NFU Graphic Monitor

Annunciation Monitoring & Control Software

Administrator Guide

LT-1113NIT Rev 0
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1.0 Welcome

NFU Graphic Monitor is a fire alarm and asset protection management and warning system that lets you monitor remote sites located anywhere in the world.

This manual instructs you how to install and use the application and explains the responsibilities of the administrator and operator.

Note: Nittan periodically updates panel firmware and software to add features and correct any minor inconsistencies. For information about the latest software, visit the Nittan website at **http://www.nittan.com**

This chapter contains the following sections:

- Introducing NFU Graphic Monitor
- Configurable Features
- Components
- User Groups
- Contact Us

1.1 Introducing NFU Graphic Monitor

The NFU Graphic Monitor software application provides monitoring, control and software management solutions for the fire detection and asset protection market. It lets you monitor information from panel-controlled fire detection objects using a customized graphical display. NFU Graphic Monitor also stores all events in a log file.

NFU Graphic Monitor addresses the need for an easy-to-use real-time fire monitoring system and provides the administrator with a visually pleasing fire detection configuration utility for use in industrial and residential establishments.

You set up NFU Graphic Monitor by exporting a job file from the FACP Configurator, and then importing it into NFU Graphic Monitor, as shown in Figure 1.

Note: Detection Objects are both the physical detectors in the field and the virtual devices in the NFU Graphic Monitor program. The fire monitoring panels are physical objects with a virtual counterpart in NFU Graphic Monitor. The XML Adapter and the NFU Graphic Monitor application are software programs.

Figure 1 illustrates a typical NFU Graphic Monitor application over a TCP/IP network. For additional examples of network topology see Appendix B on page 112.

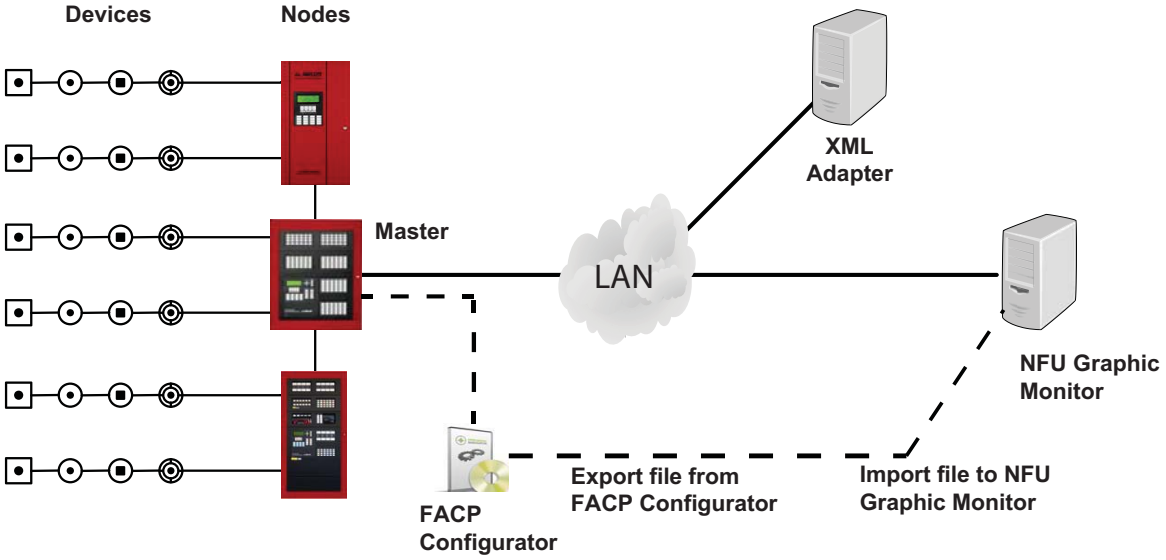

Figure 1 NFU Graphic Monitor TCP/IP Network Diagram

1.2 Configurable Features

NFU Graphic Monitor is an advanced fire detection and asset protection system that lets you monitor information from panel-controlled fire detection objects using a customized graphical display. NFU Graphic Monitor also stores all received events in a log file that can be viewed within the application.

Features of the NFU Graphic Monitor product suite include:

- An aesthetically pleasing, high quality, customizable graphical interface that administrators can use to monitor buildings or groups of buildings.

- A building ready monitoring control system with full software management in a user friendly graphical enabled interface.
- Easy configuration and customization of alarm objects.
- The ability to upload and download configuration files without going off-line.
- The ability to record up to 500,000 event log entries.
- A display of the alarm location on the floor plan with specific information. User actions and events are logged and recorded for creation of customized reports.
- Each node is identifiable by the panel Globally Unique Identifier (GUID) and Version GUID. NFU Graphic Monitor authenticates the data source as well its sent data.

1.3 Components

The NFU Graphic Monitor fire monitoring system consists of the following components:

Table 1 NFU Graphic Monitor Components

Component	Description
Objects	**Objects** are all the fire objects, system statuses, switches, and custom objects connected to the Fire Alarm system. NFU Graphic Monitor assigns properties to objects to help define them, monitor, and control them.
Nodes	A node is a Fire Alarm Control Panel such as NFU-7000.
Global Node	A global node is a node or panel that connects to the network and forwards events and status information from the objects.
XML Adapter	The XML Adapter is a software application that connects to the node or global node and sends information to NFU Graphic Monitor. The XML Adapter runs on the same computer as NFU Graphic Monitor or on a separate computer on the same network.
Node or Global Node Configurator	The Configurator is a software application that produces the job file for use by NFU Graphic Monitor. It runs on a separate computer or on the same computer as NFU Graphic Monitor.
NFU Graphic Monitor	NFU Graphic Monitor is the software application which allows the user to monitor the entire campus in 2D or 3D by building or by floor. A list of all active events from any object connected to the panel is displayed here.

1.3.1 Objects

Objects are input or output devices or status points that connect to the panel or node using circuits (loops) and which are defined by their state and configuration.

Secondary nodes connect to the global node and have their own IP addresses and ports, but network communications are handled through the global node's IP and port.

Loops

Each CPU has several circuits where physical objects are placed.

State

All objects can have any of the following states (this is not a complete list):

- Active
- Bypassed
- Troubled
- Normal

State Objects

The following network objects are capable of indicating a state (this is not a complete list):

- ION Input
- Conventional Phone
- Laser Input
- Relay
- Input Module
- Remote Switch
- Photo Input
- Voice Line
- Conventional Input
- Conventional Relay
- Acclimate Input
- Addressable Relay
- Heat Input
- Amplifier
- Fire Phone
- Addressable relay
- Conventional NAC
-

Function

Input Objects can have the following functions (this is not a complete list):

- Alarm
- Trouble
- Supervisory
- Monitor

Configurable Objects

The following network input objects are configurable (this is not a complete list):

- ION Input
- Input Module
- Conventional Input
- Photo Input
- Acclimate Input
- Heat Input
- Laser Input
- BACnet Objects
- Security Objects

Non-Configurable Objects

The following network objects are not configurable (this is not a complete list):

- Relay
- Conventional Relay
- Conv Phone
- Voice Line
- Amplifier
- Remote Switch
- Addressable Relay
- Fire Phone

1.3.2 XML Adapter

The XML Adapter is an application that receives building alarm status information and sends it to NFU Graphic Monitor. The XML Adapter runs on the same computer as NFU Graphic Monitor or on a separate computer on the same network. The computer that the XML Adapter is running on must be connected to the Fire Alarm Control Panel.

The XML Adapter receives events from the Fire Alarm Control Panel as an ASCII text stream. The XML Adapter converts the text into an XML file and sends this file to NFU Graphic Monitor. The XML file contains information about the type of event and the device that triggered it.

1.3.3 Configurator

The Nittan Spera Configurator (the Configurator) is a software application that configures the Fire Alarm Control Panel (FACP). To connect the Fire Alarm Control Panel with NFU Graphic Monitor, the administrator must export a job file from the Configurator and import it into NFU Graphic Monitor.

Note: Verify with Nittan that your FACP Configurator is compatible with NFU Graphic Monitor.

The FACP Configurator accesses the same job file that the Fire Alarm Control Panel uses.

1.3.4 NFU Graphic Monitor

NFU Graphic Monitor receives event information from the Fire Alarm Control Panel through a TCP/IP port or an Ethernet connection. The events represent state and trouble changes from the Fire Alarm Control Panel.

NFU Graphic Monitor uses Microsoft SQL Express 2005 / 2008 as its database server to track and store object information, object locations, object icons, events, building maps, floor maps and user settings.

1.3.5 Licenses

You must use a CodeMeter USB key to verify your license. If you do not connect the USB key to the PC, NFU Graphic Monitor will run in Demo mode. In order to manage multiple Jobs in

one NFU Graphic Monitor application with a single USB key, you need a network license. The types of licenses available are shown below:

Table 2 Licenses Types and Supported Features

License Type (Order #)	Number of Networks / Adapter Connections	Number of Objects / Points
Demo (OPENGN-DEMO)	0	n/a
Mini (OPENGN-MINI)	1	2000
Enterprise (OPENGN-ENT)	1	10000
Control (OPENGN-CTRL)	1	10000
Network (OPENGN-NETW) Requires Mini, Enterprise and/or Control licenses	up to 10	n/a

1.4 User Groups

NFU Graphic Monitor allows user groups with different privileges. The three default user groups are described below. The administrator can change the permissions of these groups and create new groups.

1.4.1 Concierge

Members of the concierge group can

- Monitor status and alarm information.
- Acknowledge alarms.
- Print the logs.
- Send commands to the panel.

1.4.2 Technician

Technicians can:

- Monitor status and alarm information.
- View alarms and responding to messages.
- View and record event log information.
- Send commands to the panel.
- Perform all of the concierge functions.
- Configure floor plans (add, modify, delete).
- Configure objects (add, modify, delete).
- Configure alarm objects and events (add, modify, delete).

- Change application settings.

1.4.3 Administrator

Administrators can:

- Perform all of the technician functions.
- Assign permissions to roles and users.

1.5 Contact Us

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2.0 Installation

This chapter is a step-by-step procedure for installing NFU Graphic Monitor and the XML Adapter.

1. Verifying Installation Requirements
2. Installing NFU Graphic Monitor
3. Installing the XML Adapter
4. Enabling TCP/IP Services on an NFU-7000 Fire Alarm Control Panel
5. Configuring the XML Adapter Computer
6. Connecting the XML Adapter to the Fire Alarm Control Panel
7. Exporting the Job File from an NFU-7000 Panel
8. Importing the Job File into NFU Graphic Monitor
9. Verifying the Connection in the XML Adapter
10. Creating a Campus
11. Adding a Building
12. Placing a Building
13. Adding a Floor Plan
14. Placing Objects
15. Associating each Icon with an Object State

2.1 Overview

This chapter describes how to set up the following components:

- NFU Graphic Monitor installed on a computer with Windows XP or a later version with TCP/IP network access.
- The XML Adapter connected to the Fire Alarm Control Panel. The XML Adapter can be installed on the same computer as NFU Graphic Monitor, or on a separate computer.
- An XML job file exported from the Configurator.

Attention: Verify that the FACP configurator version is compatible with NFU Graphic Monitor.

2.2 Verifying Installation Requirements

The recommended requirements for NFU Graphic Monitor are:

- Intel® Core™ i7-4790 Processor
- 16 GB RAM 1600 MHz DDR3
- AMD Radeon 2 GB R7 250
- 10/100/1000 Ethernet Port
- Windows 7 Professional, 64 bit

Contact your Nittan representative for the minimum requirements.

If the XML Adapter is installed on a separate computer, contact your Nittan representative for the minimum requirements.

2.2.1 Additional Software Requirements

The NFU Graphic Monitor installer will search for and will install the following applications if necessary.

Table 3 Additional Software Requirements

Application	Description
.NET 3.5 SP1	.NET 3.5 SP1 comes with Windows 7 or as an update for Windows Vista and Windows 8. It is required only for Windows XP users or Windows Vista users that do not perform a system update.
Microsoft SQL Express 2005 / 2008	Microsoft SQL Express 2005 / 2008 creates the database server instance that NFU Graphic Monitor uses. Microsoft SQL Express 2005 is used in Windows XP, and Microsoft SQL Express 2008 is used in Windows 7 and Windows 8.
Windows Installer 4.5	Windows Installer 4.5 is included in Windows Vista and Windows 7. Windows XP and Windows 8 users will need to install Windows Installer 4.5 from the install disk.
Codemeter Runtime Kit (x86, x64)	The Codemeter Runtime Kit is developed by WIBU-SYSTEMS AG. NFU Graphic Monitor uses it along with a CodeMeter USB key to verify the license.
Crystal Reports Runtime 10.5	NFU Graphic Monitor uses Crystal Reports Runtime to create the Event Log Report.

2.3 Installing NFU Graphic Monitor

Attention: You must be logged in as an administrator when you install NFU Graphic Monitor.
You also need an Internet connection so that NFU Graphic Monitor can download and install additional components**.**

If you receive a pop up window with a **Program Compatibility Issue** error message, then click the **Run Program** button.

Attention: **An Internet connection is required for Windows 8 Users**

During the install process a dialogue box will prompt you to **Download and install .NET 3.5 SP1** or **Skip**. Click **Download**. The component is required for the operation of NFU Graphic Monitor.

To install NFU Graphic Monitor

1. Insert the USB key into the computer.
2. Double-click the **MIR-S-0006-Nittan_NFU-GM_with_prerequisite** icon.
   - If you see a message asking you to install any of the applications listed in Table 3 on page 19, always install the application.
   - If you see a pop up window with a **Program Compatibility Issue** error message, click **Run Program**.
3. On the first screen, click **Install**.

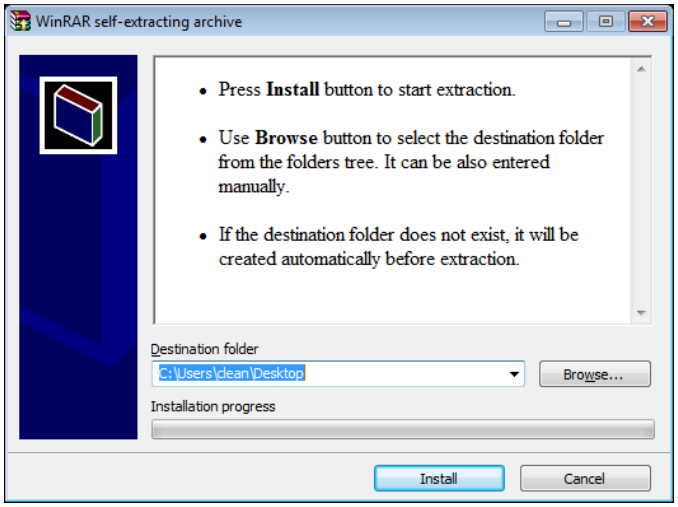


Figure 2 Install screen

The **Welcome** screen appears.

4. Click **Next**.

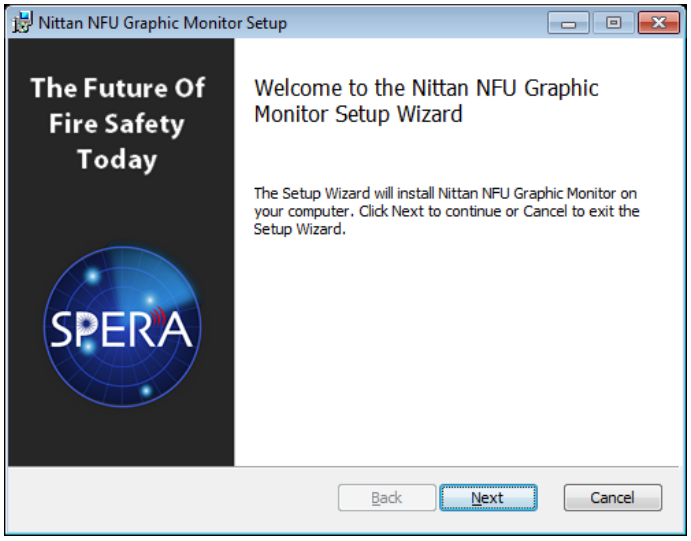


Figure 3 Welcome to the Setup Wizard

5. Select the checkbox to accept the agreement, and then click **Next**.

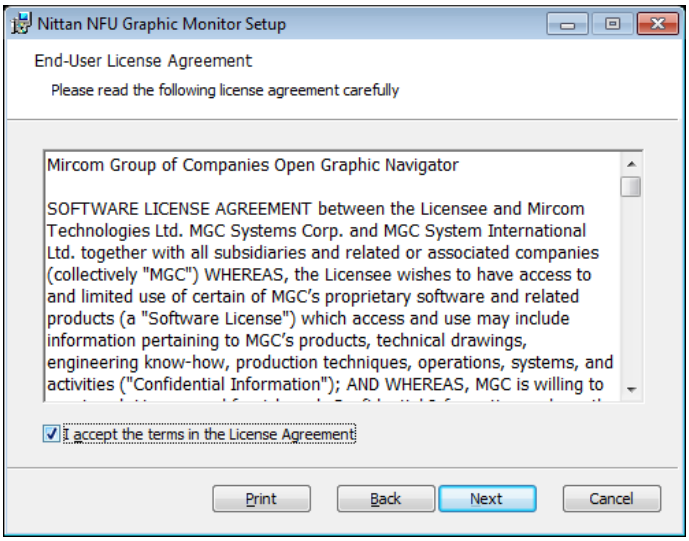


Figure 4 End-User License Agreement

6. In the Demo Options window, select **Main** and unselect **Install demo database**. Then click **Next**.

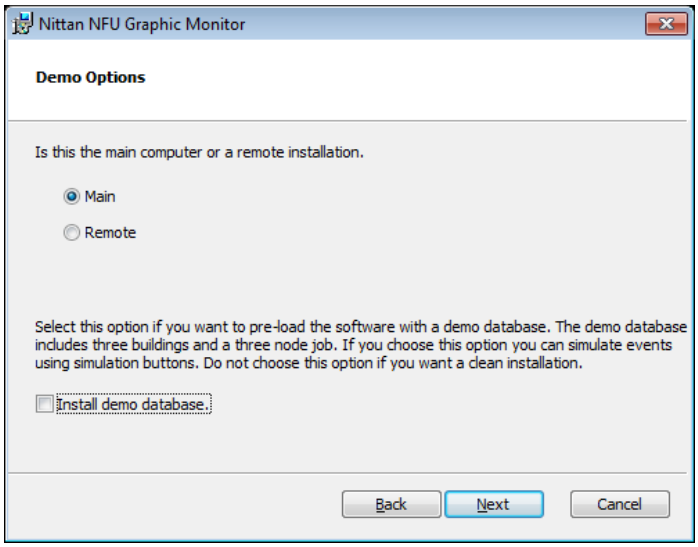


Figure 5 Demo Options

7. In the Choose Setup Type window, click **Typical**.

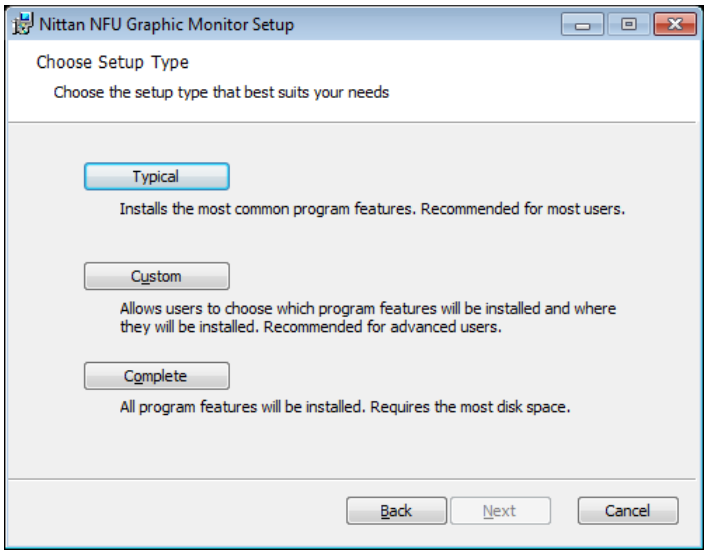


Figure 6 Choose Setup Type

8. Click **Install**.

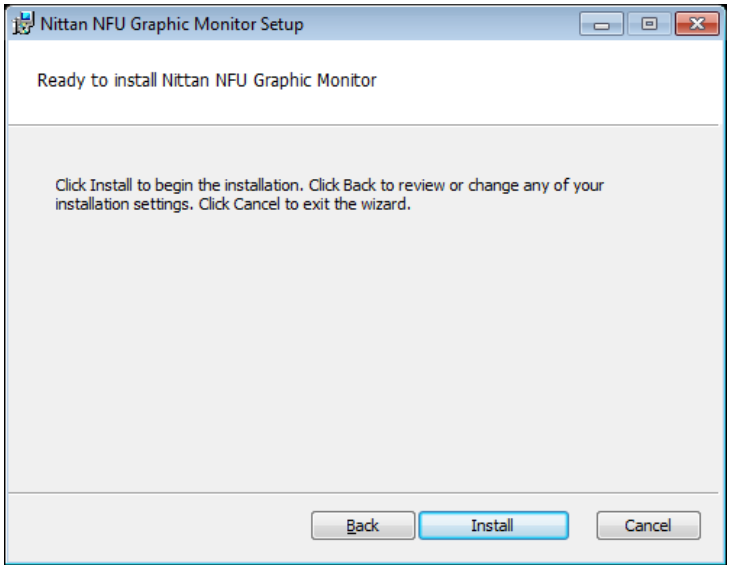


Figure 7 Ready to Install NFU Graphic Monitor

9. Click **Next**.

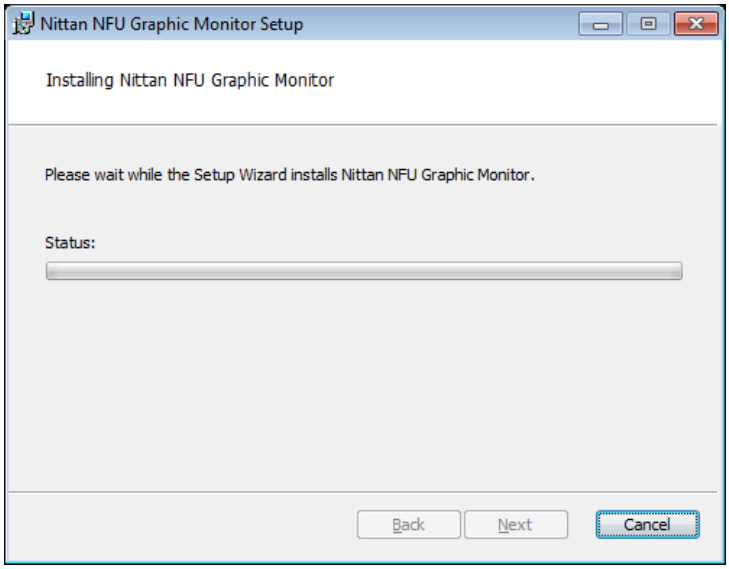


Figure 8 Installing NFU Graphic Monitor

10. Uncheck **Launch Open Graphic Navigator**, and then click **Finish**.

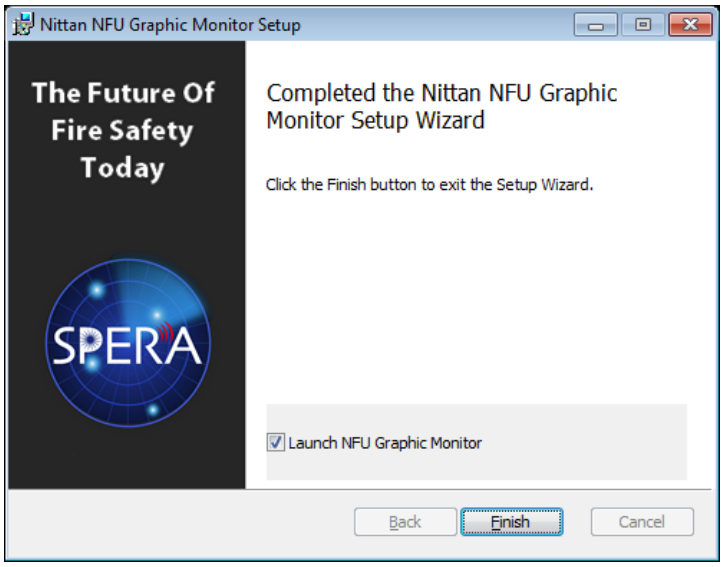


Figure 9 Completed the Setup Wizard

11. Go to section 2.4 below.

2.4 Installing the XML Adapter

The latest XML Adapter is a separate program that you must install. The XML Adapter runs on the same computer as NFU Graphic Monitor or on a separate computer on the same network.

