

RTU8

Programming Manual

rev 1



Will detect and generate alarms from RTU8 modules, build and dispatch alarm messages to displays, pagers, wireless phones. Will also store call statistics for Jsm Report reporting software and manage presence data for Jsm Presence (software designed to monitor resident's presence in retirement homes and make sure everyone is safe).

Use in conjunction with Jsm Config and the RTU8 template (RTU8.jct)

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1 Overview

To program the WSX1 CPU running the RTU8 software you must use JSM Micro inc Jsm Config configuration program. Jsm Config is a universal template based programming tool developed to assist in all JSM Micro inc products programming.

Once opened, the main screen looks like this:

JsmConfig Software Overview (example shown using the SCP Messenger 3.0 template)

The screenshot shows the JsmConfig software interface for SCP Messenger 3.0. The interface includes a menu bar, a toolbar, and several main panels. Callout boxes provide detailed information about these components:

- Top Bar:**
 - Select template to load. New (JsmConfig) and old ones (WSXConfig) are supported.** Points to the 'New Configuration' button.
 - Currently opened configuration file name** Points to the file name 'SCP_Messenger_E_v3.0'.
 - Select COM port and unit type (for old templates only), and auto-reset (recommended)** Points to the 'Unit Administration' button.
 - Used to install new software, bios, set time and date, show software version, serial number** Points to the 'Software Overview' button.
- Main Configuration Area:**
 - New, open, save, save as functions** Points to the 'Open', 'Save', and 'Save As' buttons.
 - Download configuration from or upload configuration to unit** Points to the 'Upload/Download' button.
 - View the overview document, view the welcome page and view program information (change license information).** Points to the 'Info' button.
- Configuration Zone:**
 - Configuration zone** Explains how to use TAB, MIDDLE-CLICK, and PageUP/PageDOWN for editing and selection.
 - Background Colors :**
 - White : Field has default value (unmodified)
 - Green : Field has a modified value (not default)
 - Yellow : Field is currently active for editing and text is not selected – you can type or select a value.
 - Blue : Field is currently active for editing and text is selected – you can type or select a value.
 - Important : spaces are used internally by our configuration files. Therefore, all spaces are replaced by underscore characters (unless a few exceptions), but they will appear as spaces when used by Jsm products.** Points to the 'Associated name' field.
- Right Panel (Quick Help):**
 - Browse configuration pages. Click on a page title to open that page to edit it's items. You can also open pages from the navigation pane.** Points to the 'Ext. msg translation' button.
 - When you select a configuration item, this pane will display some quick help and advice on the possible values and the default value for that item.** Points to the 'Associated name' field.
 - Documentation (click to open):** Explains the 'Associated name' field.
 - If your template file includes built-in manual documentation (such as SCP Messenger 3.0 and CTD 3.0), it will automatically display in this pane and jump to the correct section when a configuration item is selected. If the documentation manual is not built-in, this pane will not appear.** Points to the 'Documentation' section.
 - Alpha bloc mode:** Explains the 'Alpha bloc mode' field.
 - Callback formula:** Explains the 'Callback formula' field.
- Bottom Panel:**
 - Quick search feature to search a string and jump to the appropriate index where the it appears. Activated for some fields. When search becomes possible for a given field, simply enter the string to search (or click on the magnifying glass icon or type the Ctrl+F shortcut) and click the next (Ctrl+N) or previous (Ctrl+P) button.** Points to the search icon and navigation buttons.
- Navigation Pane (Bottom Right):**
 - Template title, version and program registration information.** Points to the template information.
 - Navigation pane used to browse configuration sections. Click on a section to open that section to edit it's items or use one of the shortcut F-keys. You can also use the left and right buttons below.** Points to the navigation pane.

2 User comments, passwords and pin codes sections

The screenshot shows three sections of the configuration interface:

- User comments:** A form with a date field set to "28-FEB-2011", an author field with "Author: Julien_Gascon-Samson, _Jsm_Micro_inc.", and three line fields. Line 3 contains "RTU8_cfg_file_(rev_0, 02-2011)".
- Passwords (not used yet):** A section titled "Password (max 3)" with three input fields labeled "Password 0", "Password 1", and "Password 2", each containing "pwd-0", "pwd-1", and "pwd-2" respectively.
- Pin codes:** A section with a "Serial number" field set to "1234-ABCD-5678-EF01" and a "Pin codes (max 5)" section with five input fields labeled "Pin code #0" through "Pin code #4". The first field contains "FFFF-0096-C653-4269" and the others contain "0000-0000-0000-0000".

