NOTIFIER®
by Honeywell

ONYX FIRSTVISION™
Operating and Programming Manual

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Fire Alarm System Limitations

While a fire alarm system may lower insurance rates, it is not a substitute for fire insurance!

An automatic fire alarm system—typically made up of smoke detectors, heat detectors, manual pull stations, audible warning devices, and a fire alarm control panel with remote notification capability—can provide early warning of a developing fire. Such a system, however, does not assure protection against property damage or loss of life resulting from a fire.

The Manufacturer recommends that smoke and/or heat detectors be located throughout a protected premise following the recommendations of the current edition of the National Fire Protection Association Standard 72 (NFPA 72), manufacturer's recommendations, State and local codes, and the recommendations contained in the Guide for Proper Use of System Smoke Detectors, which is made available at no charge to all installing dealers. A study by the Federal Emergency Management Agency (an agency of the United States government) indicated that smoke detectors may not go off in as many as 35% of all fires. While fire alarm systems are designed to provide early warning against fire, they do not guarantee warning or protection against fire. A fire alarm system may not provide timely or adequate warning, or simply may not function, for a variety of reasons:

Smoke detectors may not sense fire where smoke cannot reach the detectors such as in chimneys, in or behind walls, on roofs, or on the other side of closed doors. Smoke detectors also may not sense a fire on another level or floor of a building. A second-floor detector, for example, may not sense a first-floor or basement fire.

Particles of combustion or "smoke" from a developing fire may not reach the sensing chambers of smoke detectors because:

- Barriers such as closed or partially closed doors, walls, or chimneys may inhibit particle or smoke flow.
- Smoke particles may become "cold," stratify, and not reach the ceiling or upper walls where detectors are located.
- Smoke particles may be blown away from detectors by air outlets.
- Smoke particles may be drawn into air returns before reaching the detector.

The amount of "smoke" present may be insufficient to alarm smoke detectors. Smoke detectors are designed to alarm at various levels of smoke density. If such density levels are not created by a developing fire at the location of detectors, the detectors will not go into alarm.

Smoke detectors, even when working properly, have sensing limitations. Detectors that have photoelectronic sensing chambers tend to detect smoldering fires better than flaming fires, which have little visible smoke. Detectors that have ionizing-type sensing chambers tend to detect fast-flaming fires better than smoldering fires. Because fires develop in different ways and are often unpredictable in their growth, neither type of detector is necessarily best and a given type of detector may not provide adequate warning of a fire.

Smoke detectors cannot be expected to provide adequate warning of fires caused by arson, children playing with matches (especially in bedrooms), smoking in bed, and violent explosions (caused by escaping gas, improper storage of flammable materials, etc.).

Heat detectors do not sense particles of combustion and alarm only when heat on their sensors increases at a predetermined rate or reaches a predetermined level. Rate-of-rise heat detectors may be subject to reduced sensitivity over time. For this reason, the rate-of-rise feature of each detector should be tested at least once per year by a qualified fire protection specialist. Heat detectors are designed to protect property, not life.

IMPORTANT! Smoke detectors must be installed in the same room as the control panel and in rooms used by the system for the connection of alarm transmission wiring, communications, signaling, and/or power. If detectors are not so located, a developing fire may damage the alarm system, crippling its ability to report a fire.

Audible warning devices such as bells may not alert people if these devices are located on the other side of closed or partly open doors or are located on another floor of a building. Any warning device may fail to alert people with a disability or those who have recently consumed drugs, alcohol or medication. Please note that:

- Strobes can, under certain circumstances, cause seizures in people with conditions such as epilepsy.
- Studies have shown that certain people, even when they hear a fire alarm signal, do not respond or comprehend the meaning of the signal. It is the property owner's responsibility to conduct fire drills and other training exercise to make people aware of fire alarm signals and instruct them on the proper reaction to alarm signals.
- In rare instances, the sounding of a warning device can cause temporary or permanent hearing loss.

A fire alarm system will not operate without any electrical power. If AC power fails, the system will operate from standby batteries only for a specified time and only if the batteries have been properly maintained and replaced regularly.

Equipment used in the system may not be technically compatible with the control panel. It is essential to use only equipment listed for service with your control panel.

Telephone lines needed to transmit alarm signals from a premise to a central monitoring station may be out of service or temporarily disabled. For added protection against telephone line failure, backup radio transmission systems are recommended.

The most common cause of fire alarm malfunction is inadequate maintenance. To keep the entire fire alarm system in excellent working order, ongoing maintenance is required per the manufacturer's recommendations, and UL and NFPA standards. At a minimum, the requirements of NFPA 72 shall be followed. Environments with large amounts of dust, dirt or high air velocity require more frequent maintenance. A maintenance agreement should be arranged through the local manufacturer's representative. Maintenance should be scheduled monthly or as required by National and/or local fire codes and should be performed by authorized professional fire alarm installers only. Adequate written records of all inspections should be kept.

Installation Precautions

Adherence to the following will aid in problem-free installation with long-term reliability:

WARNING - Several different sources of power can be connected to the fire alarm control panel. Disconnect all sources of power before servicing. The control unit and associated equipment may be damaged by removing and/or inserting cards, modules, or interconnecting cables while the unit is energized. Do not attempt to install, service, or operate this unit until this manual is read and understood.

CAUTION - System Reacceptance Test after Software Changes. To ensure proper system operation, this product must be tested in accordance with NFPA 72 after any programming operation or change in site-specific software. Reacceptance testing is required after any change, addition or deletion of system components, or after any modification, repair or adjustment to system hardware or wiring.

All components, circuits, system operations, or software functions known to be affected by a change must be 100% tested. In addition, to ensure that other operations are not inadvertently affected, at least 10% of initiating devices that are not directly affected by the change, up to a maximum of 50 devices, must also be tested and proper system operation verified.

This system meets NFPA requirements for operation at 0°C to 49°C (32°F to 120°F) and at a relative humidity 93% ± 2% RH (noncondensing) at 32°C ± 2°C (90°F ± 3°F). However, the useful life of the system's standby batteries and the electronic components may be adversely affected by extreme temperature ranges and humidity. Therefore, it is recommended that this system and all peripherals be installed in an environment with a nominal room temperature of 15-27° C/60-80° F.

Verify that wire sizes are adequate for all initiating and indicating device loops. Most devices cannot tolerate more than a 10% I.R. drop from the specified device voltage.

Like all solid state electronic devices, this system may operate erratically or can be damaged when subjected to lightning-induced transients. Although no system is completely immune from lightning transients and interferences, proper grounding will reduce susceptibility. Overhead or outside aerial wiring is not recommended, due to an increased susceptibility to nearby lightning strikes. Consult with the Technical Services Department if any problems are anticipated or encountered.

Disconnect AC power and batteries prior to removing or inserting circuit boards. Failure to do so can damage circuits.

Remove all electronic assemblies prior to any drilling, filing, reaming, or punching of the enclosure. When possible, make all cable entries from the sides or rear. Before making modifications, verify that they will not interfere with battery, transformer, and printed circuit board location.

Do not tighten screw terminals more than 9 in-lbs. Over-tightening may damage threads, resulting in reduced terminal contact pressure and difficulty with screw terminal removal.

Though designed to last many years, system components can fail at any time. This system contains static-sensitive components. Always ground yourself with a proper wrist strap before handling any circuits so that static charges are removed from the body. Use static-suppressive packaging to protect electronic assemblies removed from the unit.

Follow the instructions in the installation, operating, and programming manuals. These instructions must be followed to avoid damage to the control panel and associated equipment. FACP operation and reliability depend upon proper installation by authorized personnel.

FCC Warning

WARNING: This equipment generates, uses, and can radiate radio frequency energy and if not installed and used in accordance with the instruction manual, may cause interference to radio communications. It has been tested and found to comply with the limits for class A computing device pursuant to Subpart B of Part 15 of FCC Rules, which is designed to provide reasonable protection against such interference when operated in a commercial environment. Operation of this equipment in a residential area is likely to cause interference, in which case the user will be required to correct the interference at his own expense.

Canadian Requirements: This digital apparatus does not exceed the Class A limits for radiation noise emissions from digital apparatus set out in the Radio Interference Regulations of the Canadian Department of Communications.

Le present appareil numerique n'emet pas de bruits radioelectriques depassant les limites applicables aux appareils numeriques de la classe A prescrites dans le Reglement sur le brouillage radioelectrique edicte par le ministere des Communications du Canada.

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Section 1:Introduction

The contents of this manual are important and must be kept in close proximity to the hardware. If building ownership is changed, this manual and all other testing and maintenance information must also be passed to the current owner of the facility. A copy of this manual was shipped with the equipment and is also available from the manufacturer.

WARNING: Improper Installation
Improper installation, maintenance, or lack of routine testing could result in system malfunction.

1.1 ONYX FIRSTVISION™ Specifications

1.1.1 Environmental Operating Conditions

The ONYX FIRSTVISION™ must be installed in the following environmental conditions:

- Temperature range of 0ºC - 50ºC (32ºF - 120ºF).
- 10-95% humidity non-condensing at 30ºC (86ºF).
- Vibration of 10-50Hz, 0.5G Peak to peak
- Shock 15G, 11ms maximum

Part Number	FIRSTVISION
Product	17" Interactive Graphic Display

General:

Rough Opening Dimensions (in wall mounting space)	18" W x 17.75" H
Material	aluminum
Finish	Black epoxy powder coat finish, fine texture
Mounting	Panel
Power Requirements	+24 volt DC – 3 Amps solenoid dependent

Display:

Size	17"
Resolution	1280 x 1024, 75 Hz, 32 Bit colors
Surface acoustic wave touchscreen	USB TS controller

Table 1.1 ONYX FIRSTVISION™ Computer and Touchscreen Specifications

CPU:

Digital I/O	(1) DO – Lock control, (3) DO – Brightness control
ACPI Compliant	Not required
Processor	Low Power VIA Fanless CPU
Speed	733MHz
Form factor	Embedded
Slots	NONE REQUIRED
Video	Integral
Serial ports	(1) RS-232
USB ports	TWO
System RAM	512 MB
LAN	One 10/100 Base-T interface

Peripherals:

Compact Flash Disk	1GB
Connectors	DB9 COM1, (1)DIN- KYBD, (1) RJ-45 10/100BT USB "A" Ports on the face of the ONYX FIRSTVISION™ Dual speakers(2 WATTS)
Operating System	Windows® XP Embedded

Enclosure:

Door Dimensions	20" W x 18.5" H x 0.4" D
Material	0.060 Galvaneal
Door Finish	Black epoxy powder coat finish, fine texture – Door only
Door	Plex shield 0.125 scratch resistant acrylic
Conduit punch outs	(2) ½" and (2) ¾" on the top and bottom of the enclosure (8) total
Mounting	(6) mounting holes for screw mtg. #10/12
Lock	CFE – Notifier Standard Lock
Magnetic Latch	Power Off/Command Latch release

Table 1.1 ONYX FIRSTVISION™ Computer and Touchscreen Specifications (Continued)

1.1.2 ONYX FIRSTVISION™ Compatibility and Architecture

The ONYX FIRSTVISION™ allows users to view floor layouts for a building to see where sensors (smoke, fire) have been activated and to plan routes and methods for attacking a fire. To function correctly, the ONYX FIRSTVISION™ requires specific hardware installation and its software must be configured using the ONYX FIRSTVISION™ Configuration Tool.

The ONYX FIRSTVISION™ is compatible with the node types listed in the following table.

NOTI FIRE NET™ Node Type	Minimum Compatible Version	Network Board Used	Minimum Compatible Network Board Used
NFS-640	2.0	NCM-W/F	2.4
NFS-3030	1.0	NCM-W/F	2.4
BACnet Gateway	3.1	NCM-W/F	2.4
NFN Web Server	2.1	NCM-W/F	2.4
NCA	2.0	NCM-W/F	2.4
ONYXWorks™	1.0	NFN Gateway	1.0
AFP-200	3.02	NAM-232W/F	5.0
AFP-300/400	3.6	NAM-232W/F	5.0
AM2020/AFP1010	4.1	SIB-NET	5.5

Table 1.2 ONYX FIRSTVISION™ Node Compatibility Table

Example ONYX FIRSTVISION™ Network

The following figure illustrates a possible architecture that includes the ONYX FIRSTVISION™.

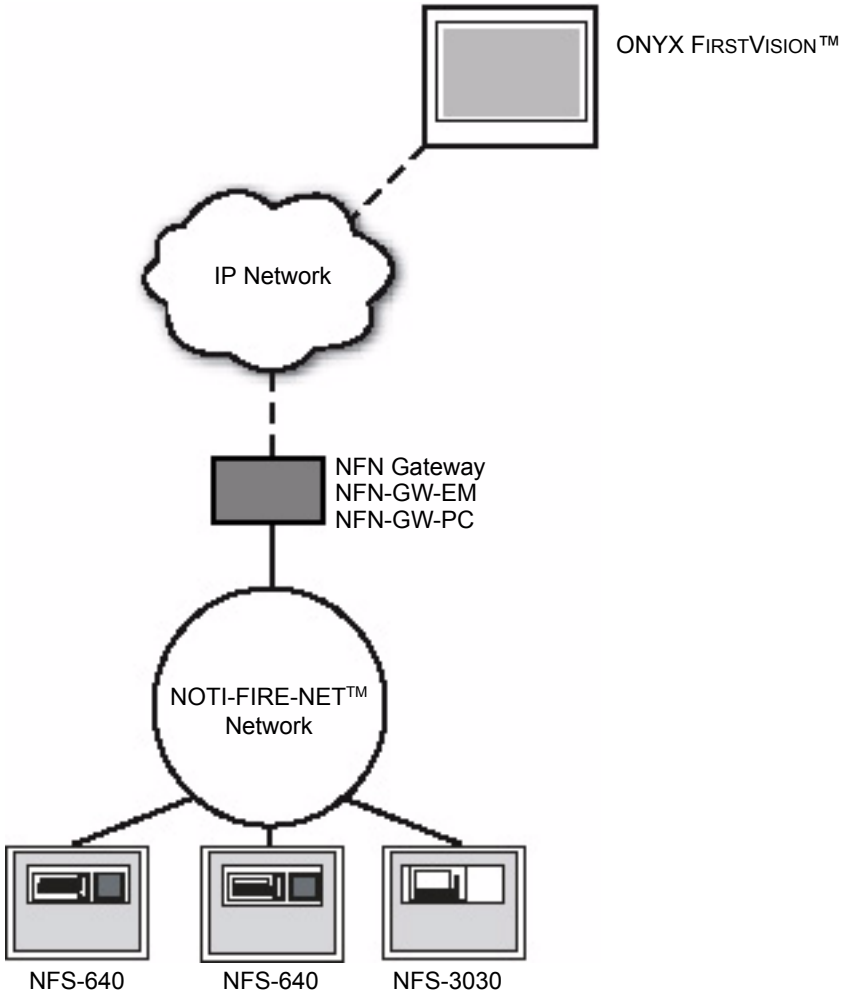


Figure 1.1 Example ONYX FIRSTVISION™ Network

Before it can be used by first responders, the ONYX FIRSTVISION™ must be configured with information about the building in which it is installed. This information includes the layouts of all floors in the building, the locations of all sensors with which it communicates, locations of building features (such as water supplies) and hazards (such as flammable or reactive chemicals).

The configured panel is installed in a secure enclosure on a building wall. It is wired into the building's electrical and communications systems.

1.2 ONYX FIRSTVISION ™ Configuration Tool

Refer to Section 3, "Customize the ONYX FirstVision™ to Your Building's Fire Alarm System", on page 23 for information.

1.3 Conventions Used in this Manual

1.3.1 Notes, Cautions, and Warnings

This manual contains notes, cautions, and warnings to alert the reader as follows:

NOTE: Supplemental information for a topic, such as tips and references.

CAUTION: Summary in bold
Information about procedures that could cause programming errors, runtime errors, or equipment damage.

WARNING: Summary in bold
Indicates information about procedures that could cause irreversible equipment damage, irreversible loss of programming data or personal injury.

1.3.2 Procedures

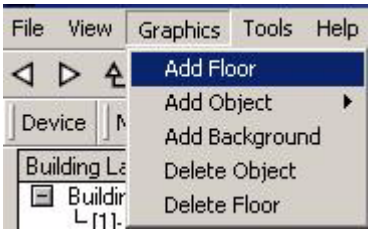


Figure 1.2 Example for Procedure Explanation

Example Text: Main Menu select Graphics>Add Floor.

the graphic above is represented in the Example Text. All selections, fields, buttons, and screen titles are spelled (upper/lower case) exactly as they appear on the display.

1.3.3 Referencing Other Manuals

Example: Refer to the ONYX FIRSTVISION™ *Operating and Programming Manual*.

italic text is used to reference a manual by its specific name.

1.4 Related Manuals

For a complete understanding of the ONYX FIRSTVISION™ or to become familiar with related ONYXWorks™ applications, refer to manuals listed in the following table.

Title	Manual Number
ONYX FIRSTVISION™ *Product Installation Document*	52441
ONYXWorks™ *NFN Gateway Embedded Manual*	52306
ONYXWorks™ *NFN Gateway PC Manual*	52307
AMPS-24/E Power Supply Manual	51907
NOTI FIRE NET™ *Manual*, Network Version 4.0 & Higher	51584
NFS-640 Installation Manual	51332
NFS-640 Operations Manual	51334
NFS-640 Programming Manual	51333
NFS-3030 Installation Manual	51330
NFS-3030/E Operations Manual	51344
NFS-3030/E Programming Manual	51345
AFP-200 Operating Instructions	15620
AFP-300/AFP-400 Analog Fire Panel Operation	50260
AFP-400 Operating Instructions	50364
AM2020/AFP1010 Installation/Programming/Operating	15088
You can find most of documents listed here this web site: http://www.magni-fire.com/	

Table 1.3 Related Manuals

Section 2:The Development of the ONYX FIRSTVISION™

2.1 The Current Situation for a Firefighter

When Firefighters arrive on the scene of a building fire emergency, they must gather information to accurately assess the situation and plan their attack on the fire. Prompt assessment is essential—the sooner the seat of the fire and its progression are identified, the sooner the attack on the fire can be planned and launched. With speed and accuracy of response comes a reduction in loss of property and life.

Current fire annunciation panels used in commercial buildings provide the primary source of information for Firefighters arriving on the scene. This is particularly true at night when building occupants may not be available to report their observations. However, current alarm panels provide sensor/detector information in a formats that are not always easily interpreted. Typically, these panels present activated smoke/heat detectors as items in a scrolling alphanumeric alarm list. Each activated smoke or heat detector is described only by an alphanumeric location code and an activation time.

2.2 The Technology of the ONYX FIRSTVISION™

The ONYX FIRSTVISION™ is simple and intuitive because it cannot be assumed that the Firefighters have either computer experience or training in its use. It enables the Firefighter to reduce the time to understand the situation.

The ONYX FIRSTVISION™ has an interactive display that orients Firefighters to the building using floor by floor layouts. It decreases situation assessment time by showing the location of water supplies, evacuation routes, access routes and points, fire barriers, shutoffs for gas and power. The ONYX FIRSTVISION™ also shows structural hazards.

During installation the ONYX FIRSTVISION™ is set up with the layouts for each floor that show the locations of sensors, hazards, water supplies, and other important devices and information about building configuration. The ONYX FIRSTVISION™ is installed in a location where Firefighters are expected to enter the building when responding to an event.

2.2.1 Making Commissioning Easier

To customize the ONYX FIRSTVISION™ for a building—making it possible to pinpoint fires and their progress, to see where important building features and hazardous materials are located, and so on—the building manager must commission the systems with building-specific data.

Data to drive the ONYX FIRSTVISION™ display comes from a wide range of sources. Sources include drawings of building floor and site plans from CAD files, sensor data from building fire panels, location data for objects such as standpipes, and textual data associated with hazardous materials documentation. One of Honeywell's goals was to design a software application that gave the building manager the flexibility to pull in the best data available from different but existing sources. The resulting Configuration Tool provides an interface into which building managers enter or add fire detection information that customizes the ONYX FIRSTVISION™ to the building.

2.3 Expected Firefighter Interaction with the ONYX FIRSTVISION™

The ONYX FIRSTVISION™ supports tasks that help Firefighters determine whether a fire is occurring. To illustrate how the ONYX FIRSTVISION™ helps the Firefighter, example emergency situations, "Fire Scene 1" and "Fire Scene 2", provide a fire scene scenario and a description of the how Firefighters might use the ONYX FIRSTVISION™ in that fire scene emergency.

2.3.1 Example Emergency Situations

Fire Scene 1

A fire has started in a second floor office near the front (above the lobby) of a building with a two-level roof. That is, part of the building has three floors above ground and the other part only two. The office that contains the fire is directly under the roof on the shorter side of the building. The building roof is reinforced with high-tension steel cable.

The Fire Department arrives at the building in less than five minutes after the department receives the alarm. Possible Firefighter responses to this fire scene are described in the following information.

0 seconds	1. The enclosure unlocks and the touch screen displays the floor on which the alarm activated.
0 seconds	2. The Incident Commander enters the building at the main entrance, goes to the ONYX FIRSTVISION™ and opens the enclosure to view the screen.
5 seconds	3. The Commander: – Verifies that the address is for the building that sent the alarm. (as shown in the example in Figure 2.1) – Sees the floors where the detector activations have occurred.

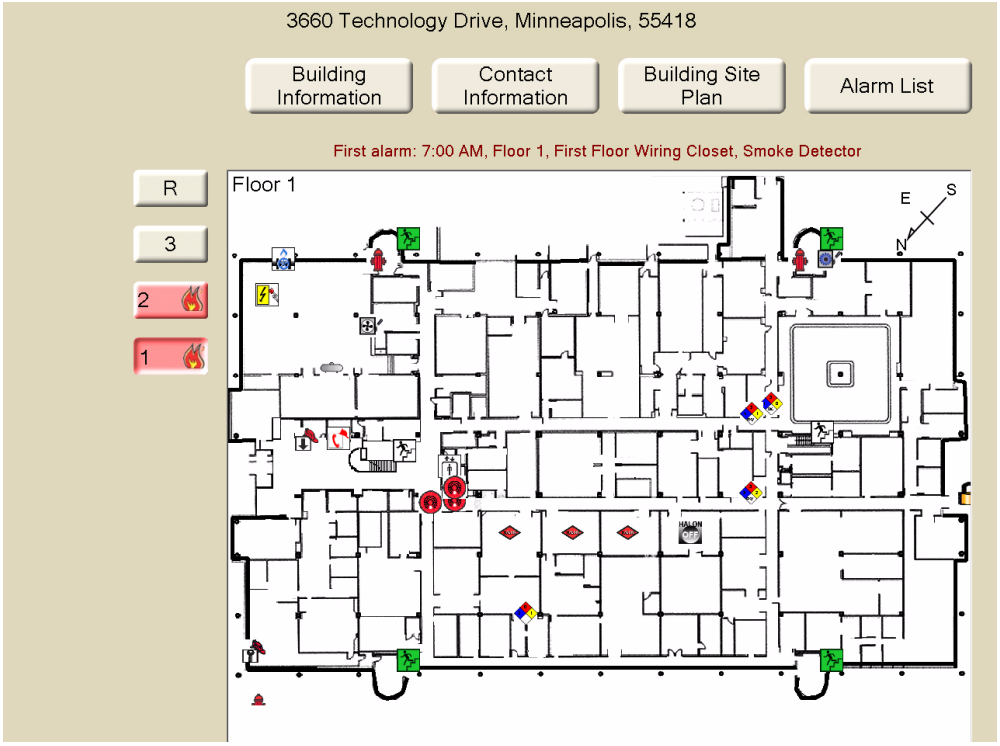


Figure 2.1 Fire Scene Scenario Floor Plan Information

10 seconds	4. After verifying the building and seeing fire location, the Commander radios firefighting team. As he calls, he continues observation: – Checks layouts of other floors and the roof (as shown in the example in Figure 2.2) to be sure the fire is contained on only those levels. – On the alarm floors, checks for presence of hazardous materials near the fire. (as shown in the example in Figure 2.3) – Checks location of water supplies and entry points. Note: Notice the Caution on this background. It was added when the background was developed in the graphics software application. It was not added with the Annotation because an Annotation can only be added to a Building Site Plan.