1. On the USB key, double-click the **Adapter** file.

   The welcome screen appears.

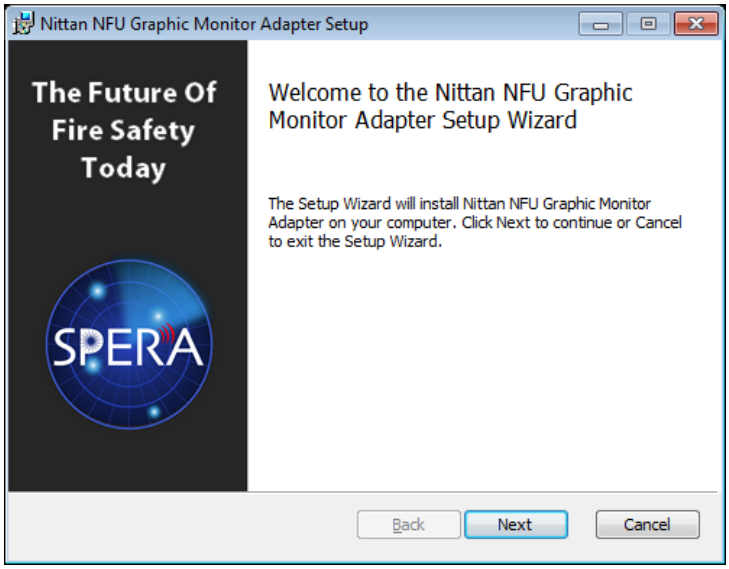


Figure 10 Welcome to the Nittan NFU Graphic Monitor Adapter Setup Wizard

2. Click **Next**.
3. Select the checkbox to accept the agreement, and then click **Next**.

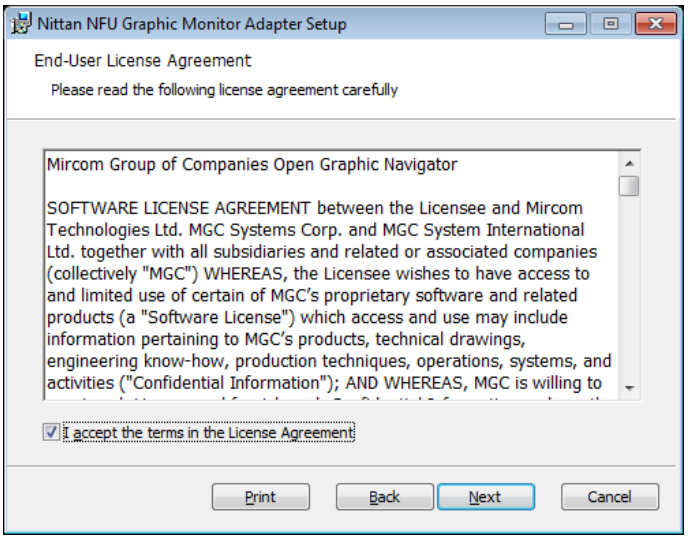


Figure 11 End-User License Agreement

4. Select **Typical**, then click **Next**.[

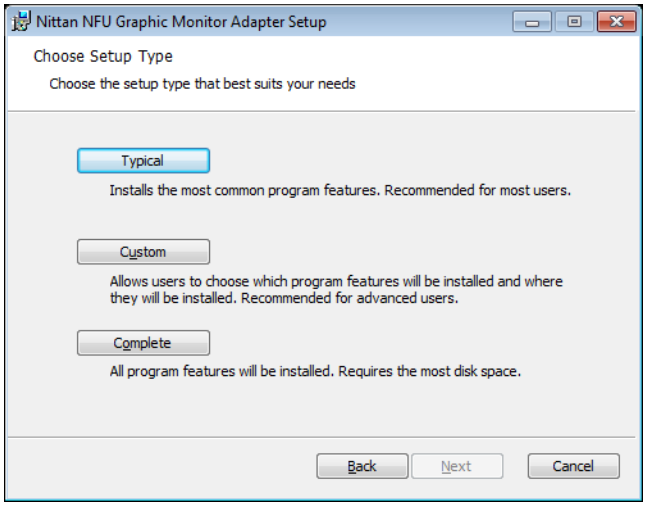


Figure 12 Choose Setup Type

5. Click **Install**.

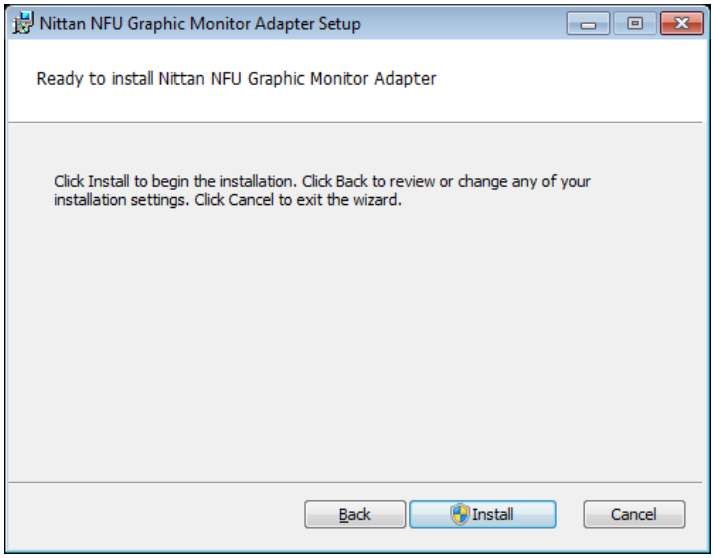


Figure 13 Ready to Install Nittan NFU Graphic Monitor Adapter

6. Click **Next**.
7. Uncheck **Launch Open Graphic Navigator Adapter**, and then click **Finish**.

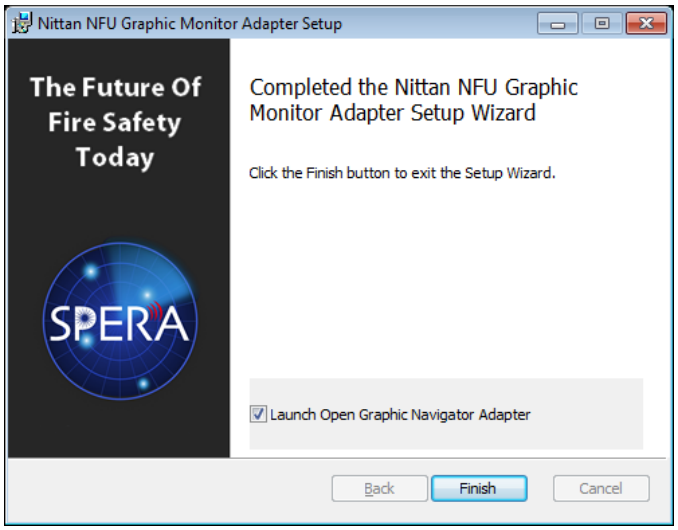


Figure 14 Completed the Nittan NFU Graphic Monitor Adapter Setup Wizard

2.5 Enabling TCP/IP Services on an NFU-7000 Fire Alarm Control Panel

You must set up the Fire Alarm Control Panel for TCP/IP Services so that it can work with NFU Graphic Monitor. You do this with the Nittan Fire Detection and Mass Notification Configurator.

You need the following items:

- Windows computer with a serial or USB port
- Serial cable or USB cable

- UIMA cable
- Registered CodeMeter key
- Nittan Fire Detection and Mass Notification Configurator (the Configurator) version 11 or higher

1. Insert your CodeMeter key into the computer.

   The CodeMeter icon in the Windows system tray (in the lower right-hand corner of the screen) turns blue.

Figure 15 Connected CodeMeter key

   If the CodeMeter key is not inserted, the icon is gray.

Figure 16 Disconnected CodeMeter key

2. If you are using an RS-232 cable with a serial port to communicate between the panel that NFU Graphic Monitor will be connected to and the computer, then follow these steps:
   a. Start the Configurator, and then click **File** > **User Preferences**.
   b. In the **Serial Port** menu, click the port that the RS-232 uses to connect to the computer.
   c. Click **OK**.
3. Connect the RS-232 cable or the USB cable to the UIMA cable.
4. Connect the 10-pin head of the UIMA cable to the last CPU in the CPU chain that starts from the main board.
5. Connect the other of the RS-232 cable or the USB cable to the computer.
6. Start the Configurator.

   The Configurator prompts you for your PIN.
7. Type your four digit PIN.

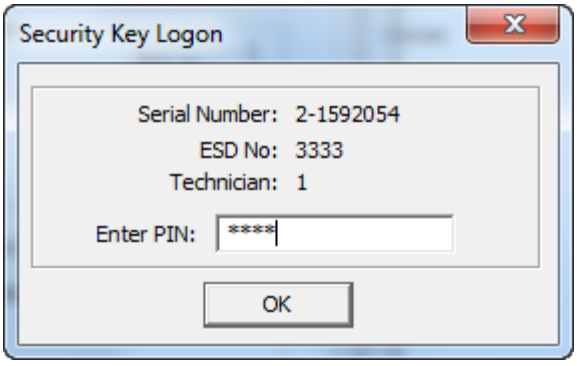


Figure 17 Security Key Logon

The Configurator opens.

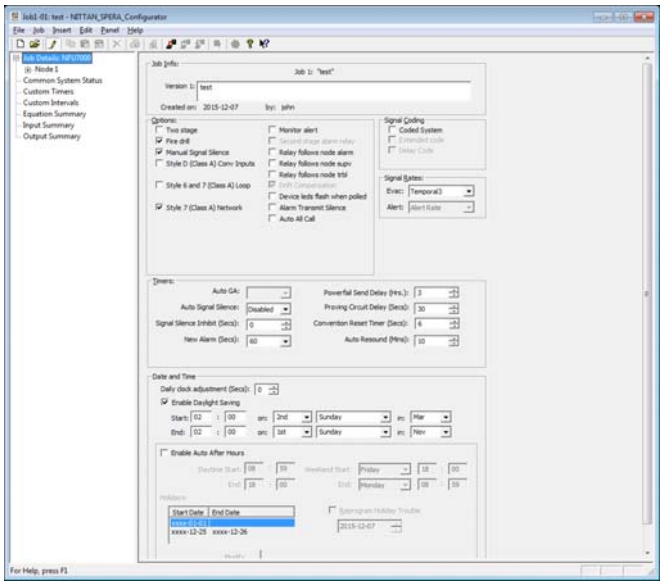


Figure 18 The Configurator

8. Click **Panel** > **Connect**.
9. Click **Job** > **Get Job** to open the job that is loaded on the panel.
10. Click **Job** > **New Version**, and type a comment to describe the new version, for instance **TCP/IP Services**.

    The left side of the Configurator window lists the job as a tree.
11. Select the node that is connected to NFU Graphic Monitor.

    The **Network Node Info** window appears on the right.

    - If the node is on a TCP/IP network, type the static IP for the node. If you need assistance, contact your network administrator.
    - If the node will be connected directly to the NFU Graphic Monitor computer with an Ethernet cable, leave the IP address as it is.
12. Click **Run TCP Services**.
13. Check **Supervise Ethernet Connection** if required. This creates a trouble event if the Ethernet cable is unplugged.

You must enable **TCP/IP Services** and **Supervise Ethernet Connection** only on the node that is connected to NFU Graphic Monitor.

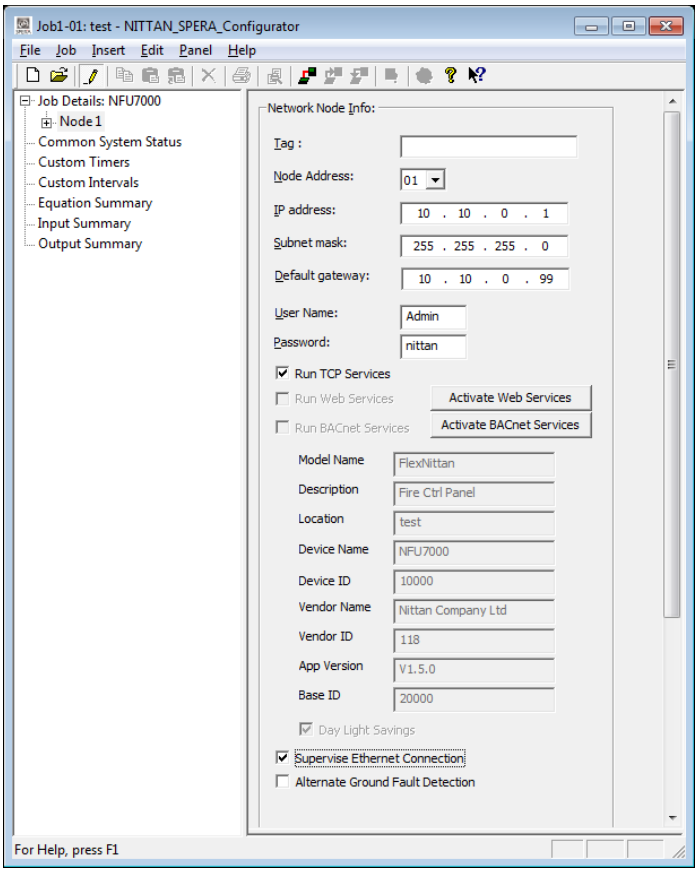


Figure 19 Network Node Info

14. Click **Job** > **Send Job**. Send the job to the node that NFU Graphic Monitor will be connected to.

Go to section 2.6 below.

2.6 Configuring the XML Adapter Computer

The XML Adapter is an application that connects to the Fire Alarm Control Panel and sends information to NFU Graphic Monitor. The XML Adapter runs on the same computer as NFU Graphic Monitor or on a separate computer on the same network. The computer that the XML Adapter is running on must be connected to the Fire Alarm Control Panel.

Follow these instructions to configure the computer that the XML Adapter is on.

1. Open the Network Sharing Center on the computer that the XML Adapter is on.
2. Double-click **Local Area Connection**.

   The **Local Area Connection Status** window appears.

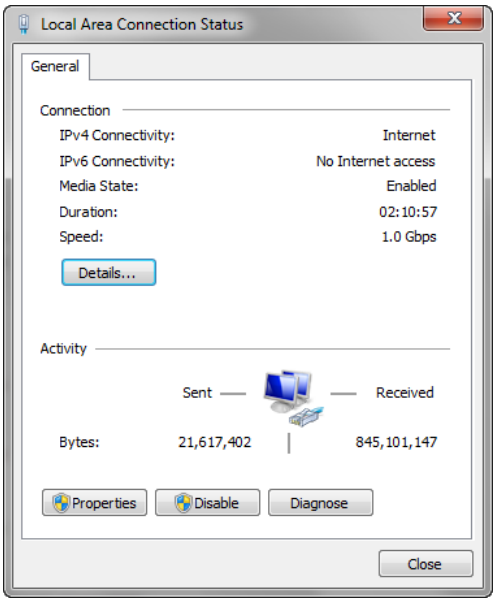


Figure 20 Local Area Connection Status

3. Click **Properties**.

   The **Local Area Connection Properties** window appears.

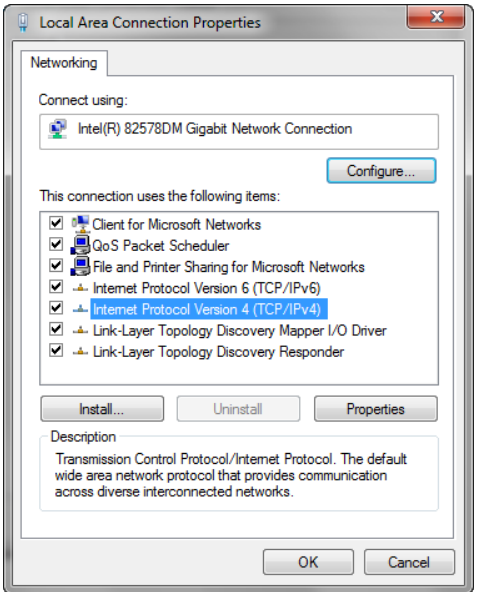


Figure 21 Local Area Connection Properties

4. Double-click **Internet Protocol Version 4 (TCP/IPv4)**.

   The **Internet Protocol Version 4 (TCP/IPv4) Properties** window appears.

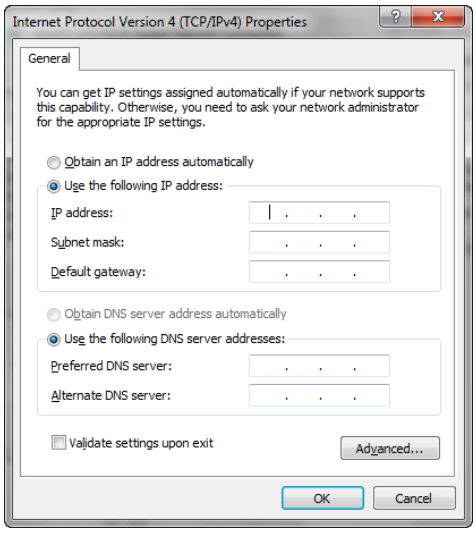


Figure 22 Internet Protocol Version 4 (TCP/IPv4) Properties

5. Click **Use the following IP address**.
6. Type the IP address, subnet mask and default gateway.

   If the computer is connected directly to the FACP node, then the IP address must be different than the IP address on the FACP node.

   If you need assistance, contact your network administrator.

Go to section 2.7 below.

2.7 Connecting the XML Adapter to the Fire Alarm Control Panel

This step describes how to connect the computer that the XML Adapter is running on to the Fire Alarm Control Panel.

Follow the instructions according to the kind of Fire Alarm Control Panel that you have:

- 2.7.1 Connecting the XML Adapter to an NFU-7000 FACP over Ethernet on page 32
- 2.8 Exporting the Job File from an NFU-7000 Panel on page 33

2.7.1 Connecting the XML Adapter to an NFU-7000 FACP over Ethernet

You can connect the computer that the XML Adapter is on to an NFU-7000 FACP with an Ethernet cable.

To connect the XML Adapter to NFU-70000 Fire Alarm Control Panel through Ethernet

1. Open the Fire Alarm Control Panel enclosure.
2. Open the Fire Alarm Control Panel chassis to access the NFU-7000 main board.
3. Connect the Ethernet cable to the Ethernet port (P7) on the main board.

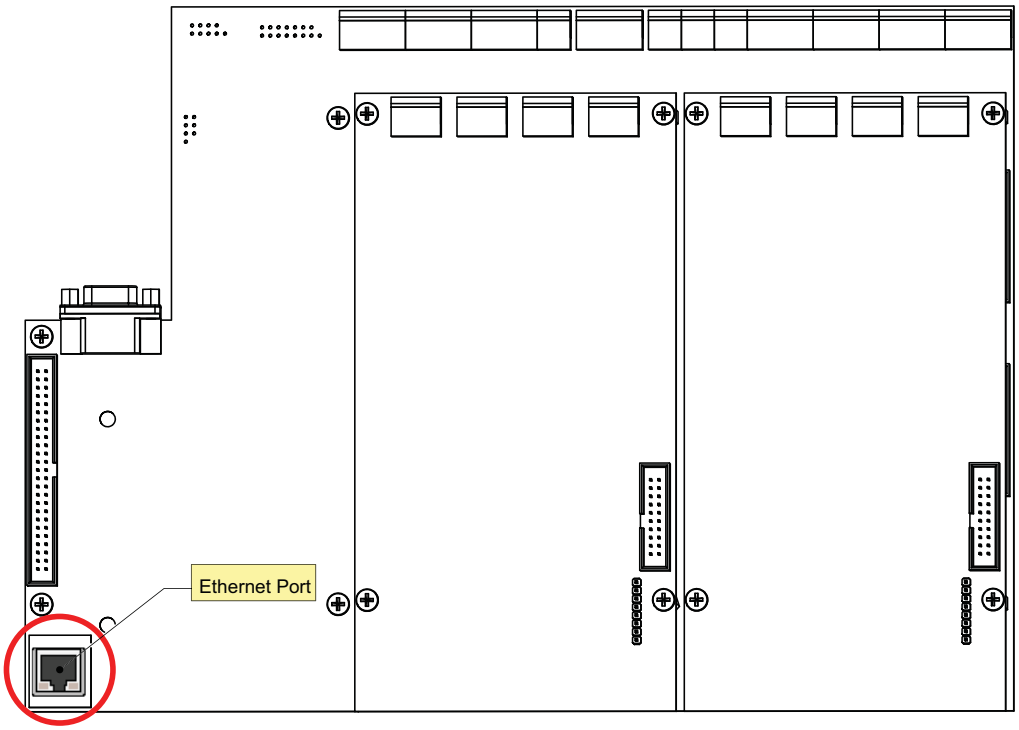


Figure 23 NFU-7000 Main Board Ethernet Port (P7) Location

4. Locate the Ethernet cable that you connected to the Fire Alarm Control Panel in section 2.7.1 on page 32.
5. Connect this Ethernet cable to the network that the computer is connected to. Usually, you connect the Ethernet cable to a router that communicates between the panel and the computer that the XML Adapter is on.
6. Start the XML Adapter.
7. Click the **+** button. 
8. Provide the following information:

Type	Select the method that the XML Adapter uses to connect to the Fire Alarm Control Panel.
Connection String	Type the IP address and the port of the Fire Alarm Control Panel, separated by a colon.

9. Click the green button  beside Destination, and then provide the following information:

Destination IP	The IP address of the NFU Graphic Monitor computer. If the XML Adapter and NFU Graphic Monitor are on the same computer, use 127.0.0.1.
Destination Port	1209
Store and Forward Events	If this checkbox is selected, then the XML Adapter will store events if it cannot connect to NFU Graphic Monitor. The next time it connects to NFU Graphic Monitor, it will send all the events it has stored.

10. Under **Command Connection**, provide the following information:

Incoming Command IP	The IP address of the computer that the XML Adapter is on.
Port	**1309**. This must be a different port than the port listed above.

11. Click **Auto Start Adapter When XML Adapter Starts** if you want the XML Adapter to connect automatically with these settings when it starts.
12. Click **Save**.
13. Close the XML Adapter and start it again.
14. Go to section 2.8 on page 33.

2.8 Exporting the Job File from an NFU-7000 Panel

In this step, you export the job file from the Configurator. In the next step you import it into NFU Graphic Monitor.

Attention: Verify that the Configurator version you are using is compatible with NFU Graphic Monitor.

To export the job file from an NFU-7000 panel

1. Start the Configurator.
2. Click **Job > Export Job**.

   The **Export current job to a file** window appears.