User comments are for your own usage. You can edit the date and have two lines of comments to store information like your customer's name, your name or other information. These information's will be saved to the WSX1.

The Passwords section allow you to enter up to three passwords for future use. Presently the RTU8 software do not look at these passwords.

The Pin codes section allow you to unlock your RTU8 WSX1 software. You must enter a valid serial number for your WSX1 unit, otherwise it will run in demo mode for 72 hours. You also have to enter the correct pin codes to unlock the additional features you need (for example, pagers, display panels, reporting, ...).

3 General configuration section

In this section you set several parameters like daylight saving time, input modules count, if you have displays, if you have pagers and their protocols. Please note that the SpectraLink® Kirk protocol is always available on ser5 port. This allow you to send alarm messages to Kirk wireless handsets.

3.1 WSX1 ports assignment

ser1: Programming/Reporting software (RS-232)
 ser2: Paging output (RS-232 full duplex)
 ser3: RTU8 network (set to RS-485)
 ser4: Displays output (RS-485)
 ser5: Kirk output to WSX1-Kirk (RS-485) and Jsm Display output

3.2 Miscellaneous parameters

The screenshot shows the "General configuration" section with five parameters:

- ds: 1 (dropdown)
- ln: F (dropdown)
- wa: 00 (dropdown)
- mc: 01 (dropdown)
- sn: CPU-1 (text input)

ds Sets the daylight time saving hour correction function parameters. Values: 0= disable, 1= Canada

ln Sets the system language. Values: F= French, E= English

wa Reserved for future options. This will be used to assign an address to the WSX1 CPU module.

mc Enter how many RTU8 modules are connected to the WSX1 buss. **Caution: If you have some RTU8 modules that appears not working, check this parameter first.**

sn System name: Enter a name for your WSX1 module. It will be used by the reporting software.

3.3 Addressable displays parameters

The screenshot shows the "Display settings" section with the following parameters:

- pd: nil (dropdown)
- bd: yes (dropdown)
- ad: jsm (dropdown)
- im: x (text input)
- d00 through d15: 15 input fields for display addresses, each containing "..."

pd Specify if you have displays (wall boards) and wich protocol to use to communicate with them. Choices are:

nil: No displays (only pagers/handsets)

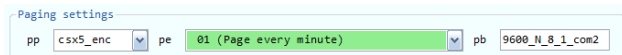
p12014a: JSM Micro supplied displays

- prolite:** Prolite displays
- color_c:** ColorCell (discontinued product)
- bd** Specify if the displays will beep or not. Some of them have beeping functions to alert people.
- ad** Specify if the displays are addressable or not. **All displays are connected on the same RS485 buss (ser4).** If they are addressable you can assign alarms to specific displays. Choices are:
 - jsm:** Use JSM supplied addressing module.
 - yes:** Use display built-in addressing method.
 - no:** They are not addressable. Use “d00”
- im** Installer’s message: Enter your company name. It will be displayed on all displays for 30 seconds when WSX1 unit is powered-up.
- d00** **This description applies for displays 00 to 15!** Enter the message you want to be displayed when there is no alarm. One message for each displays. **It is suggested to use “...”**. This will show three scrolling dots, indicating a powered display with no calls. You can also include dates and times in your message by starting it with **&T** to display the time in 12 hrs format, **&t** to display the time in 24 hrs format, **&D** to display the weekday followed by the date and **&d** to display the date only. Alternatively you can use messages like these:
 - “East Wing, no calls”
 - “Second floor”
 - “Welcome to St-John’s Hospital”

The default is csx5-enc. This is the JSM Micro inc Pocsag encoder module input protocol. The CSX5-ENC encoder is made by JSM Micro inc. As a second choice, the tap or mtap is the most popular protocol. **If you chose tap or mtap, you must define at least one supplier.** Suppliers are wide area paging service providers like AT&T, Telus, Bell Mobility etc. RTU8 allow up to three suppliers. This is useful if your client have pagers from different suppliers. The ser2 port is used for tap or mtap. **Also note that tap use supplier 0 parameters, while mtap may use all three suppliers. Very important: The supplier number must precede the pager number.**
Ex: 0002 is supplier 0, pager number 002
Ex: 19055551212 is supplier 1, pager 905 5551212