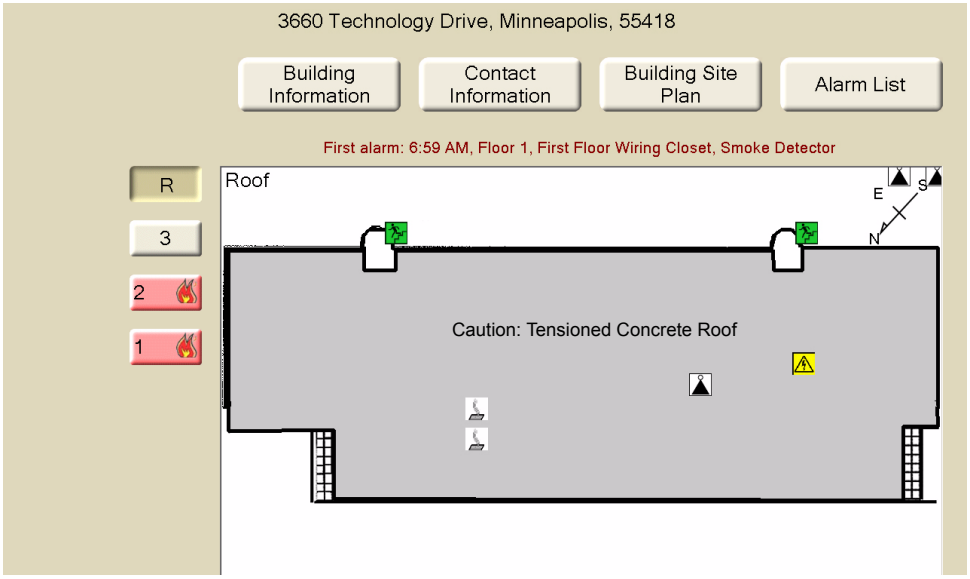


Figure 2.2 Fire Scene Scenario Roof Plan Information

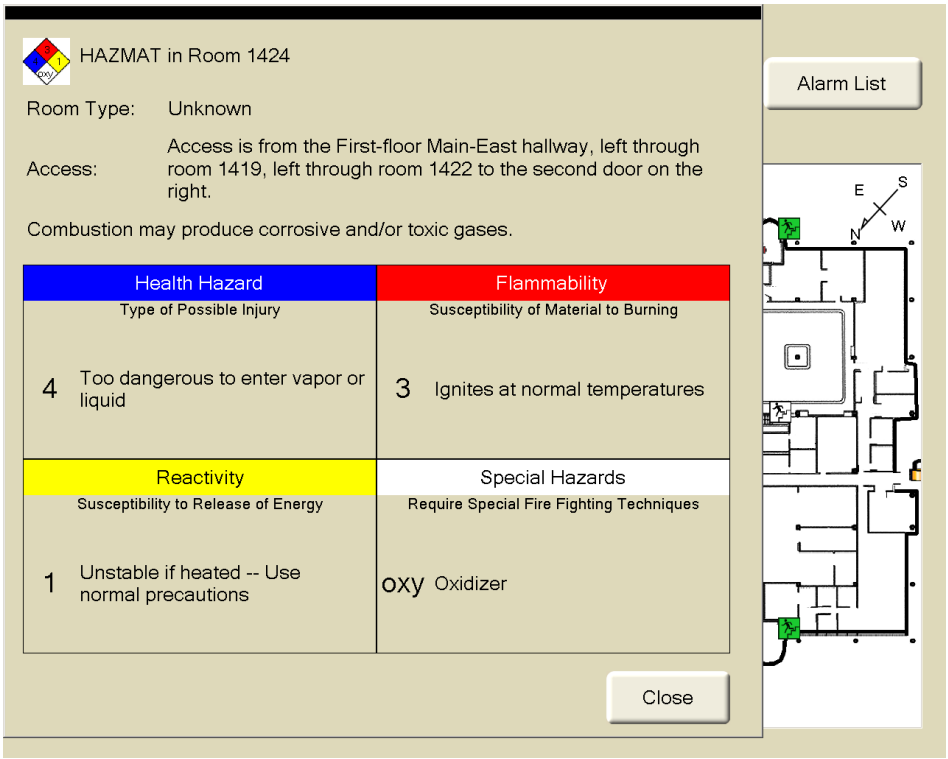


Figure 2.3 Fire Scene Scenario HAZMAT Information

20 seconds	5. The Commander begins directing the team how to attack the fire: where to enter the building, how to approach the fire area, where to get water, how to vent the fire.
	6. The Commander notes that no windows have blown out. Since the room with the fire is directly under the roof, it seems best to vent the smoke through the roof. He touches the Building Information button to be sure there are no structural details that could cause problems. (as shown in the example in Figure 2.4) Here, he sees that the roof is tensioned concrete and tells the team that they will have to knock out a window from the outside of the building for venting.

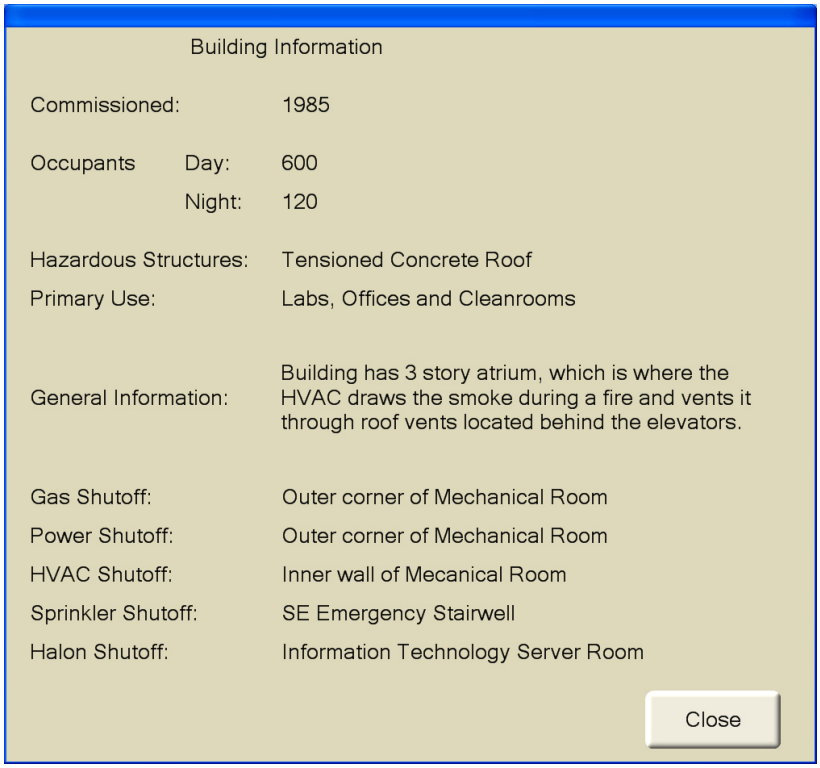


Figure 2.4 Fire Scene Scenario Building Information

30-60 seconds	7. The Incident Commander has gathered the data required to plan the attack and relayed the information to the team. Within two minutes of arrival, the team is containing and putting out the fire.

Fire Scene 2

In this scenario, the fire is near the front of the building and the main entrance drive, so trucks can be positioned easily. If the fire occurred in a back corner or the far side of the building, the Incident Commander would use the Building Site plan to see safe routes for driving the trucks closer to the fire (as shown in the example in Figure 2.5).

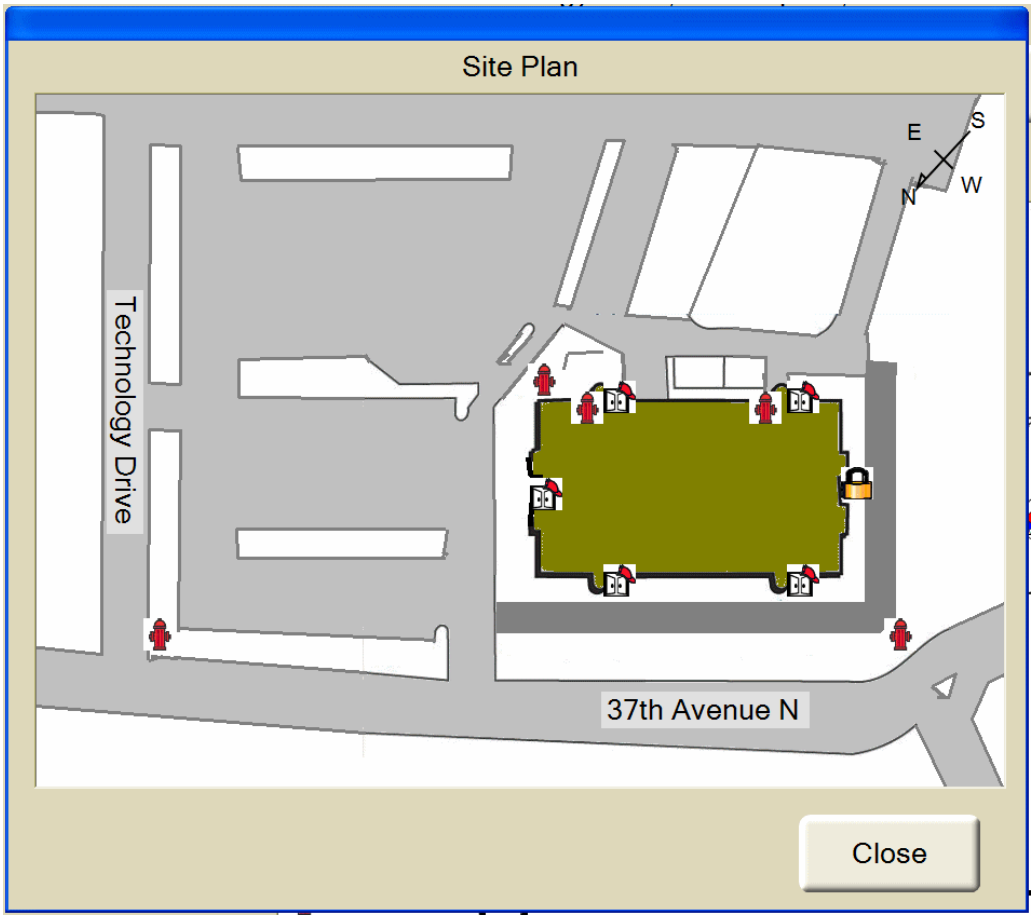


Figure 2.5 Example Building Site Plan Information

If hazardous materials were stored near the fire, the Commander would touch the Hazard icon to see what the materials were and how to handle fire in the area (as shown in the example in Figure 2.6).

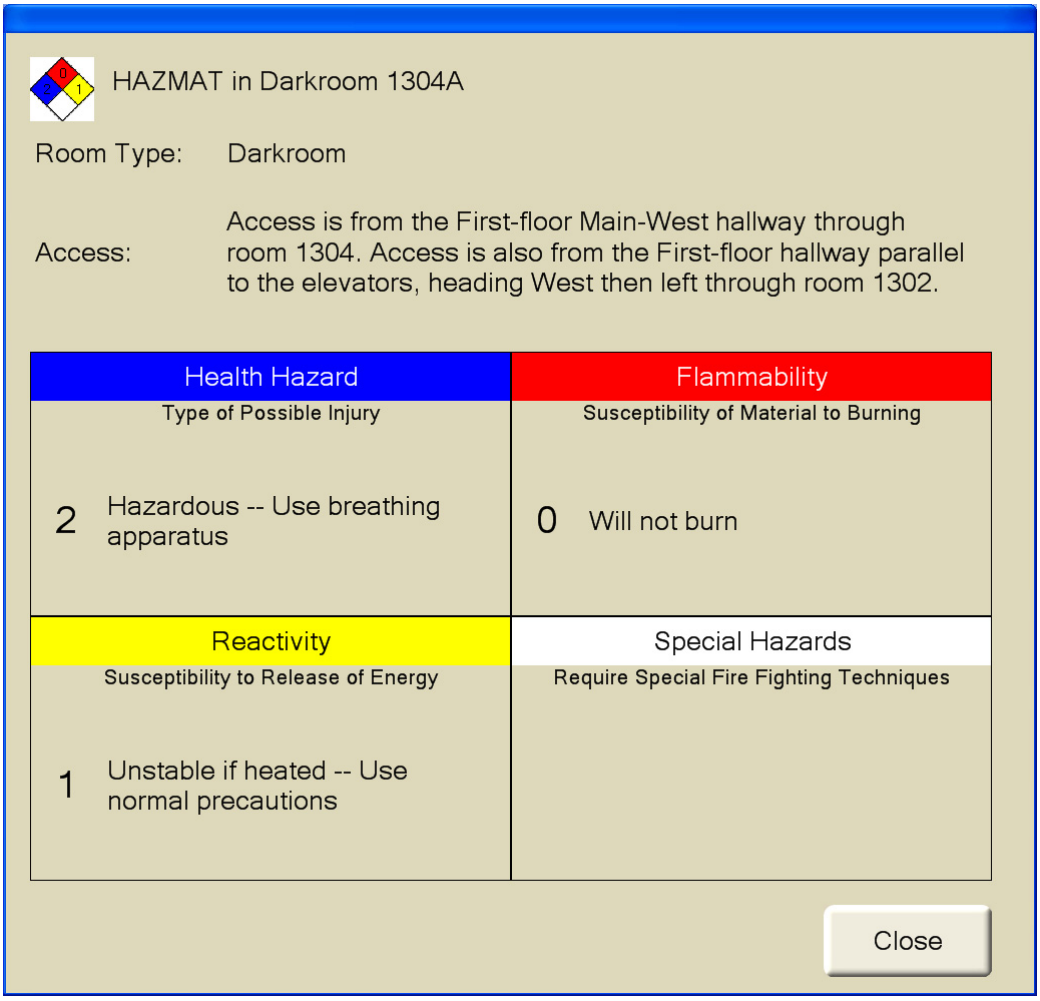


Figure 2.6 Example HAZMAT Information

If the materials were unfamiliar, the Commander could touch the Contact button to see the on call number for the State Hazardous Material expert. That expert would advise the team dangerous or come personally to the scene (as shown in the example in Figure 2.7).

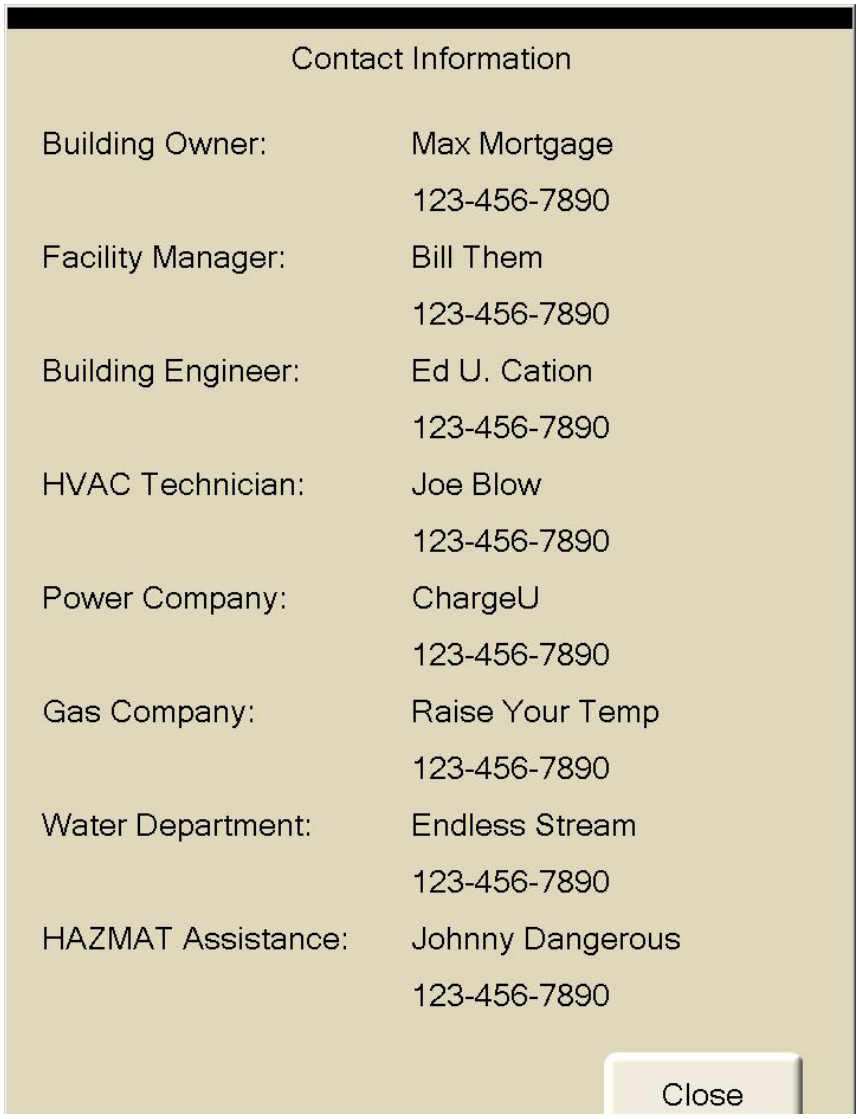


Figure 2.7 Example Contact Information

Section 3:Customize the ONYX FIRSTVISION™ to Your Building's Fire Alarm System

3.1 Introduction

The ONYX FIRSTVISION ™ Configuration Tool is used to customize the ONYX FIRSTVISION™'s Graphical User Interface (GUI) to your building's fire system Your customized ONYX FIRSTVISION™ GUI will serve the responding Firefighters and is key to them identifying the location of the Off-Normal event and responding to that event.

After your ONYX FIRSTVISION™ GUI design is completed, you will copy your exported GUI design to the ONYX FIRSTVISION™, overwriting the current building database file in the ONYX FIRSTVISION™.

The copying function can be accomplished using various connection methods. Your copy method will be contingent on your PC connection.

- If your ONYX FIRSTVISION™ and your PC are both part of a TCP/IP network you can copy your GUI design to the ONYX FIRSTVISION™ over that network.
- The USB connector on the ONYX FIRSTVISION™ can be used, i.e. connect a flash memory stick and copy your GUI design.

After you have copied your the ONYX FIRSTVISION™ GUI design, verify that building information such as floor layouts and sensor locations are displaying appropriately on the ONYX FIRSTVISION™. Also test and verify that the ONYX FIRSTVISION™ is making reliable communication with the gateway.

Configuration Tool Database

When the Configuration Tool is opened and a building design is created the building design is stored in a database file (C:/FacilitiesMonitoring/FITConfig/fit.mdb). The following information is noteworthy about the database file:

- The database file can contain multiple building designs.
- Existing building designs in the database file can be leveraged as new building designs.
- Building designs names are deleted from the database file, not their respective data.
- Building designs are exported as a XML file from the database file, the entire database file is not exported.

3.1.1 An Overview of the Tasks in this Section

These are the Configuration Tool tasks done with the software application and what you do with your design files after your design is complete.

- "Installing the ONYX FirstVision ™ Configuration Tool".
- "Before Starting Your Building Design".
- "About Starting or Exiting a Configuration Tool Project".
- "Creating the Building Design that will be Displayed on the ONYX FirstVision™".
- "Prepare Your Building Design for Copying to the ONYX FirstVision™".
- "Importing a VeriFire® Database to Start Your Building Design"

3.1.2 Installing the ONYX FIRSTVISION ™ Configuration Tool

The PC that the Configuration Tool can be installed on any PC that meets the following requirements.

- Intel Pentium Processor
- Windows® 2000 or XP
- VGA Display Card
- CD-ROM Drive
- 1.0 GHz CPU
- 128 MB of RAM
- 10 MB of free hard-disk space



NOTE: All procedures are written with the assumption that your PC mouse clicking operations use default settings for left and right mouse clicks.

How to Install the Configuration Tool Software Application

Step 1. Insert the CD-ROM in PC CD-ROM drive.

If the CD-ROM does NOT automatically start, use Windows Explorer to locate and start this file: (your CD-ROM Drive letter):\Setup.exe.

Step 2. Perform the on-screen prompts.

Step 3. Remove the CD-ROM.

Rebooting your PC is not required to start using the Configuration Tool.

3.1.3 Before Starting Your Building Design

Although you can stop and return to your building design at anytime during your development process you may want to create floor plan background graphics before you start using the Configuration Tool. Also you should acquire information about your building and site. Your building design and subsequent entered information will be displayed as information that is important to the Firefighter using the ONYX FIRSTVISION™.

Configuration Data to Acquire Before Starting



NOTE: To enhance your customizing of the ONYX FIRSTVISION™ to your building fire alarm system, you should be capable of using terminology familiar to a Firefighter.

You will need to have this information available to complete your building information configuration tasks.

- Building:
  - Commissioning date.
  - Primary use.
  - Number of occupants-daytime.
  - Number of occupants- nighttime.
  - Hazardous structures (steel bar joist construction; tensioned concrete in walls or roof).
- Name and phone/pager information for contacts:
  - Building owner.
  - Facility manager.
  - HVAC maintenance technician.
  - Power company emergency contact.
  - Gas company emergency contact.
  - Water department emergency contact.
  - State Hazardous Materials Duty Officer.
- Location, function, and addresses of all the alarm or emergency devices that ONYX FIRSTVISION™ will monitor.

  Some or all of device data may be retrieved from the ONYX FIRSTVISION™, but it will need to be interpreted and related to the ONYX FIRSTVISION™'s GUI.
- Location and nature of all hazards.
- Location of standpipes and hydrants.
- Location of weight constraints.
- Locations of stairs, entrances, elevators.

Create Floor Plan Images to Import Before Starting

Use the Configuration Tool to import drawing files (raster or vector) that you created in graphic software applications for your building design's floor plan background. Since the Configuration Tool will convert all floor plan background formats to BMP format when your building design is exported for use in the ONYX FIRSTVISION™, choose your file format accordingly. The better the resolution of the floor plan background in the Configuration Tool the better the resolution on the ONYX FIRSTVISION™. The width of your graphic determines the sizing of the floor plan background in the ONYX FIRSTVISION™ window; the graphic is always scaled to the width dimension.

The ONYX FIRSTVISION™ window, where your building design is displayed, has these pixel dimensions:

- **960 x 768 pixels.**

  For best results create and scale your floor plan background according to those dimensions in the software application you use to create the floor plan background.

The supported graphic formats that can be imported into the Configuration Tool as a floor plan background are:

- Window Meta File (*.wmf)
- Bitmap (*.bmp)
- JPEG (*.jpg, *.jpeg)
- Graphic Image Format (*.gif).