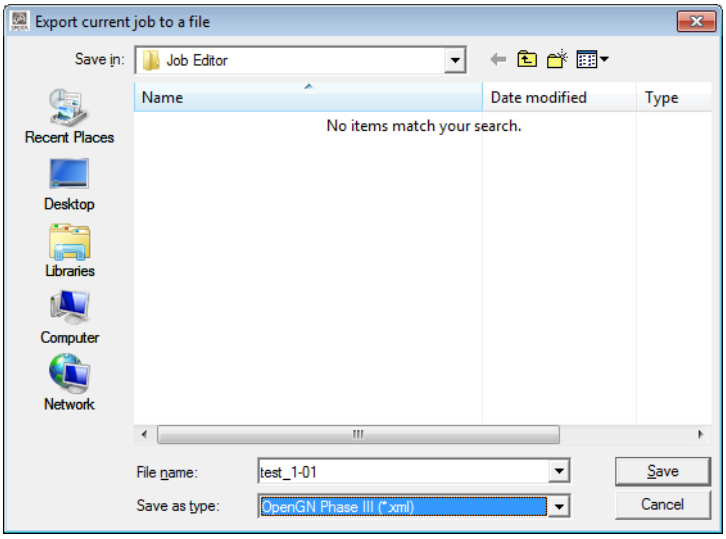


Figure 24 Export current job to a file

3. In the **Save as type** menu, click **OpenGN Phase III (*.xml)**, and then click **Save**.

Go to section 2.9 on page 34.

2.9 Importing the Job File into NFU Graphic Monitor

After you have exported the job file, you must import it into NFU Graphic Monitor.

Note: The number of the job in the Fire Alarm Control Panel and the job in NFU Graphic Monitor must match. If the job on the Fire Alarm Control Panel changes, you must export the job file from the Configurator, and then import it into NFU Graphic Monitor again.

To import the job file

1. Transfer the XML job file you just saved to the computer that NFU Graphic Monitor is running on.
2. Start NFU Graphic Monitor.

   The Login window appears.

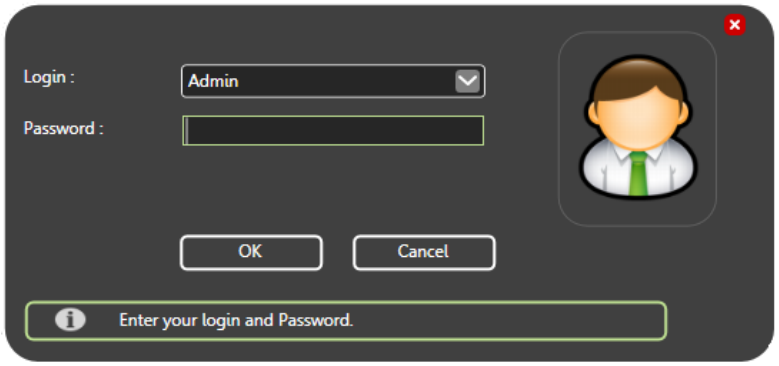


Figure 25 Login Window

3. Type the password.

Note: If you are starting NFU Graphic Monitor for the first time, no password is required.

4. Click **OK**.

The NFU Graphic Monitor Main Display window appears.

5. Click the **Config** button from the Main Display window. Click **Yes** to confirm that you want to enter the configuration section.

   The Configuration window appears.
6. Click the **Settings** button in the lower right-hand corner of the Configuration window.

   The Main Program Settings window appears.
7. Click the **Panel Settings** tab.

   The Panel Settings window appears.
8. Click **Browse** in the Panel Configuration section, and then navigate to the job file.
9. Select **Auto-associate default icons** if you want to associate the object icons with the existing system icon images.

Attention: If you are importing a new version of a previously imported job file, uncheck **Auto-associate default icons**. Otherwise, any custom icon settings you have made will be erased**.**

10. Click **Import XML**.

    Are you using a Network key?

- If **no**, go to step 11.
- If **yes**, the **License Type** window appears. Select the **License Type** (Mini, Control, or Enterprise), and then click **OK**.

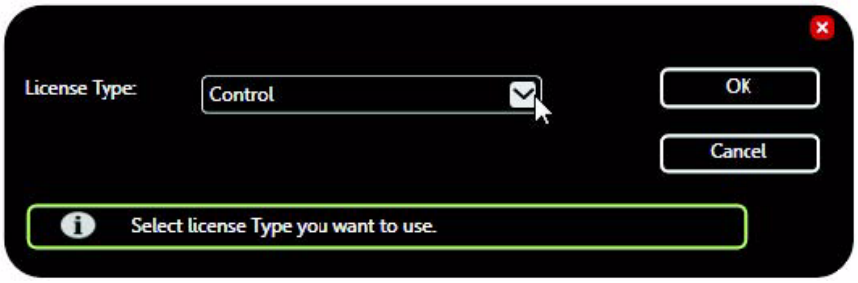


Figure 26 License Type

11. If the job already exists, a window appears asking you if you want to update the stored version of the job with the one you are importing.
12. Click **Yes**.

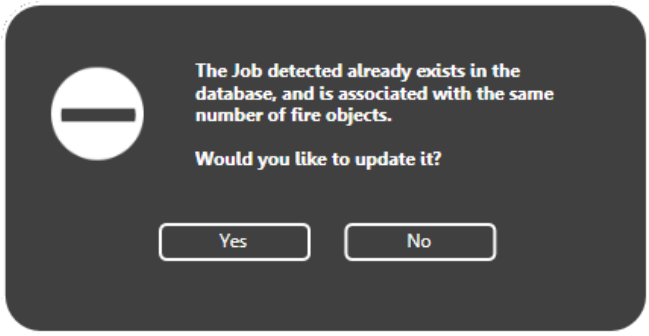


Figure 27 Update Job Confirmation Box

NFU Graphic Monitor restarts.

Go to section 2.10 on page 36.

2.10 Verifying the Connection in the XML Adapter

After you start NFU Graphic Monitor, you should verify that the XML Adapter is connected to NFU Graphic Monitor.

1. Start the XML Adapter, if it is not running.
2. Click the adapter that you want to start.
3. Click the green arrow icon:

   When NFU Graphic Monitor is connected, the icon beside **Connection String** turns from red to green, and the Destination turns green.

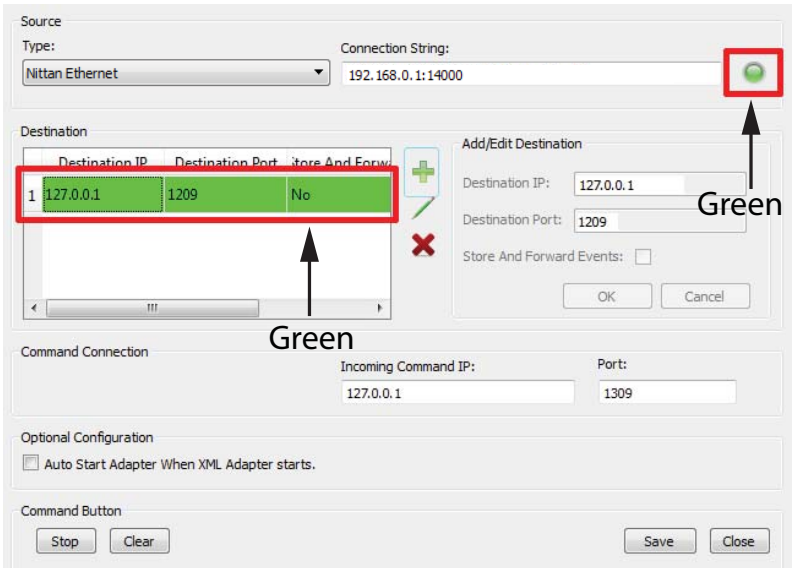


Figure 28 The XML Adapter showing a connection

Go to section 2.11 on page 37.

2.11 Creating a Campus

A campus is a collection of buildings. You must create a campus before you create a building and import a floor plan.

Note: If you have one building, you still need to create a campus and upload a campus plan.

1. In NFU Graphic Monitor, click the **Config** button from the Main Display window, and then click **Yes** to go to the configuration section.
2. Click **Settings > Campus Settings**.
3. Click **Update Campus Plan** in the Campus Settings window.

The **Campus Plan Properties** window appears.

Figure 29 Campus Plan Properties

4. Click **Select Campus Plan**.
5. Browse to your Campus Plan image file, select it, and then click **Open**.
6. Click **OK** to return to the **Campus Settings** window.
7. Type the information for your campus in the **Campus Information** section.

Go to section 2.12 below.

2.12 Adding a Building

A building consists of one or more floors, each of which has a floor plan. You must create a building before you can add floor plans.

1. In NFU Graphic Monitor, click the **Config** button from the Main Display window, and then click **Yes** to go to the configuration section.
2. Click **Settings > Campus Settings**.
3. In the Buildings area, click **New**.

   The **Building Properties** window appears.

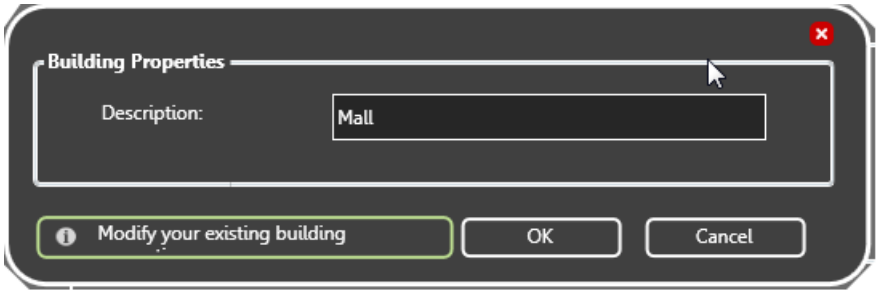


Figure 30 Building Properties

4. Type a name for the building.
5. Click **OK**.

6. Go to section 2.13 below.

2.13 Placing a Building

1. Click the **Campus Map View**  button at the top of the Configuration window.

   By default, the building you just added is in the center of the campus.

- Click and drag a building to move it on the campus.
- Click and drag the edge of a building to change its size.
- Click and drag the corner of a building to rotate it.

Note: Only the top 6 buildings are visible in the Campus Map View. However, all the buildings are visible in Surveillance mode. To place more than 6 buildings, see How do I place more than 6 buildings? on page 118.

Go to section 2.14 below.

2.14 Adding a Floor Plan

After you have added a building, you can assign a floor plan to each floor.

1. Open the floor plan in CAD software, and then export the file in WMF format.

   If you have PDF files that you want to convert, see Appendix F on page 129.
2. Download Inkscape (**http://en.dev.inkscape.org/download/**).
3. Open the WMF file in Inkscape.
4. Click **File**, and then click **Document Properties**.
5. Uncheck **Show page border**, and then close the Document Properties window.
6. Save the file in SVG format.
7. In NFU Graphic Monitor, click the **Config** button from the Main Display window, and then click **Yes** to go to the configuration section.
8. Click **Settings > Campus Settings**.
9. Click **New** in the floor plan area.

The **Floor Properties** window appears.

Figure 31 Floor Properties

10. Provide the following floor property information:

Description	A description of the floor.
Translate X	Aligns the floor on the X plane (to the left or right) relative to the other floors.
Translate Y	Aligns the floor on the Y plane (forward or backward) relative to the other floors.
Width	Adjusts the width of the image if it does not fit.
Height	Adjusts the height of the image if it does not fit.
Scale	Sets the scale of the floor relative to any other floors.

11. Click **Select Floor Plan**, then browse to the file location, and then click **Open**.

    A preview image of the floor plan appears.

12. Click **OK**.

Note: NFU Graphic Monitor automatically stacks the floor plans based on their dimensions. If the buildings are irregularly shaped, you must take their size and location into account when you convert the files.

Go to section 2.15 below.

2.15 Placing Objects

Adding objects to a map provides you with an accurate visual representation of the surveillance Area and allows you to effectively monitor the location. Unplaced objects are red in the Job Tree, and placed objects are green. When NFU Graphic Monitor is connected to the Fire Alarm Control Panel, all objects show alarm events whether they are on the floor plan or not.

You can place objects on the floor plan, change their description, and change their Take Action Message.

Note: It is your responsibility to ensure that the objects are placed accurately on the floor plan.

To place objects

1. In NFU Graphic Monitor, click the **Config** button from the Main Display window, and then click **Yes** to go to the configuration section.
2. Click **Settings > Campus Settings**.
3. Select the building and floor plan where you want to add the objects.
4. Right-click an object in the Job Tree, and then click **Place Selected Fire Objects**.

   The object appears at the top of the Map Area.
5. Drag the object to a location on the floor plan.

To define or change an object description

1. Right-click an object in the Job Tree, and then click **Modify Fire Object Description**.
2. Type a unique description for the object.

To enter or change a Take Action Message

1. Right-click an object in the Job Tree, and then click **Modify Fire Object Take Action Message**.

   The Take Action Message window appears.

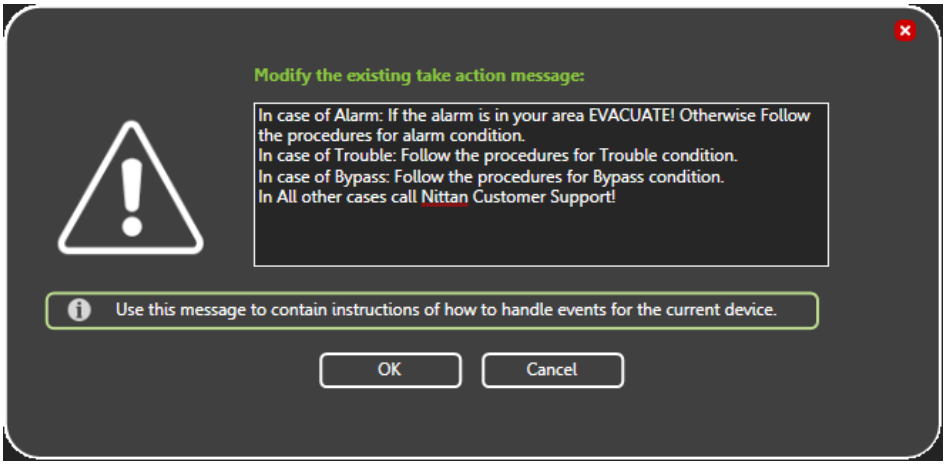


Figure 32 Take Action Message

2. Type the Take Action Message. The message should be instructions that the operator needs to take when this object is active.
3. Click **OK**.

2.16 Associating each Icon with an Object State

You can associate a different icon with each state of an object. For example, you can give a heat detector three icons: an icon for its normal state, an icon for its alarm state, and an icon for its trouble state. When it goes into alarm, its icon on the floor plan changes from its normal state icon to its alarm state icon. If it reports a trouble, its icon changes to its trouble state icon.

To associate icons with states

1. Click the **Config** button in the Main Display window, and then click **Yes** to go to the configuration section.

   The Configuration window appears.

2. Click **Settings > Object Type Settings**.

   The **Object Type Settings** window appears (Figure 33).

Figure 33 Object Type Settings

3. Select an object type in the **Select Object Type** list.

   If you are uncertain which object type the device is, hover the pointer over its icon on the floor plan. In the Object Info window that appears, the object type corresponds to the Device Type.

4. Click a state in the **Select Object State** menu.
5. Select the appropriate icon for this state in the **Select Icon** list.
6. Select **Invert preview background** if you want to invert the icon color background.
7. Click **Close**.

Note: When importing the XML file with the **Auto-associate default icon** option selected, object type and the corresponding icon are associated.

Congratulations! You have successfully installed NFU Graphic Monitor.

3.0 Navigating NFU Graphic Monitor

This chapter provides an overview of the layout and functions of the Main Display and Configuration windows of NFU Graphic Monitor.

This chapter explains

- The Main Display Window
- The Configuration Window
- Navigating the Surveillance Area
- Using the Event Log
- XML Adapter

3.1 Starting NFU Graphic Monitor

Attention: Users with CodeMeter USB keys!

Before starting NFU Graphic Monitor, insert your CodeMeter USB key into a USB port of the computer that is running NFU Graphic Monitor. Failure to do so will cause NFU Graphic Monitor to run in a limited functionality demo mode.

Do not remove the USB key while NFU Graphic Monitor is running. Issues arising from doing so will not be supported.

To Launch NFU Graphic Monitor

- Do one of the following:
  - Double-click the shortcut on your desktop
  - Click **Start > All Programs > Nittan > NFU Graphic Monitor > NFU Graphic Monitor**
  - Browse to the location where the application was installed, and then double-click **NFU Graphic Monitor.exe**.

  In Windows 7 64 bit, the default location is
  C:\Program Files (x86)\Nittan\NFU Graphic Monitor

  In Windows 7 32 bit, the default location is:
  C:\Program Files\Nittan\NFU Graphic Monitor

3.1.1 Log in to NFU Graphic Monitor

You must log in to NFU Graphic Monitor every time you start it.

Attention: In versions 2.3.5.7 and above, NFU Graphic Monitor locks after 60 seconds of mouse or keyboard inactivity. If NFU Graphic Monitor is locked, you must log into it again.

To Log in to NFU Graphic Monitor

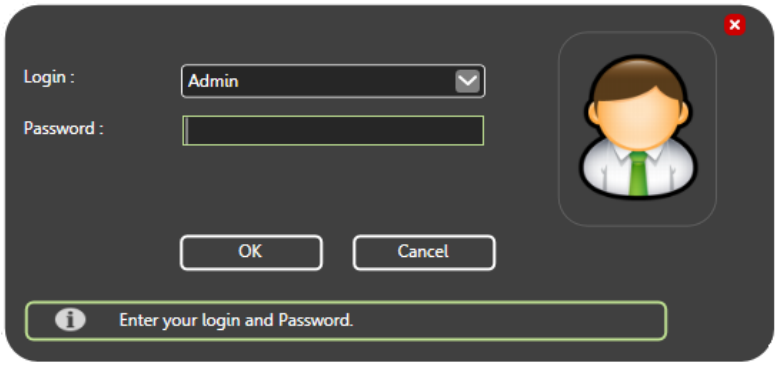


Figure 34 Login Window

1. Select the user from the **Login** menu.
2. Type the password.

Note: If you are starting NFU Graphic Monitor for the first time, no password is required.

3. Click **OK**.

The Main Display window appears.

Note: You can change your password only after you have logged into NFU Graphic Monitor.

3.2 Main Display Window

Figure 35 describes the different areas of the Main Display window.

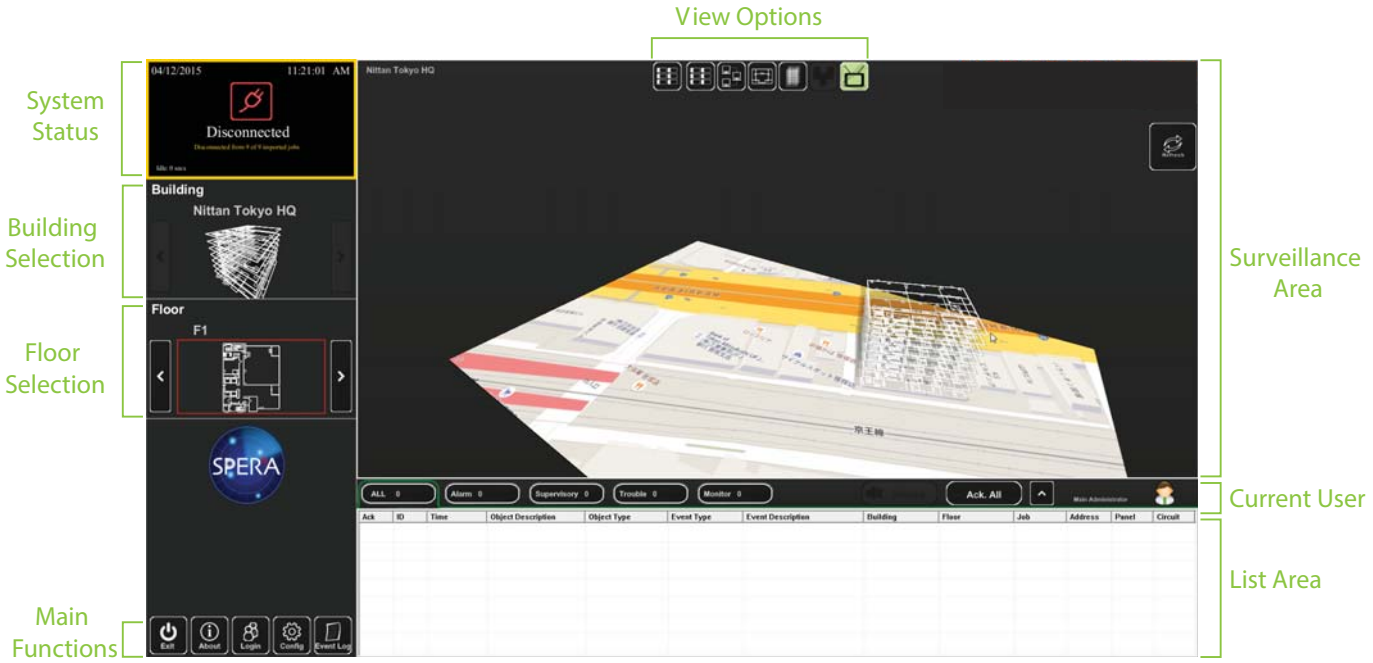


Figure 35 Main Display window

System Status	Displays status information such as the connection state and operation progress.
Building Selection	Cycles through the buildings in the campus.
Floor Selection	Cycles through the floors of the selected building, the **Control Switches**, and the **Unplaced Devices**.
Main Functions	Contains the **Exit**, **About**, **Login**, **Config** and **Event Log** buttons. See Table 4.
View Options	Changes how the information appears in the Surveillance Area. The options are **Switches, Network**, **2D View**, **Building View**, **Campus View** and **Auto-watch View**. See Table 5.
Surveillance Area	Displays a close-up of the selected building or floor plan.
Current User	Displays the current user.
List Area	Manages all active events. See Chapter 6 on page 104.

3.2.1 Main Function Buttons

Table 4 describes the Main Function buttons located in the bottom left corner of the Main Display window.

Table 4 Main Function button descriptions

Main Function Button	Description
 **Exit**	Exits NFU Graphic Monitor.

Table 4 Main Function button descriptions

Main Function Button	Description
 **About**	Displays the Version number, License Type, copyright information, CodeMeter stick License Type information, and company contact information.
 **Login**	Displays the Login window. See section 3.4 on page 50.
 **Config.**	Displays the Configuration window. See section 3.5 on page 51.
 **The Event Log**	Displays a printable log report. See section 3.6 on page 57.

Attention: Only users with Technician access or higher can use the Exit and Config buttons.

3.3 Navigating the Surveillance Area

The Surveillance Area displays a view of Buildings and Floors in two or three dimensions. You establish a view in the Surveillance Area by:

- Selecting a building with the **Building Selection** tool.
- Selecting a floor with the **Floor Selection** tool.
- Selecting one of the **View Options**.

You can navigate the Surveillance Area with the pointer, keyboard or touchscreen.

To navigate the Surveillance Area with a pointer

Drag	Click and drag the building or floor plan in any direction.
Rotate	Right-click as you drag the pointer left or right. (Building/Campus view only)
Tilt	Right-click as you drag the pointer up or down. (Building/Campus view)
Zoom	Depending on your mouse, there are two zoom methods: • Scroll the wheel up or down. • Click the middle mouse button and move the mouse up and down.
Reset View	Right-click the Surveillance Area, and then select **Reset View**. (2D View only)

To navigate the Surveillance Area with a keyboard

Drag	Press the arrow keys.
Rotate	Hold down the Shift key and press the left and right arrow keys. (Building/Campus view)
Tilt	Hold down the Shift key and press the up and down arrow keys. (Building/Campus view)
Zoom	Press the + and - keys to zoom in or out.
Reset View	Press the Enter key.

To show the rotation sliders on a touchscreen

- Click **Config. > Settings > Display Settings > Show Rotation Sliders**.

To navigate the Surveillance Area with a touchscreen

Tilt	Press the vertical rotation slider.
Navigate screen	Press the screen and drag your finger up, down, left and right.
Rotate	Press the horizontal rotation slider in the direction you want to rotate.

3.3.1 View Option Buttons

Table 5 describes the six View Option buttons located at the top of the Surveillance Area.

Table 5 View Option button descriptions

View Option Button	Description
 **Switches**	Displays a visual representation of an annunciator. You can place fire control switches here.
 **Network View**	Displays a list of all imported jobs.