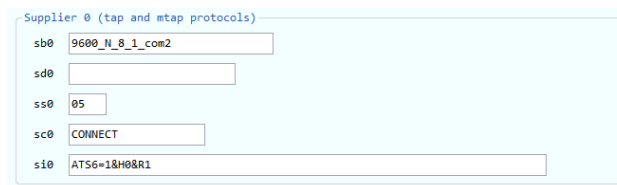
- pe** Specify at which interval pages are repeated, until the escalert process starts. When the first escalert triggers, regular paging repetition is suspended and paging will occur at programmed escalert times.
- pb** Paging port settings (**not for tap or mtap**). Enter baud rate, parity, data bits, stop bits & port used. As example, if you choose mep as paging protocol you can enter “1200_E_7.2_com2”. If you choose csx5-enc you must enter “9600_N_8.1_com2” Always choose com2 unless instructed to select a different serial port. **Note: For tap or mtap, this parameter is not used.**

3.4 General paging parameters

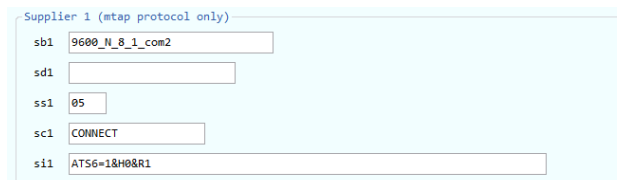


- pp** Paging protocol to be used. Choices are:
 - csx5_enc:** JSM Micro inc CSX5-ENC system
 - nil:** No paging (maybe displays or Kirk)
 - mep:** Multitone Electronics protocol
 - tap:** Telelocator Alphanumeric protocol
 - mtap:** Modem Telelocator Alphanumeric..
 - comp2:** People Finder entry protocol

3.5 Supplier TAP paging parameters



- sb0:** supplier baud rate
- sd0:** supplier dialing number
- ss0:** supplier maximum pages per session
- sc0:** supplier modem connect string
- si0:** supplier modem initialization string



Supplier 2 (mtap protocol only)

sb2 9600_N_8_1_com2

sd2

ss2 05

sc2 CONNECT

si2 AT56=1&H0&R1

- sb0 Supplier 0 paging port settings. See pb for details. Supplier 0 is used for tap or mtap protocols.
- sd0 Supplier 0 modem phone number to dial. **This number is the supplier's modem number, not the pager number.**
- ss0 Maximum pages accepted per phone calls. Usually several pages can be accepted on the same phone call. Enter a value between 1 and 10.
- sc0 Modem connection string. Do not change please.
- si0 Modem initialization string. Do not change please.

Notes:

1. Suppliers parameters description is the same for all suppliers with the following exception: Supplier 0 must be used when paging protocol is “tap” (direct connection tap) while suppliers 0 to 3 can be used if protocol is “mtap”.
2. If protocol is “tap”, do not program a modem number for supplier 0 (sd0) otherwise the software will act like if protocol was “mtap”.

4 Teams

Teams

IMPORTANT : When you program schedules (default and for each room), an extra team labelled '-1 (No notification)' will appear in the lists. The '-1' team is not a real team and is used to prevent notifications.

Enter team members.

Team #	Description
2	TROUBLE_TEAM

Members

D00	pager-0		

In this section, you can define teams to be called when some alert occur. You can define a maximum of 100 teams (0 to 99) and each team can contain a mix of up to 20 pagers, kirk users, kirk extensions and displays.

For each used team, use an appropriate description describing the team (for example TROUBLES_TEAM) and enter the members of the team. Please note that when you will program the Default repetitive settings (6) and Room programming (6) sections, an extra team labelled -1 (No notification) will appear. This team is not a real time; instead, it is used to suppress notifications for some schedules.

Each team member can be a pager number, a kirk user number, a kirk extension number or a display. Examples:

1. 1111001 (capcode)
2. KU000 (Kirk user 000)
3. K2401 (Kirk extension 2401)
4. D01 (Display 01)

In Jsm Config, a page labelled (Team listing) will appear right after the Teams page. You can open this page to see all programmed teams and the list of members. The team listing page is only there for reference purposes, it does not include any configurable parameter.

In section 7, you will associate inputs for all schedules with teams. A team can be used as a regular alert team or as an escalert team.

