutes. If you enter 0 (zero), the Device will not be included in the Polling process.

Polling_Rate

\$ Polling Rate

@ Status|0|0|0|0||||

+ MAIN:006881

> Main

K Polling Rate

\$ @ + > K **Save Object Position**

This will Save the position of the Sign View window on the map. If a Grid has been configured, this will also Save the position of the Grid on the map.

Save_Object_Position
\$ Save Object Position
@ Status|0|0|0|0|||||
+ MAIN:006901
> Main
K Save Object Position

\$ @ + > **K Log Object List (for Device)**

This lists all the objects that have been selected for logging for the selected Device.

To add an object to the list, select the Object from the Object drop down list, select the required instance and then click the Add Object to List button. That object will be added to the list with the status "New Object". Click on Update Database Table to update the log list and make the new object part of the log list.

To remove an object from the log list, highlight that object in the list and press the Delete Key. The object name will change to red and its status will be "REMOVE". Click on Update Database Table to update the log list and remove the object from the log list.

```
# Log_Object_List_for_Device_  
$ Log Object List (for Device)  
@ Status|0|0|0|0|||  
+ MAIN:007081  
> Main  
K Log Object List (for Device)
```


\$ @ + > K **Headings**

The default headings are Row Name and Column. Make these headings more meaningful so that they describe the contents of the fields that they represent. The heading of the columns determines the width of the columns. If the column name that you enter is not wide enough to facilitate the correct displaying of any of the field values in the column, you can widen the columns by enter leading and/or trailing characters in the column name. A space cannot be the first leading character – we suggest using a dash, underscore or period.

Headings
\$ Headings
@ Status|0|0|0|0|0|||
+ MAIN:007141
> Main
K Headings

\$ @ + > K Thresholds

For each Object that you log, you can specify values that should be used to determine the color of the grid display on the map. For example if the battery voltage falls below a certain value, you can specify that when any value below the specified value is retrieved when the device is polled, the grid for that devices should be changed so that the display for that object is red. If the value falls between an acceptable, but low range, you can specify that the value be displayed with a yellow background. If the value returned is perfectly in range, the background can be green. This allows users to quickly see if an alarm condition is reported.

Thresholds
\$ Thresholds
@ Status|0|0|0|0|||||
+ MAIN:007161
> Main
K Thresholds

Trigger Scenario SOP

Only the selected Standard Operating procedure will be triggered and not the Scenario to which it is attached.

Trigger Camera Preset

This will trigger the camera presets indicated in the Camera Preset field.

Each row of the Output Action sheet will contain one action that is to be triggered. If you want to trigger a message that should be displayed on multiple Devices, you would create a scenario that would cater for that and then trigger that Scenario in Incident Management.

The Status cell for each action is the indicator that Incident Management uses to trigger each Action. If the status is Active, the Output Action specified in that row will be activated.

Close Excel and Save the spreadsheet.

\$ @ + > K **Spreadsheet Input**

This is Sheet 1 of the Excel spreadsheet and contains the Input values that are to be used in the calculations made in Sheet 2 that will trigger a response to an incident. This sheet is populated from the Configure Spreadsheet function in Incident Management.

If you are creating a new spreadsheet, Log Date Time, OID Value and Status will remain blank until you poll the Devices and retrieve the data.

Spreadsheet_Input
\$ Spreadsheet Input
@ Status|0|0|0|0|||||
+ MAIN:007381
> Main
K Spreadsheet Input

\$ @ + > ^K **Spreadsheet Calculations**

The data from Sheet 1 is passed to Sheet 2 and is used as input in whatever calculations are performed. The calculations are performed using standard Excel formulas and macros. Once the calculations are complete, specific cells are marked and the program uses these cells to determine if any output action needs to be triggered.