■ Using Raster Files

Bit Map (BMP), Graphic Image Format (GIF), and Joint Photographic Experts (JPG) files types (raster) can be imported into the Configuration Tool. However those files types degrade in visual display quality.

■ Using Vector Files

Windows® Meta Files (.WMF) file types (vector) can be imported into the Configuration Tool. The WMF file type typically degrades much less in visual display quality than a raster file.



NOTE: Remember that the Configuration Tool will convert all floor plan backgrounds formats to BMP format when your building design is exported regardless of the file format they were when you added them as floor plan backgrounds in the Configuration Tool.

3.1.4 About Starting or Exiting a Configuration Tool Project

This information provides an overview about when you start a project and when you exit that project using the ONYX FIRSTVISION ™ Configuration Tool.

About Starting the Configuration Tool

- The installation program has added an entry for the Configuration Tool in the Windows >Start>Programs menu.
- The first time you start the Configuration Tool you must select <Create New Building> to open the Configuration Tool; it will not start unless you do.
- Each time the Configuration Tool is started you are required to make a choice about whether to start a new building design or to select and open an existing building design; it will not start unless you do.

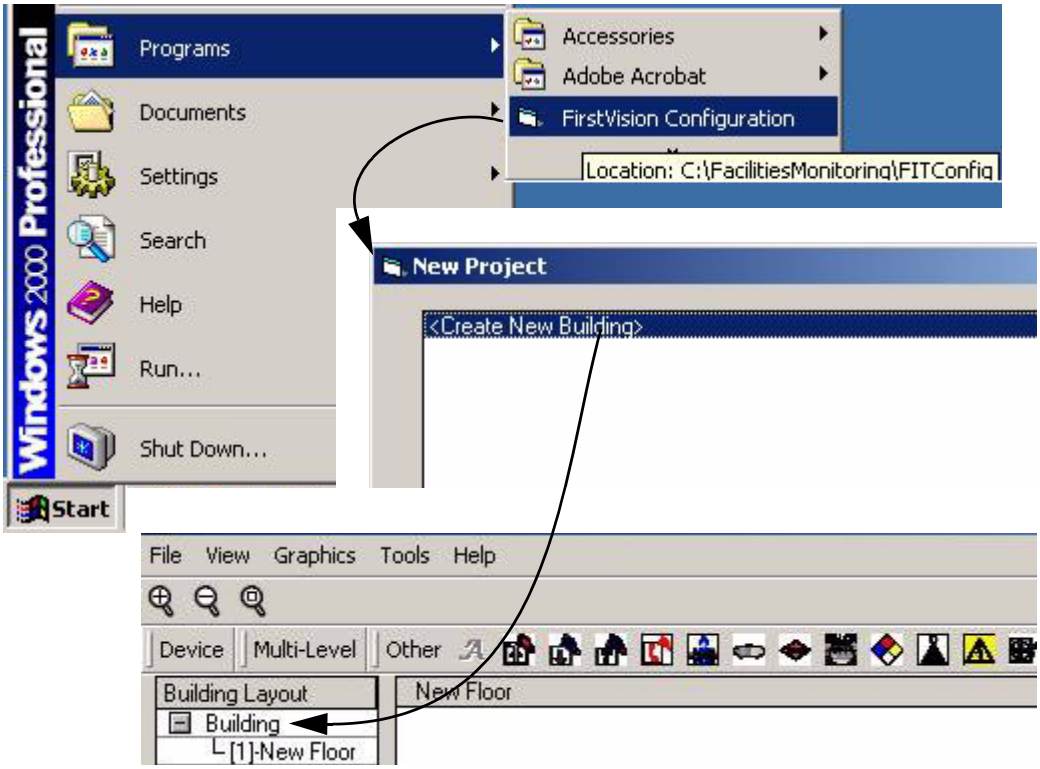


Figure 3.1 Start Selection

About Exiting the Configuration Tool

- When a current building design is being edited:
  - It is being updated as changes and entries are made.
  - No save function is provided or necessary.
  - You can NOT exit to back-out of a unwanted changes to your building design.
- When the Configuration Tool is exited (File>Exit) changes made to the building design up to that point are saved.

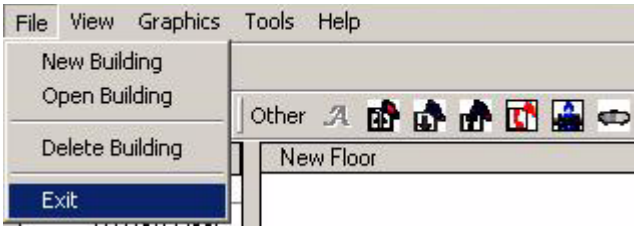


Figure 3.2 Exit Selection

3.1.5 Creating the Building Design that will be Displayed on the ONYX FIRSTVISION™

These steps are a suggested method to customize the ONYX FIRSTVISION™ to your building's fire alarm system. Some steps can be performed before others, so their order is not always implicit to completing your new building design.

Step 1. "Enter Information about Your Building".
- "How To Add Information about Your Building".
- "How To Add Your Building Site Information"

Step 2. "Add and Define the Properties for the Levels in Your Building".

Step 3. "Add a Background for Each Floor of Your Building".

Refer to "Create Floor Plan Images to Import Before Starting" on page 26.

Step 4. "Add and Define the Properties for the Devices on Each Floor in Your Building".
- "Importing a VeriFire® Database to Start Your Building Design".

Step 5. "Add and Define Building Contents and Apparatuses".
- "Add Multi-Level Information".
- "Add Other Information".

Step 6. "Verify Your Building Design is Correct in the Building Layout Tree".

Step 7. "Save Your Building Design to the Building Database"

Step 8. "Prepare Your Building Design for Copying to the ONYX FirstVision™".

Enter Information about Your Building

This task is where you describe your building and site around the building. The information entered will be displayed on the ONYX FIRSTVISION™.

■ ONYX FIRSTVISION™ Action and Its Relationship to These Configuration Tool Entries

These ONYX FIRSTVISION™ icons display information when the Firefighter touches them.

- Building Information - name of building, address, number of people occupying the building after normal business hours.
- Contact Information - personnel a Firefighter may need to contact to inform them about relevant response events.
- Building Site Plan - bird's-eye view of the building and it orientation to access roads and fire hydrants.



Figure 3.3 ONYX FIRSTVISION™ Display Example: Building/Contact Information and Building Site Plan Buttons

■ Start the Configuration Tool

When starting the Configuration Tool for the first time the software application automatically loads a blank building design as shown in the following graphic; you will modify it in the following steps. For more information see Section 3.1.4, "About Starting or Exiting a Configuration Tool Project", on page 27.



Figure 3.4 Configuration Tool Blank Building

The following tasks should be performed:

- "How To Add Information about Your Building".
- "How To Add Your Building Site Information".

How To Add Information about Your Building

Step 1. Right-click on Building displayed in the Building Layout Tree and then select Properties. The Properties window displays.

Step 2. Enter the Building Properties information.

Step 3. Enter other Building Properties and Building Contact information.

NOTE: Even though most of the information in these fields is not required, remember that this information will be displayed at the ONYX FIRSTVISION™ and used and interpreted by the Firefighter.

Step 4. Click Apply (save/window remains open) or OK (save/closes window) to enter the information.

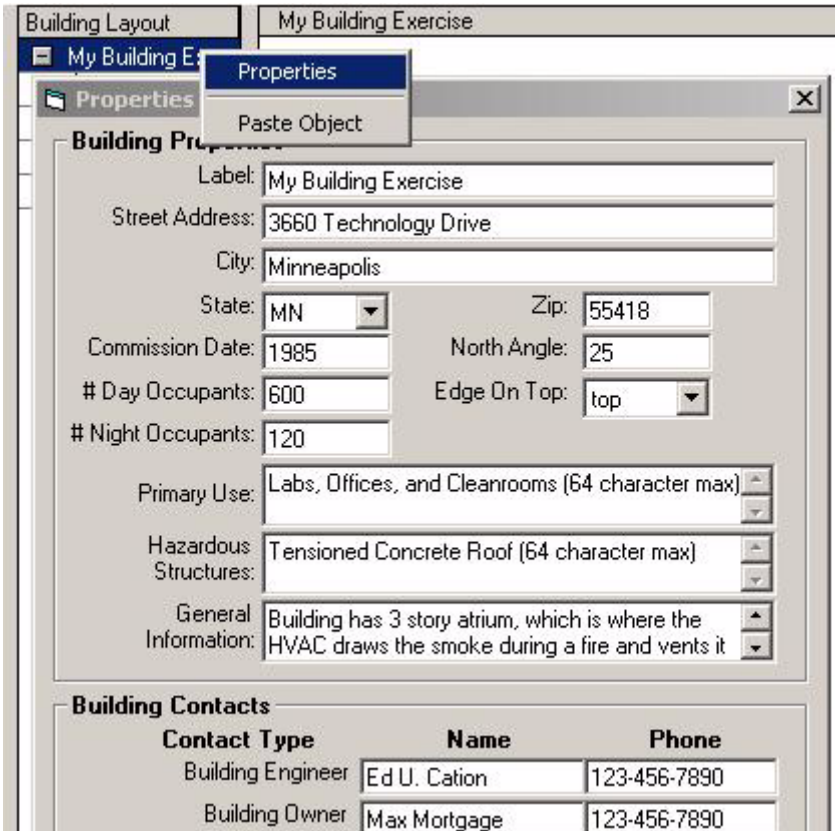


Figure 3.5 Building Properties

Step 5. You should now "Add and Define the Properties for the Levels in Your Building" or "How To Add Your Building Site Information".

NOTE: You may want to complete your building design before completing your building site plan design because the steps you will use to create other components of your building designs will familiarize you with the steps you will use to create your building site design.

How To Add Your Building Site Information

Step 1. Double-click on the name of the building in the Building Layout Tree. It may have been renamed from the default if you performed "How To Add Information about Your Building" on page 30.

Step 2. Use the following information as guidelines to add information about your building's site. Although the following procedures are written in the context of adding information to the floors in your building design, the steps are identical for your building site design.

- "Add a Background for Each Floor of Your Building".
- "Add and Define the Properties for the Devices on Each Floor in Your Building".
- "Add and Define Building Contents and Apparatuses".

Step 3. You should now "Add and Define the Properties for the Levels in Your Building".

Add and Define the Properties for the Levels in Your Building

This task is where you enter the total number of floors in your building and provide additional information about each of those floors. A floor entry will correspond to a "numbered" icon on the ONYX FIRSTVISION™.

It is absolutely critical to have the understanding of how entries made in the Properties window display in the Building Layout Tree, and both relate to how those entries are displayed on the ONYX FIRSTVISION™. After your building design is exported and copied to the ONYX FIRSTVISION™, you will see their relationship (shown in the following graphic). If your Building Layout Tree does not exhibit the needed or your desired hierarchy; see "Verify Your Building Design is Correct in the Building Layout Tree" on page 45 for details on modifying its hierarchy

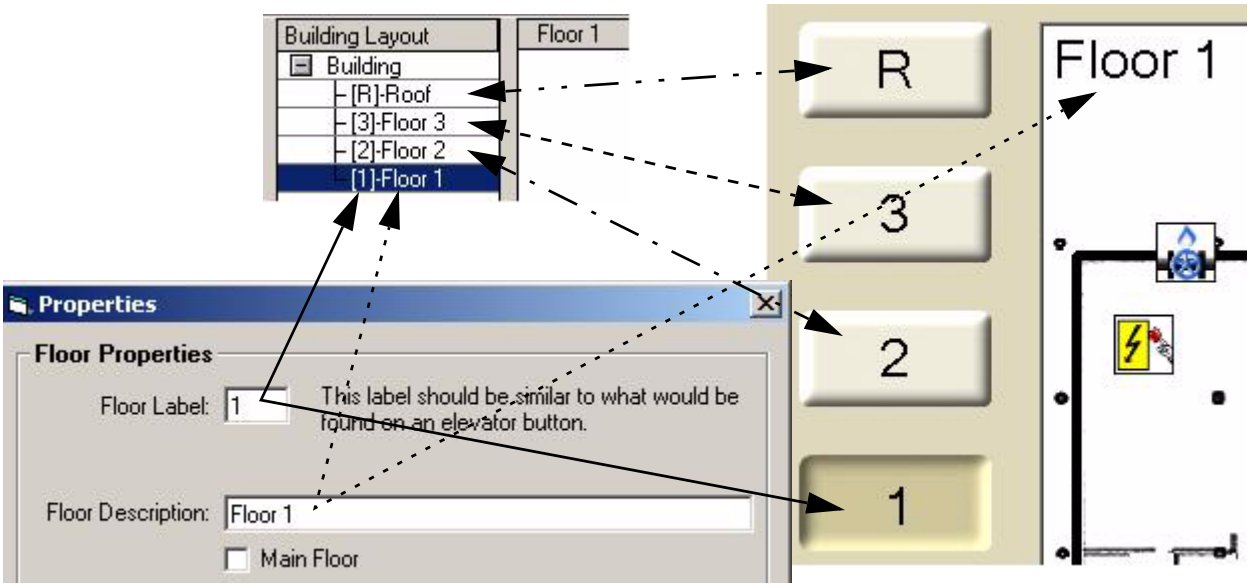


Figure 3.6 Configuration Tool Floor Entries

ONYX FIRSTVISION™ Action and Its Relationship to This Configuration Tool Entry

When the Firefighter touches the numbered icon it displays the corresponding floor plan and graphic icons on that floor. In the following figure the example building is a high-rise type building. When a floor range button is touched, the individual buttons for each floor in the range will display and the lowest floor in the range will display in the adjacent window. The range button is automatically calculated by the software application; the range cannot be set in the Configuration Tool. A maximum of 99 floors can be entered and therefore displayed.

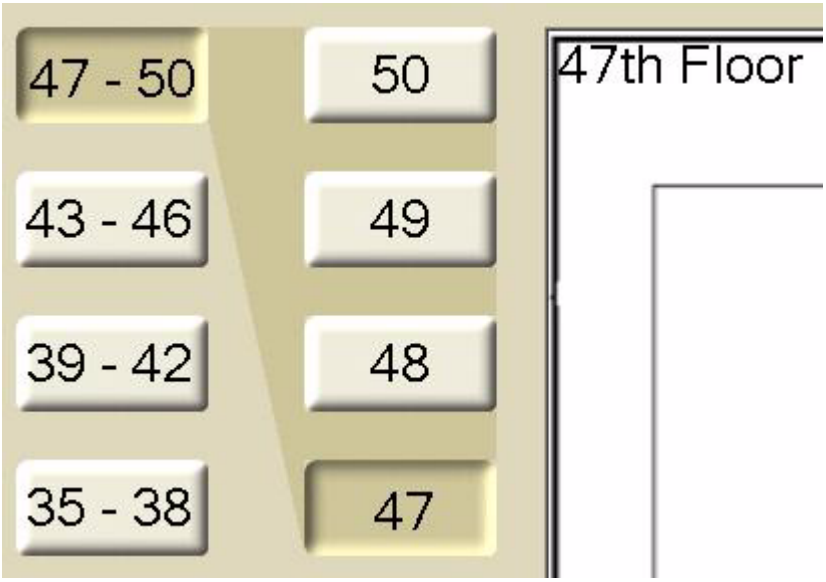


Figure 3.7 ONYX FIRSTVISION™ Display Example: High-Rise Building Floor Buttons

■ How To Define the Properties for the Levels in Your Building

Flexibility of the Configuration Tool enables you to either create a representative entry for all of the floors in your building and then modify their properties, or you can add one floor and then modify its properties before adding another floor to your building design.

It is recommended that you use simple "floor descriptions". You should consider if your building has a primary floor. The primary floor can be the ground-level floor where the ONYX FIRSTVISION™ is installed and the primary floor has been determined to be where Firefighters will most likely enter your building.

Add a Floor

Step 1. Main Menu select >Graphics>Add Floor.

A default Floor name will appear in the Building Layout Tree.

Step 2. Repeat the Add Floor selection until the desired number of floors is achieved.

NOTE: Floors in the Building Layout Tree can not be dragged and dropped to change their position in the tree. Their floor must be cut and pasted and then the number property renumbered to match its new position.

Enter Information About a Floor

Step 1. Right-click on a floor's name displayed in the Building Layout Tree and select Properties.

The Floor Properties window will appear.

Step 2. Enter the information about the floor in your building.

NOTE: Remember that this information will be displayed at the ONYX FIRSTVISION™ and interpreted by the Firefighter.

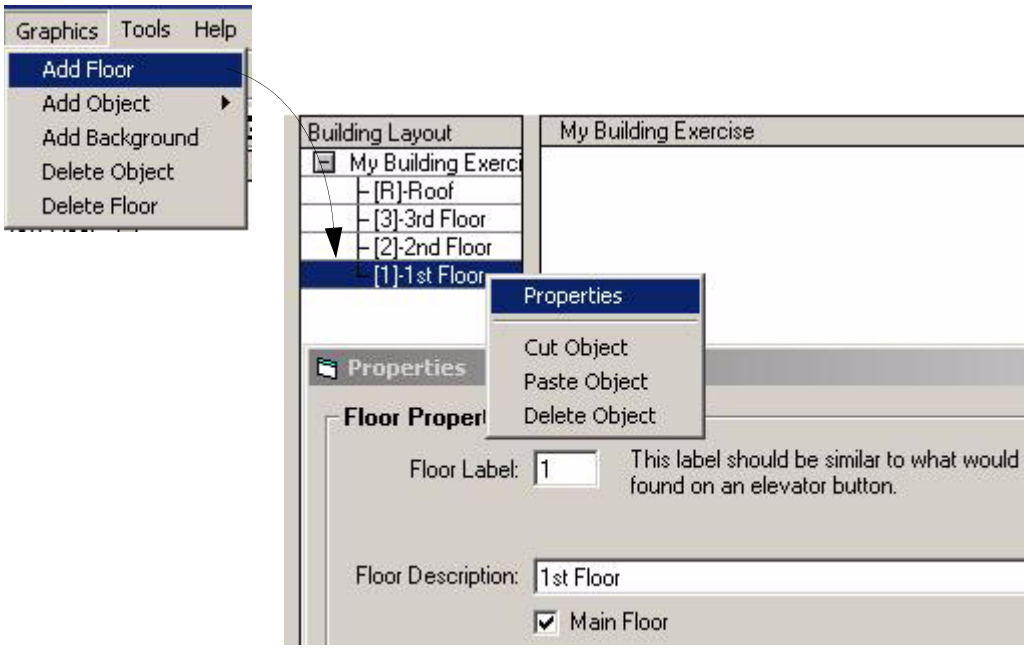


Figure 3.8 Floor Properties

Step 3. Click Apply (save/window remains open) or OK (save/closes window) to enter the information into the building database

Step 4. You should now "Add a Background for Each Floor of Your Building".

Add a Background for Each Floor of Your Building

This task is where you add an image of the floor plan to correspond to the floor in your building.

■ ONYX FIRSTVISION™ Action and Its Relationship to This Configuration Tool Entry

When a Firefighter touches a floor number icon on the ONYX FIRSTVISION™ this floor plan background will display as the background.

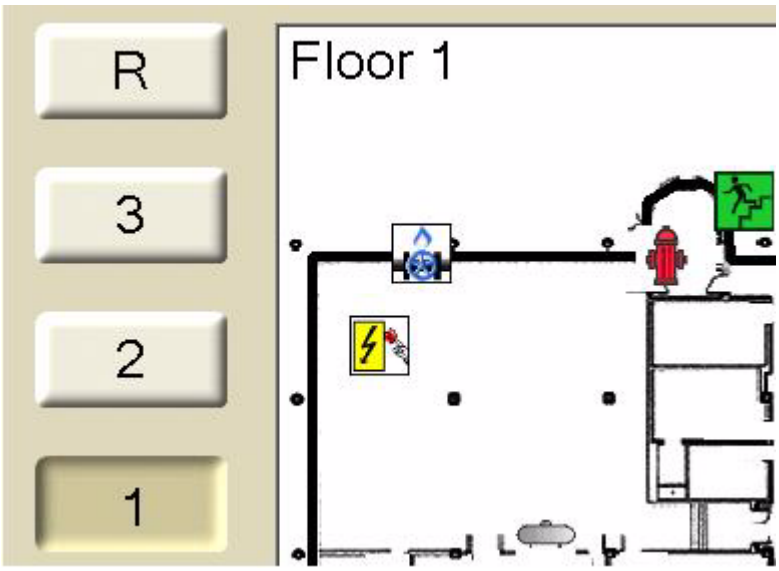


Figure 3.9 ONYX FIRSTVISION™ Display Example: Floor Plan Background

■ How To Add a Background for Each Floor of Your Building

This background image is created in another software application and imported into your building design. See "Create Floor Plan Images to Import Before Starting" on page 26.

Step 1. Double-click on the name of a floor displayed Building Layout Tree.

Step 2. Main Menu select >Graphics>Add Background.

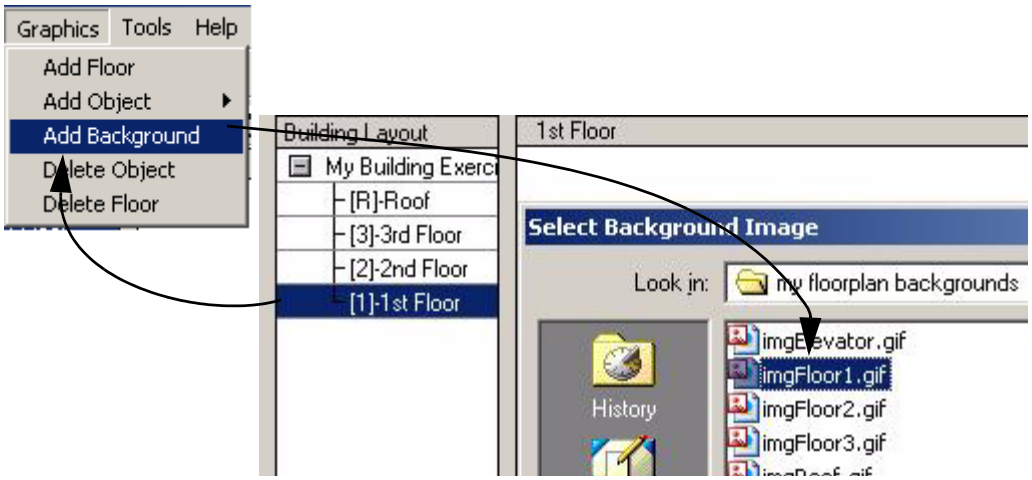


Figure 3.10 Add Background Example

Step 3. Use the Windows Explorer to locate and select the desired background image.

Step 4. Position the background image exactly the same for each floor in your building using the screen X and Y Position coordinates.

NOTE: Positioning all the floor plan backgrounds at the same screen coordinates ensures consistency when navigating between floors views on the ONYX FIRSTVISION™.