5 Teams allocations schedule

Sample (fictional) schedules: week day shift, week day noon replacement shift, week night shift and weekend shift:

Schedule periods

Choose time, weekdays and schedule number.

Schedule	Hrs:min	Days	Comment
0	08:00	12345	WEEKDAYS_AM
1	23:00	12345	NIGHTS
2	08:00	06	WEEKENDS
0	13:00	12345	WEEKDAYS_PM
3	11:00	12345	WEEKDAYS_LUNCH
-	00:00	0123456	
-	00:00	0123456	
-	00:00	0123456	
-	00:00	0123456	
-	00:00	0123456	

Schedule descriptions

Schedule 0	WEEK	Schedule 5	
Schedule 1	NIGHT	Schedule 6	
Schedule 2	WEEKEND	Schedule 7	
Schedule 3	WEEK_LUNCH	Schedule 8	
Schedule 4		Schedule 9	

Week days are:

- 0: Sunday
- 1: Monday
- 2: Tuesday
- 3: Wednesday
- 4: Thursday
- 5: Friday
- 6: Saturday

In this schedule, we have programmed four work shifts:

- 0: this schedule starts each week day (from monday to friday) at 08:00 and at 13:00, therefore representing a day shift for week days. That means that when those times are reached, the contacts programming defined for schedule 0 will be used.
- 1: this schedule starts each week day (from monday to friday) at 23:00, therefore representing a night shift for week days. That means that when that time is reached, the contacts programming defined for schedule 1 will be used.
- 2: this schedule starts each week-end day (saturday and sunday only) at 08:00, therefore representing a week-end shift. That means that when that time is reached, the contacts programming defined for schedule 2 will be used.
- 3: this schedule starts each week day (from monday to friday) at 11:00, therefore representing a noon replacement shift for week days. That means that when that time is reached, the contacts programming defined for schedule 3 will be used.

To describe a schedule, simply enter the schedule number (select a number from 0-9), the schedule start time, the days this schedule will apply and enter a quick description for your convenience. Please note that a schedule may be defined by multiple time periods. At the bottom of the screen, you may enter descriptions for each schedule which will be displayed on the contacts programming configuration page.

6 Default repetitive settings

This section is used to set default repetitive settings for inputs. In a system, you may have up to 63 RTU8 modules of 8 inputs each. This makes up to 504 inputs! Instead of programming each of them for common parameters like message prefixes, sampling periods, schedule and recall times and several other repetitive parameters, you can specify them in this section. Some dropdown lists can assist you with the different parameter values.

In other sections, each time a question mark will appear in a parameter field, it will be substituted by what you have programmed in this section. Let's see how to do it.

Here is a screenshot of that section:

This section define the default messages prefixes and escalert times for all possible call/input types. Each call type corresponds to a given voltage on the RTU8 unit. The supported call types are the following:

- fi** **Fire:** occurs when a fire call is made
- br** **Bathroom:** occurs when a bathroom call is made
- ur** **Code Red:** occurs when a urgent red call is made
- b1** **Bed-1:** occurs when a call is made for the first bed of a given room
- b2** **Bed-2:** occurs when a call is made for the second bed of a given room (if applicable)
- au** **Aux/Presence:** occurs when a call is generated by an auxiliary system OR can also be used for

presence notification in conjunction with the Jsm Presence monitoring software (if applicable). If you are using Jsm Presence, enter one of the following: **{M}** if you are using Motion Sensors or **{S}** if you are using Push Buttons, to transmit presence notifications for this room station.

Additionally, a notification can also be issued for cancelled calls. The default message suffix can be defined for the following types of cancelled calls:

cm **Cancel:** occurs when a call is cancelled

For all fields **f1**, **rr**, **ur**, **b1**, **b2**, **au** (except when used with Jsm Presence) and **cm**, you enter a message prefix to be displayed when the call is made (or cancelled, for **cm**). This data is added before the input name. Possible values are:

- **?**: RTU8 will use its built in default: “Not programmed” for the specified parameter.
- **x**: Nothing will be paged.
- You program this field with a prefix to be added in front of the input name when a the specified call is made.