Table 5 View Option button descriptions

View Option Button	Description
 **2D View**	Displays a 2D representation of the selected floor of the selected building.
 **Building View**	Displays a 3D representation of the selected building.
 **Campus View**	Displays a 3D representation view of all buildings in the selected Campus.
 **Auto-watch View**	Displays a rotating three dimensional campus view of all the buildings and floors.

3.3.2 Using the List Area

The List Area displays all active events.

To quickly acknowledge the event

1. Check the corresponding box.

Right-click an event to manage the event. For more information on managing events see Chapter 6 on page 104.

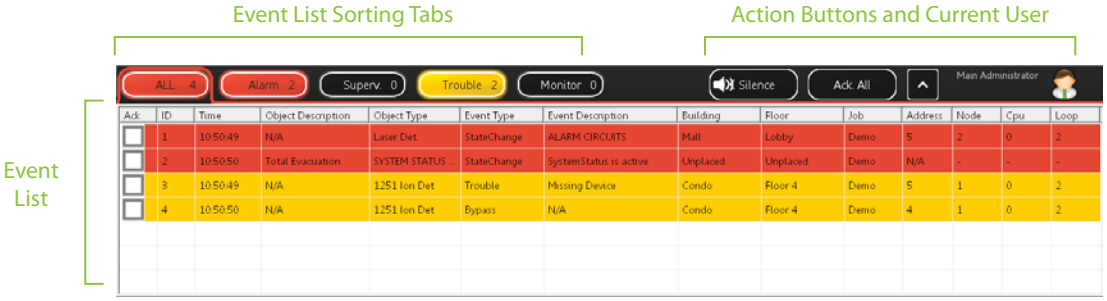


Figure 36 List Area

Event List

Displays a color coded list of active events with the following information:

- Acknowledge
- Event ID
- Event Timestamp
- Object Description
- Object Type
- Event Type
- Event Description
- Building
- Floor
- Job
- Device Address
- Node (optional)
- CPU (optional)
- Loop (optional)

Event List Filter Tabs

The event list can be filtered to show events of the following types:

- All
- Alarm (optional)
- Supervisory (optional)
- Trouble (optional)
- Monitor (optional)

Action Buttons and Current User

Contains the **Silence\Unsilence**, **Acknowledge All**, **Expand\Collapse List** buttons, and displays the Current User.

3.3.3 Action Buttons

Table 6 Action Buttons

Action Buttons		Result
	**Acknowledge All**	Acknowledges all events under the selected sorting tab. The alarm tone from the computer stops.
	**Silence**	Silences the alarm tone, if there is an alarm tone. This silences only the alarm on NFU Graphic Monitor, not the alarm on the Fire Alarm Control Panel.
	**Unsilence**	Makes the alarm tone audible, if it was previously silenced.
	**Expand\Collapse List**	Expands or collapses the List Area.

3.4 Login Window

The Login window lets you switch users or change the password of the current user.

To access the Login window after NFU Graphic Monitor has started

1. Click the **Login** button in the Main Functions area of the Main Display window (in the lower left corner of your screen).

To change the current user

1. Select the user from the menu.
2. Type the password.
3. Click **OK**.

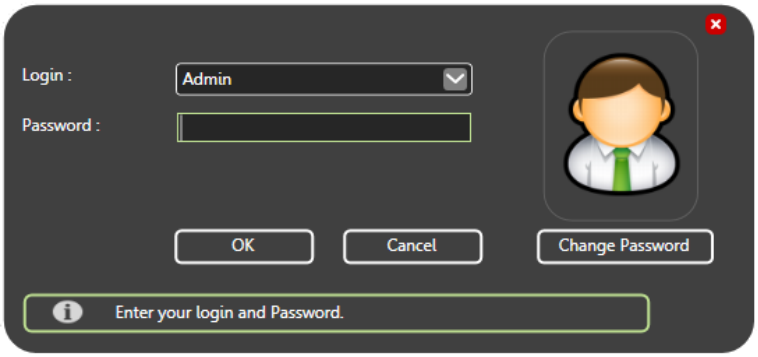


Figure 37 Login Window

To change the password of the current user

1. Click **Change Password**.

The Change Password window appears.

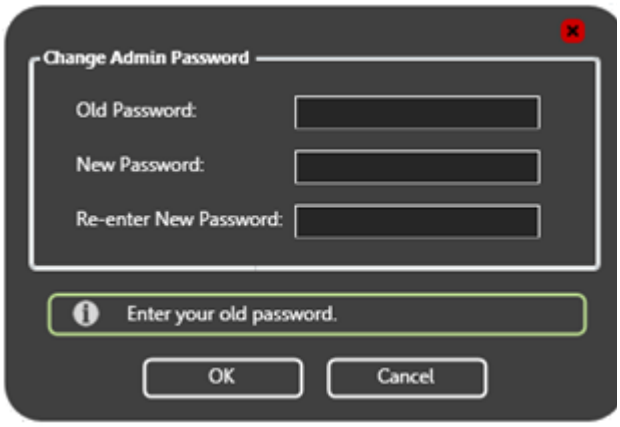


Figure 38 Change Password

2. Type your old password in the **Old Password** box.
3. Type a password of 16 characters or less in the **New Password** box.
4. Type the same password into the **Re-enter New Password** box.
5. Click **OK** to save the information and return to the Main Display window.

Note: You can change your password only after you have logged into NFU Graphic Monitor.

3.5 Configuration Window

The Configuration window is the area where you set up your buildings and floor plans.

To access the Configuration window

1. Click the **Config** button in the Main Display window.
2. Click **OK**.

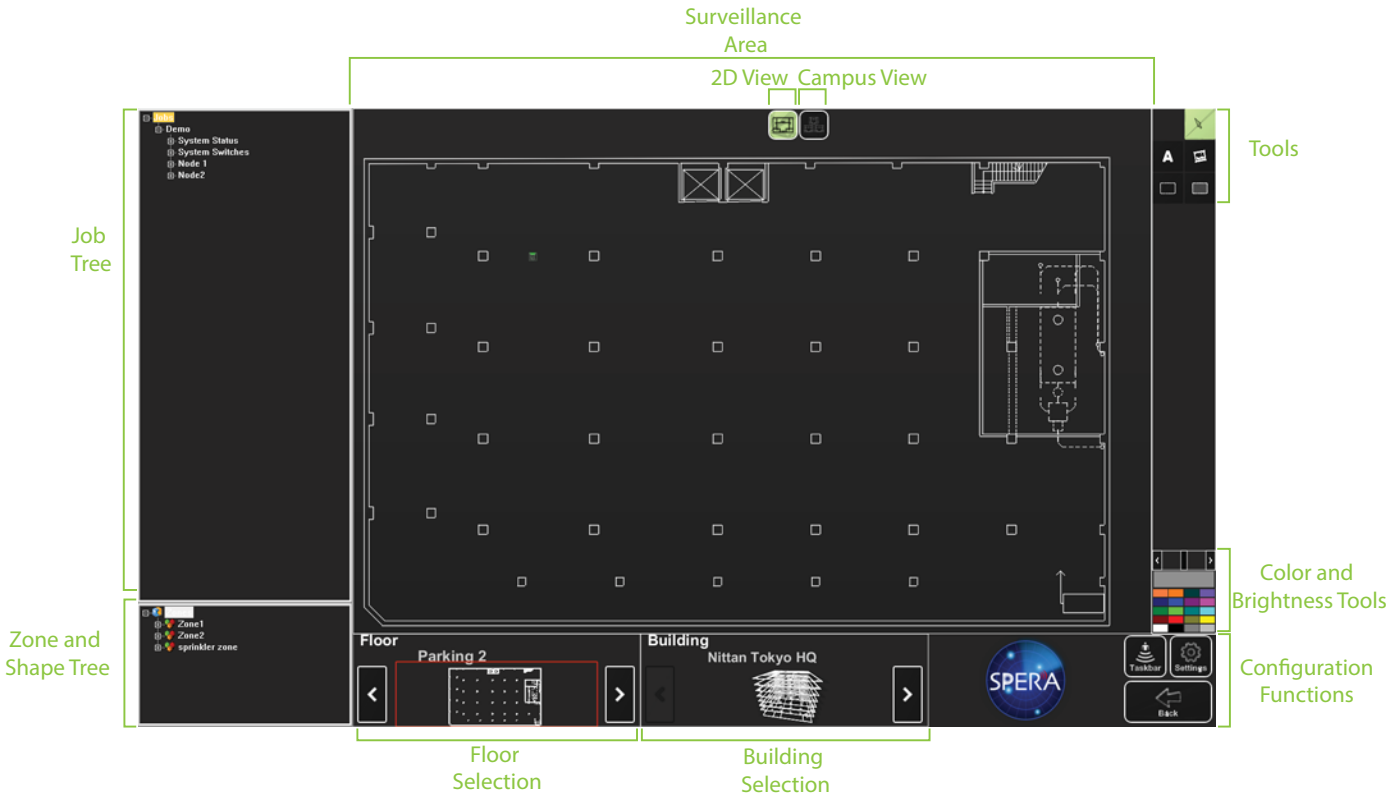


Figure 39 Configuration window

In the Configuration window, there are two different views available: the 2D view of the floors and the Campus view. By default, the Configuration window displays the 2D view of the selected Floor and Building.

2D View

In the 2D view, you can place objects by dragging them from the Job Tree to the Surveillance Area. For more information, see Chapter 5 on page 91.

Campus View

You can move, rotate, or rescale the Campus View buildings. Use this view to adjust the placement and layout of the buildings that are networked together in your fire protection system.

To...	Do this...
Reposition buildings	Click and drag
Enlarge or shrink a building	Mouse over a building and use the mouse scroll wheel
Rotate a building	Click and drag the corner of the building

The Configuration window has the following parts:

Job Tree	Shows all devices appear in the Job Tree in the following hierarchy: Job > Node > CPU > Loop > Object.
Zone and Shape Tree	Lists all zones and the shapes assigned by zone. Unassigned shapes are listed in the Unassigned Shapes tree.
Floor Selection	Cycles through the floors of the selected building. The first floor in the list shows all unplaced objects.
Building Selection	Cycles through the buildings in the campus.
Surveillance Area	Displays the requested information from the **Building Selection**, **Floor Selection** in 2D View. Only 2D navigation functions are available on the Configuration window Surveillance Area.
Tools	Contains the **Selection**, **Text**, **Icon**, **Filled Rectangle** and **Empty Rectangle** buttons.
Color and Brightness Tools	Changes the color of a building or zone. The currently selected color is shown in the large box immediately above the group of colors. Use the slider bar to change the brightness and opacity.
Configuration Functions	Contains the **Taskbar**, **Settings**, and **Back** buttons. For more information see Table 7.

3.5.1 Configuration Function Buttons

The Configuration Function buttons are located in the bottom right hand corner of the Configuration window.

Table 7 Configuration Function button descriptions

Configuration Function Button		Description
	**Taskbar**	Shows the Windows taskbar.
	**Settings**	Configures the following settings: • Panel Settings • Campus Settings • Display Settings • Icon Settings • Object Type Settings • Event Log Settings • E-mail Notification Settings • Database Settings • Connection Settings • Users Settings For more information, see Chapter 4 on page 64.

Table 7 Configuration Function button descriptions (Continued)

Configuration Function Button		Description
	**Back**	Takes you back to the Main Display window.

3.5.2 Tools

The Tool buttons are located in the top right corner of the Configuration window.

Table 8 Tool button descriptions

Tool Button		Description
	**Selection**	Selects items in the Surveillance Area.
	**Text**	Places new text or edits existing text in the Surveillance Area. You can change the color of the text by selecting the desired color in the **Color and Brightness Tools** section.
	**Add Image**	Imports and places an image in the Surveillance Area.
	**Empty Rectangle**	Lets you draw an empty rectangle that you can assign to a new or existing zone. You can change the color of the rectangle by selecting the desired color in the **Color and Brightness Tools** section.
	**Filled Rectangle**	Lets you draw a filled rectangle that can you can assign to a new or existing zone. You can change the color of the rectangle by selecting the desired color in the **Color and Brightness Tools** section.

Note: All rectangles are filled with color when their associated zone is active. The **Empty Rectangle** and the **Filled Rectangle** tools differ only in how the areas appear when they are not active.

3.5.3 Job Tree

The Job Tree is on the left side of the Configuration window. Click the **+** and **-** icons to expand and collapse the tree.

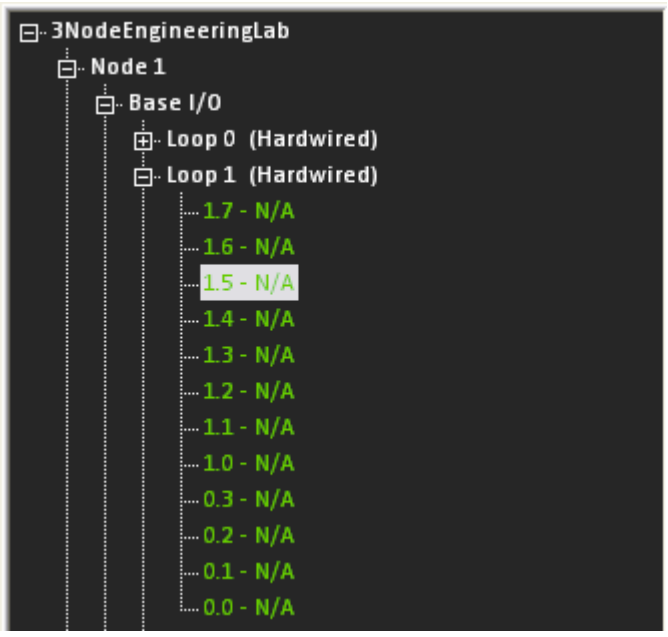


Figure 40 Job Tree Hierarchy

The Job Tree hierarchy has the following structure:

Job	The Job is the top level of the tree and has branches for System Status, System Switches and Node directly under it.
System Status	System Statuses are inputs that can be correlated to outputs, LEDs, or switches. System Statuses report on the status of the system as a whole.
System Switches	System Switches are displayed as configured from the panel.
Node	A node is a fire panel that monitors and controls through the Base I/O. The master panel is always designated by the top level Job. The Node has branches for Base I/O, Node Status and any Remote Annunciators directly under it.
Base I/O	The Base I/O is the CPU inside the fire panel. Each CPU is dedicated to processing alarm, audio and LCD annunciation data. Each CPU receives data from a Loop. The Base I/O has branches for CPU Status and any Loops directly under it.
Node Status	Node Statuses are inputs that can be correlated to outputs, LEDs and switches. Node Statuses report on the status of the node that they are part of.

Remote Annunciator	Remote Annunciators are devices that make announcements, for instance a speaker or LCD panel.
CPU Status	The CPU Status shows the status of the main CPU on the node.
Loop	A Loop is a circuit that all addressable devices are on.
Device	A device is a fire monitoring unit. The device placement state is shown by color. **Green** - Device is placed on the floor plan. **Red** - Device is not placed on the floor plan. **Gray** - Device is not visible on the floor plan.

Note: By default, all devices are visible after importing the job file.

3.5.4 Zone and Shape Tree

The Zone and Shape Tree is on the left side of the Configuration window below the Job Tree. Click the + and - icons to expand and collapse the tree.

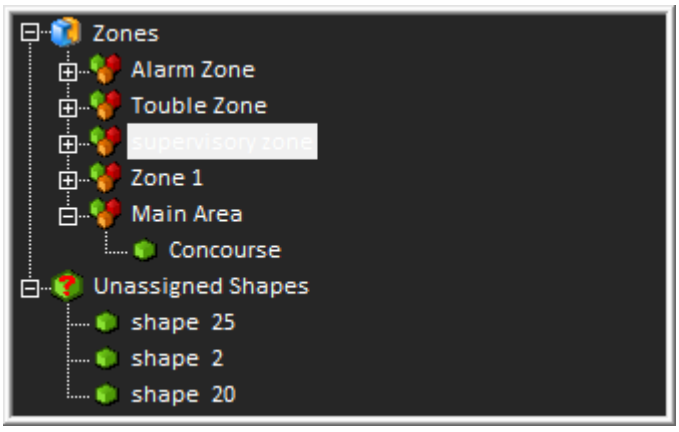


Figure 41 Zone and Shape Tree Hierarchy

The Job Tree hierarchy has the following structure:

Zones	This area contains all the existing zones. Under each zone is a list of all shapes and objects assigned to that zone.
Unassigned Shapes	This area lists all shapes that are not assigned to Zones. See Chapter 5 on page 91.

3.6 Using the Event Log

The Event Log records all system events and alarms. The administrator establishes what information is shown in the Event Log. For more information on Event Log criteria, see section 4.7 on page 79.

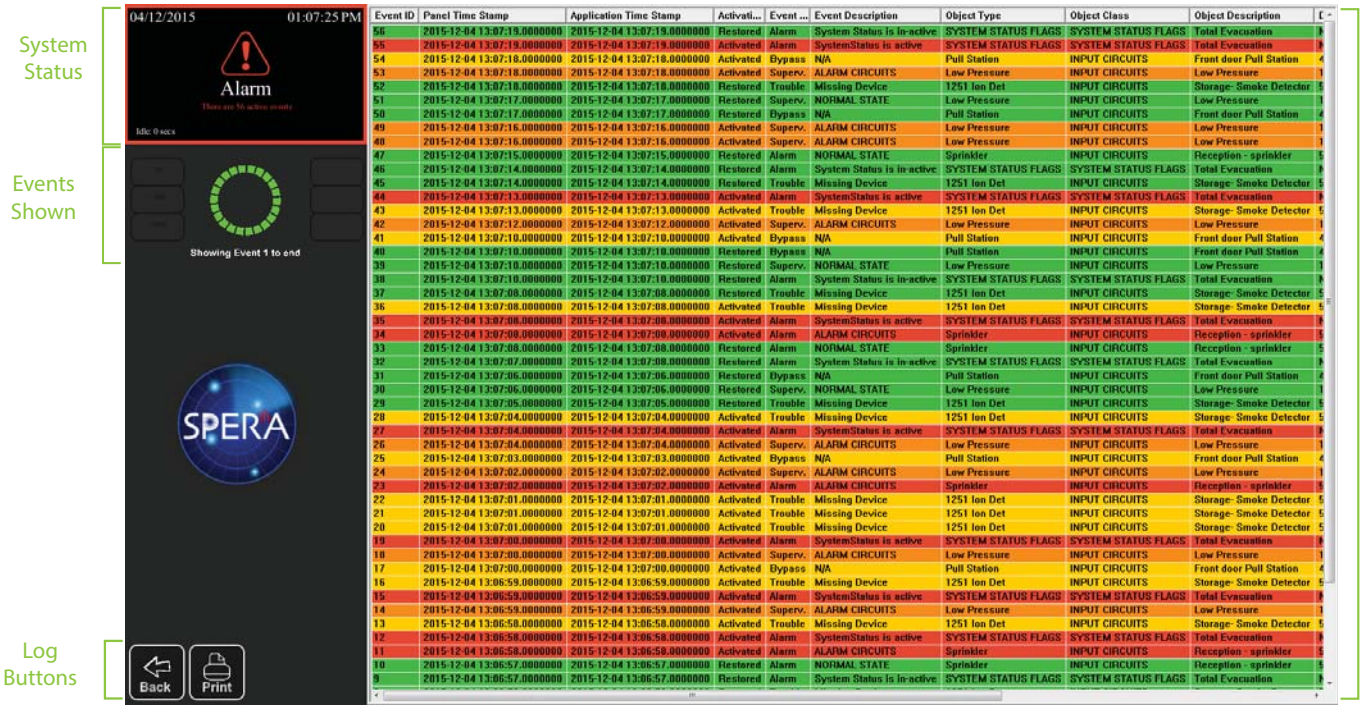


Figure 42 Event Log

System Status Displays status information such as the connection state and operation progress.

Events Shown In version 2.3.5.7 and above, this section shows all the events.

In versions below 2.3.5.7, this section shows the most recent 1 000 events.

- If there are less than 1 000 events, this area displays **Showing Event 1 to end**.
- If there are 1 500 events, then this area displays **Showing Event 500 to end**.

Log Functions Contains the **Back** and **Print** buttons. For more information see Table 9.

Event Log Displays all system events and alarms. For more information, see section 4.7 on page 79.

Note: The Event Log is currently not sortable. To print a filtered or sorted list, use the Print Feature. For more information, see section 3.6.2 on page 58.

3.6.1 Log Buttons

Table 9 describes the two Log Buttons at the bottom left of the Event Log.

Table 9 Log button descriptions

Log Button	Description
 **Back**	Takes you back to the Main Display window.
 **Print**	Opens the Print Event Log Report. For more information, see section 3.6.2 on page 58.

3.6.2 Printing the Event Log Report

You can filter and sort the report before you print it.

To Print an Event Log Report

1. Click the **Event Log** button in the main Display window.
2. Click the **Print** button.

The Print Event Log Report window appears.

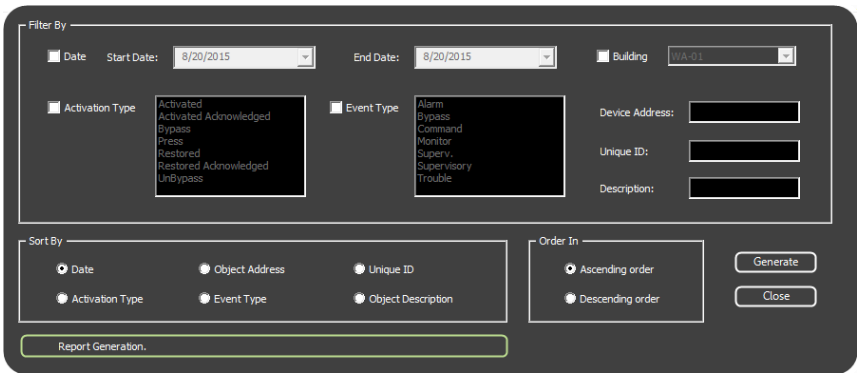


Figure 43 Print Event Log Report window

3. Select **Date**, **Building**, **Activation Type**, or **Event Type** to filter the report. Select as many criteria as required.

Note: Filtering events requires version 2.3.5.7 or above.

Start Date	This menu lets you select the first date that you want to filter by.
End Date	This menu lets you select the last date that you want to filter by.
Building	This menu lets you select the building that you want to filter by. In order for NFU Graphic Monitor to filter events by building, devices must be placed on the floor plan.
Activation Type	Select the desired Activation Types that you want to filter by. If you do not select any items, all activation types will be included in the report. To remove a filter selection, select the highlighted item.
Event Type	Select the desired Event Types that you want to filter by. If you do not select any items, all event types will be included in the report. To remove a filter selection, select the highlighted item.
Device Address	Device Address is the address of the object circuit on an addressable loop.
Unique ID	Unique ID is a unique ID panel address.
Description	Description is the label in the Object description column of the Events Log. You can type a partial description to find all matches. For instance, to find “sprinkler”, type “spr”.

4. Click one of the radio buttons in the **Sort By** section. This determines how the report is sorted. If you click none of the buttons, an unsorted report will be generated.

   - Date
   - Activation Type
   - Object Address
   - Event Type
   - Unique ID
   - Object Description

5. Click **Ascending order** or **Descending order** in the **Order In** section. This determines the order of sorting.
6. Click **Generate**.

The Application Report Viewer Window appears (Figure 44).