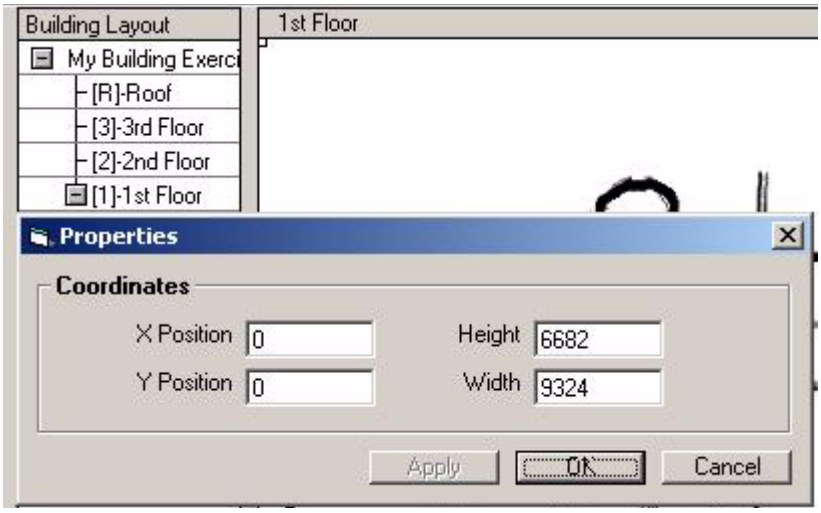


Figure 3.11 Position Floor Plan Background

Step 5. You should now "Add and Define the Properties for the Devices on Each Floor in Your Building".

Add and Define the Properties for the Devices on Each Floor in Your Building

This task is where you add and define the properties for all addressable devices on the floor and then position addressable devices' icon at its location over the floor plan background for each floor in your building.

■ ONYX FIRSTVISION™ Action and Its Relationship to This Configuration Tool Entry

When the Firefighter touches a floor number icon that is indicating it has an Off-Normal event taking place, the addressable device that experiences the first event will display and stay on. Any subsequent addressable devices that experience an Off-Normal event will begin flashing in the order they experience their event.

Addressable device graphic icons are not displayed on the ONYX FIRSTVISION™ unless they are experiencing an Off-Normal condition. When they are displayed touching them will display the information you enter in the in the Properties window.

- Common Label field entry is displayed as "Type:".
- Common Location Label field entry is displayed as "Location:"

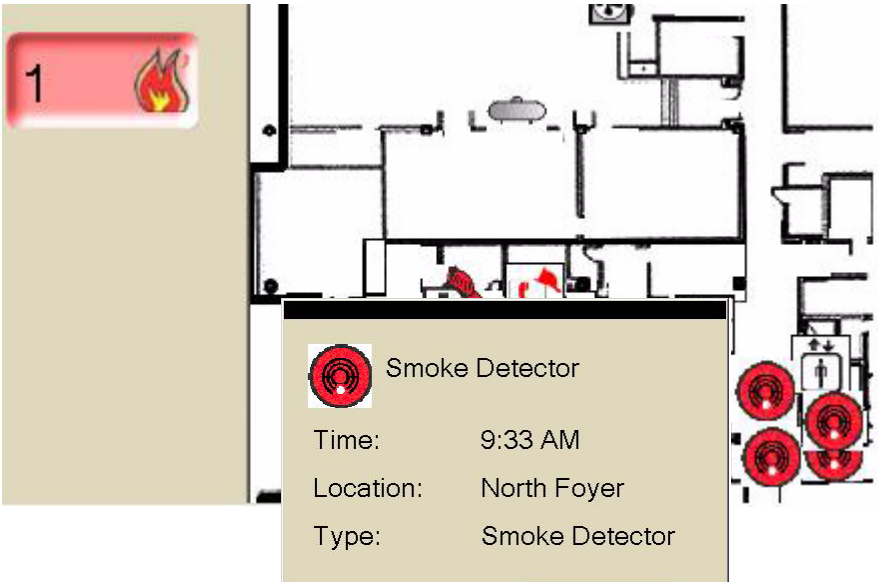


Figure 3.12 ONYX FIRSTVISION™ Display Example: Smoke Detectors in Alarm

■ How To Add and Define the Properties for the Devices for Each Floor in Your Building

You will need information about all the addressable devices when you are ready to start this task.

NOTE: The information about the devices added to your building using this method are not extracted and therefore must be accurately entered into the fields. For device extraction you can only use a VeriFire Database. See "Importing a VeriFire® Database to Start Your Building Design" on page 48 for more information.

Position the addressable device at their location over the floor plan background for each floor in your building as accurately as possible.

Step 1. Double-click on the floor's name displayed in the Building Layout Tree.

Step 2. Main Menu select >Graphics>Add Object>Device>"desired addressable icon" from the list choices or click on the desired icon shown next to Device.

The addressable device graphic icon appears in the window and an entry is added below the floor plan name in the Building Layout Tree.

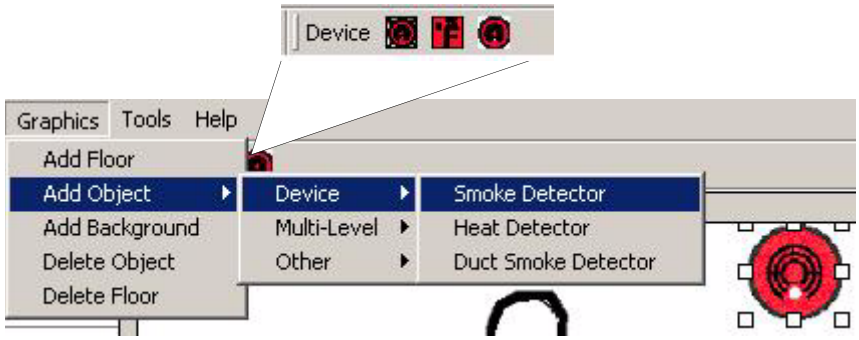


Figure 3.13 Add Object

Step 3. The following steps can be performed in any sequence but all steps must be performed for all addressable devices.

- Add another addressable device graphic icon. This will stack the addressable devices on top of each other.
- Position each addressable device graphic icon at its location in floor plan.

NOTE: Remember that this information will be displayed at the ONYX FIRSTVISION™ and interpreted by the Firefighter.

- Define the properties of the addressable device by selecting and right-clicking on the graphic icon, and then entering the information in the Properties window.

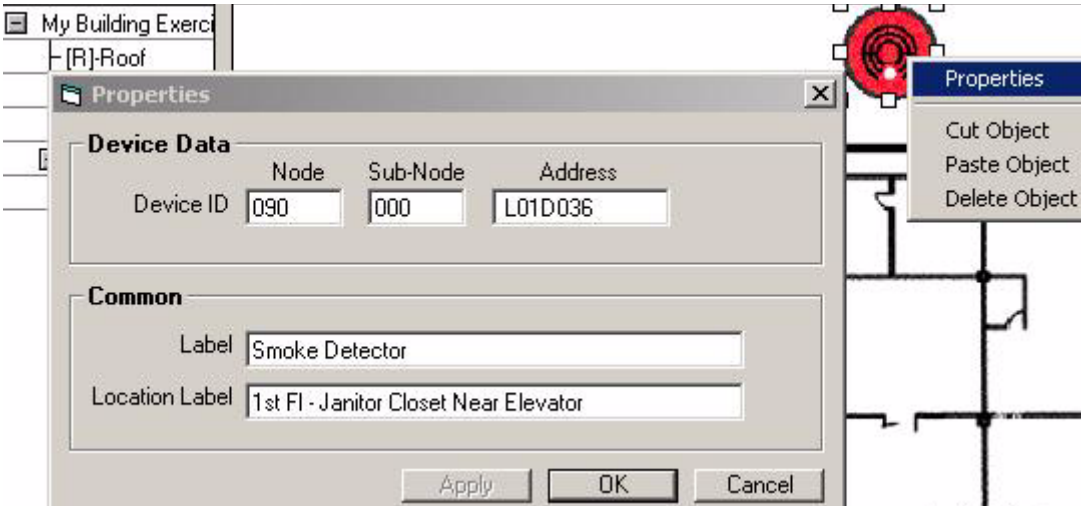


Figure 3.14 Device Properties

NOTE: If you have a VeriFire® Database the Device Data properties can be automatically extracted to populate the Node, Sub-Node, and Address fields. Refer to Section 3.1.7, "Importing a VeriFire® Database to Start Your Building Design", on page 48.

Step 4. You should now "Add and Define Building Contents and Apparatuses".

Add and Define Building Contents and Apparatuses

This task is where you add and define the properties for building facets, special materials, and apparatuses on a floor. You then position their graphic icon at their location over the floor plan background for each floor in your building.

These Building Contents and Apparatuses graphic icons are defined using these menu selections:

- Multi-Level - i.e. building facets: stairs, elevator location with floors served.
- Other - i.e. special materials and apparatuses: hazardous materials, the ONYX FIRSTVISION™.

■ ONYX FIRSTVISION™ Action and Its Relationship to These Configuration Tool Entries

When the Firefighter touches a floor number icon that is indicating that an Off-Normal event is taking place, these Building Contents and Apparatuses graphic icons assist them with identifying their locations and their proximity to the Off-Normal event. The Building Contents and Apparatuses graphic icons are always displayed at their location over the floor plan on the ONYX FIRSTVISION™.

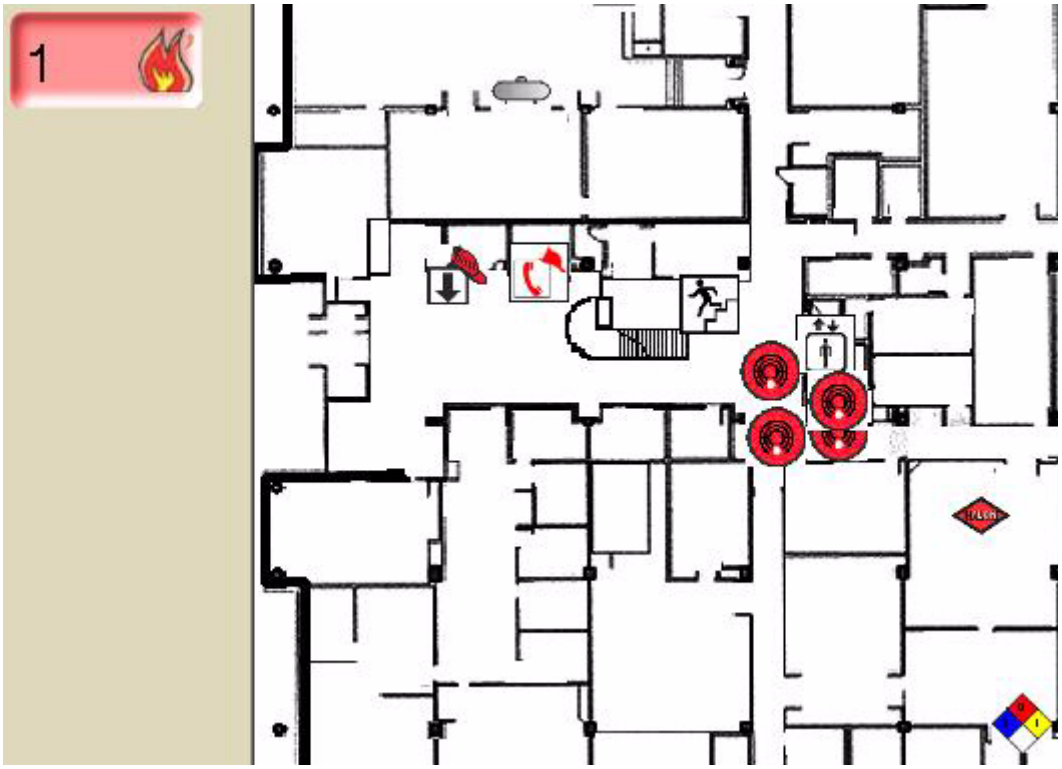


Figure 3.15 ONYX FIRSTVISION™ Display Example: Apparatuses Adjacent to Smoke Detectors in Alarm

■ How To Add and Define Building Contents and Apparatuses

Building Contents and Apparatuses graphic icons can be added to your floor plans. They are not addressable devices registered at, or monitored by, the ONYX FIRSTVISION™. They are building components that are frequently positioned in the exact location on each floor of your building design.

Add Multi-Level Information

Step 1. Double-click on a floor's name displayed in the Building Layout Tree.

Step 2. Main Menu select >Graphics>Add Object>Multi-Level>"desired icon" from the list choices or click on the desired icon shown next to Multi-Level.

The Multi-Level graphic icon appears in the window and an entry is added below the floor plan name in the Building Layout Tree.

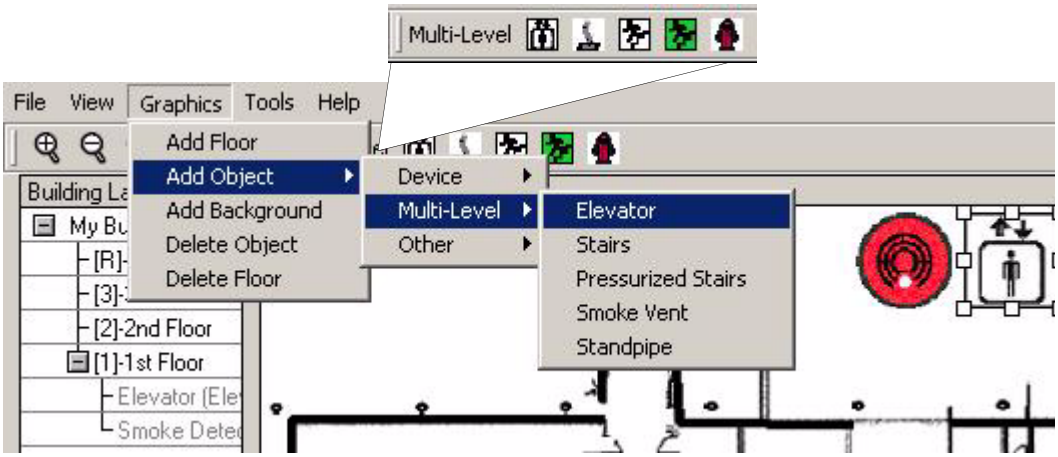


Figure 3.16 Add the Multi-Level Graphic Icon

Step 3. The following steps can be performed in any sequence for any Multi-Level icon:

- Add another Multi-Level graphic icon. This will stack the icons on top of each other.
- Position each Multi-Level graphic icon at its location in floor plan.
- Define the Common properties of the Multi-Level graphic icon by selecting and right-clicking on the graphic icon, and then entering the information in the Properties window.

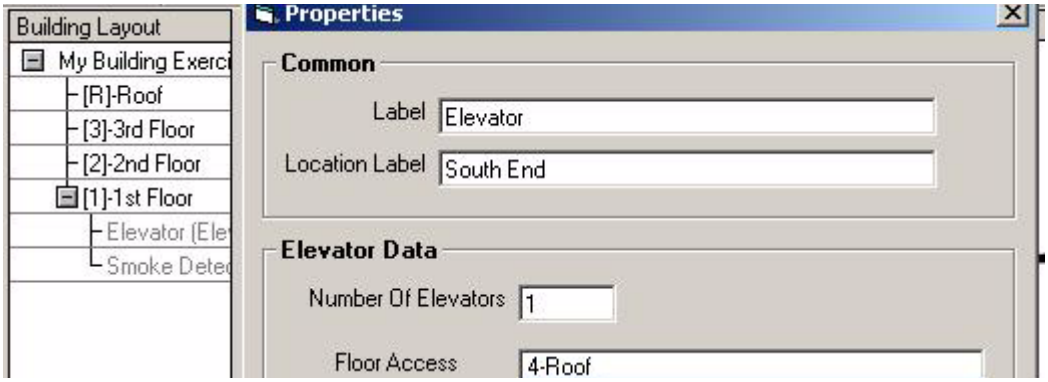


Figure 3.17 Define the Properties of the Multi-Level Graphic Icon

Step 4. Duplicate the location of the Multi-Level graphic icon on the floors in your building.

Step 4a.In the Floor Access field:

Range Selection: press and hold down the Shift key and select a floor in the list, then click on another floor somewhere in the list, all entries between the two floors are selected.

Individual Selection: press and hold down the Shift and Ctrl keys individually click on a floor and it is selected.

Step 4b.Click on Apply or OK.

The Multi-Level graphic icon is copied in the exact same position on each floor that has been selected, however, in the Building Layout Tree, the Multi-Level graphic icon's entry is only listed on the floor it was originally added to.

- If the original Multi-Level graphic icon is deleted all others are too.
- If the original Multi-Level graphic icon is moved all the others move too. (Same X and Y coordinates.)

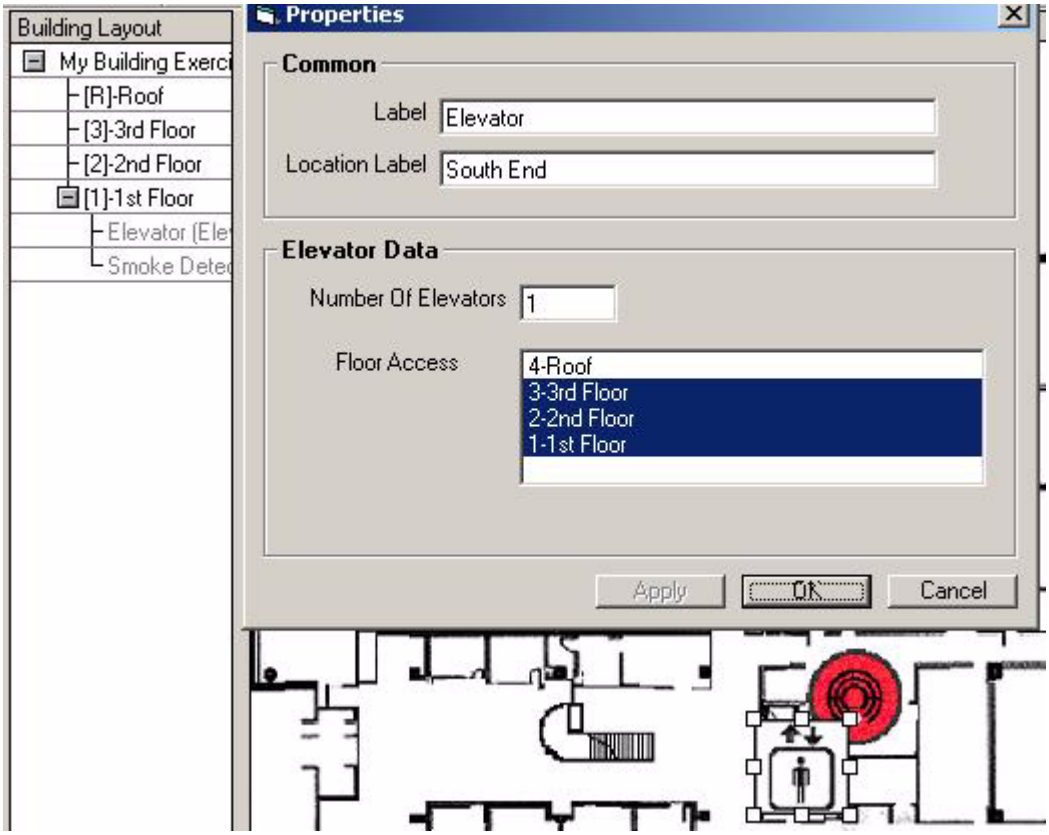


Figure 3.18 Duplicate the Multi-Level Graphic Icon on Each Floor

Step 5. You should now "Add Other Information".

Add Other Information Accurately as possible position these Building Contents and Apparatuses icons at their location over the floor plan for each floor in your building.

Step 1. Double-click on the floor's name displayed in the Building Layout Tree.

Step 2. Main Menu select >Graphics>Add Object>Other>"desired icon" from the list choices or click on the desired icon shown next to Other.

The Other graphic icon appears in the window and an entry is added below the floor name in the Building Layout Tree.

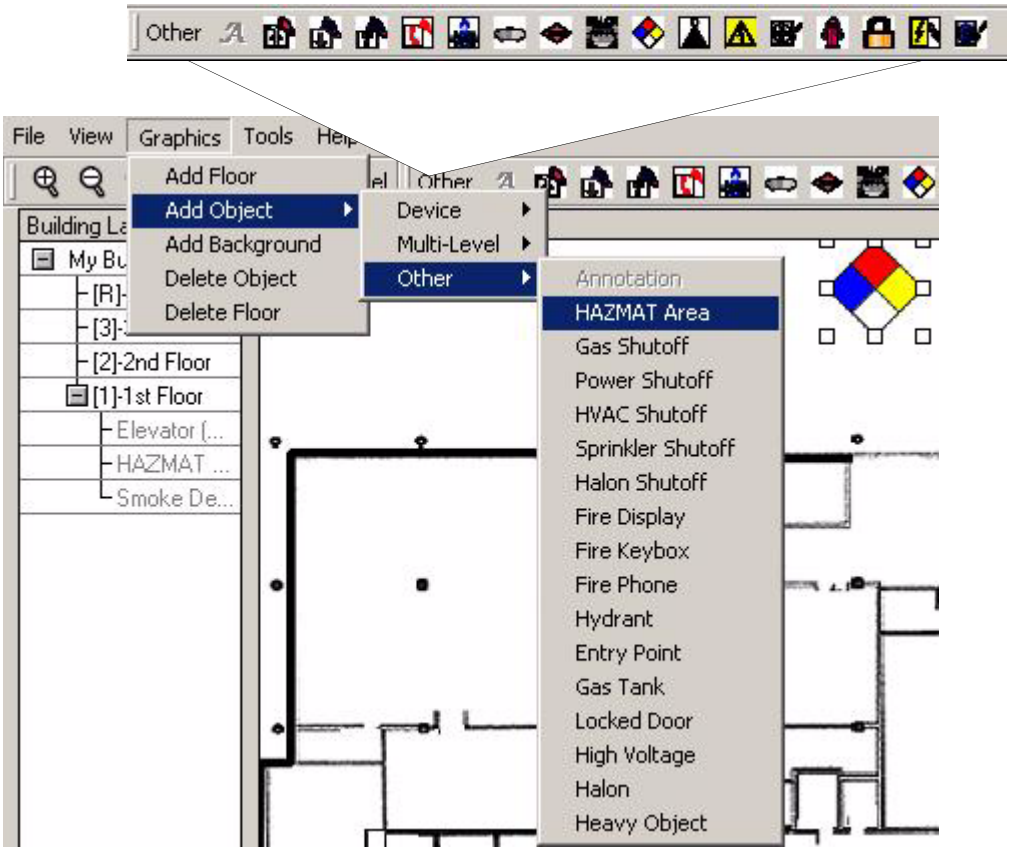


Figure 3.19 Add Other Graphic Icon

Step 3. The following steps can be performed in any sequence:

- Add another Other graphic icon. This will stack the icons on top of each other.
- Position each Other graphic icon at its location in floor plan.

NOTE: Remember that this information will be displayed at the ONYX FIRSTVISION™ and interpreted by the Firefighter.

- Define the properties of the Other graphic icon by selecting and right-clicking on the graphic icon, and then entering the information in the Properties window.