Furthermore, you can also prefix your message by a special “beep” command, which controls whether or not a sound will be emitted when the call is displayed on some devices:

- **b0**: display will not beep
- **b1**: display beep pattern 1
- **b2**: display beep pattern 2
- **b3**: display beep pattern 3

zn For the time being this parameter is not used, however it will be used later to activate special features such as zone lamps.

pr For the time being this parameter is not used, however it will be used later to activate special features such as display priorities.

cb Call back number. This field is used for Kirk/SpectraLink handsets. You can have a call back number displayed with the message on the Kirk handset. The handset will automatically dial this number if the user press on his handset button.

The next part details which teams should be called by default for all inputs when this input is triggered, for each schedule defined in section 5. That means that it allows you to define a scheduling *pattern* that will automatically repeat itself for each input whose values have not been overridden. In the contacts programming section (section 7), you will see for each input an exact copy of the same grid initially set to default values. By default, for each input, if you do not change anything in the grid, it will simply use the settings you define in the *defaults* grid.

However, you may customize some values to alert different contacts for some inputs, but you are not obligated to modify all values. Jsm Config will color the values you customize for each input in green and the values that are left to defaults will be white. That means values that appear with a white background will use the values defined in the *pattern* grid of the *defaults* section, but values that are green won't use the default ones and they will be specific to that input only. Don't forget that you may always middle-click (or clicking and holding Ctrl) to bring back the default value for any field (it should turn from green to white).

You can define a regular team (simply select it's number as defined in section 4) to alert when the input is triggered. You may also define four team numbers for each successive escalert that will be called if the call is not responded (**E1** to **E4**). Simply select **-1** (**No notification**) if you do not want anyone to be alerted by default for some schedules.

As an example, refer to the grid in the next section which details which fields have been customized for that particular input only (green background) and which fields will simply use values defined in the *defaults* section (white background).

7 Room programming

The screenshot shows a software interface for programming room messages and teams. The top section, titled "Room messages, recipients and parameters", includes a "Message programming and escalert periods" area with fields for input name (in# 6), message (msg), and a "Use Default" option. Below this are fields for fire (fi), bathroom (br), urgent red (ur), bed 1 (b1), bed 2 (b2), and auxiliary/presence (au), each with a dropdown menu and a grid of time slots (E1-E4). A "Parameters programming" section on the right includes fields for zn, pr, cb, and cm. The bottom section, "Teams scheduling", shows a table with 10 schedules (Sch 0 to Sch 9) and their corresponding time slots (R0-R9) and escalert periods (E1-E4).

Enter here the settings for each programmable room. **Please note that the values entered here will override any value specified in the defaults section [6] (for the inputs for which you define them)!.**

msg Enter the message to be paged for this particular input (will appear after the appropriate message prefix). To disable paging, simply put x for the message.

The next set of fields allows you to set prefixes and escalert times for all possible call/input types, for the selected input. Each call type corresponds to a given voltage on the RTU8 unit. The supported call types are the following:

- fi** **Fire**: occurs when a fire call is made
- br** **Bathroom**: occurs when a bathroom call is made
- ur** **Code Red**: occurs when a urgent red call is made
- b1** **Bed-1**: occurs when a call is made for the first bed of a given room
- b2** **Bed-2**: occurs when a call is made for the second bed of a given room (if applicable)
- au** **Aux/Presence**: occurs when a call is generated by an auxiliary system OR can also be used for presence notification in conjunction with the Jsm Presence monitoring software (if applicable). If

you are using Jsm Presence, enter one of the following: **{M}** if you are using Motion Sensors or **{S}** if you are using Push Buttons, to transmit presence notifications for this room station.

Additionally, a notification can also be issued for cancelled calls. The message suffix can be defined for the following types of cancelled calls:

cm **Cancel**: occurs when a call is cancelled

For all fields **f1**, **rr**, **ur**, **b1**, **b2**, **au** (except when used with Jsm Presence) and **cm** you enter a message prefix to be displayed when the call is made (or cancelled, for **cm**). This data is added before the input name. Possible values are:

- **?**: RTU8 will use its built in default: “Not programmed” for the specified parameter.
- **x**: Nothing will be paged.
- You program this field with a prefix to be added in front of the input name when a the specified call is made.

Furthermore, you can also prefix your message by a special “beep” command, which controls whether or not a sound will be emitted when the call is displayed on some devices:

- **b0**: display will not beep
- **b1**: display beep pattern 1
- **b2**: display beep pattern 2
- **b3**: display beep pattern 3

The next part details which teams should be called when this input is triggered, for each schedule defined in section 5. You can define a regular team (simply select it’s number as defined in section 4) to alert when the input is triggered. You may also define four team numbers for each successive escalert that will be called if the call is not responded (E1 to E4). Simply select **-1** (**No notification**) if you do not want anyone to be alerted for some schedules. Like mentioned previously, for contacts you do not define manually, the contact defined for that particular alert or escalert for the selected schedule from the *defaults* section will be used. Values that you customize will become green, otherwise they will have a white background and will be preceded with a question mark.