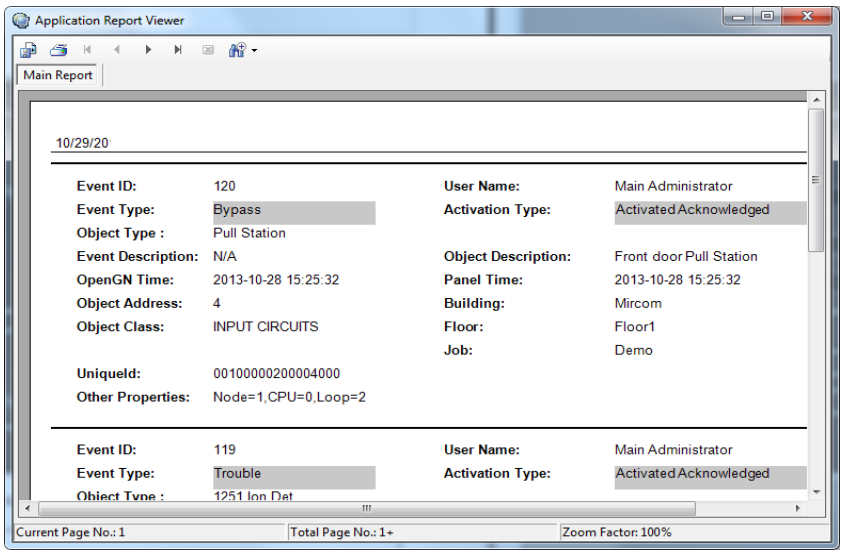


Figure 44 Application Report Viewer

7. Click the **Print Report** icon.

For more information on the icons see the table below.

Icon Bar Button	
Export Report	Saves the report in a format such as PDF, Word, Excel, Excel Data Only, Crystal Reports, or Rich Text Format.
Print Report	Prints the report.
First Page	Goes to the first page of the report.
Previous Page	Goes to the previous page in the report.
Next Page	Goes to the next page in the report.
Last Page	Goes to the last page in the report.
Close Current View	Closes the current view of the report.
Zoom	Increases or decreases the magnification.

Table 10 Application Report Icons

3.7 XML Adapter

Verify with Nittan that you have the latest version of the NFU Graphic Monitor XML Adapter.

You must run the XML Adapter in order for NFU Graphic Monitor to communicate with the Fire Alarm Control Panel. The XML Adapter runs on the same computer as NFU Graphic Monitor or on a separate computer on the same network. The computer that the XML Adapter is running on must be connected to the Fire Alarm Control Panel.

To run the XML Adapter

1. Double-click the **XML Adapter** icon on the desktop.

   The XML Adapter window appears.

2. Click the **Select Interface** pulldown menu and select the interface that you are connecting with. If you are using an Ethernet cable, select **Local Area Connection**.

3.7.1 About adapters

An adapter is a setting that tells the XML Adapter how to connect to the Fire Alarm Control Panel and NFU Graphic Monitor. The XML Adapter must have at least one adapter in the Adapter List in order to work.

An adapter includes the following information:

- **Source Type:** The type of Fire Alarm Control Panel.
- **Source Connection:** The Fire Alarm Control Panel's IP address and port.
- **Destination:** The IP address and port of the computer that NFU Graphic Monitor is on. An adapter can have more than one Destination. In this case, one Fire Alarm Control Panel is sending information to two or more instances of NFU Graphic Monitor.
- **Command Connection:** The IP address and port of the computer that the XML Adapter is on.

The XML Adapter can run more than one adapter at the same time.

3.7.2 Adapter List

The Adapter List appears when you start the XML Adapter. It contains adapters (saved settings).

The Adapter List displays the following information:

Source Type	The type of Fire Alarm Control Panel.
Source Connection	The IP address and port of the Fire Alarm Control Panel.
Command IP	The IP address of the computer that the XML Adapter is installed on.
Command Port	The port that the XML Adapter communicates through.

To edit an adapter

1. Select the adapter that you want to edit.
2. Click the pencil icon. 
3. Follow the instructions under 3.7.4 Adding and editing adapters to edit the settings.

To delete an adapter

1. Select the adapter that you want to delete.
2. Click the **X** icon. 

3.7.3 Starting and stopping adapters

To start an adapter

1. Select the adapter that you want to start.
2. Click the green arrow icon. 

To stop an adapter

1. Select the adapter that you want to stop.
2. Click the red pause icon. 

3.7.4 Adding and editing adapters

To add an adapter

1. Click the **+** button. 
2. Provide the following information:

Type	Select the method that the XML Adapter uses to connect to the Fire Alarm Control Panel.
Connection String	Type the IP address and the port of the Fire Alarm Control Panel, separated by a colon.

3. Click the green **+** button under Destination, and then provide the following information:

Destination IP	The IP address of the computer that NFU Graphic Monitor is installed on.
Destination Port	**1209**
Store and Forward Events	If this checkbox is selected, then the XML Adapter will store events if it cannot connect to NFU Graphic Monitor. The next time it connects to NFU Graphic Monitor, it will send all the events it has stored.

You can add more than one destination to an adapter if you want the XML Adapter to communicate with more than one copy of NFU Graphic Monitor.

4. Under **Command Connection**, provide the following information:

Incoming Command IP	The IP address of the computer that the XML Adapter is on.
Port	**1309**. This must be a different port than the port listed above.

5. Select **Auto Start Adapter When XML Adapter Starts** if you want the XML Adapter to connect automatically with these settings when it starts.
6. Click **Save**.
7. Close the XML Adapter and start it again.

To change a Destination

1. In the **Destination** box, select a Destination, and then click the pencil icon. 
2. Follow step 3 above to edit the Destination.
3. Click **OK** (or click **Cancel** to abandon your changes).

To delete a Destination

- In the **Destination** box, select a Destination, and then click the **X** icon. 

To connect the adapter

- Click **Start**.

  When it is connected, the light beside **Connection String** turns from red to green.
- To erase the information that you entered, click **Clear**.

3.7.5 The colors show the adapter status

The adapters in the Adapter list change color to show whether they are connected.

- **Green:** The adapter is connected to both the panel and NFU Graphic Monitor.
- **Red:** The adapter is not connected to either the panel or NFU Graphic Monitor.
- **Orange:** The adapter is not connected to all instances of NFU Graphic Monitor (when it is configured to connect to more than one instance).

4.0 Configuration Settings

This chapter provides an overview of the configuration settings of NFU Graphic Monitor.

This chapter covers

- Panel Settings
- Campus Settings
- Display Settings
- Icon Settings
- Object Type Settings
- Event Log Settings
- Email Notification Settings
- Database Settings
- Connection Settings
- User Settings

4.1 Opening the Configuration Settings

1. Click the **Config** button from the Main Display window, and then click **Yes** to confirm that you want to enter the configuration section.

   The Configuration window appears. See Figure 39 on page 52.

2. Click the **Settings** button in the lower right-hand corner of the Configuration window.

   The Main Program Settings window appears.

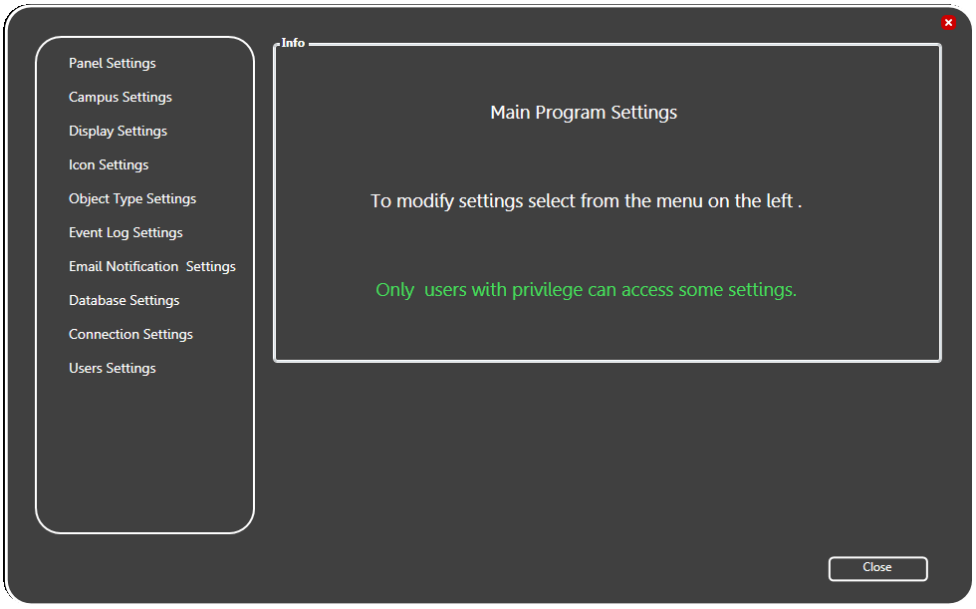


Figure 45 Main Program Settings

4.2 Panel Settings

The Panel Settings window

- Selects a Fire Alarm Control Panel from the list of loaded configurations.
- Displays the Details for the selected panel.

- Imports a job file from the Configurator.

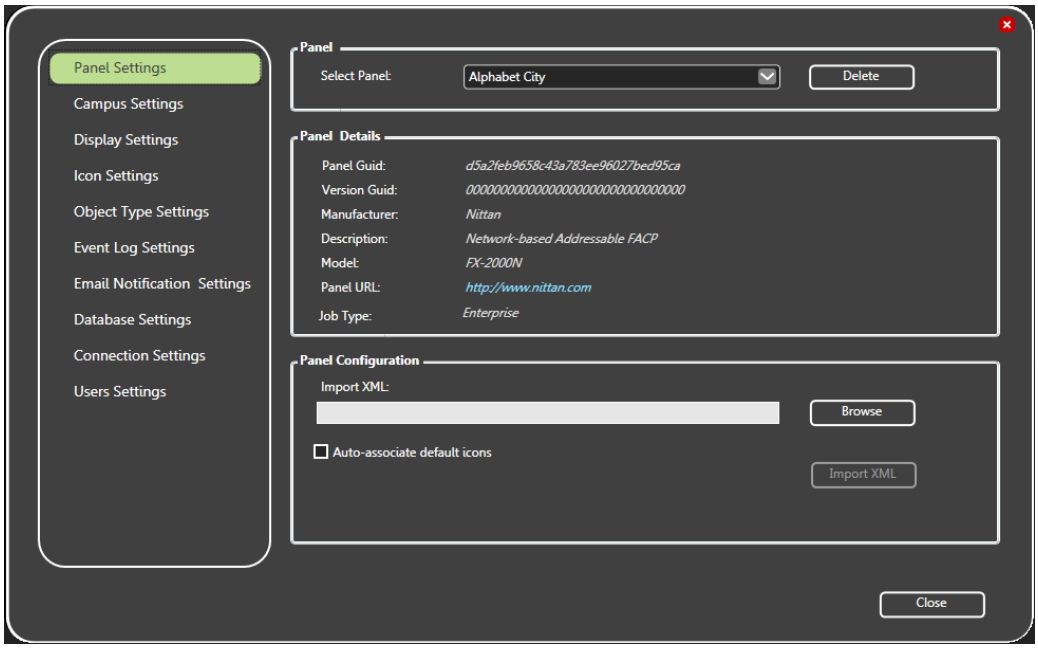


Figure 46 Panel Settings

4.2.1 Selecting a Fire Alarm Control Panel to View its Details

- Click the **Select Panel** menu, and then choose a previously imported Fire Panel.

4.2.2 Deleting a Panel

You can delete a panel configuration that you no longer need.

To delete a

1. Click the **Panel Settings** tab (see Figure 46).
2. Select the panel from the **Select Panel** menu.
3. Click **Delete**.
4. Click **Yes** in the pop up confirmation window.

4.2.3 Panel Details

A Fire Alarm Control Panel has two types of identification numbers, Panel GUID and Version GUID. NFU Graphic Monitor uses the GUIDs to connect to the Fire Alarm Control Panel.

Panel GUID	The Configurator generates a unique Panel GUID when a job is created. The Fire Alarm Control Panel stores the Panel GUID. The Panel GUID is part of the job file that you import into NFU Graphic Monitor. When the Fire Alarm Control Panel is connected to NFU Graphic Monitor through the XML Adapter, NFU Graphic Monitor compares its Panel GUID with the Panel GUID on the Fire Alarm Control Panel to verify that it is connected to the correct panel and using the correct job. If the Panel GUIDs do not match, NFU Graphic Monitor generates an Unknown Panel Event System Message. For more information see about status messages, see Appendix A on page 109.
Version GUID	The Configurator generates the Version GUID when a job is modified. The Fire Alarm Control Panel stores the Version GUID. The Version GUID is part of the job file that you import into NFU Graphic Monitor. When the Fire Alarm Control Panel is connected to NFU Graphic Monitor through the XML Adapter, NFU Graphic Monitor compares its Version GUID with the Version GUID on the Fire Alarm Control Panel to verify that the job version matches the job on the Fire Alarm Control Panel. If the Version GUIDs do not match, NFU Graphic Monitor generates a Version GUID Mismatch System Message. For more information see about status messages, see Appendix A on page 109.
Manufacturer	The name of the Fire Alarm Control Panel manufacturer.
Description	A brief description of the Fire Alarm Control Panel.
Model	The name that the manufacturer has assigned to this model of Fire Alarm Control Panel.
Panel URL	A link to the Fire Alarm Control Panel manufacturer's website.
Job Type	The type of license. For example, Mini, Enterprise, or Control.

4.2.4 Importing the job file

NFU Graphic Monitor uses the job file to create a Job Tree that matches the job on the Fire Alarm Control Panel. When importing the job file, the object icon images may be associated with the default images.

Note: The number of the job in the Fire Alarm Control Panel and the job in NFU Graphic Monitor must match. If the job on the Fire Alarm Control Panel changes, you must export the job file from the Configurator, and then import it into NFU Graphic Monitor again.

To import the job file

1. In the Main Program Settings window, click the **Panel Settings** tab.

   The Panel Settings window appears (see Figure 46 on page 66).

2. Click **Browse** in the Panel Configuration section, and then navigate to the XML job file.
3. Select **Auto-associate default icons** if you want to associate the objects with the default icons.
4. Click **Import XML**.

   If you are using a Network key, the **License Type** window appears.

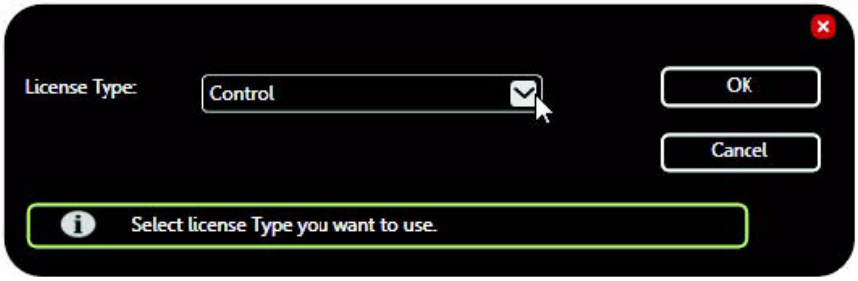


Figure 47 License Type

5. Select the **License Type** and click **OK**.

   If the job already exists, a window appears asking you if you want to update the stored version of the job with the one you are importing.

   - Click **Yes**.

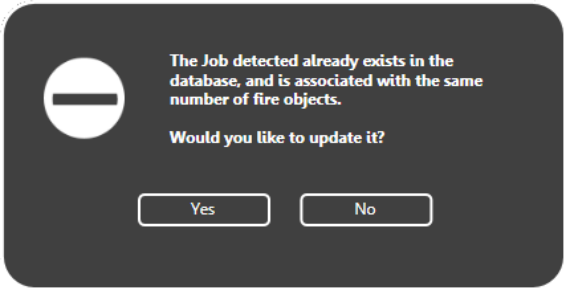


Figure 48 Update Job Confirmation Box

   A message appears saying that the import was successful.

6. Click **Close**.

4.3 Campus Settings

The Campus Settings window is where the administrator:

- Enters the Campus Information.
- Names each Building that is a part of the Campus.
- Constructs the visual representation of buildings by importing image files of floor plans.

Figure 49 Campus Settings

4.3.1 Supported Floor Plan File Formats

Attention: Nittan recommends not uploading any files larger than 25 MB.

NFU Graphic Monitor supports the following image file formats for importing floor plans. Table 11 shows them in the order of their recommended use.

Table 11 Supported Floor Plan File Formats

Supported File Type	Description
SVG	This is a vector based file format that ensures the quality of the drawings will not change regardless of the **Zoom** setting.
4 channel PNG (RGBA)	This includes alpha transparency. Floor plans will be transparent, enabling you to view all floors of a building at the same time without obstruction.
3 channel PNG (RGB) JPG BMP GIF WMF (non-vector based)	These formats do not support transparency. NFU Graphic Monitor will convert white color to transparency.

Note: For a description on how to convert PDF files to SVG, see Appendix F on page 129.

After you import the floor plans, you can arrange object icons on specific locations on the floor plan. For more information on objects, see Chapter 5 on page 91.

4.3.2 Adding a Campus Plan

A campus is a collection of buildings. You must create a campus before you create buildings.

Note: If you have one building, you still need to import a campus plan.

To add a Campus Plan

1. Click **Update Campus Plan** in the Campus Settings window (Figure 49 on page 69).

   The **Campus Plan Properties** window appears.

Figure 50 Campus Plan Properties

2. Click **Select Campus Plan**.
3. Browse to the new Campus Plan image file, select it, and then click **Open**.
4. Click **OK** to save the information and return to the **Campus Settings** window.
5. Type the information for your campus in the **Campus Information** section.

4.3.3 Updating the Campus Logo

You can change or update the logo for your campus.

To update the Campus Logo

1. Click **Change Campus Logo** in the Campus Settings window (Figure 49 on page 69).
2. Browse to the file location and click **Open**.

4.3.4 Adding a Building

A building consists of one or more floors, each of which has a floor plan. You must create a building before you can add floor plans.

To add a building

1. Click the **Config** button from the Main Display window, and then click **Yes** to go to the configuration section.

   The Configuration window appears.

2. Click **Settings > Campus Settings**.

   The Campus Settings window appears (see Figure 49 on page 69).

3. In the Buildings area, click **New**.

   The **Building Properties** window appears.

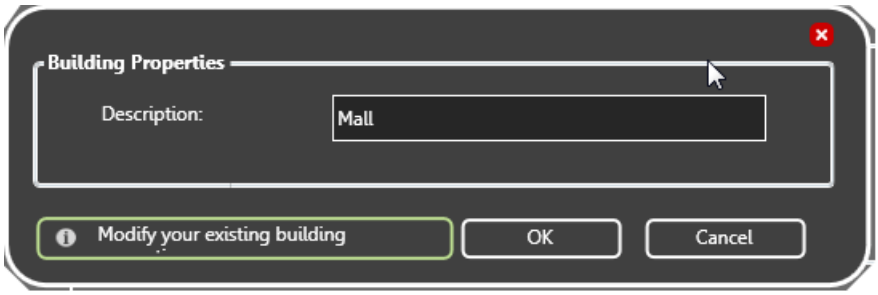


Figure 51 Building Properties

4. Type a name for the building.
5. Click **OK**.

4.3.5 Placing a Building on the Campus

You can move and resize buildings on the campus map.

1. Click the **Campus Map View** button  at the top of the Configuration window.

   By default, the building you just added is in the center of the campus.

- Click and drag a building to move it on the campus.
- Click and drag the edge of a building to change its size.
- Click and drag the corner of a building to rotate it.

Note: Only the top 6 buildings are visible in the Campus Map View. However, all the buildings are visible in Surveillance mode. To place more than 6 buildings, see How do I place more than 6 buildings? on page 118.

4.3.6 Adding a Floor Plan

After you have added a building, you can assign a floor plan to each floor.

To add a floor plan

1. Click **New** in the floor plan area.

   The **Floor Properties** window appears.

Figure 52 Floor Properties

2. Provide the following floor property information:

Description	A description of the floor.
Translate X	Aligns the floor on the X plane (to the left or right) relative to the other floors.
Translate Y	Aligns the floor on the Y plane (forward or backward) relative to the other floors.
Width	Adjusts the width of the image if it does not fit.
Height	Adjusts the height of the image if it does not fit.
Scale	Sets the scale of the floor relative to any other floors.

3. Click **Select Floor Plan**, then browse to the file location, and then click **Open**.

   A preview image of the floor plan appears.

4. Click **OK**.

See Chapter 5 on page 91 for instructions on how to configure and place objects on a floor plan.

4.4 Display Settings

You can configure how the Surveillance and List Areas appear in the Main Display window. The display can include:

- Dual Monitor
- Graphics and list
- Graphics only
- List only

You can configure the default view of the Surveillance area as one of the following Views:

- 2D View
- 3D View
- Campus View

Note: If the **Start auto-watch on startup** checkbox is selected, then **Campus View** is the only choice allowed as the default view.

To configure the Display Settings

1. Click the **Config** button from the Main Display window, and then click **Yes** to go to the Configuration section.

   The Configuration window appears.

2. Click **Settings > Display Settings**.

   The **Display Settings** window appears (Figure 53).

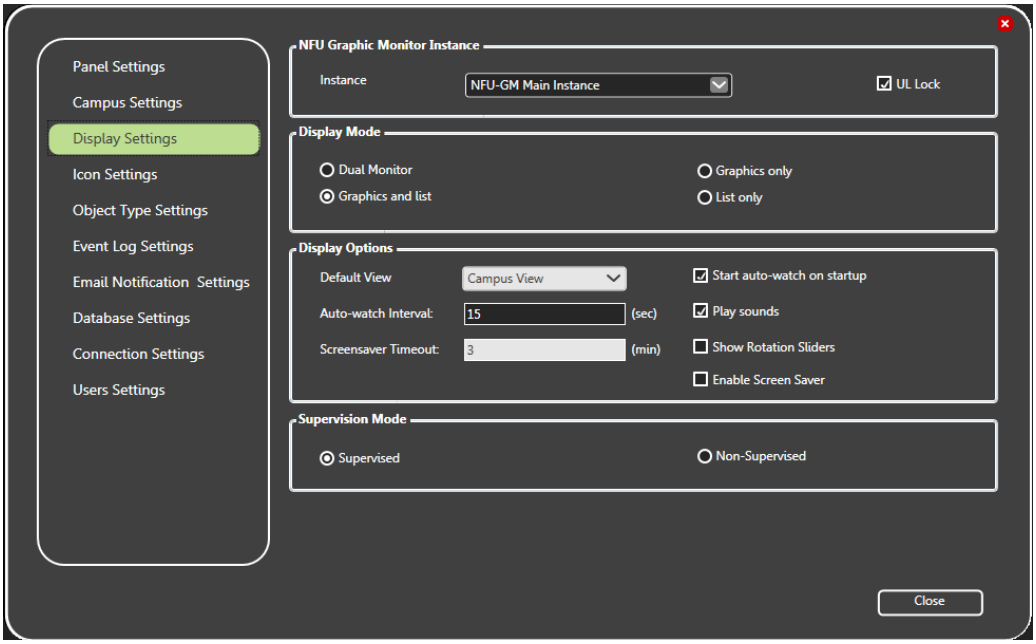


Figure 53 Display Settings

3. To determine how you want the display settings to appear, select from the following display mode parameters:

Dual Monitor	Allows for dual monitor support.
Graphics and list	Shows both the Graphics and List areas.
Graphics only	Shows only the Graphics area.
List only	Shows only the List area.

4. To determine how you want the display options to appear, enter the following parameters:

Default View	Specifies the default view as one of the following: • 2D View • 3D View • Campus View
Auto-watch Interval	Specifies the interval of time for each building to display.
Screensaver Timeout	Specifies the amount of time before the screen saver starts. Note that this setting is only available if the **Enable Screen Saver** check box is selected.
Start auto-watch on startup	Enables the auto-watch feature on startup.
Play Sounds	Specifies if an audible tone sounds when an event occurs.
Show Rotation Sliders	On a touchscreen display, shows the rotation sliders, which you use to modify the viewing angle of the Surveillance Area.
Enable Screen Saver	Enables the NFU Graphic Monitor screensaver.

5. To select the supervision mode, choose from one of the following parameters:

Supervised	Requires you to manually acknowledge all problems and restore events.
Non-Supervised	Automatically acknowledges events when the problem is restored.

6. Click **Close**.

4.5 Icon Settings

NFU Graphic Monitor has a pre-made set of customizable object icons. You can modify or add to these icons.

4.5.1 Creating a New Icon

You can create new icons and associate them with objects.