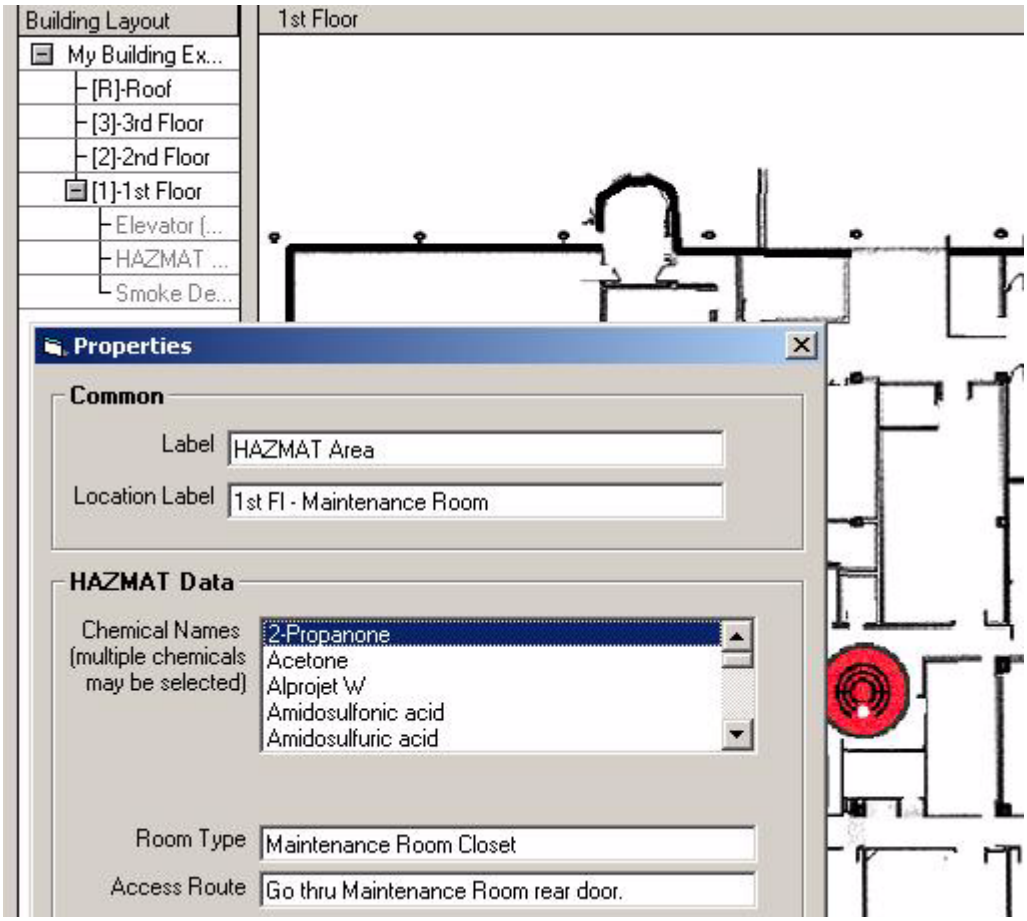


Figure 3.20 Define the Properties of the Other Graphic Icon

Step 4. Add Annotations to your Building Site Plan (Building Only).

All the icons that can be added to a floor of your building can also be added to the Building Site Plan plus Annotation. Refer to "How To Add Your Building Site Information" on page 31 for more information.

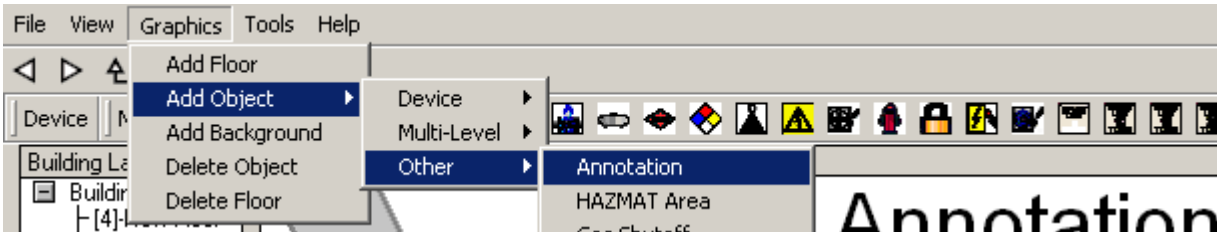


Figure 3.21 Add Annotation (Site Plan Only)

Step 5. You should now "Save Your Building Design to the Building Database".

Verify Your Building Design is Correct in the Building Layout Tree

It is absolutely critical to have the understanding of how entries made in the Properties window display in the Building Layout Tree, and both relate to how those entries are displayed on the ONYX FIRSTVISION™. After your building design is exported and copied to the ONYX FIRSTVISION™, you will see their relationship (shown in the following graphic).

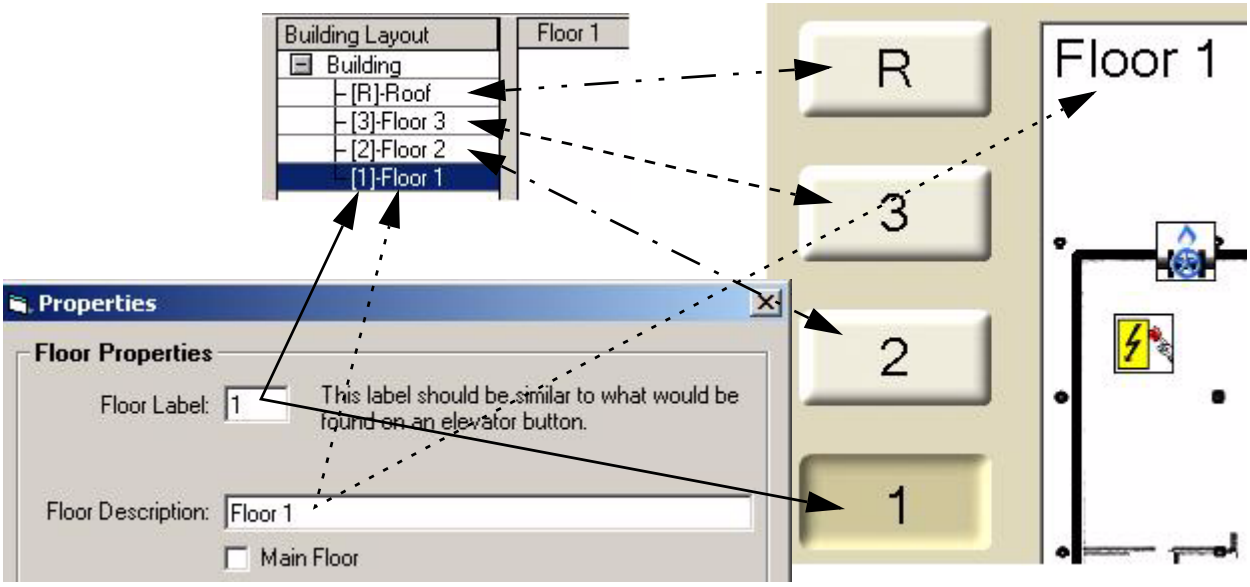


Figure 3.22 Floor Entries to Display

It may have happened that you added floors to your building design and the floor is not in the correct position in the Building Layout Tree. You must have a bottom (lowest) to top (roof) hierarchy in the Building Layout Tree.

■ How To Correct Your Building Design in the Building Layout Tree

The Building Layout Tree sequencing of bottom to top is managed with the cut and paste object functions.

Step 1. Double-click on to select the Floor to be moved in the Building Layout Tree.

Step 2. Right-click on selected Floor in the Building Layout Tree and select Cut Object from the list of choices.



Figure 3.23 Cut Floor Plan

Step 3. Double-click on the Floor above the Floor to moved in the Building Layout Tree.

Step 4. Right-click on the Floor and select Paste Object from the list of choices.

The Floor is relocated in the Building Layout Tree.

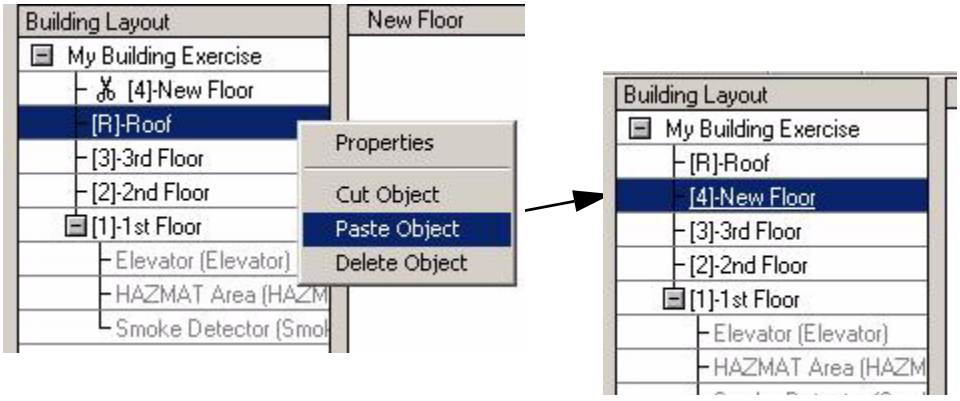


Figure 3.24 Paste Floor Plan

Step 5. Redefine the Properties of the relocated floor. (Refer to "Add and Define the Properties for the Levels in Your Building" on page 32 for information).

Step 6. You should

Save Your Building Design to the Building Database

- When your current building design is completed:
  - It was being updated as changes and entries were made.
  - no save option is provided or necessary.
- When the Configuration Tool is exited (File>Exit), changes made to the building design up to that point are saved.
- You should now "Prepare Your Building Design for Copying to the ONYX FirstVision™".

3.1.6 Prepare Your Building Design for Copying to the ONYX FIRSTVISION™

When you have completed your building design, you need to export it before it can be copied to the ONYX FIRSTVISION™.

WARNING: Building Layout Tree Verification
It is absolutely critical to have the Building Layout Tree hierarchy match what will be displayed on the ONYX® FirstVision before your building design is exported and copied to the ONYX FIRSTVISION™. See "Verify Your Building Design is Correct in the Building Layout Tree" on page 45.

How To Export Your Building Design for Copying to the ONYX FIRSTVISION™

Step 1. Windows Start>Programs>FirstVision Configuration.

The New Project window displays.

Step 2. Click-on and highlight your "building design to be exported".



Figure 3.25 Choose Building Design to Export as XML File

Step 3. Click-on Open.

Your building design displays.

Step 4. Main Menu select >Tools>Export XML File.

Step 5. Select Yes at the window prompt. No does not export your building design.

The Configuration Tool will create a folder and a XML file as shown in the following figure...

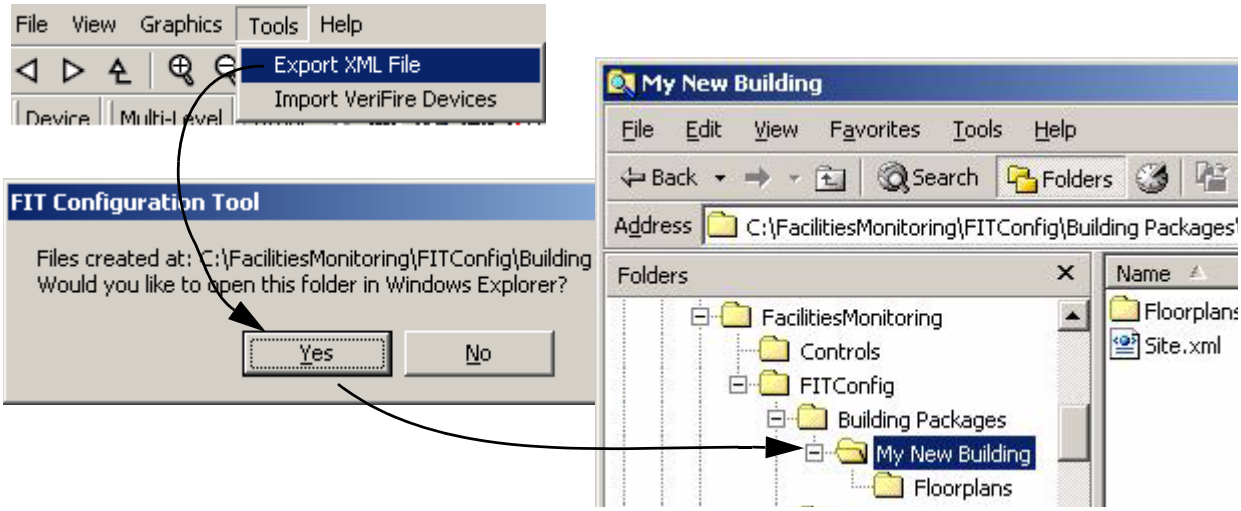


Figure 3.26 Export Building Design as XML File

NOTE: Modifying the XML file with an XML Editor is not supported.

Step 6. "Enabling the ONYX FirstVision™ to Monitor Your Building's Fire Alarm System" should now be performed.

3.1.7 Importing a VeriFire® Database to Start Your Building Design

It is recommend that you start with a blank building design when importing a VeriFire Database. However, it is not absolutely necessary that you do so. If you import your VeriFire® Database the addressable device graphic icons created during this import may have to be cut and pasted throughout floors in your building design.

If you import a VeriFire database a new floor is added to the Building Layout Tree.

- That new floor can be renamed and repositioned in the Building Layout Tree (refer to "Verify Your Building Design is Correct in the Building Layout Tree" on page 45).
- Other graphic icons and a floor plan background can be added to the new floor (refer to "Creating the Building Design that will be Displayed on the ONYX FirstVision™" on page 28).

How To Import a VeriFire® Database into Your Building Design

Step 1. Main Menu select >Tools>Import VeriFire Devices.

The Windows Explorer window displays.

Step 2. Use Windows Explorer to locate and select the desired VeriFire database.

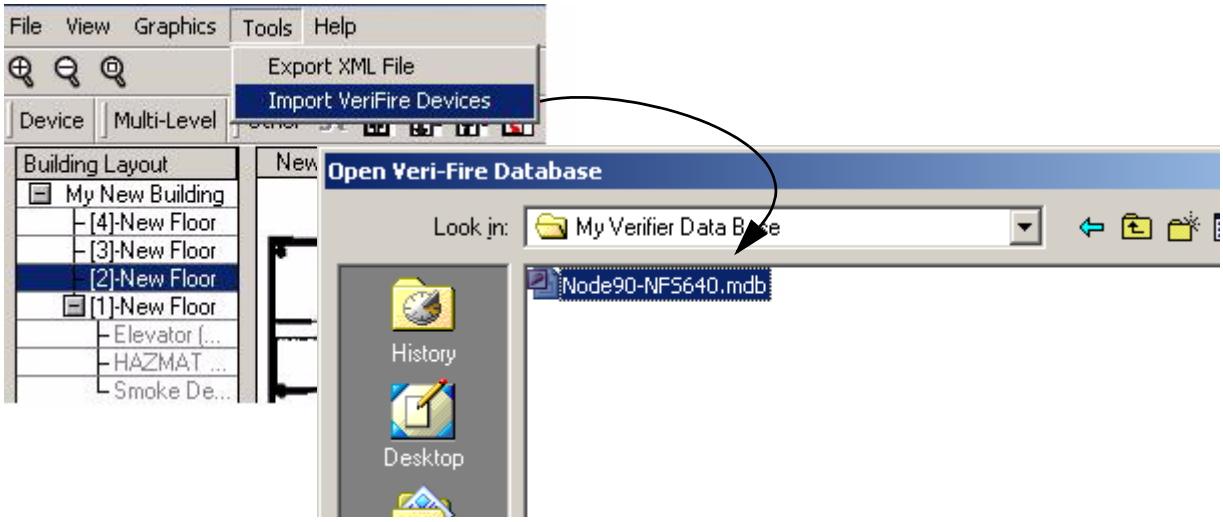


Figure 3.27 Find VeriFire Database to Import

The software application adds a new floor to our example building design and populates it with the VeriFire devices. This will cause our example Building Layout Tree not to exhibit the necessary hierarchy bottom to top structure that is absolutely critical when it is exported. For information on how to change the Building Layout Tree hierarchy see "Verify Your Building Design is Correct in the Building Layout Tree" on page 45.

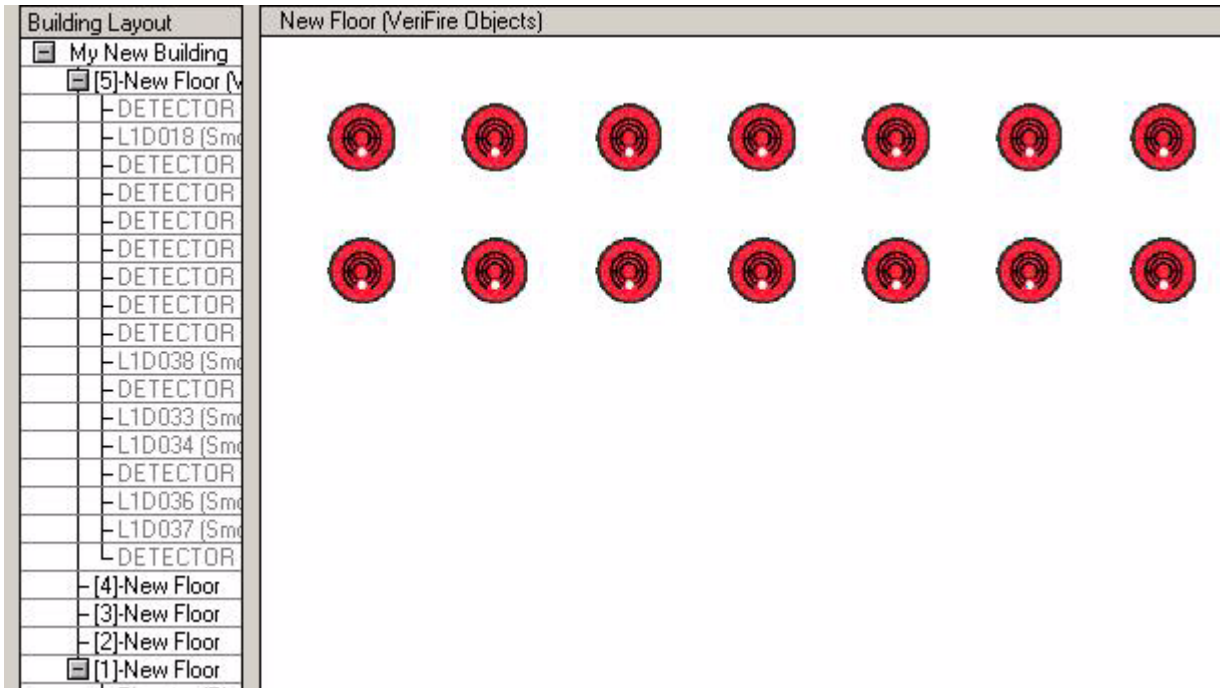


Figure 3.28 Imported VeriFire Database Example

Step 3. It may be necessary to relocate the VeriFire Database addressable device icons created in this procedure to their respective floor(s). Do so by performing the steps in "Relocating VeriFire Devices to Their Floor in Your Building Design" on page 50.

Relocating VeriFire Devices to Their Floor in Your Building Design

A drag and drop method of relocating addressable devices on one floor to another floor is not available. A cut and paste method must be used.

The method you identify the addressable device graphic icon that you want to move or relocate will be your choice:

Step 1. Determine which addressable device graphic icon to cut from the current floor.

- Main Menu select >View>Object Label to display addressable device graphic icon labels.
  - It might not be as easy to identify an addressable device graphic icon when the Object Label is selected because of sizing. The Object Label setting is applied to all levels of your building design.
- Double-click on the name of the addressable device graphic icon in the Building Tree Layout.
  - The device icons handles display.

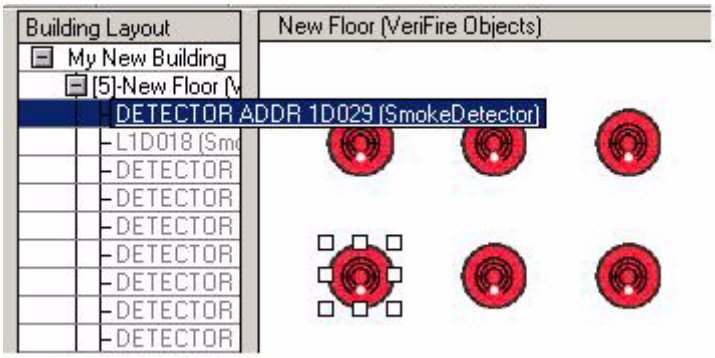


Figure 3.29 Identify a Imported VeriFire Addressable Device

Step 2. Right-click on the addressable device graphic icon and select Cut Object from the list of choices.

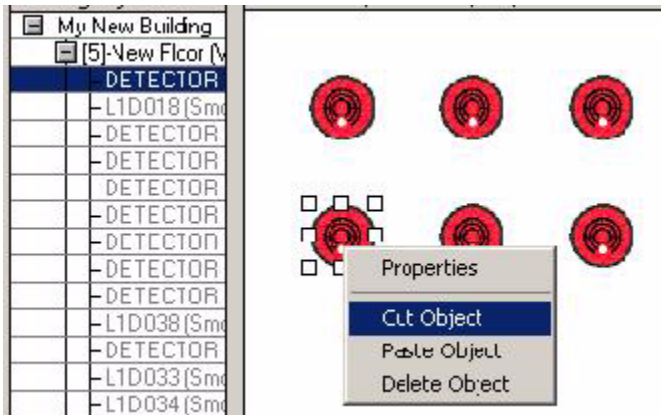


Figure 3.30 Cut the Imported VeriFire Addressable Device

The graphic icon is removed from the current floor and placed in PC clip-board memory.

NOTE: There is not an Undo function in the Configuration Tool. If needed paste the addressable device graphic icon back on the current floor to start over.

Step 3. Right-click on the floor in the Building Layout Tree and select Paste Object from the list of choices.

The pasted addressable device graphic icon is added below the floor in the Building Layout Tree.

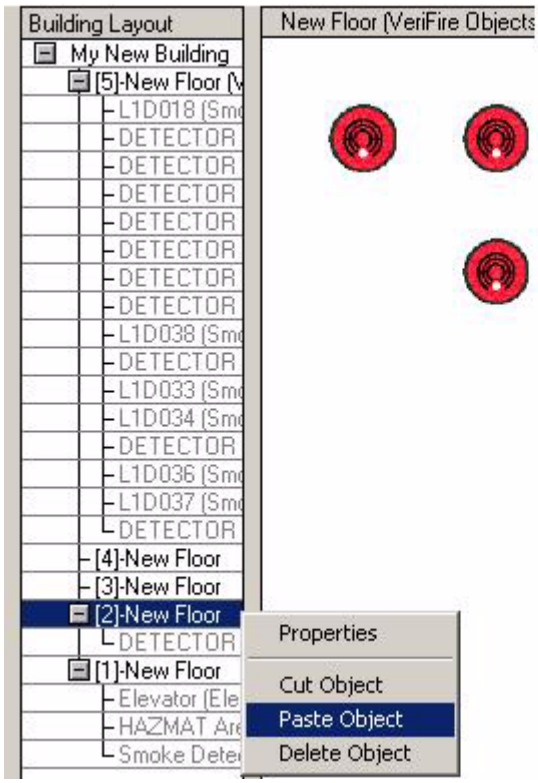


Figure 3.31 Paste a Imported VeriFire Database Addressable Device

Step 4. Continue the Cut and Paste functions until the desire results are achieved.

Section 4:Enabling the ONYX FIRSTVISION™ to Monitor Your Building's Fire Alarm System

4.1 Process Overview

The tasks documented in the section should be performed after your building's fire alarm system has been customized to the ONYX FIRSTVISION™ using the ONYX FIRSTVISION ™ Configuration Tool.