Spreadsheet_Calculations
\$ Spreadsheet Calculations
@ Status|0|0|0|0|||||
+ MAIN:007401
> Main
^K Spreadsheet Calculations

Key	Functions
1	Toggles the check box for Phase 1 on and off
2	Toggles the check box for Phase 2 on and off
3	Toggles the check box for Phase 3 on and off
4	Toggles the check box for Phase 4 on and off
5	Toggles the check box for Phase 5 on and off
6	Toggles the check box for Phase 6 on and off
7	Toggles the check box for Phase 7 on and off
8	Toggles the check box for Phase 8 on and off
9	Turns all the check boxes on
0	Turns all the check boxes off.

Numbers

To enter a value in a number field, double click the left hand mouse button while the cursor is positioned in that field. The following window will open, allowing you to enter the required value:

Enumerated Values

This is used when there is a finite list of options for the value of a field. When a field can only contain a predefined range of values, when you click on that field, a window will open allowing you to select one of those predefined values.

When data is edited or displayed, the following color codes will indicate the current state of the field:

Yellow	Value is from the Intelligent Control Database.
Blue	Value is from the Device.
Red	Value was changed by the user

\$ K @ + Intersection Configuration

This option allows you to customize the look and feel of your intersection displays. You can define how the intersection display should look on the map view, depending on the level of detail that is selected for the map.

Each Device can have its own intersection display customized to accurately reflect the activity of the controller at any given time.

The display can also be customized so that the detail that is displayed is adjusted depending on the level of zoom details that the actual map is displaying.

Intersection_Configuration
\$ Intersection Configuration
K Intersection Configuration
@ Status|0|0|0|0|||||
+ MAIN:007801

\$ K @ + **View Map (BMP Maps)**

When Intelligent Control is installed, the required maps and the Devices that are connected to Intelligent Control will be set up so that each of the Devices can be accessed from a map.

Each Device is represented by an icon. Click on the icon to see which Device it represents. To see the message that is currently displayed on that Device, right click the mouse and select Preview Message. Connection will automatically be established with the device and a small preview window will open and the message that is currently on the device will be displayed. If that window is left open when Maps is closed, the next time that Maps is opened, that window will be displayed and Intelligent Control will automatically connect to the device and retrieve the current message. If all the device preview message windows are left open, you will be able to check at a glance at which messages are running on all the connected Devices.

Start or Suspend Polling temporarily by clicking the Suspend/Polling button.

If a more detailed map is available for zooming purposes, the zoom-able area will be indicated with a magnifying glass cursor. Double click the mouse when the cursor is a magnifying glass, and the new map will be opened.

Use Back and Next to scroll through Maps that have already been opened.

Right Click on an icon to open the menu options to preview the sign or access Sign Control. Preview Sign windows that were open when View Maps was previously closed will automatically be opened when View Maps is opened again. The message that was displaying when the map was closed will be displayed until the sign is polled and the current message is retrieved. The signs will automatically be polled based on the settings specified when the Icon is added to the map.

To view the status of a Device, position the cursor on the Icon of that Device and right click the mouse. Click on the (Device) Status menu item to open the Status window.

If the Device is a Sign, you will also be able to open the Sign Control window from the Map. To do this, position the cursor on the Icon for the Sign, right click the mouse and select Sign Status from the menu.

If the Status window is too small (or too big), you can toggle the size of it by clicking on Toggle Size. The largest size will be the size that is defined when the Icon is placed on the Map by the Administrator.

If the Sign Status window that is open is blocking some other icons on the map, you can move the Sign Status window. To do this, click on the window and drag it to its new location. You will notice that the window is "rubber banded" to its original location so that you can determine the exact location for the Device when looking at its status.

If you want to see a message on a sign, but do not necessarily want to open the status window, position the cursor on the Icon for that Sign. The Tool tip that is displayed will include the name of the Device as well as the text of the message that is currently being displayed on that sign.

View_Map_BMP_Maps_
\$ View Map (BMP Maps)
K View Map (BMP Maps)
@ Status|0|0|0|0|||||
+ MAIN:007821