To Create a New Icon

1. Click the **Config** button from the Main Display window, and then click **Yes** to go to the configuration section.

   The Configuration window appears.

2. Click **Settings > Icon Settings**.

   The Icon Settings window appears (Figure 54).

Figure 54 Icon Settings

3. Select the **Invert preview background** check box to preview an inverted color background of a selected icon.
4. Click **New**.

   The **Icon Properties** window appears.

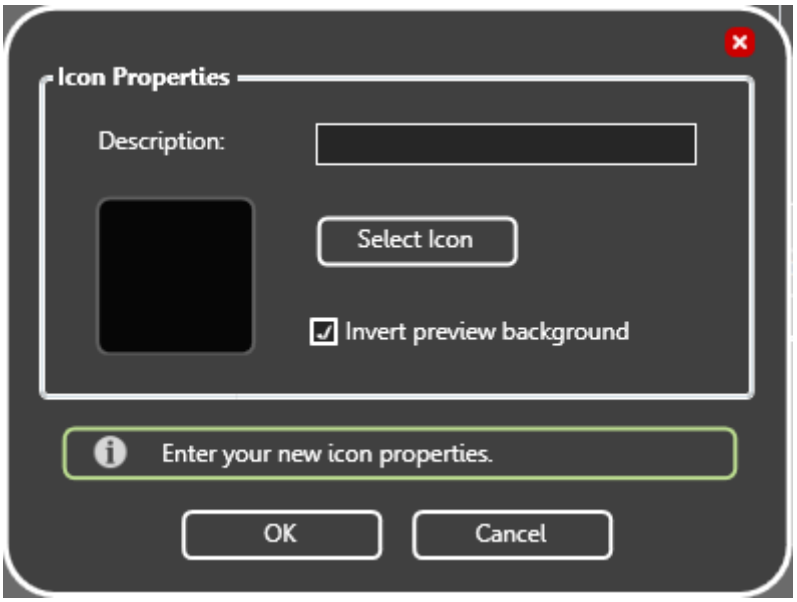


Figure 55 Icon Properties

5. Click **Select Icon**, and then choose an image. The selected file can have an extension of PNG, ICO, BMP, JPG, JPEG, or GIF.
6. Type a description of the icon in the **Description** field.
7. Select **Invert preview background** if you want to preview an inverted color image of the selected icon.
8. Click **OK** to apply the settings and exit the **Icon Properties** window.
9. Click **Close** from the **Icon Settings** window to apply the settings.

4.5.2 Modifying an Existing Icon

You can modify existing icons.

To Modify an Existing Icon

1. Click the **Config** button from the Main Display window, and then click **Yes** to go to the configuration section.

   The Configuration window appears.

2. Click **Settings > Icon Settings**.

   The **Icon Settings** window appears (see Figure 54 on page 75).

3. Select **Invert preview background** to preview an inverted color background of a selected icon.
4. Select an icon from the list of available icons.

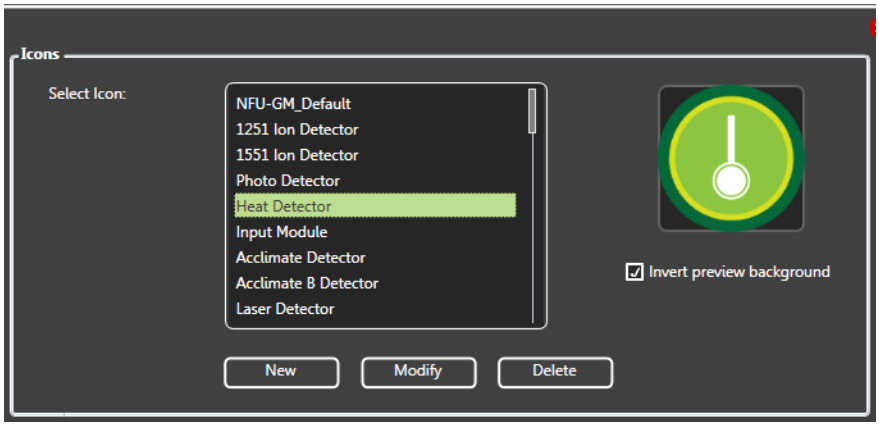


Figure 56 Icon Selection

5. Click **Modify**.

The Icon Properties window appears.

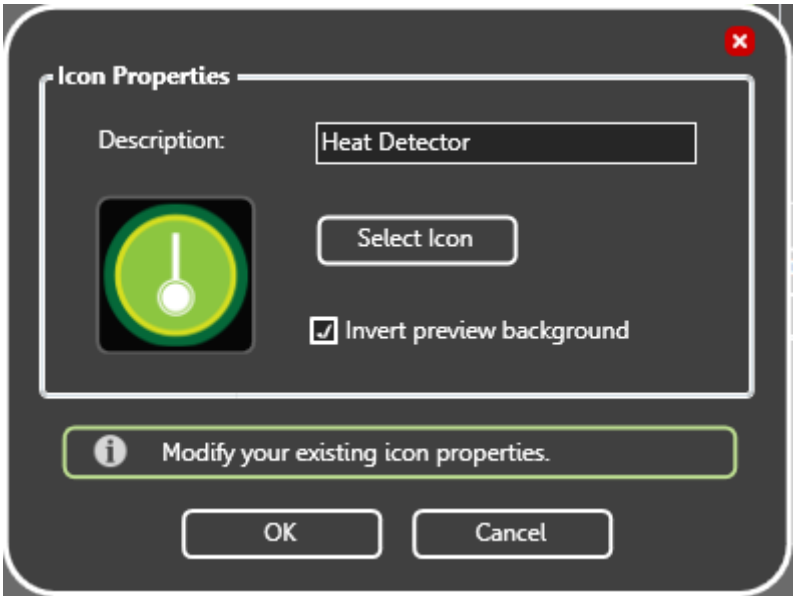


Figure 57 Icon Properties

6. Click **Select Icon**, and then choose an image. The selected file can have an extension of PNG, ICO, BMP, JPG, JPEG, or GIF.
7. Type a description of the icon in the **Description** field.
8. Select **Invert preview background** if you want to preview an inverted color image of the selected icon.
9. Click **OK**.
10. Click **Close**.

4.5.3 Deleting an Existing Icon

You can delete icons that you no longer need.

To Delete an Existing Icon

1. Click the **Config** button from the Main Display window, and then click **Yes** to go to the configuration section.

   The Configuration window appears.

2. Click **Settings > Icon Settings**.

   The Icon Settings window appears (see Figure 54 on page 75).

3. Select **Invert preview background** to preview an inverted color background of a selected icon.
4. Select an icon from the list of available icons (see Figure 56 on page 76).
5. Click **Delete.**

The Icon Delete Confirmation window appears.

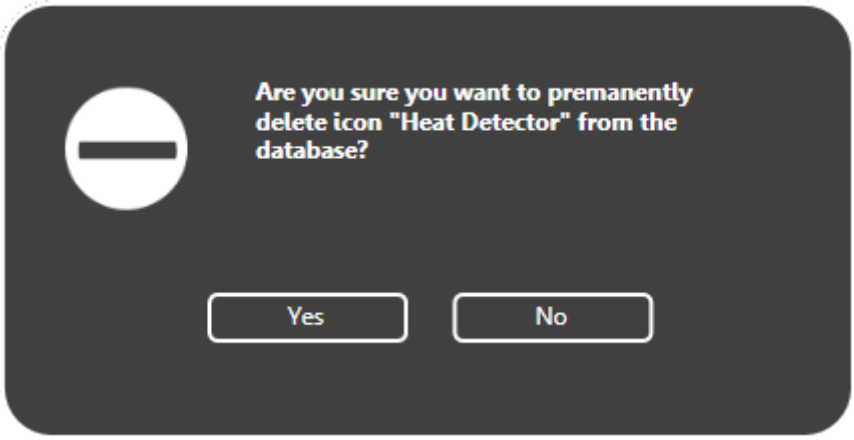


Figure 58 Icon Delete Confirmation

6. Click **Yes** to delete the selected icon.
7. Click **Close**.

4.6 Object Type Settings

An object type is a type of device, for instance a smoke detector or a phone. The list of object types ranges from ion detectors to heat sensors, with each object having a corresponding category:

Detector	Indicates that the object is a smoke, heat, or fire detector.
Module	Indicates that the object is a control or input device, such as a manual station or a water flow switch.
Other	Indicates that the Detector or Module categories do not apply.

You can associate a different icon with each state of an object. For example, you can give a heat detector three icons: an icon for its normal state, an icon for its alarm state, and an icon for its trouble state. When it goes into alarm, its icon on the floor plan changes from its normal state icon to its alarm state icon. If it reports a trouble, its icon changes to its trouble state icon.

Several common object types (for instance smoke detectors and phones) have default icons. For a complete list of object types, see Appendix C on page 114.

The default icon for an unknown object type is a question mark.

NFU Graphic Monitor displays images of every placed object on the map area, color coded according to its configuration. When an event occurs, the object becomes active and concentric rings appear around its icon in the Surveillance area.

4.6.1 Associating an Icon with an Object State

The **Object Type Settings** window has a list of object types, which correspond to the Device Type in the Object Info window that appears when you hover the pointer over an object on the floor plan.

To associate icons with states

1. Click the **Config** button in the Main Display window, and then click **Yes** to go to the configuration section.

   The Configuration window appears.

2. Click **Settings > Object Type Settings**.

   The **Object Type Settings** window appears (Figure 59).

Figure 59 Object Type Settings

3. Select an object type in the **Select Object Type** list.

   If you are uncertain which object type the device is, hover the pointer over its icon on the floor plan. In the Object Info window that appears, the object type corresponds to the Device Type.

4. Click a state in the **Select Object State** menu.
5. Select the appropriate icon for this state in the **Select Icon** list.
6. Select **Invert preview background** if you want to invert the icon color background.
7. Click **Close**.

Note: When importing the XML file with the **Auto-associate default icon** option selected, object type and the corresponding icon are associated.

4.7 Event Log Settings

NFU Graphic Monitor records all events and alarms, but you can select specific criteria for display in the Event Log.

The Event Log displays all recorded alarms and events that meet the search criteria entered in the Event Log Settings window. The data fields in the Event Log are listed by column according to the defined search criteria.

Clicking the **Event Log** button on the Main Display window opens the Event Log. For more information about the Event Log see Chapter 6 on page 104.

4.7.1 Configuring Event Log Settings

The Event Log displays many types of information. This section shows you how to choose what you want to see in the Event List.

To configure Event Log settings

1. Click the **Config.** button from the Main Display window, and then click **Yes** to confirm that you want to enter the configuration section.

   The Configuration window appears.

2. Click **Settings > Event Log Settings**.

   The **Event Log Settings** window appears (Figure 60)

Figure 60 Event Log Settings

3. Select the check box beside the criteria you want to have appear in the Event Log.

To select all of the Event Log categories, click **Select All**.

To de-select all of the categories click **Clear**:

Event ID	Every system event receives a unique identifier.
Panel Time Stamp	Every fire panel has its own clock.
NFU Graphic Monitor Time Stamp	NFU Graphic Monitor uses the PC clock to set its time.
Activation Type	Activation or Restoration of an event.
Event Type	The type of event; Active, Trouble or Bypass.
Event Description	An event based description.
Object Type	The type of object that triggered the event.
Object Class	The family of objects an object belongs to, like Input Circuit or System Status Flag.
Object Description	An object based description.
Object Address	The loop address of the object that triggered the event.
Campus	The campus where the event occurred.
Building	The building where the event occurred.
Floor	The floor where the event occurred.
Job	The name and configuration of the master panel.
Other	Node, CPU, and Loop location of the Object that triggered the event.
Unique ID	The unique ID panel address.
User	Displays the user that acknowledge the event.
Raw XML	Displays the raw XML data associated with the event.

1. Click **Close**.

4.8 Email Notification Settings

NFU Graphic Monitor allows for the configuration of the email addressing feature to set up email notification of events and alarms, and send a test message to verify the connection. Emails will be sent from info@NFU-GM.com.

4.8.1 Configuring Email Messages

NFU Graphic Monitor can send email notification of events to a designated user.

To configure Email messages

1. Click the **Config.** button from the Main Display window, and then click **Yes** to confirm that you want to enter the configuration section.

   The Configuration window appears.

2. Click **Settings**
3. Click the **Email Notification Settings** tab.

   The **E-mail Notification Settings** window appears (Figure 61)

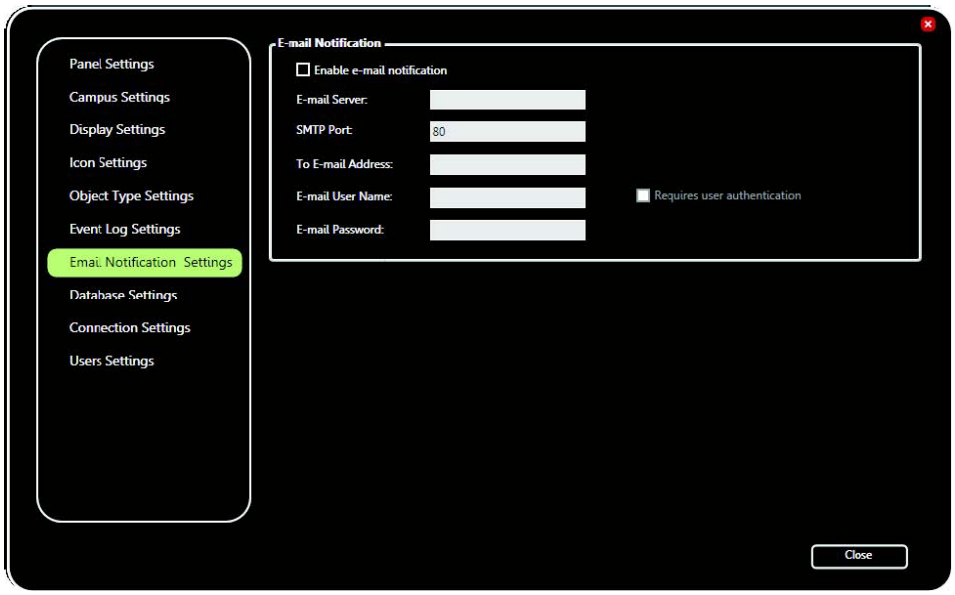


Figure 61 Email Notification Settings

4. Click the **Enable E-mail notification** checkbox.
5. Provide the following information:

Email server	Type the email service provider's IP address. If you need assistance, ask your network administrator.
SMTP Port	Type the SMTP port. If you need assistance, ask your network administrator.
To E-mail Address	Type the desired email address to send notifications to. This can also be a distribution list.

6. To set up email user authentication, select **Requires user authentication** and provide the following information:

Email user name	Type the email user name.
Email password	Type the email password.

7. Click **Close**.

4.9 Database Settings

The database contains user, Job and system log information, and can be saved to a specified location.

4.9.1 Setting Database Information

Database Settings lets you define the backup location for the Job, system messages and object configuration.

4.9.2 Backing up Database Information

You can back up the database to preserve old configurations in case they are needed again later. This is especially useful to do before you make any changes to the configuration.

To backup database information

1. Click the **Config.** button from the Main Display window, and then click **Yes** to confirm that you want to enter the configuration section.

   The Configuration window appears.

2. Click **Settings > Database Settings**.

   The Database Settings window appears (Figure 62)

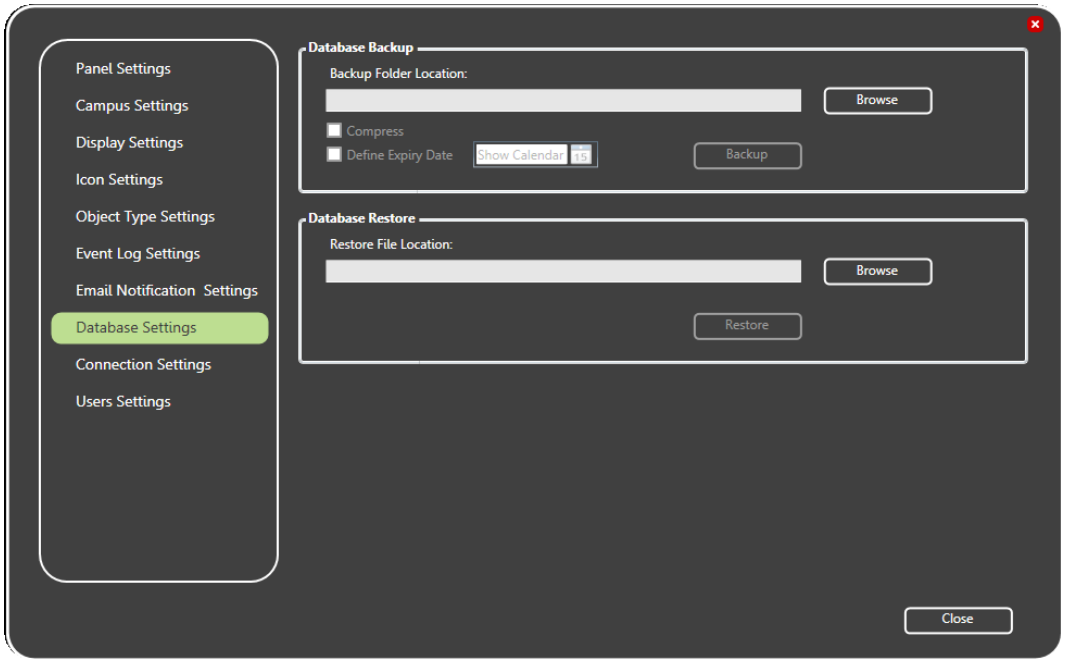


Figure 62 Database Settings

3. Click **Browse** in the **Backup Folder Location** section, and then navigate to the location where you want to store the database backup.
4. Select **Compress** if you want to compress the backup file. Compressing the file will cause it to take less space on your hard drive. The backup is stored as a GZIP file. You must uncompress this file before you can restore it back into NFU Graphic Monitor.
5. Select **Define Expiry Date** and select an expiry date.

6. Click **Backup** to create the backup file of the current database.

Note: The backup function automatically adds a date notation to the file name so that you can keep track of which backup is most recent.

7. Click **Close** to save the settings and return to the Configuration window.

4.9.3 Restoring Database Information

The following procedure shows how to restore a database.

To restore database information

1. Click the **Config.** button from the Main Display window, and then click **Yes** to confirm that you want to enter the configuration section.

   The Configuration window appears.

2. Click **Settings > Database Settings**.

   The Database Settings window appears (Figure 62 on page 83)

3. Browse to the location where you stored the backup and select it.
4. Click **Restore** to restore the database.

   NFU Graphic Monitor restores the database and restarts.

4.10 Connection Settings

NFU Graphic Monitor can exist on individual or combined physical servers or as part of a customized server implementation.

The communication components of NFU Graphic Monitor allow communication and interaction with the XML Adapter. The XML Adapter resides on a web enabled server running the Microsoft Windows XP (or later) operating system with TCP/IP network access.

A successful connection session depends on the following conditions:

- Physical connection successfully established
- Job file successfully imported
- Panel GUID validated
- Version GUID validated

4.10.1 Viewing the Connection Settings

To view the Connection Settings

1. Click the **Config.** button from the Main Display window, and then click **Yes** to confirm that you want to enter the configuration section.

   The Configuration window appears.

2. Click **Settings > Connection Settings**.

   The Connection Settings window appears (Figure 63):

Figure 63 Connection Settings

4.10.2 TCP/IP

In an Ethernet based network, NFU Graphic Monitor and the XML Adapter use the TCP/IP protocol to communicate.

A successful Ethernet based connection shows the following TCP/IP parameters:

IP Address	IP address of the computer NFU Graphic Monitor is on.
TCP/IP Port	1209. This is the TCP/IP port that NFU Graphic Monitor uses.
Subnet Mask	Subnet mask address of the network server.
Default Gateway	Default gateway address of the network server.

4.11 User Settings

User Settings lets you create and manage User Groups and Users. Access Privileges are granted to User Groups and Users derive their rights from the Group they are assigned to.

4.11.1 Viewing User Groups and Users

The User Settings window lets you view the User Groups and Users that exist in the system.

To view user groups and users

1. Click the **Config.** button from the Main Display window, and then click **Yes** to confirm that you want to enter the configuration section.

   The Configuration window appears.

2. Click **Settings > User Settings**.

   The User Settings window appears (Figure 64)

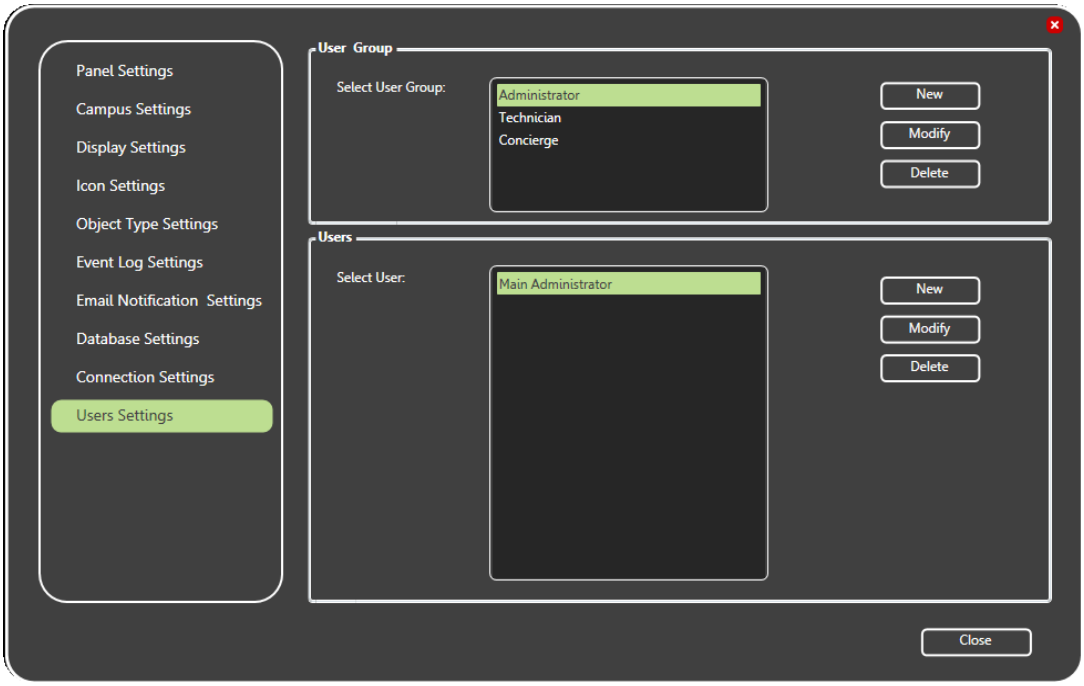


Figure 64 User Settings

4.11.2 Managing User Groups and Assigning Group Privileges

You can create **New** User Groups, and **Modify** or **Delete** existing User Groups. NFU Graphic Monitor has three default user Groups: Administrator, Technician, and Concierge.

4.11.3 Creating a new User Group

You create new groups to allow users specialized access for jobs that do not fit the definitions of existing groups.