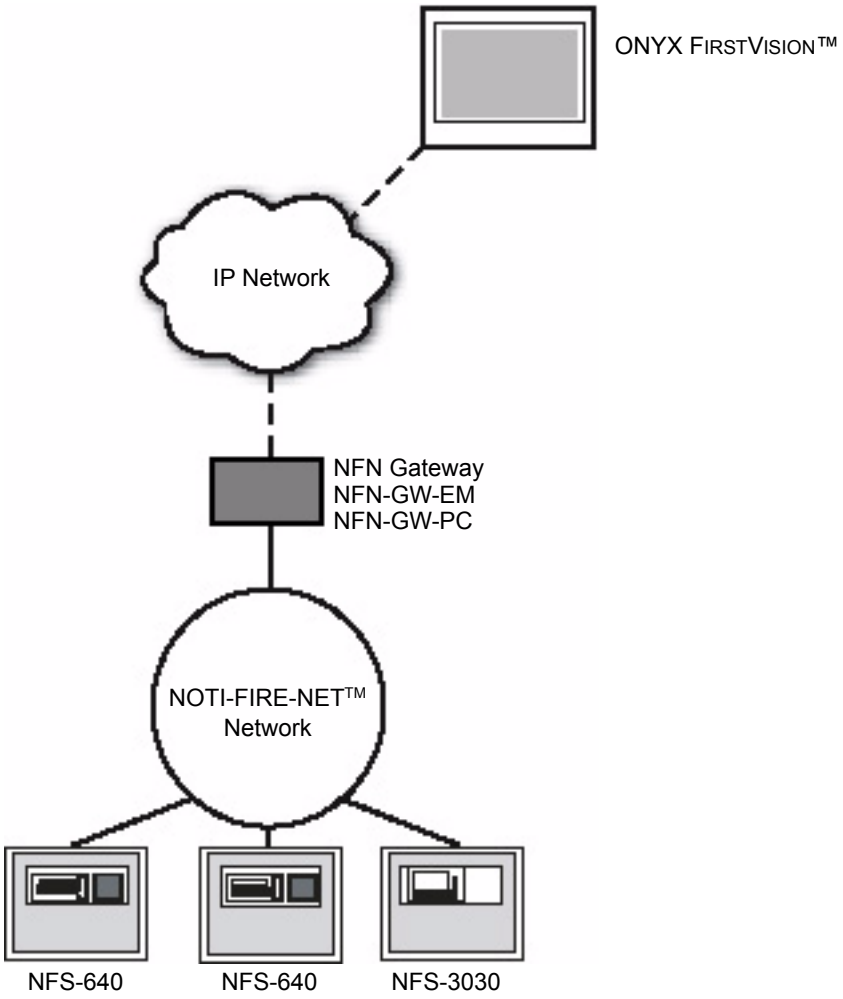


Figure 4.1 Example System

Process Steps to Enable the ONYX FIRSTVISION™

Step 1. "Make Component and Communication Connections to the ONYX FirstVision™".

Step 2. "Turn on Power to the ONYX FirstVision™".

Step 3. "Establish Communication Between Your LAN and the ONYX FirstVision™".

Step 4. "Establish Gateway Communication Using Launcher".

Step 5. "Copy Your Exported Building Design to the ONYX FirstVision™".

Refer to "Creating the Building Design that will be Displayed on the ONYX FirstVision™".

Step 6. "Start the ONYX FirstVision™ Software Application".

Step 7. "Test Your Building Design on the ONYX FirstVision™".

4.2 Make Component and Communication Connections to the ONYX FIRSTVISION™

All of the processes in this section require you to operate the ONYX FIRSTVISION™ like a personal computer. Because of that operation usage scenario, you MUST connect an external keyboard to the ONYX FIRSTVISION™. A mouse is highly recommended too.

What To Connect and How To Make the Connections

Step 1. Connect a keyboard and mouse to the:

- Connectors as shown in the following figure.
- USB ports on the front of the ONYX FIRSTVISION™.

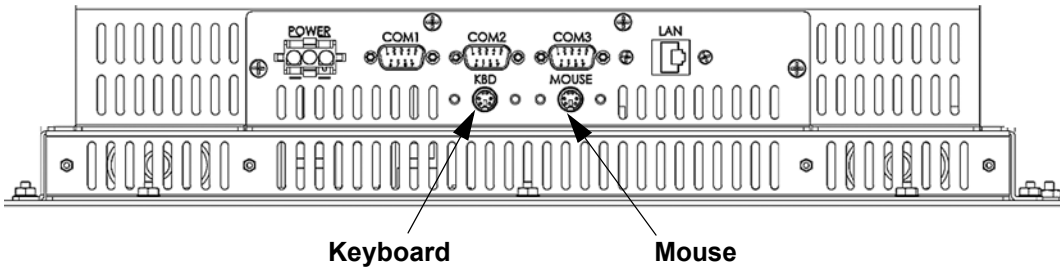


Figure 4.2 ONYX FIRSTVISION™ Keyboard and Mouse Connections

Step 2. Connect the ONYX FIRSTVISION™ to your IP Network by attaching a CAT-5 ethernet cable to the LAN port.

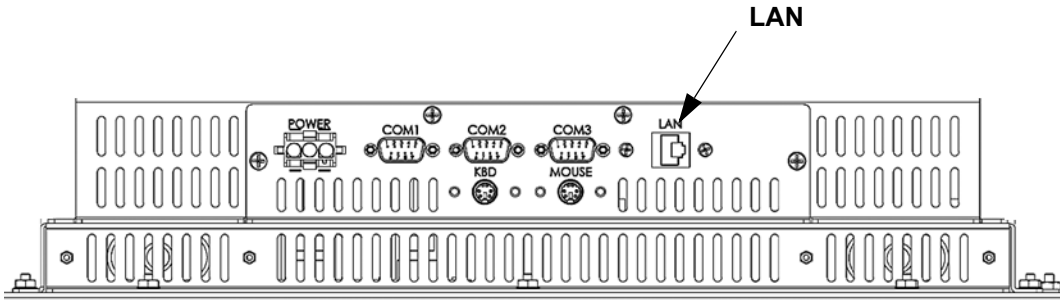


Figure 4.3 ONYX FIRSTVISION™ LAN Connector Location

4.3 Turn on Power to the ONYX FIRSTVISION™

Turn-on the power supply connected to the ONYX FIRSTVISION™. Refer to the ONYX FIRSTVISION™ *Product Installation Document* for installation information.

What Displays After the Initial Power Up of the ONYX FIRSTVISION™

- Windows® XP Embedded will start and display.
- The Desktop icon "Shortcut to FirstVision.exe" will display.
- The Desktop icon "Shortcut to GenCalb.exe" will display.
- The Gateway Configuration - Launcher window will display and its taskbar icon will be added.

What You Should Do After the Initial Power Up of the ONYX FIRSTVISION™

Step 1. Check touch screen calibration.

Use the mouse and determine if the cursor is tracking your use of it If not, click on the Desktop icon Shortcut to GenCalb.exe and follow the on screen instructions to calibrate the touch screen.

Step 2. Close the Gateway Configuration - Launcher window. Do NOT shut down the Launcher software application.

At initial power-up the Launcher window will be on top of the blank building design. You will get back to using the operation in this window later in this process. ("Establish Gateway Communication Using Launcher".)

Step 3. You should now "Establish Communication Between Your LAN and the ONYX FirstVision™".

4.4 Establish Communication Between Your LAN and the ONYX FIRSTVISION™

The following steps are performed using Windows® operations on the ONYX FIRSTVISION™.

NOTE: After powering up the ONYX FIRSTVISION™ with the LAN cable attached, your IP Network will NOT automatically detect the ONYX FIRSTVISION™. You will have to manually set the IP address.

Step 1. Select Start>Control Panel>Network Connections>Local Area Connections.
The Local Area Connection Properties window displays.

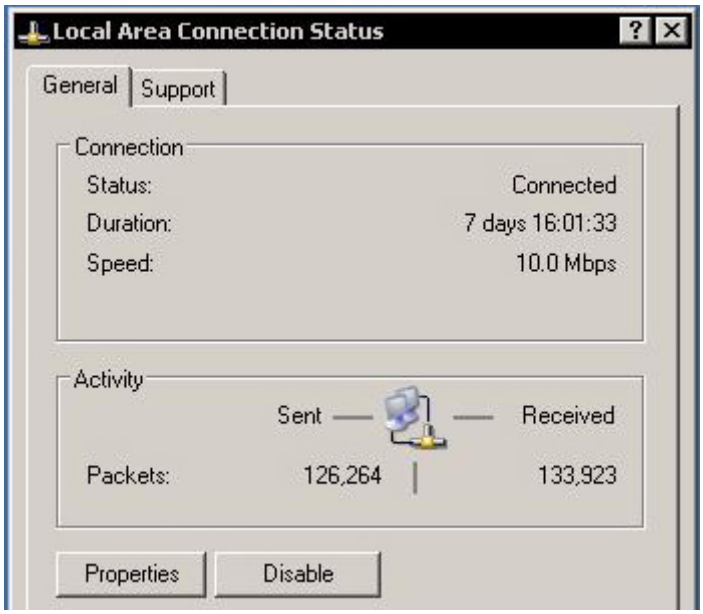


Figure 4.4 Windows® LAN Connection Status

Step 2. Click on Properties in the Local Area Connection Status window.
The Local Area Connection Properties window displays.

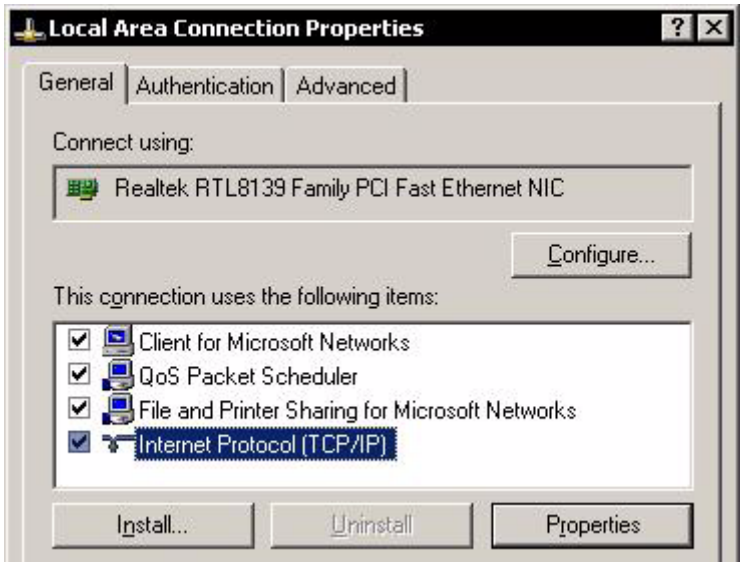


Figure 4.5 Windows® LAN Connection Properties

Step 3. Select the General tab on the Local Area Connection Properties window.

Step 4. Select and highlight "Internet Protocol (TCP/IP) and then click on Properties.
The Local Area Connection Properties window displays.

Step 5. Select the "Use the following IP address" radio button.
The "Obtain an IP address automatically" can NOT be used in this case.

Step 6. Type in your information in the Internet Protocol (TCP/IP) Properties window.

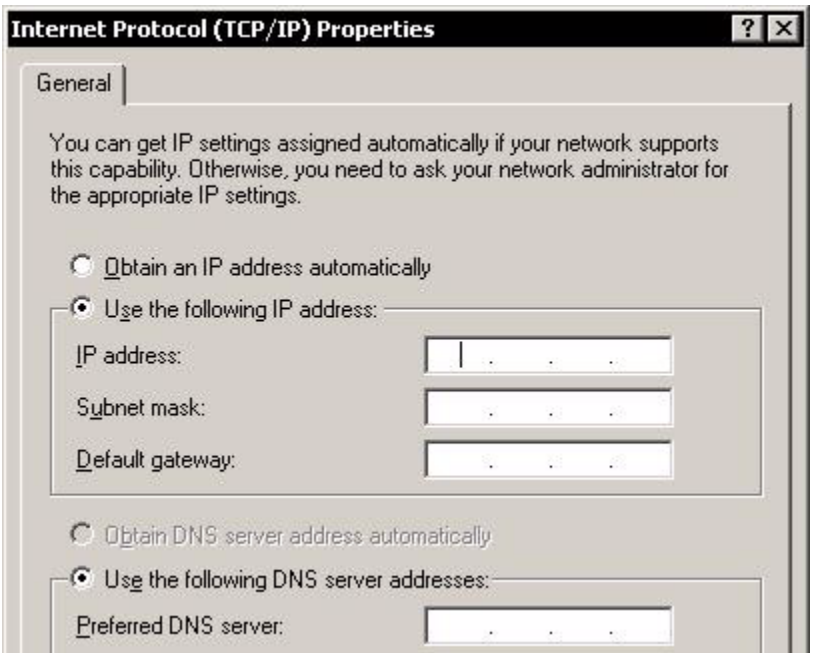


Figure 4.6 Windows® Internet Protocol Properties

Step 7. Click on OK.
Communication between the ONYX FIRSTVISION™ and your LAN should be established.

Step 8. Close any remaining related windows.

Step 9. You should now "Establish Gateway Communication Using Launcher".

4.5 Establish Gateway Communication Using Launcher

The Launcher software application initially started but you were asked to close it. Launcher is still running and can be found as an icon, a black box with an white arrow, in the task bar at the bottom right of the display. You are already logged in as the Admin user which gives you control over the Launcher Configure menu. "Setting Up Master Launcher" should now be performed.

NOTE: If somehow the Launcher user account does get changed to be the Default user, which means you will not have control over all the Launcher operations, refer to "How To Log In as the Admin" on page 60 for the details about logging in as the Admin user and get full control of Launcher.

4.5.1 Setting Up Master Launcher

Your Master Launcher must be added before any other gateways can be added.

How To Setup Master Launcher

Step 1. Right-click on the Launcher icon and select >Configure>Gateways.

The Gateway Configuration - Launcher window displays.

Step 2. In the Gateway Configuration - Launcher window, select >Gateways>Add Master Launcher.

The Add Master Launcher window displays.

Step 3. Select check box "Update the other clients with the new master location".

Step 4. Enter Master Launcher information and complete your entry by clicking on OK. You can only type information into one of the fields, not both.

- Enter a Host Name.

  The Launcher software application will detect and set the IP Address.

- Enter an IP Address.

  The Launcher software application will detect and set the Host Name.

  In the following figure is an example of a completed Master Launcher entry.

Step 5. "Using Launcher to Add Gateways" should now be performed.

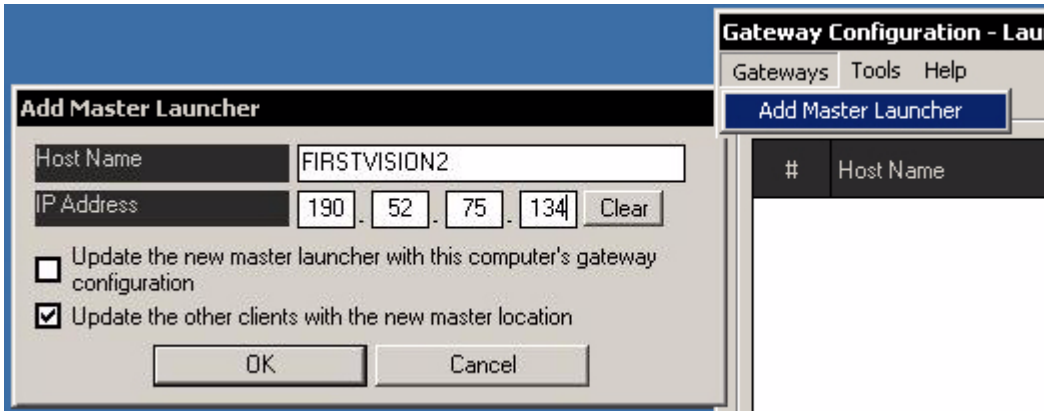


Figure 4.7 Add Master Launcher Menu

4.5.2 Using Launcher to Add Gateways

Your Master Launcher must be configured before any other gateways can be added.

How To Add a Gateway Using Launcher

Step 1. In the Gateway Configuration - Launcher window, select Gateways>Add Gateway.

The Add Gateway Connection window displays.

Step 2. Enter a two digit Gateway Number.

- You can type in two digits in the Gateway Number field or use the up-down arrows to increment or decrement numbering.
- The first position in the gateway number is always implied as a 0 (zero) and your Gateway Number entry will be prefixed with a 0 (zero) when displayed.

Step 3. Enter gateway information and complete your entry by clicking on OK. You can only type information into one of the fields, not both (see following figure).

- Enter a Host Name.

  The Launcher software application will detect and set the IP Address.
- Enter an IP Address.

  The Launcher software application will detect and set the Host Name.

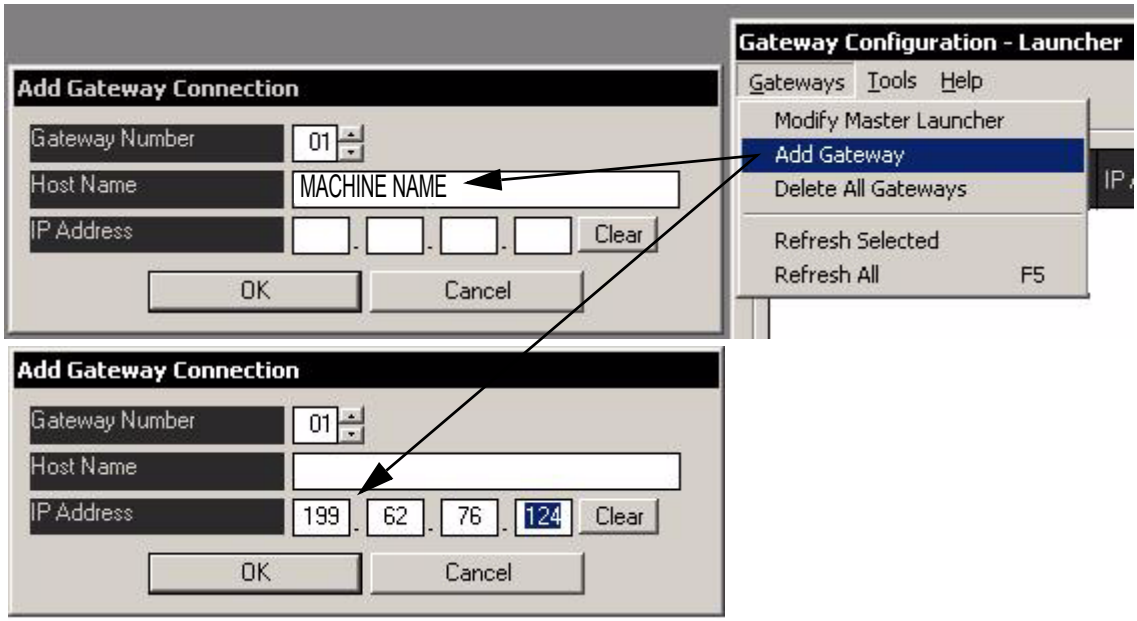


Figure 4.8 Add Gateway Connections

Step 4. You can review "Additional Launcher Capabilities" but none of the operations are critical to the use of Launcher on the ONYX FIRSTVISION™.

Step 5. You should now "Copy Your Exported Building Design to the ONYX FirstVision™".

4.5.3 Additional Launcher Capabilities

How To Log In as the Admin

The Default account has no configuration control for the Launcher software application functions; you must be logged in as the Admin user.

Step 1. Right-click on the Launcher icon and then select Login from the list of choices.

Step 2. Select and highlight the Admin entry.

Step 3. Enter "admin" in the password field, shown in the following figure as ****.

Step 4. Click on OK.

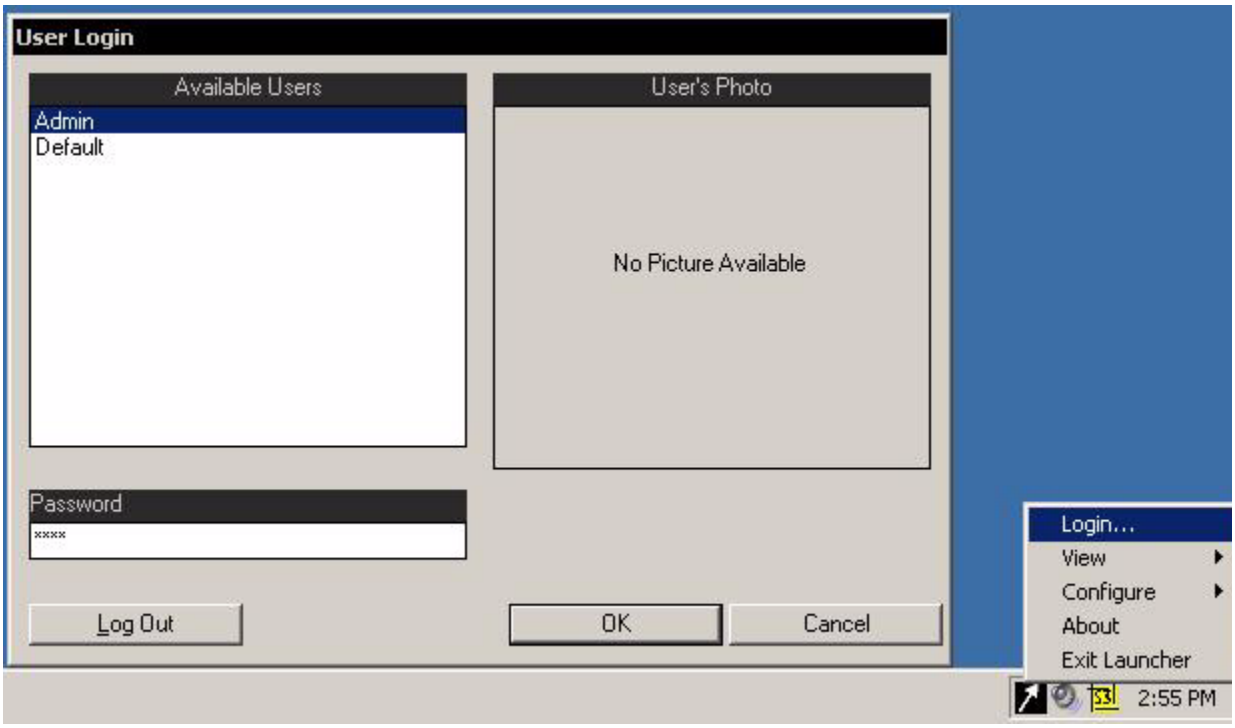


Figure 4.9 Launcher Login

There will be no need to access the Launcher software application after your initial setup unless you add another gateway. After your initial setup or an ONYX FIRSTVISION™ reboot occurs:

- You do not need to log in as Admin.
- You do not need to configure gateway information with Launcher.
- Launcher starts and will find its last known gateway configuration.

Using Launcher to View Connections

View Connections will display statistics for all applications connected to Launcher.