- zn For the time being this parameter is not used, however it will be used later to activate special features such as zone lamps.
- pr For the time being this parameter is not used, however it will be used later to activate special features such as display priorities.
- cb Call back number. This field is used for Kirk/SpectraLink handsets. You can have a call back number displayed with the message on the Kirk handset. The handset will automatically dial this number if the user press on his handset button.

8 Automatic scheduled notifications

Team	Hrs:min	Msg
00 FIRE_TEAM	12:00	HAND_IN_YOUR_PAGER
01 EMERGENCY_TEAM	19:00	SYSTEM_CHECK
-- (No notification)	00:00	
-- (No notification)	00:00	
-- (No notification)	00:00	
-- (No notification)	00:00	
-- (No notification)	00:00	
-- (No notification)	00:00	
-- (No notification)	00:00	
-- (No notification)	00:00	

You can program automatic messages to transmit at certain times of the day for some teams. These messages are useful if you want to set up periodic reminders. For example, you could program notifications to remind the staff 15 minutes before their shift ends to hand-off their pagers.

Team: Select the teams for which you want your scheduled notification addressed to. When the specified time period is reached, all members of the team you select from the teams list will receive the specified message. To disable the notification, select --- (No notification) from the list.

Hrs:min: Enter the time in format hour (00-23):minutes (00-59) at which the members of the selected team will receive the specified message (every day).

Msg: Enter the message to be transmitted at the specified time for the specified team. The message cannot exceed 30 characters so be concise!

9 Ultimate escalert and troubles

Sch	Time	Message	Repetition rate (min)	Send troubles to ultimate Escalert teams (below)?	Teams to alert (for each schedule)
Sch 0	WEEK				-- (No notification)
Sch 1	NIGHT				01 EMERGENCY_TEAM
Sch 2	WEEKEND				01 EMERGENCY_TEAM
Sch 3	WEEK_LUNCH				-- (No notification)
Sch 4					-- (No notification)
Sch 5					-- (No notification)
Sch 6					-- (No notification)
Sch 7					-- (No notification)
Sch 8					-- (No notification)
Sch 9					-- (No notification)

In this section, you can program an ultimate escalert message to be issued after a given (high) amount of time if some calls still haven't been answered. The ultimate escalert should be used to alert a manager, or the facility owner, of a potential emergency situation. To configure the ultimate escalert, select the time after which it will be triggered and the message that shall be added to the regular escalert call message. Then, for each schedule defined in section *Teams Allocation Schedule* (5), select to which team the alert shall be issued. If you do not want a notification to be sent for some schedules, select --- No notification from the corresponding dropdown list.

In the same section, you can also select a team to alert if some system troubles arise. Select the team to alert, the message to transmit (the trouble message will be prefixed with the message entered here), the message repetition rate which controls at which interval a given trouble message will be repeated if the trouble is not fixed (in minutes). In addition to transmitting the trouble message to the selected team, the RTU8 software can also transmit it to a given team for each schedule (according to the current schedule). However, the scheduling grid is the same as the ultimate escalert scheduling grid. Select whether the trouble message transmission to the selected teams defined in the scheduling grid should occur by setting the appropriate option to yes or no.

Time: Select the time period after which the ultimate escalert must be issued (in minutes).

Message: Select the ultimate escalert message to be added to the regular escalert call message. Example: let's suppose we have a call 209 BED, and FINAL

WARNING as the ultimate escalert message, the following message would be transmitted: **209 BED FINAL WARNING**.

Team: Select the team for which you want **trouble** notifications addressed to. All members of the team you select from the teams list will receive the specified message. To disable the notification, select --- (No notification) from the list.

Message: Select the **trouble** prefix message to be added before the regular trouble message.

Repetition rate: Enter the time interval between each repetition of **trouble** messages, in **minutes!**, if the trouble is not fixed.

Send troubles to Ultimate Escalert teams: Troubles will be transmitted to the trouble dispatching team first, and they can also be transmitted to the same teams you define for ultimate escalerts (for each schedule). Select if you would like the troubles to be transmitted to the ultimate escalert teams as well.