To create a new User Group

1. In the User Group section click **New**. The User Group window appears.

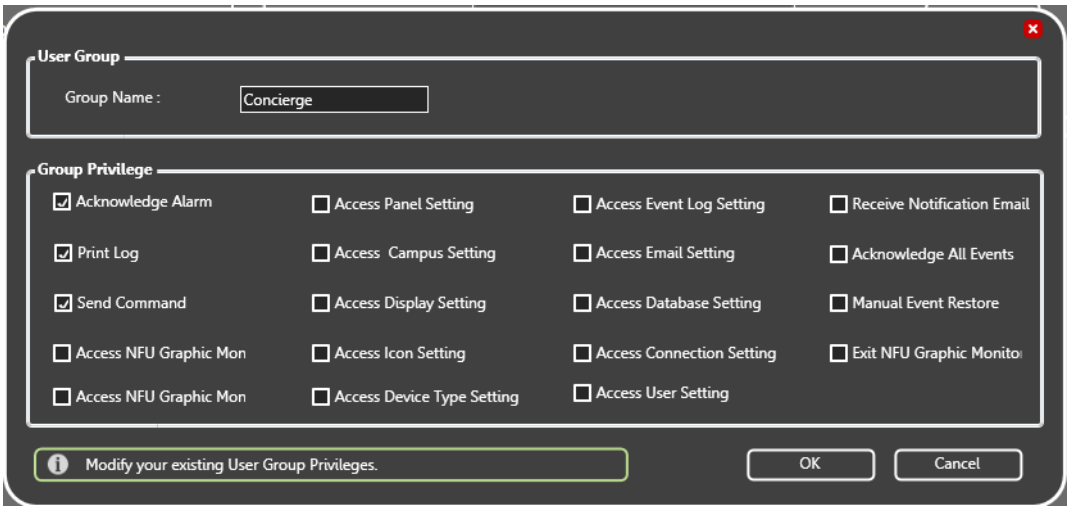


Figure 65 User Group window

2. Enter the Group Name.
3. Select the appropriate checkboxes for the Group Privileges that are essential to the functions of this group.

Acknowledge Alarm	Allows the members of the User Group to acknowledge alarms.
Print Log	Allows the members of the User Group to use the Print Log functions.
Send Command	Allows the members of the User Group to use control functions.
Access NFU Graphic Monitor Config	Allows the members of the User Group to access the Config section. Note that this Privilege is required as a prerequisite to the “Access NFU Graphic Monitor Setting” Privilege.
Access NFU Graphic Monitor Setting	Allows the members of the User Group to use the Configuration Settings section. Note that this Privilege is required as a prerequisite to any of the other “Setting” privileges.
Access Panel Setting	Allows the members of the User Group to access **Configuration Settings > Panel Settings**.
Access Campus Setting	Allows the members of the User Group to access **Configuration Settings > Campus Settings**.
Access Display Setting	Allows the members of the User Group to access **Configuration Settings > Display Settings**.
Access Icon Setting	Allows the members of the User Group to access **Configuration Settings > Icon Settings**.

Access Device Type Setting	Allows the members of the User Group to access **Configuration Settings > Object Type Settings**. Note that **Object Setting** was previously **Device Setting** and this checkbox allows access to **Object Setting** even though the checkbox label is out of date.
Access Event Log Setting	Allows the members of the User Group to access **Configuration Settings > Event Log Settings**.
Access Email Setting	Allows the members of the User Group to access **Configuration Settings > Email Settings**.
Access Database Setting	Allows the members of the User Group to access **Configuration Settings > Database Settings**.
Access Connection Setting	Allows the members of the User Group to access **Configuration Settings > Connection Settings**.
Access User Setting	Allows the members of the User Group to access **Configuration Settings > User Settings**.
Receive Notification Email	Allows the members of the User Group to receive Notification Emails.
Acknowledge All Events	Allows the members of the User Group to Acknowledge All Events.
Manual Event Restore	Allows the members of the User Group to manually restore events.
Exit NFU Graphic Monitor	Allows the members of the User Group to exit NFU Graphic Monitor.

4. Click **OK** to create the User Group.

4.11.4 Modifying an Existing User Group

You can add or delete some privileges from certain groups.

To Modify an Existing User Group

1. In the User Group section select the desired User Group, and then click **Modify**.

   The User Group window appears showing the current Group Privileges.
2. Check or uncheck the desired Privileges to add or remove rights from the user Group.
3. Click **OK**.

4.11.5 Deleting an Existing User Group

You can delete a User Group that is longer required.

To Delete an Existing User Group

1. In the User Group section, select the desired User Group, and then click **Delete**.
2. A confirmation window appears asking if you are sure that you want to delete the groups selected and all dependent users.
3. Click **Yes**.

4.11.6 Managing Users

You can create **New** Users, and **Modify** or **Delete** existing Users.

4.11.7 Creating a new User

You can create User accounts for new employees with all the right privileges to allow them to do their job while ensuring site security.

To create a new User

1. In the User Group section click **New**. The User Details window appears.

Figure 66 User Details

2. Complete the following fields:

- User Full Name (mandatory)
- Address
- Telephone
- Email
- Job Title
- User Group (mandatory)
- Login (mandatory)
- Password (mandatory)
- Confirm Password (mandatory)
- User Photo

3. Click **OK** to create the new User.

4.11.8 Modifying an Existing User

When employee information changes, you can modify the User's information and privileges to reflect the changes.

To Modify an Existing User

1. In the Users section select the desired User, and then click **Modify**.

   The User Details window appears showing the current information about this User.

2. Change the current entries as needed.

3. Click **OK**.

4.11.9 Deleting an Existing User

You can delete users when they leave or move to a division where they no longer require access to NFU Graphic Monitor.

To Delete an Existing User

1. In the Users section select the desired User click **Delete**.
2. A confirmation window pops up asking if you are sure that you that to delete the selected user.
3. Click **Yes**.

5.0 Configuring Objects and Zones

Adding objects to floor plans lets you observe real-time events in the Surveillance Area. You can label and define objects and zones, and you can add emergency instructions.

This chapter covers

- Configuring Objects and Zones
- Configuring Objects in the Job Tree
- Configuring Objects in the Surveillance Area
- Configuring Zones
- Working with the Zone and Shape Tree
- Unplaced Objects Screen

5.1 Configuring Objects and Zones

Objects are all the fire objects, system statuses and switches connected to the Fire Alarm system. NFU Graphic Monitor assigns properties to objects to help define them, monitor, and control them.

A zone is an area that contains related objects.

You configure objects and zones in the Job Tree and the Surveillance Area of the Configuration window. For a general overview of the Configuration window, see section 3.5 on page 51.

5.2 Configuring Objects in the Job Tree

Right-click an object in the Job Tree to see the following menu:

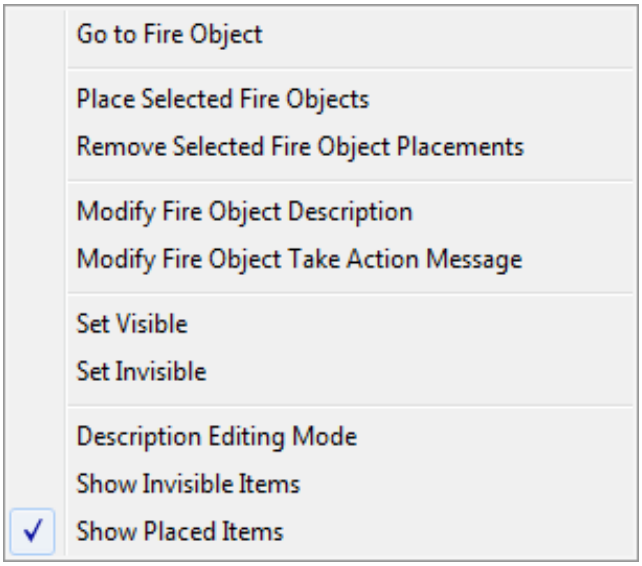


Figure 67 Fire Object Options

Go to Fire Object	Finds a placed or unplaced object.
Place Selected Fire Objects	Adds an object to the floor plan. Unplaced objects are red in the job tree, and placed objects are green.
Remove Selected Fire Object Placements	Removes any object from the floor plan.
Modify Fire Object Description	Modifies the description.
Modify Fire Object Take Action Message	Modifies the Take Action message. This message describes the actions you need to take when an event occurs.
Set Visible	Makes invisible objects visible on the floor plan.

Set Invisible	Makes the object invisible on the floor plan.
Description Editing Mode	Lets you rename multiple objects at once.
Show Invisible Items	Shows all the invisible objects in the Job Tree. Invisible objects are gray in the Job Tree.
Show Placed Items	Reserved for future use.

5.2.1 Go to Fire Object

This option shows the object on the floor plan.

To find an object

1. Double-click the object in the Job Tree.

Or

1. Right-click the object in the Job Tree.
2. Choose **Go to Fire Object** from the menu.

   The object appears in the center of the Surveillance Area and is surrounded with a red square.

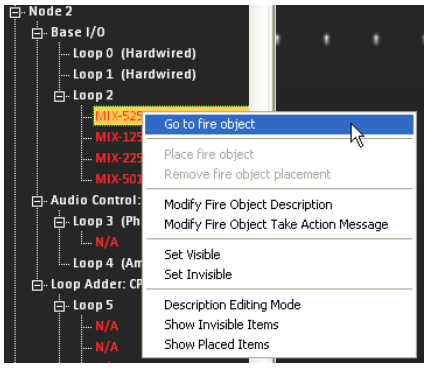


Figure 68 Go to Fire Object

3. Place the pointer over the object to display the object message.

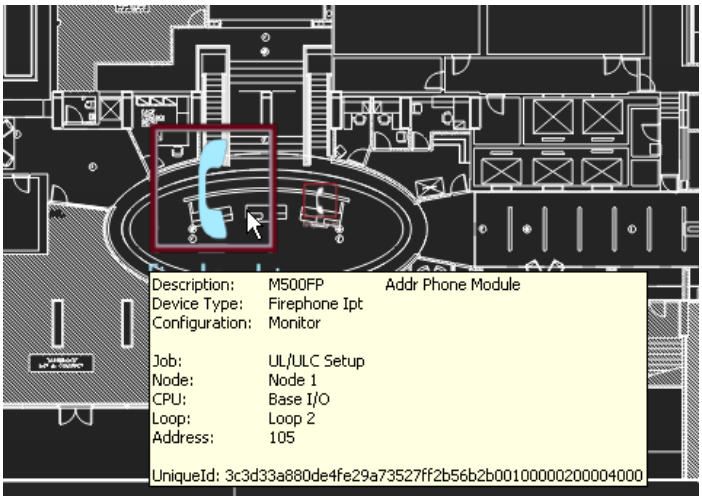


Figure 69 Object Info Message

5.2.2 Placing and Removing Objects

Adding objects to a map provides you with an accurate visual representation of the surveillance Area and allows you to effectively monitor the location. Unplaced objects are red in the Job Tree, and placed objects are green. When NFU Graphic Monitor is connected to the Fire Alarm Control Panel, all objects show alarm events whether they are on the floor plan or not.

Note: It is the customer's responsibility to ensure that the objects are placed accurately on the floor plan.

To place objects

1. Select the building and floor plan where you want to add the objects.
2. Right-click an object in the Job Tree, and then click **Place Selected Fire Objects**.

   The object appears at the top of the Map Area.
3. Drag the object to a location on the floor plan.

To remove objects

1. Right-click an object in the Job Tree, and then click **Remove Fire Object**.

   The object disappears from the floor plan.

5.2.3 Modify Fire Object Description

Every object has a description.

To define or change an object description

1. Right-click an object in the Job Tree, and then click **Modify Fire Object Description**.
2. Type a unique description for the object.

5.2.4 Description Editing Mode

You can rename multiple objects at once.

To enter Description Editing Mode

1. Right-click an object in the Job Tree, and then click **Description Editing Mode**.
2. Select an object in the Job Tree, then type a description.
3. When you are finished editing object descriptions, right-click in the Job Tree, and then uncheck **Description Editing Mode**.

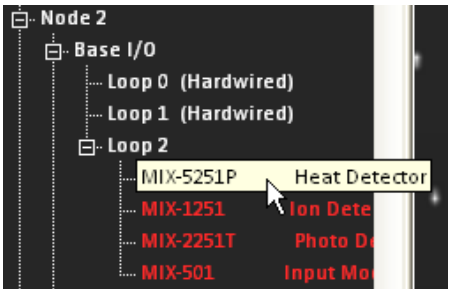


Figure 70 Description Editing Mode

5.2.5 Modify Fire Object Take Action Message

Every object has a **Take Action Message**.

To enter or change a Take Action Message

1. Right-click an object in the Job Tree, and then click **Modify Fire Object Take Action Message**.

   The Take Action Message window appears.

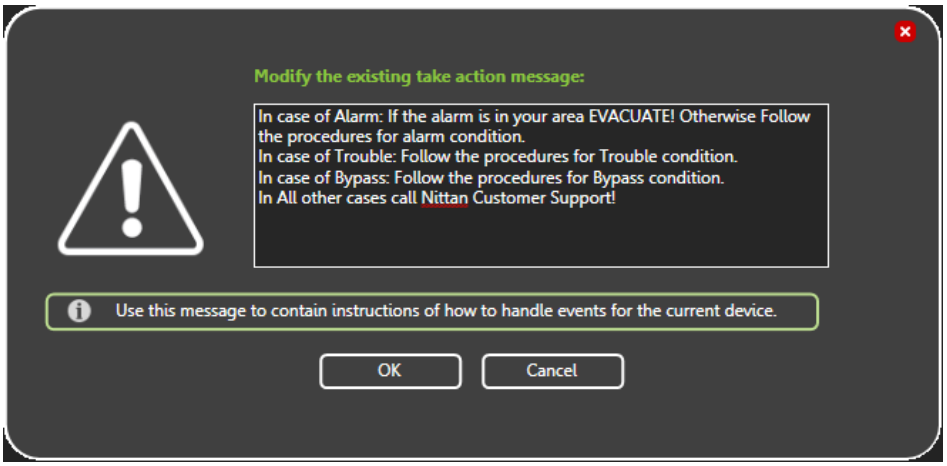


Figure 71 Take Action Message

2. Type the instructions that the operator needs to take when this object is active.
3. Click **OK**.

5.2.6 Set Visible or Invisible

By default, all objects are visible. You can make an object invisible on the floor plan, Job tree or both. Invisible objects are gray in the Job Tree.

Note: Invisibility does not change alarm and event notification.

To make an object invisible

- Right-click an object in the Job Tree, and then click **Set Invisible**.

  The object becomes invisible on the floor plan and in the Job Tree.

5.2.7 Show Invisible Items

Show Invisible Items shows the invisible objects in the Job tree. They are gray.

To show an invisible object in the Job Tree

- Right-click in the Job Tree, and then click **Show Invisible Items**.

  The invisible objects become visible in the Job Tree. They remain invisible on the floor plan.

To hide an invisible object in the Job Tree

- Right-click in the Job Tree, and then uncheck **Show Invisible Items**.

  All invisible objects on the floor plan become hidden on the Job Tree.

5.3 Configuring Objects in the Surveillance Area

To move an object on the floor plan

- Click and drag an object in the Surveillance Area to move it to another location on the same floor.

Right-click an object in the Surveillance Area to see the following menu:

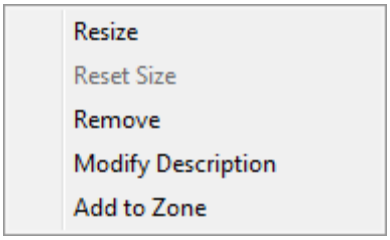


Figure 72 Commands for Objects in the Surveillance Area

Resize	Move the pointer to change the size of the object icon. Click to finish sizing the icon.
Reset Size	Resets the icon back to its default size.
Remove	Removes the icon from the floor plan. For instructions on placing objects, see section 5.2.2 on page 94.
Modify Description	Modifies the description. For instructions see section 5.2.3 on page 94.
Add to Zone	Opens the Zone Properties window. For more information on working with zones, see section 5.4.1 on page 97.

5.3.1 Modify Description

Every object has a description.

To enter or change an object description

1. Right-click an object, and then click **Modify Description**.

   The Modify Description window appears.

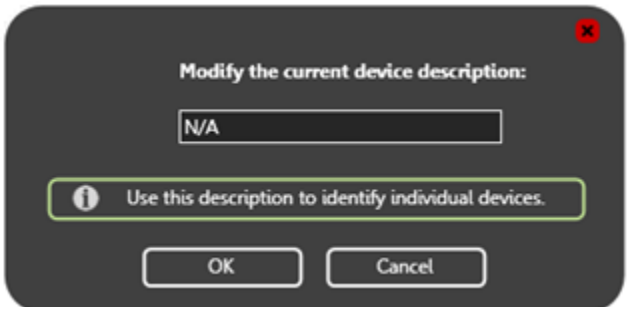


Figure 73 Modify Description

2. Type a unique description for the object.
3. Click **OK**.

5.4 Configuring Zones

Zones are areas that contain related objects and shapes. The Zone and Shape Tree lists all configured Zones and the objects in them, as well as all unassigned shapes.

5.4.1 Adding Objects to Zones

To add an object to a zone

1. Right-click an object in the Surveillance Area, and then click **Add to Zone**.

   The Zone Properties window appears.
2. Click either **Existing Zone** or **New Zone**.
   - If you chose an **Existing Zone**, click the menu, and then click the Zone.
   - If you chose a **New Zone**, type the name of the zone in the **Description** field.

3. Click **OK**.

   The object appears under the appropriate Zone in the **Zone and Shape Tree**.

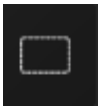
5.4.2 Drawing Shapes

You can draw rectangles on the floor plan to represent fire zones. You can make more than one rectangle part of the same zone. If an event occurs on any object in a zone, the entire zone will change to the appropriate event color.

Use the Tool buttons and the Color and Brightness buttons to draw shapes.

The Tool buttons are located in the top right corner of the Configuration window (Figure 39 on page 52).

Table 12 Tool button descriptions

Tool Button		Description
	**Selection**	Selects items in the Surveillance Area.
	**Text**	Places new text or edits existing text in the Surveillance Area. You can change the color of the text by selecting the desired color in the **Color and Brightness Tools** section.
	**Add Image**	Imports and places an image in the Surveillance Area.
	**Empty Rectangle**	Lets you draw an empty rectangle that you can assign to a new or existing zone. You can change the color of the rectangle by selecting the desired color in the **Color and Brightness Tools** section.
	**Filled Rectangle**	Lets you draw a filled rectangle that can you can assign to a new or existing zone. You can change the color of the rectangle by selecting the desired color in the **Color and Brightness Tools** section.

The Color and Brightness buttons are located in the bottom right corner of the Configuration window.

To draw a shape

1. In the Configuration window, use the Color and Brightness tool to set the color you want the new rectangle to be. See Figure 39 on page 52.
2. Click the Empty or Filled Rectangle tool. See Table 12.

Note: All rectangles are filled with color when their associated zone is active. The **Empty Rectangle** and the **Filled Rectangle** tools differ only in how the areas appear when they are not active.

2. Click in the Surveillance Area where you want the first corner of the rectangle to be.
3. Drag the pointer to create a rectangle.
4. Click again to finish drawing the rectangle.

You can resize, move, and change the color of the rectangle after you draw it.

To resize a shape

1. Select the **Selection** tool. It looks like an arrow (see Table 12).
2. Hover the pointer inside one of the side sections of the rectangle so that the pointer changes to the Resize Tool Icon.

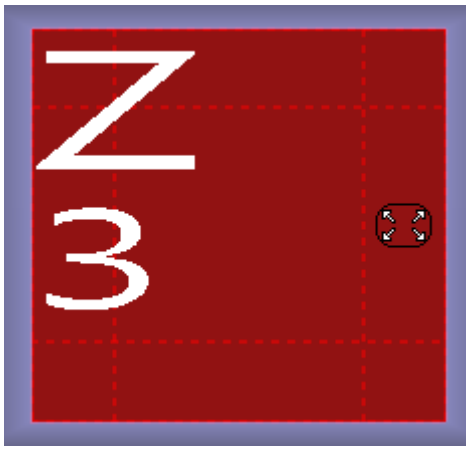


Figure 74 Resize Tool Pointer Icon

3. Click and drag the pointer to lengthen or shorten the rectangle.
4. To change the height of the rectangle, move the pointer to the upper or lower side section and drag the pointer.

Note: You can also resize a rectangle with the mouse wheel. Moving the mouse wheel shrinks or expands the rectangle proportionally.

To move a shape

1. Select the Selection tool. It looks like an arrow (see Table 12).
2. Hover the pointer over the middle of the rectangle so that the pointer icon changes to the Move Tool Icon.

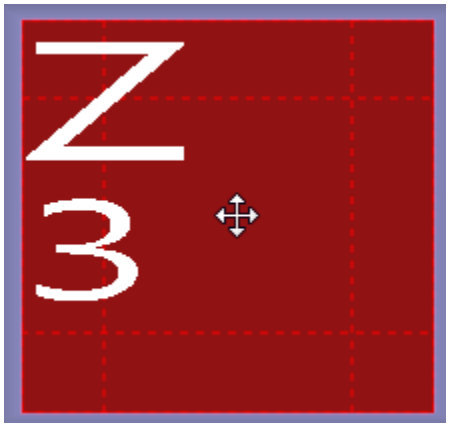


Figure 75 Move Tool Icon

3. Click and drag the pointer.

To rotate a shape

1. Select the Selection tool. It looks like an arrow (see Table 12).
2. Hover the pointer over the corner of the rectangle so that the pointer icon changes to the Rotate Tool Icon.

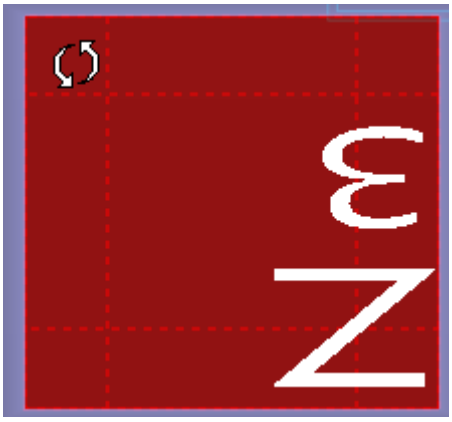


Figure 76 Rotate Tool Icon

3. Click and drag the pointer.

5.4.3 Assigning Shapes to Zones

After you create a shape, it has a default description and is not part of a zone. Hover the pointer over the shape to show the description in the top left corner of the shape.

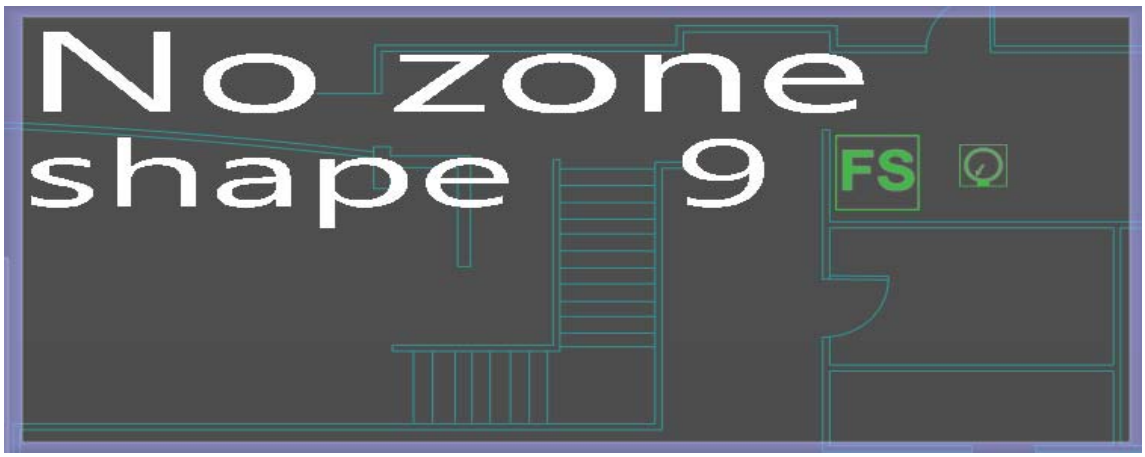


Figure 77 A new shape

Right-click a shapes in the Surveillance Area to see this menu:

Modify Description	Modifies the description. For instructions see section 5.3.1 on page 97.
Assign to Zone	Opens the Zone Properties window. For more information on working with zones see section 5.4 on page 97.
Delete	Deletes the shape.

To assign a shape to a zone

1. Right-click a shape in the Surveillance Area, and then click **Assign to Zone**.

   The Zone Properties window appears.
2. Click either **Existing Zone** or **New Zone**.
   - If you chose an Existing Zone, click the menu, and then click the Zone.
   - If you chose a New Zone, type the name of the zone in the **Description** field.
3. Click **OK**.