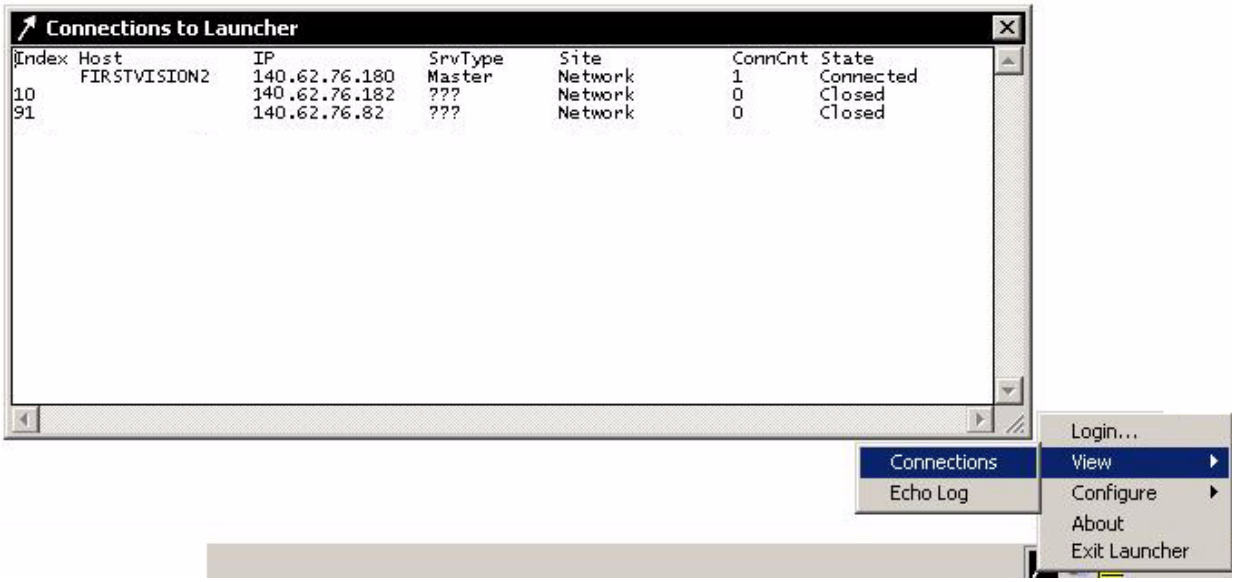


Figure 4.10 Launcher View Connections

Using Launcher to View Network Echo

View Network Echo displays your Network information similar to the example in the following figure.

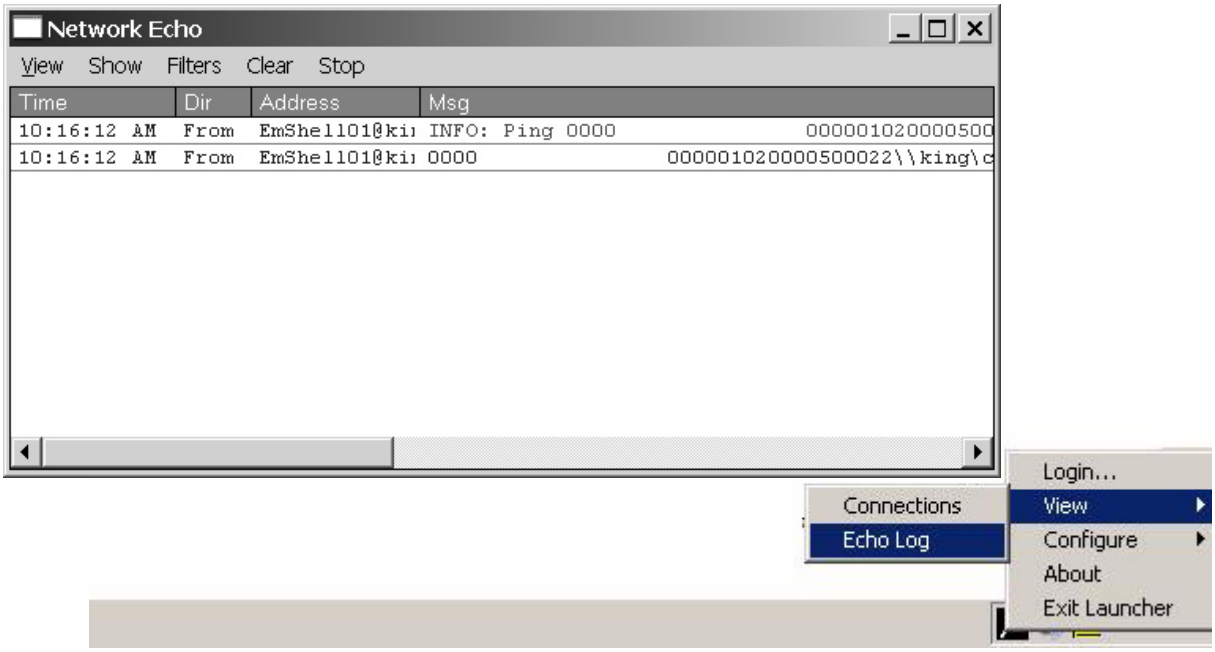


Figure 4.11 Launcher View Network Echo

Using Launcher to Deny Windows® Task Switching

The Windows Task Switching/Auto Logon menu item allows you to disable Windows Task Switching.

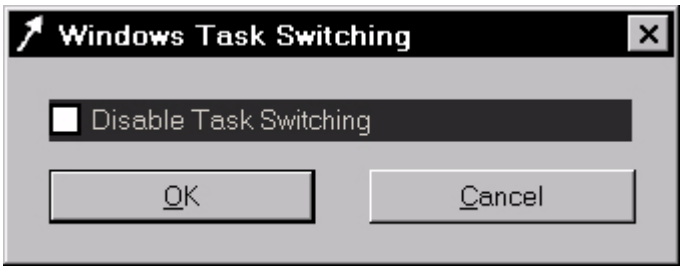


Figure 4.12 Windows Task Switching

NOTE: Disabling Task Switching will remove certain Windows Start menu items. Therefore, the only way to re-enable Task Switching is to exit all applications, then use the CTRL + ALT + DEL keystrokes to bring up the Windows Task Manager. From there, you can click the Log Off button, then log back into Windows.

When multiple applications are running in the Windows environment, the task bar at the bottom of the desktop displays these applications as buttons, and clicking on them switches from one application to another. The ALT + Tab and CTRL + ESC keyboard shortcuts are also used to switch between these applications. Application switching, or Task Switching, is highly undesirable on a computer system that runs life safety automation, monitoring, and control software. Therefore, clicking the Disable Task Switching check-box will disable those methods for Windows Task Switching.

Using Launcher's Monitor Fan, Logging, and Debug Options

These Configure menu choices allow you to toggle between activating the option and deactivating the option. A check adjacent to the option means it is active.

Monitor Fan - This option is not applicable to the ONYX FIRSTVISION™ because there is no fan to monitor.

Logging - This selection on the Launcher menu is used only under the direction of a Technical Services Representative.

Show Debug Menus - This selection on the Launcher menu is used only under the direction of a Technical Services Representative.

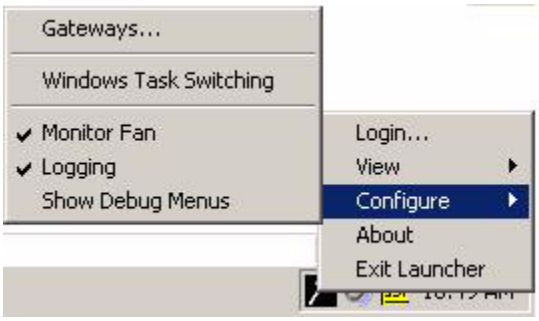


Figure 4.13 Launcher Configure Monitor Fan, Logging, and Debug Menus

4.6 Copy Your Exported Building Design to the ONYX FIRSTVISION™

This copying task can be accomplished using various methods. The copying method will be contingent on your PC connection. With an ONYX FIRSTVISION™ and your PC both as part of a TCP/IP network, you can copy your building design to the ONYX FIRSTVISION™ over the network. You can also use a USB connector, located inside the locking door, on the ONYX FIRSTVISION™ as the connection point.

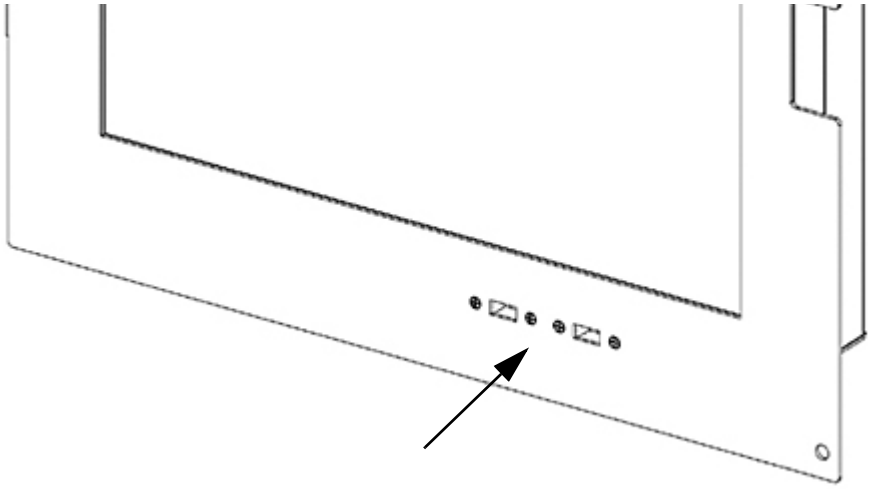


Figure 4.14 ONYX FIRSTVISION™ USB Connector Locations

How To Copy Your Exported Building Design to the ONYX FIRSTVISION™

Step 1. Establish a physical connection between your PC or storage device (i.e. where your building design Site.xml file and Floor plan folder are stored) and the ONYX FIRSTVISION™.

Step 2. Use Window® Explorer® on the ONYX FIRSTVISION™ to find, select, and copy the Site.xml file and Floor plan folder to the following folder on the ONYX FIRSTVISION™: C:/FacilitiesMonitoring/FIT.

Step 3. You should now "Start the ONYX FirstVision™ Software Application".

4.7 Start the ONYX FIRSTVISION™ Software Application

To start the ONYX FIRSTVISION™ you can do either of the following:

- Double-click on the Desktop icon Shortcut to FirstVision.exe.
- Use Window® Explorer® to locate and double-click on the FITConfig.exe file in the C:\FacilitiesMonitoring\FITConfig directory.

You should now "Test Your Building Design on the ONYX FirstVision™".

4.8 Test Your Building Design on the ONYX FIRSTVISION™

It is recommended that you simulate an Off-Normal event that will test the interaction between your building design and the ONYX FIRSTVISION™ response to that event. The following are some things to verify are functioning correctly:

- Battery-backup system is functioning correctly.
- ONYX FIRSTVISION™ starts monitoring when your Desktop icon is selected on the ONYX FIRSTVISION™.
- The floor plan background images are correctly displayed on the ONYX FIRSTVISION™.
- Auto unlock of the ONYX FIRSTVISION™ enclosure when an Off-Normal event is received by the ONYX FIRSTVISION™.
- Activated addressable devices are shown in their correct locations over the floor plan background on the ONYX FIRSTVISION™.

Section 5:Operating Basics of the ONYX FIRSTVISION™

ONYX FIRSTVISION™ operation should be experimented with to gain an understanding of the experience.

5.1 Operation When No Off-Normal Event is Received

When the ONYX FIRSTVISION™ is started the first floor in the building will be displayed. It is note worthy to point out that addressable devices, like smoke detectors, are not visible when an Off-Normal event is not being received at the ONYX FIRSTVISION™ and also when an Off-Normal event is received by the ONYX FIRSTVISION™ only the devices that are in the event will display. Therefore when the Configuration Tool is used to design the building layout the importance of locating addressable devices is absolutely imperative

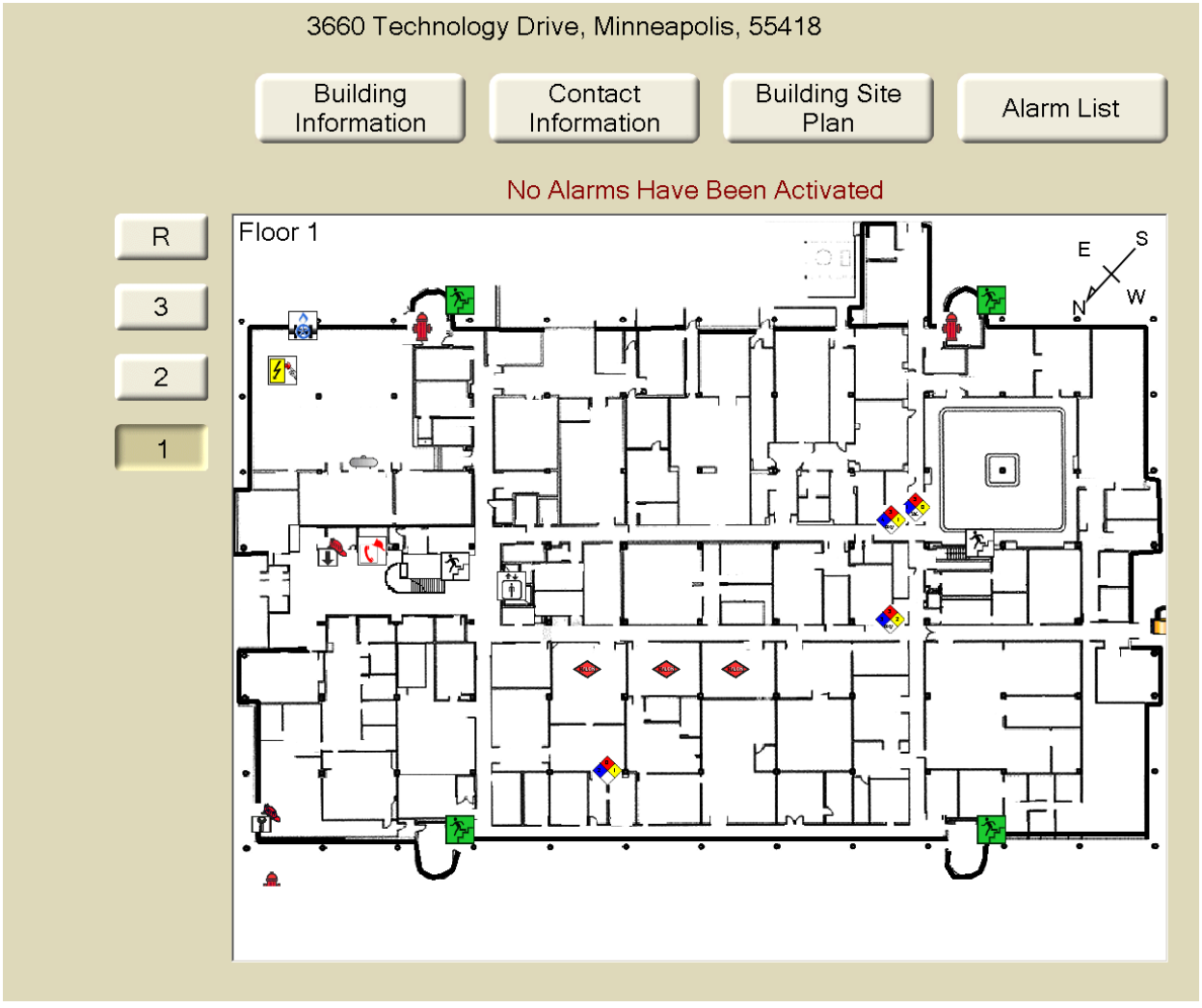


Figure 5.1 ONYX FIRSTVISION™ Display Example: No Off-Normal Events

Touching a floor number icon displays the corresponding floor in the building layout.

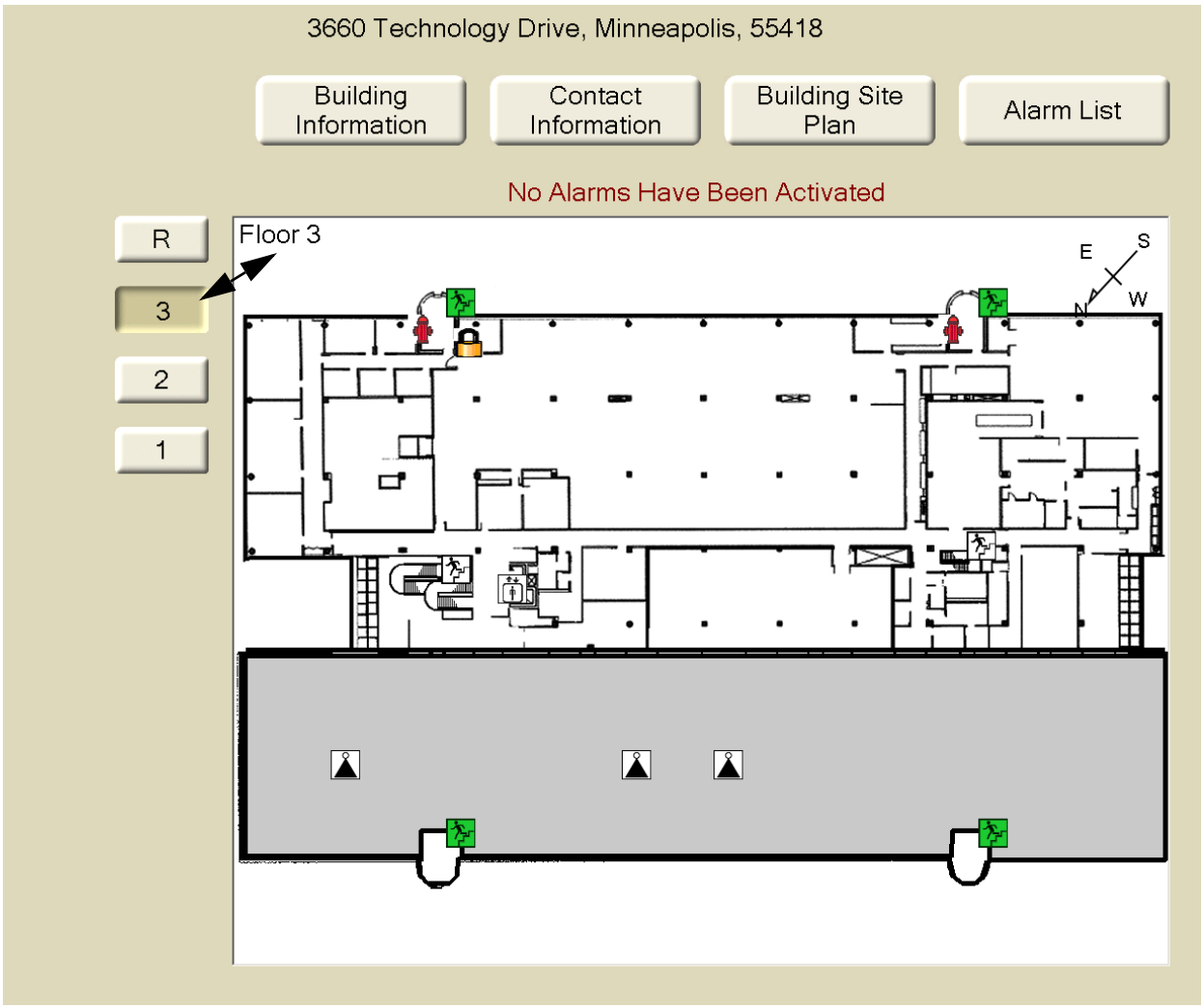


Figure 5.2 ONYX FIRSTVISION™ Display Example: Floor Number Icon

Touching one of the button icons displayed across the top of the screen will display information.

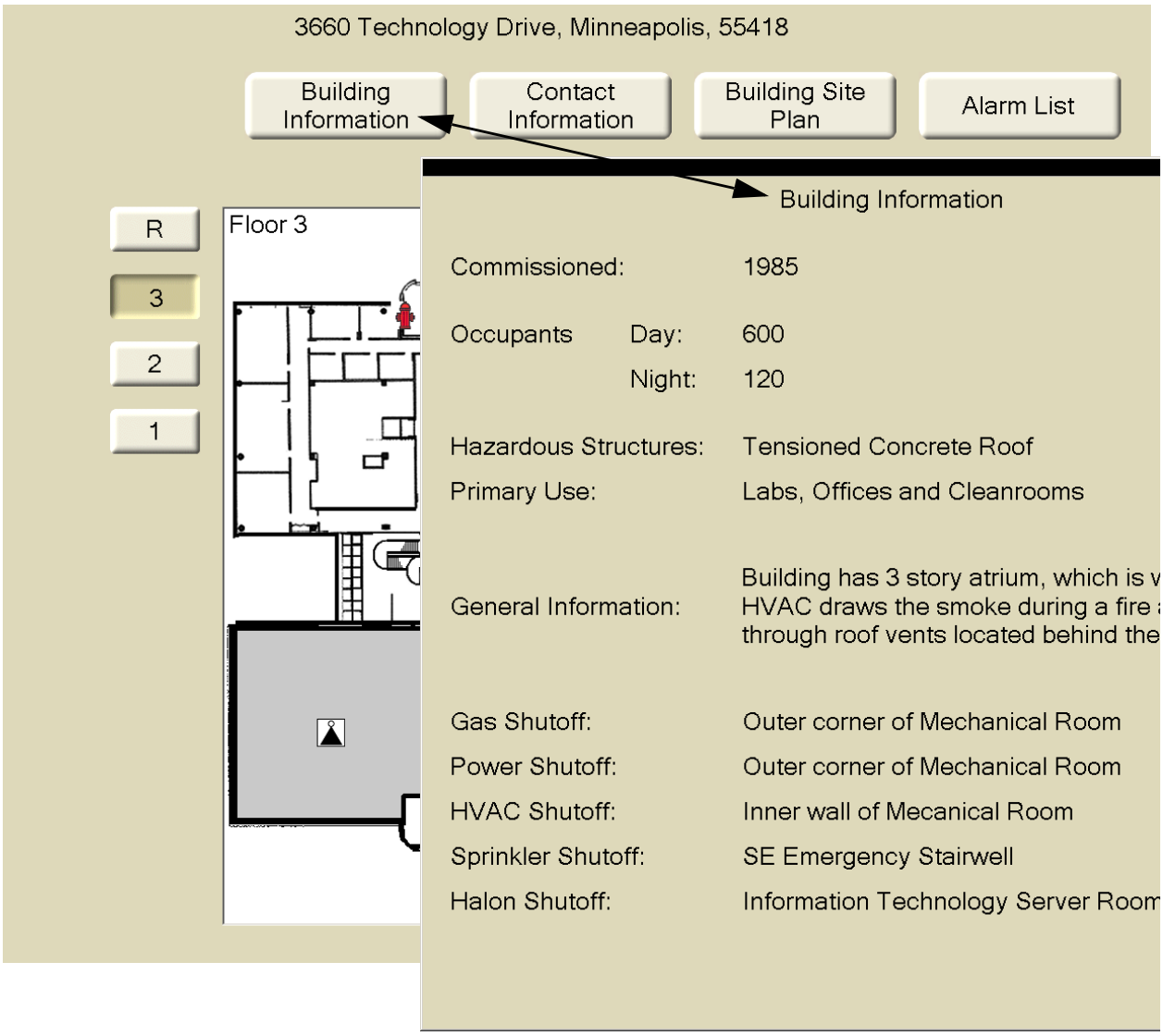


Figure 5.3 ONYX FIRSTVISION™ Display Example: Building Information

Touching a place on the floor will open a window that displays an enlarged or zoom view.