In the grid, select the teams for which you want **ultimate escalert** (and optionally **troubles**) notifications addressed to. All members of the team you select from the teams list will receive the specified message. To disable the notification, select --- (No notification) from the list.

10 Message interception

Inclusive interceptable messages			
{00} Zone	001	Msg CODE_RED	Alert team : 03 CODE_RED_TEAM
{01} Zone	ALL	Msg FIRE	Alert team : 01 EMERGENCY_TEAM
{02} Zone	---	Msg	Alert team : -- (No notification)
{03} Zone	---	Msg	Alert team : -- (No notification)
{04} Zone	---	Msg	Alert team : -- (No notification)
{05} Zone	---	Msg	Alert team : -- (No notification)
{06} Zone	---	Msg	Alert team : -- (No notification)
{07} Zone	---	Msg	Alert team : -- (No notification)

Exclusive interceptable messages			
{08} Zone	---	Msg	Alert team : -- (No notification)
{09} Zone	---	Msg	Alert team : -- (No notification)
{10} Zone	---	Msg	Alert team : -- (No notification)
{11} Zone	---	Msg	Alert team : -- (No notification)
{12} Zone	---	Msg	Alert team : -- (No notification)
{13} Zone	---	Msg	Alert team : -- (No notification)
{14} Zone	---	Msg	Alert team : -- (No notification)
{15} Zone	---	Msg	Alert team : -- (No notification)

In this section, you can program up to 15 specific messages that will trigger a special notification to a given

team. For each special notification you need, enter the corresponding zone and a part of the transmitted message (as programmed in the Default repetitive settings [6] and Room programming [7] sections). When performing any notification, the RTU8 software will check if the complete transmitted message contains the specified interception message. If the interception message is contained in the transmitted message and the zone matches the zone defined for the current room, then the message will also be broadcasted to the team you specify here.

The interception messages are appropriate in situations where some urgent notifications must be dispatched quickly to a special alert team. In the example illustrated in the screenshot, all messages containing the CODE_RED sequence (and pertaining to zone 001) would be transmitted to team 03 CODE_RED_TEAM and all messages containing the FIRE sequence (and pertaining to any zone) would be transmitted to team 01 EMERGENCY_TEAM.

Note: Messages at index 0 to 7 will be inclusive. They will be transmitted to the specified team and also to room programmed team. Messages at index 8 to 15 will be exclusive. They will be transmitted only to the specified team regardless of the room programmed team.

Zone: Enter the zone number (3 digits) for the interceptable message. Please do not use zone 255. To disable this notification, select --- or leave the field blank or set the team to alert to -- No notification. Special case: to enable this interceptable message for all zones, select ALL.

Message: Enter the interceptable message that must be matched (with the corresponding zone) to send the notification to the specified team.

Team to alert: Please enter team number to alert if the specified zone and message are matched. If you want to suppress the notification, select -- (No notification) from the list.

11 Input supervision

The RTU8 software can supervise inputs and detect eventual troubles. It currently detects supervision troubles (TS) and timeout troubles (TT). Those mechanisms will send messages to all team members for the selected troubles' team, so be certain to define members for this team; otherwise you won't be notified when such troubles occur. It is recommended to use display 00 (and put it in the selected troubles' team) to display troubles that occur. You can program the Jsm Display software to receive messages from display 00, that way you'll be quickly notified if you have troubles. You can also use the Jsm Admin tool to list all supervision troubles (click on the Unit Administration button in Jsm Config), or do it manually using HyperTerminal on port `ser1` (9600-N-8-1, no *handshake*), by entering the LT command in command mode.

11.1 Supervision troubles (TS)

This kind of trouble occurs when one or multiple alarm circuits are opened: the alarm point is not connected to the supervision unit because the connexion is damaged or cut. The message that will appear for all members of selected troubles' team is the following: TS followed by the number of troubles in parentheses followed by the input number of the first input in trouble.

Ex: TS (004) 005

11.2 Timeout troubles (TT)

Those troubles occur when some alarm points stay triggered for an overly long period of time because they haven't been answered in a 60 minutes time interval. The message that will appear for all members of the selected troubles' team is the following: TT followed by the number of troubles between parentheses, followed by the name (not the number) of the first input in trouble.

Ex: TT (003) CH-404