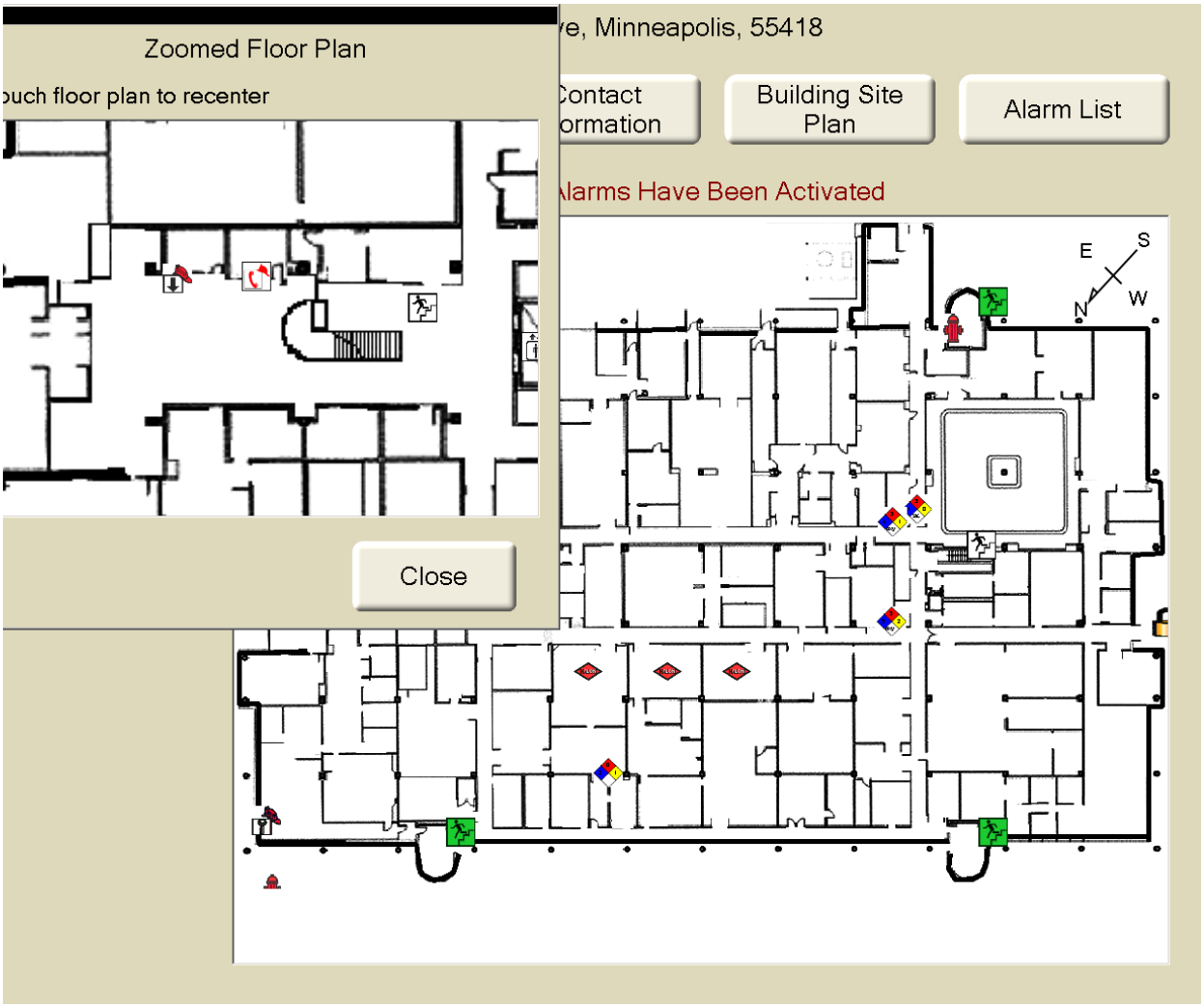


Figure 5.4 ONYX FIRSTVISION™ Display Example: Zoomed Floor Plan

Touching inside the Zoomed Floor Plan window near the left side, right side, top, or bottom changes the point of reference of the zoomed area. Touching near a corner of the window will navigate your zoomed view in a combined direction, like down and right.

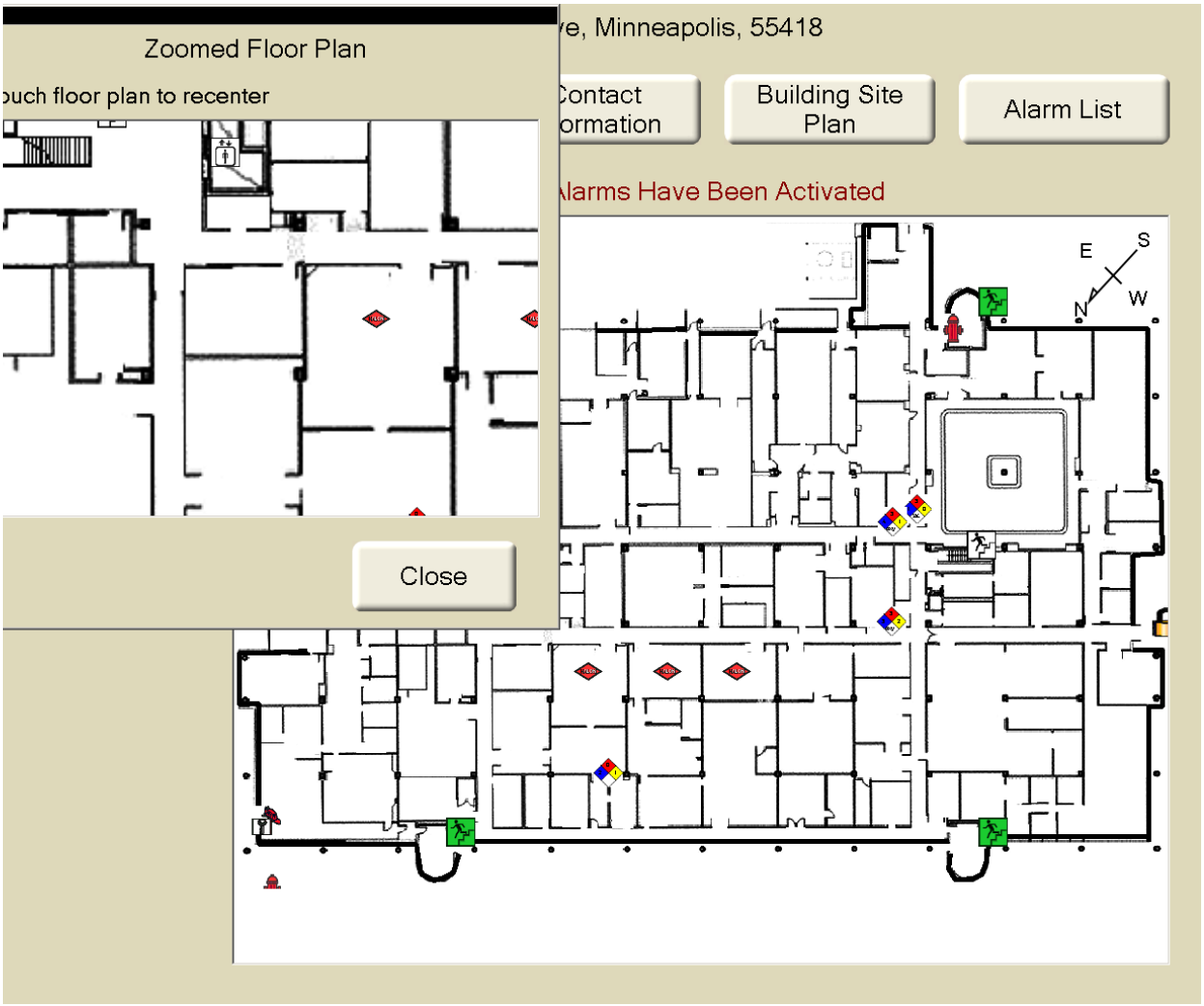


Figure 5.5 ONYX FIRSTVISION™ Display Example: Moving Through a Zoomed Floor Plan

Touching an icon will display information about the image.

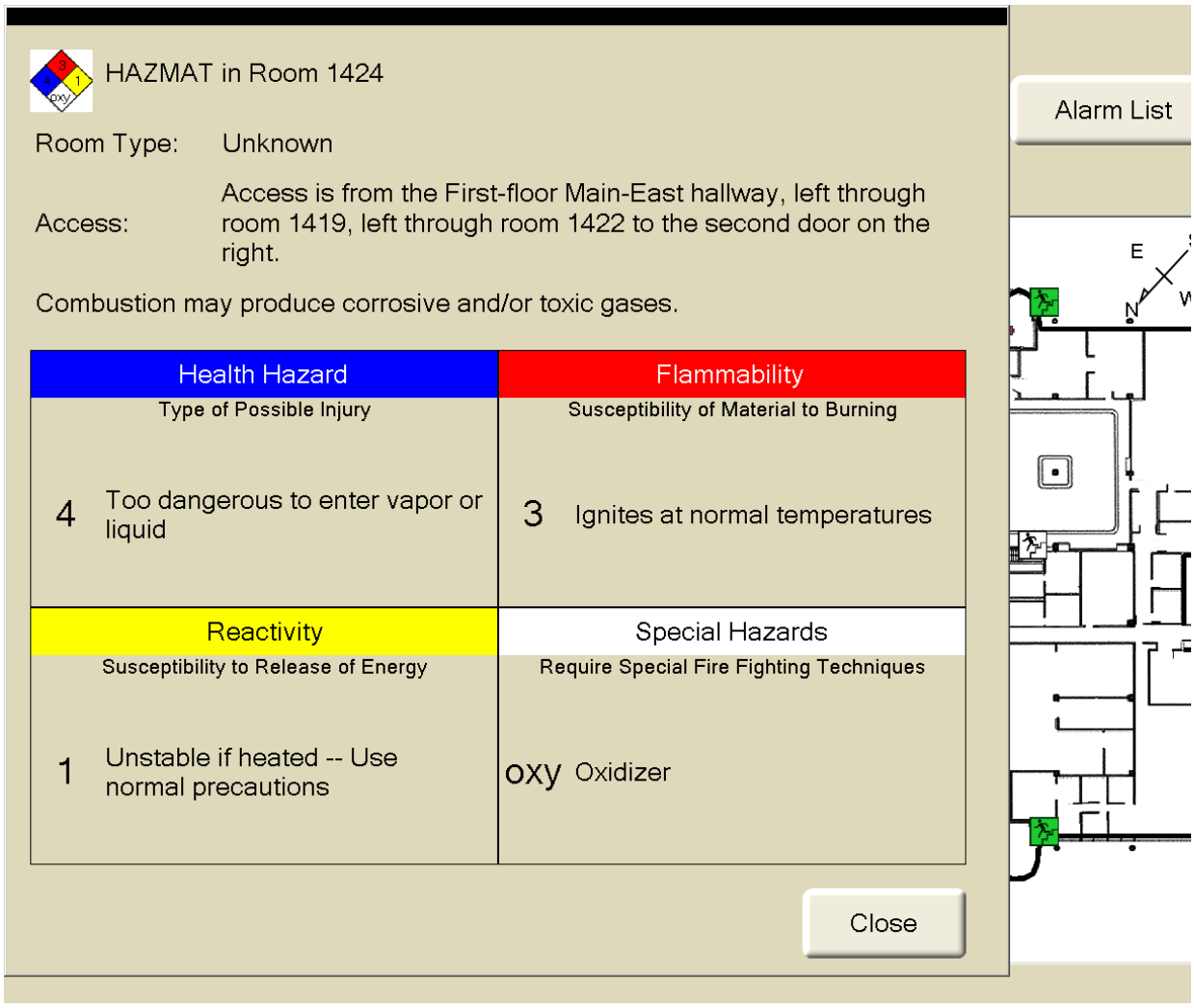


Figure 5.6 ONYX FIRSTVISION™ Display Example: HAZMAT Information

5.2 Operation When an Off-Normal Event is Received

When the ONYX FIRSTVISION™ receives an Off-Normal event, floor number button icon(s) change on the display. Also the addressable device icons on that floor display using a sequencing display method that indicate the first detector sensing trouble to the latest detector sensing trouble.

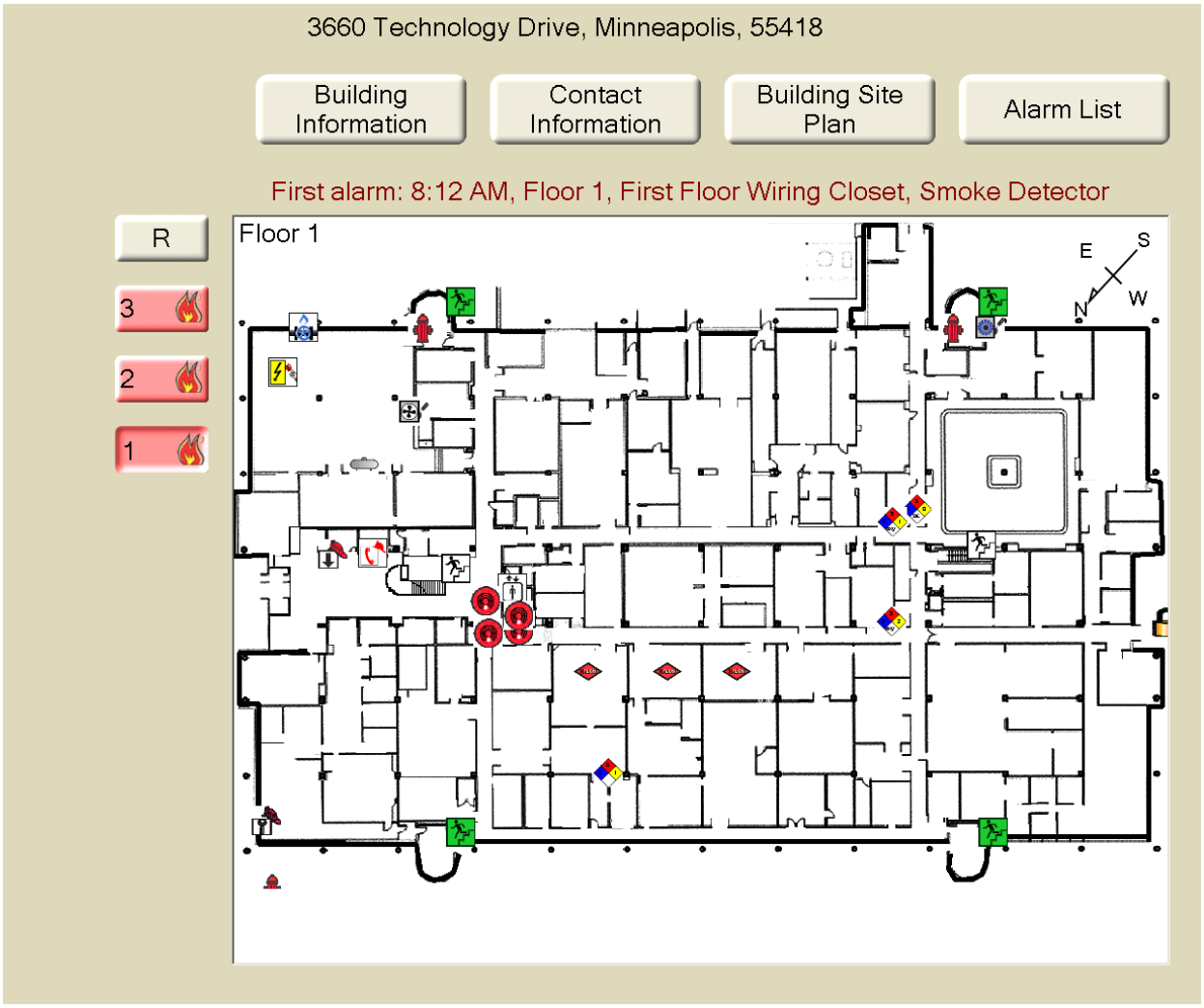


Figure 5.7 ONYX FIRSTVISION™ Display Example: Off-Normal Events

Touching the display near the addressable devices being displayed will zoom to the area.

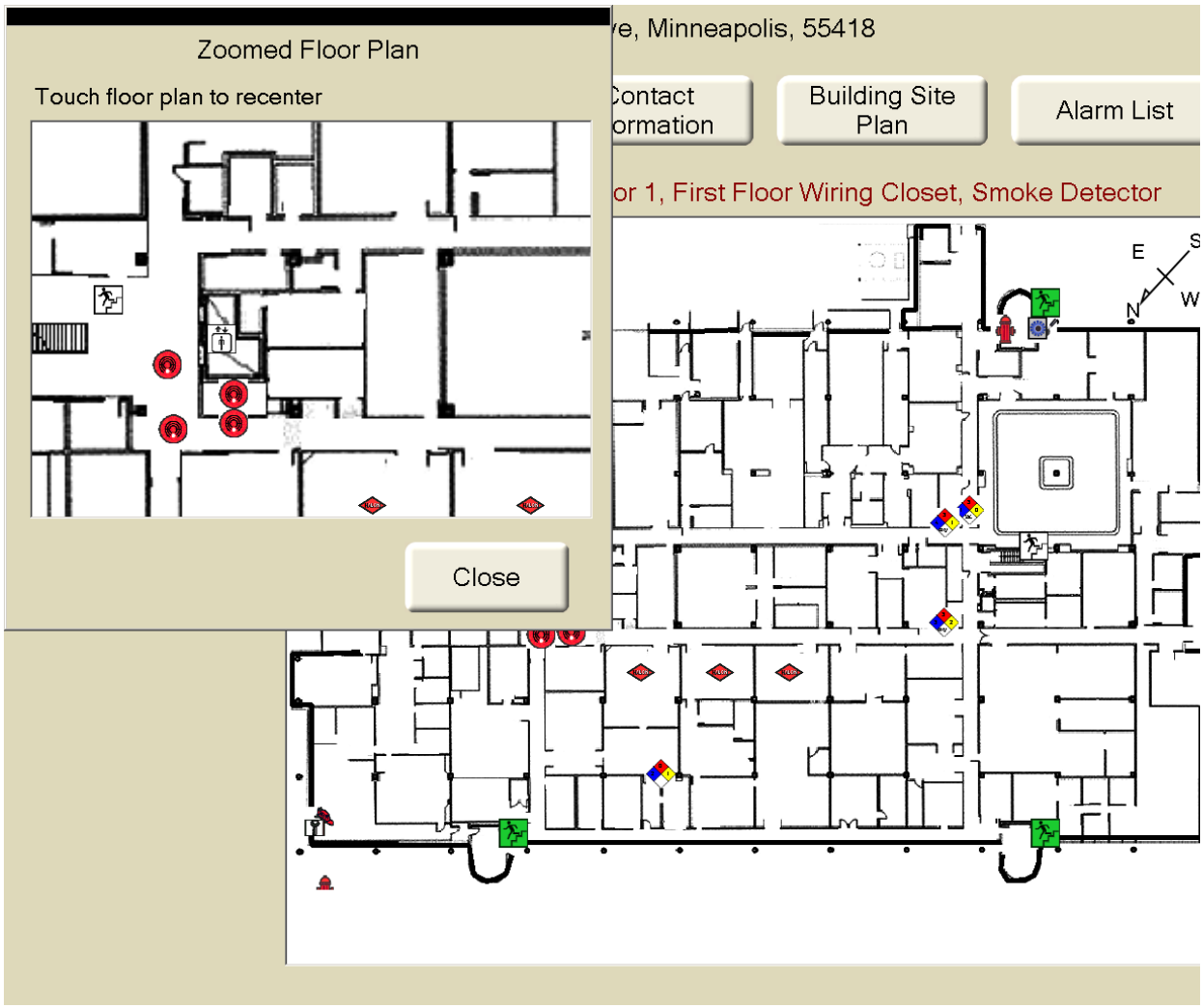


Figure 5.8 ONYX FIRSTVISION™ Display Example: Off-Normal Event Zoomed Floor Plan

Touching the Alarm List button icon will display a listing of the current Off-Normal events.

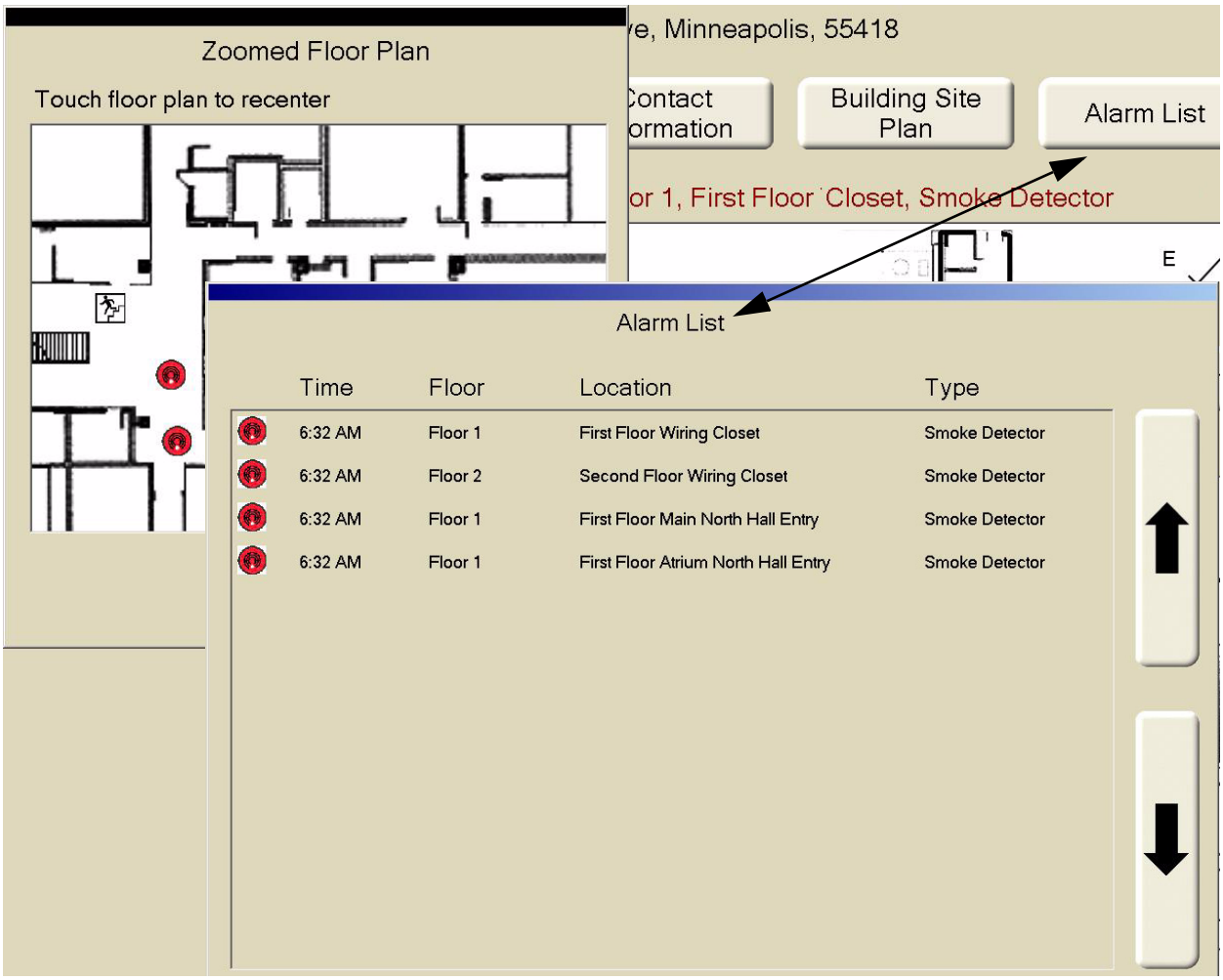


Figure 5.9 ONYX FIRSTVISION™ Display Example: Off-Normal Event Alarm List

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