   The shape appears under the appropriate zone in the Zone and Shape tree.

5.5 Working with the Zone and Shape Tree

There are four types of items in the Zone and Shape Tree. The item types are:

- Zones
- Assigned Objects
- Assigned Shapes
- Unassigned Shapes

5.5.1 Zones

Right-click a zone to see this menu:

Modify Description	Modifies the description. For instructions see section 5.3.1 on page 97.
Delete Zone	Deletes the zone. Any shapes or objects will be disassociated with the zone.

5.5.2 Assigned Objects

Right-click an object that is part of a zone to see this menu:

Go to Fire Object	The object appears in the center of the Surveillance Area.
Move to zone	Moves the object to a different zone.
Add to zone	Adds the object to another zone. The object now has duplicate entries in the Zone Tree.
Remove from this zone	Removes the object from the zone.

5.5.3 Assigned Shapes

Right-click a shape that is part of a zone to see this menu:

Go to Shape	The shape appears in the center of the Surveillance Area.
Modify Description	Modifies the description. For instructions see section 5.3.1 on page 97.
Assign to Zone	Opens the Zone Properties window. For more information on working with zones see section 5.4 on page 97.
Un-assign from this zone	Removes the shape from the zone.
Delete	Deletes the shape.

5.5.4 Unassigned Shapes

Right-click a shape that is not part of a zone to see this menu:

Go to Shape	The shape appears in the center of the Surveillance Area.
Modify Description	Modifies the description. For instructions see section 5.3.1 on page 97.
Assign to Zone	Opens the Zone Properties window. For more information on working with zones see section 5.4 on page 97.
Delete	Deletes the shape.

5.6 Unplaced Objects Screen

Click the first floor of the Floor Selection frame to see all unplaced objects.

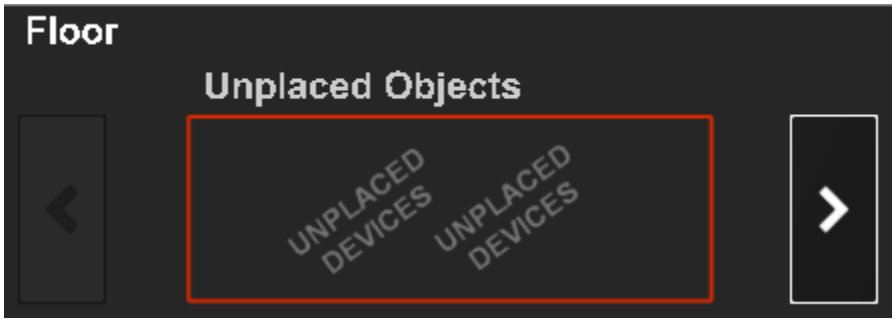


Figure 78 Unplaced Objects

The **Unplaced Objects** screen displays all unplaced devices.

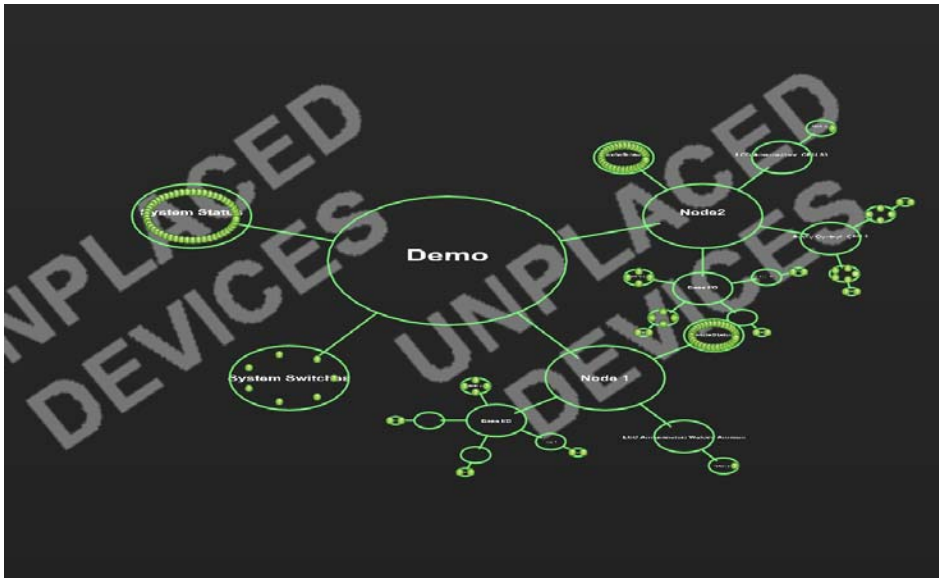


Figure 79 Unplaced Objects Screen

6.0 Managing Events

This chapter provides information for the operator on how to monitor system events and alarms.

This chapter covers

- Monitoring Events and Alarms
- What to do When an Event Occurs
- Bypassing Objects
- Using the Control Functions

6.1 Monitoring Events and Alarms

NFU Graphic Monitor displays images of every object on the map area, with the correct location of the object in buildings and on floors, and each object color coded according to its status and state. When NFU Graphic Monitor receives an alarm notice, it emits a tone and a displays an visual indication to show the alarm and trouble conditions.

Figure 80 Object Alarm

6.1.1 Object States

An object state is its current status. Objects have four states:

Normal	By default, objects in normal mode are green and not animated.
Trouble	Objects reporting trouble have animated yellow rings.
Active	Active Objects are animated with concentric rings in their default configuration display colors. • Alarm - red • Supervisory - orange • Trouble - yellow • Monitor - blue
Bypass	Bypassed objects are yellow.

For instructions on how to associate object states with icons, see section 4.6 on page 78.

6.1.2 Object Functions

You can configure objects for the following functions:

- Alarm Input
- Trouble Input
- Monitor Input
- Supervisory Input

Color coded messages indicate the status and configuration of each object.

6.1.3 List Area

The List Area (see Figure 35 on 45) displays all events and alarms and their search criteria. The search criteria are listed by column according to the following categories:

- Acknowledged
- Event ID
- Event Timestamp
- Object Description
- Object Type
- Event Type
- Event Description
- Building
- Floor
- Job
- Object Address
- Node (optional)
- CPU (optional)
- Loop (optional)

6.2 What to do When an Event Occurs

When an event occurs, the following things happen:

- The Surveillance Area enters 2D view and zooms to the object that is causing the event.
- The object becomes animated with the appropriate colored concentric circles.
- The System Status area displays the appropriate message.
- The event is displayed on the Event List and is added to the Event Log.
- The **Settings** button on the Configuration window is disabled.

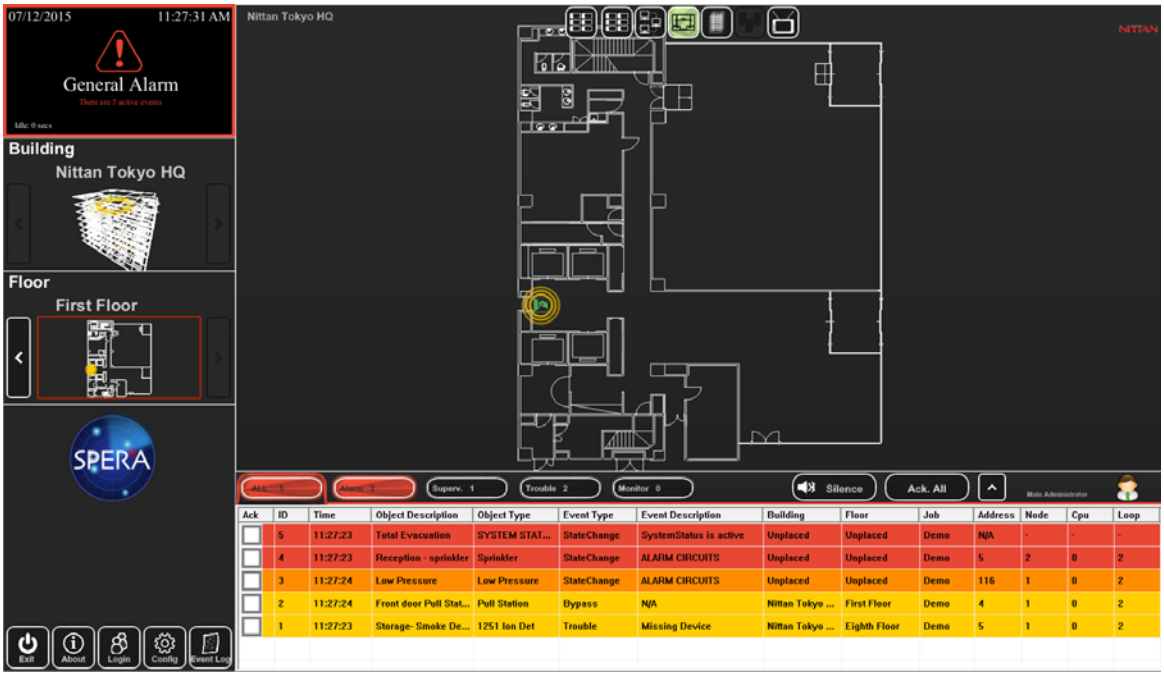


Figure 81 Active Events

When an event occurs, you can do the following things:

- View the object info.
- Go to the object.
- Acknowledge the event.
- View the Take Action message.

- Restore the event.

6.2.1 View the Object Info

- The Object Info appears in the Event List. If you hover the pointer over the object, the object info appears.

6.2.2 Go to the Object

1. Right-click the object in the Event List.
2. Click **Go to**.

   NFU Graphic Monitor zooms to the object.

6.2.3 Acknowledge the Event

When you acknowledge an event, the object stops flashing on the floor plan, and the event stops flashing in the Event List. Acknowledging affects NFU Graphic Monitor only; nothing changes on the panel.

There are two ways to acknowledge events.

- Select the corresponding checkbox in the **Ack** column.
- Double-click the **Ack All** button to acknowledge all events.

6.2.4 View the Take Action Message

There are two ways to view the Take Action Message.

- Double-click the object.
- Right-click the object in the Event List, and then click **Take Action Message**.

6.2.5 Restore the Event

When you restore an event, it disappears from the event list. Restoring affects NFU Graphic Monitor only; nothing changes on the panel.

- Right-click the object in the Event List, and then click **Restore**.

6.3 Bypassing Objects

If you have a Control License, you can bypass an object in NFU Graphic Monitor. NFU Graphic Monitor sends a signal to the Fire Alarm Control Panel to bypass the object. The corresponding device will be shown as bypassed on the Fire Alarm Control Panel.

Note: Bypassing objects works only with a Control License.

To bypass an object

- Right-click the object, and then select **Bypass**.

To unbypass an object

- Right-click the object, and then select **Unbypass**.

6.4 Using the Control Functions

The Switches View button in the Surveillance area (see section 3.3.1 on page 47) shows a grid where you can place annunciator switches. You can control the panel from here if the authority having jurisdiction allows it.

For example, you can place a Acknowledge switch in the Switches View, so that the operator can send an acknowledge command to the Fire Alarm Control Panel.

To set up control functions

1. Go to Configuration Settings, and navigate to **Control Switches** in the Floor Selection.
2. In the Job Tree, expand the **System Switches** section.
3. Drag a system switch from the Job Tree to the Control Switches grid.

   The switches that you can use are:

   - Buzzer Silence
   - Fire Drill
   - GA (Total Evacuation)
   - Signal Silence
   - System Reset

To use control functions

1. In the Surveillance Area, click the Switches View button.
2. Click a switch to send that command to the panel.
3. Click **Yes** in the window that appears.

Appendix A - System Messages

System messages provide information about the connection settings and panel status.

Connection and Panel Status Messages

Table 13 lists the Connection and Panel Status messages that appear in the Status Area and are listed by the order in which NFU Graphic Monitor checks them.

For complete descriptions of the Status Message see Table 14.

Table 13 Order of Status Checking and Status Message Type

Status Message	Status Message Type
Disconnected	Connection Status
No Jobs Imported	Connection Status
Alarm Active	Panel Status
Supervisory	Panel Status
Trouble	Panel Status
Monitor	Panel Status
Version Guid Mismatch	Connection Status
Unknown Panel Events	Connection Status
Unknown Heart Beat	Connection Status
System Normal	Panel Status and Connection Status

Status Message Descriptions

Table 14 contains images and complete descriptions of each possible Status Message. The status messages are listed in alphabetical order.

To see the order in which the Statuses are checked see Table 13.

Table 14 Connection and Panel Status Messages

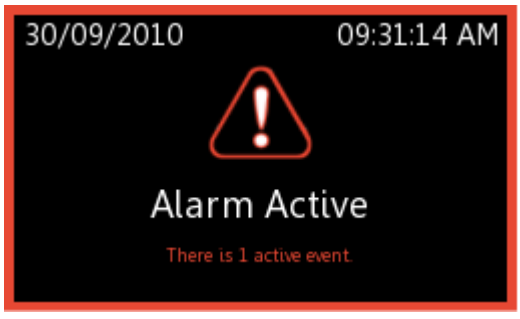
Status Message Image	Status Message Description
	**Alarm Active** The Alarm Active message appears when a fire alarm is initiated by high priority designated objects, such as, smoke detectors, ion detectors, heat detectors, sprinkler flow switches, manual stations and other objects configured to detect fire.

Table 14 Connection and Panel Status Messages (Continued)

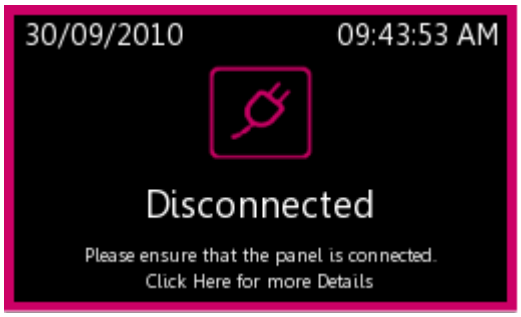
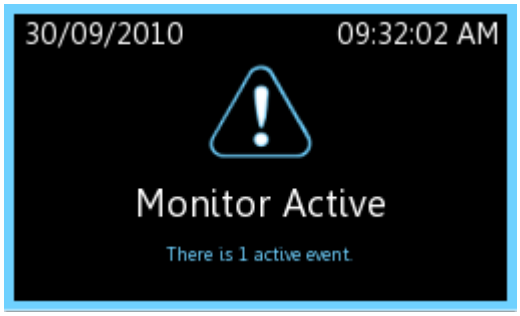
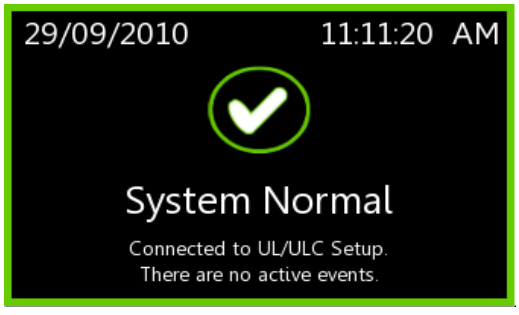
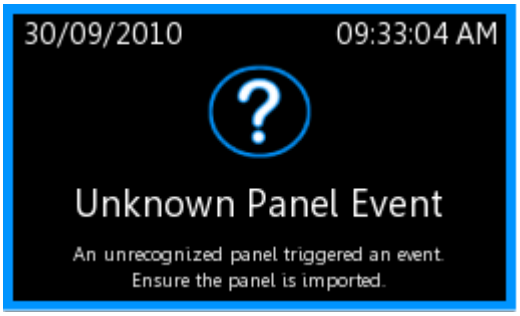
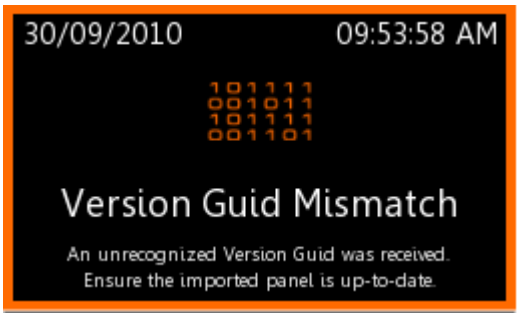
Status Message Image	Status Message Description
	**Disconnected** The Disconnected message indicates that the panel is disconnected from the system. This message appears when at least one Job is imported and the job file is not received from the XML Adapter
	**Monitor Active** The Monitor message is initiated from panels containing this function by lower priority designated objects such as telephones. The fire department or monitoring company is not notified.
	**No Panels Imported** This message appears when there is no imported job file.
	**Supervisory Active** The Supervisory message indicates that a component of the fire detection system is disabled due to a manual error, such as a closed fire sprinkler valve or active tamper switch. Objects designated as a lower priority can also trigger a Supervisory alarm.
	**System Normal** Once connection is established, both Panel and Version GUID are identified, The job file is imported and there are no alarms. The system is normal.

Table 14 Connection and Panel Status Messages (Continued)

Status Message Image	Status Message Description
	**Trouble Active** The Trouble message indicates that a fault or defect exists on the panel, such as a panel electrical problem, malfunctioning or disabled smoke detector, a disabled or disconnected zone, backup battery low power, ground faults, or short or open circuits.
	**Unknown Heart Beat** The panel sends a packet of data containing the panel and Version GUID to the XML adapter on a periodic basis. This packet of data is called the heartbeat. NFU Graphic Monitor compares the heartbeat to the information in the database. An Unknown Heart Beat message indicates that the GUID may not exist in the database. If NFU Graphic Monitor misses a heartbeat, an alert is generated indicating that either or both the Panel GUID or Version GUID are not identified by NFU Graphic Monitor.
	**Unknown Panel Event** This message appears when the panel GUID does not match the version in the NFU Graphic Monitor database. This message requires a physical connection and a successful job file import in order to appear.
	**Version Guid Mismatch** This message appears when the version GUID does not match the version in the NFU Graphic Monitor database. This message requires a physical connection, a successful job file import and valid panel ID in order to appear.

Appendix B - Network Topologies

The following samples show some of the various network topologies for NFU Graphic Monitor.

Direct Connection

Figure 82 shows a direct connection between the NFU Graphic Monitor application and the fire panel. The XML Adapter is installed on the same computer as NFU Graphic Monitor.

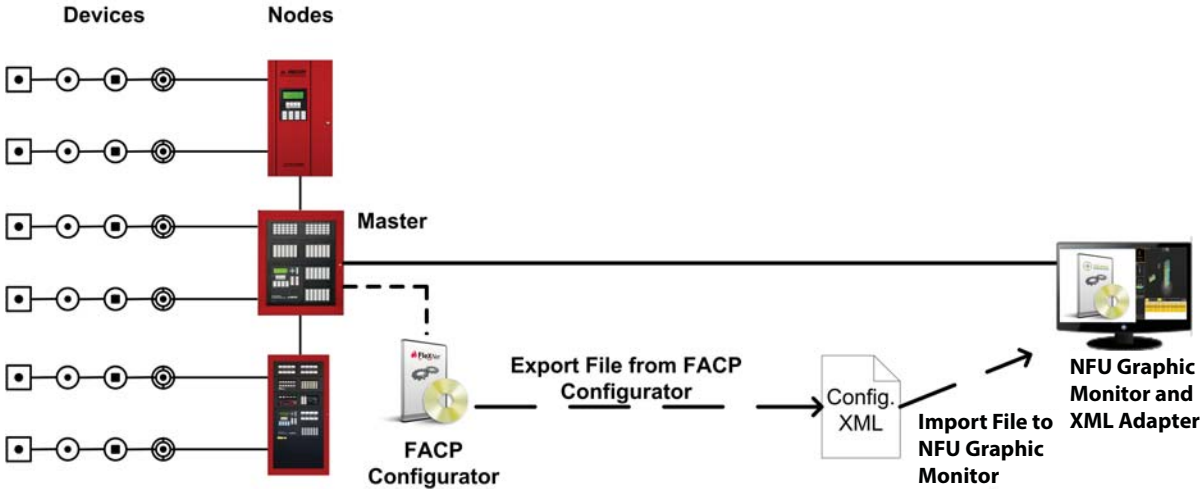


Figure 82 Direct Connection Network Diagram

LAN Connection 1

Figure 83 shows a LAN based network for establishing the communication between the NFU Graphic Monitor application and the fire panel.

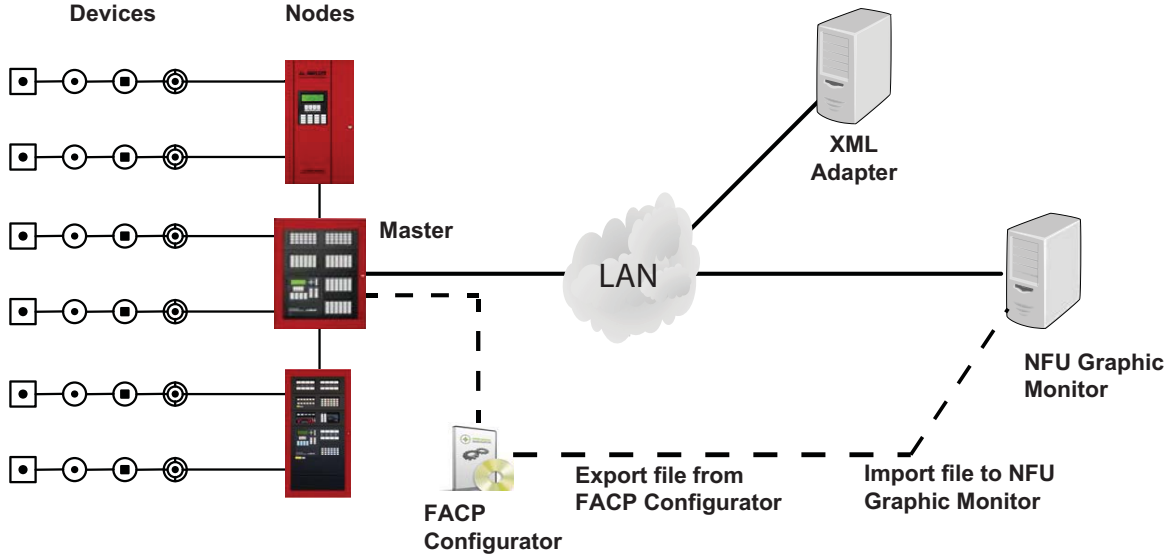


Figure 83 LAN Connection Network Diagram with XML Adapter on same workstation

Monitoring Instances

Figure 84 shows one XML Adapter computer, and more than one NFU Graphic Monitor computer connected to it. This is useful if you want to have several instances of NFU Graphic Monitor for monitoring.

Nittan recommends a maximum of 10 NFU Graphic Monitor computers.

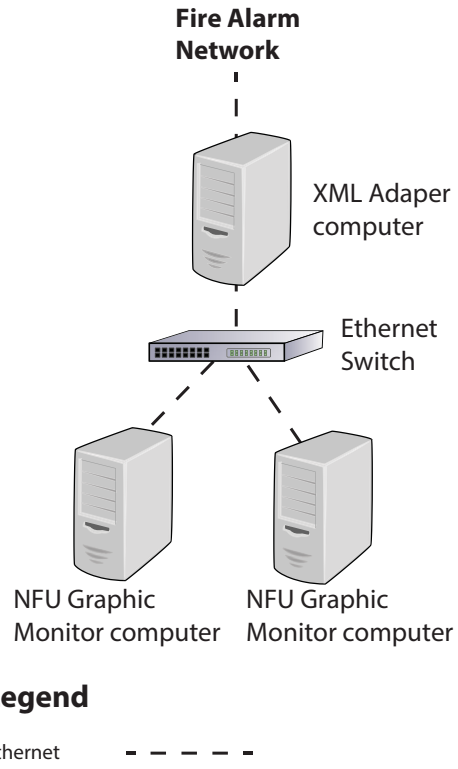


Figure 84 NFU Graphic Monitor and XML Adapter installed on different computers

Appendix C - Input Object and Assorted Status Types

Input Object Types

Table 15 lists the various types of input objects.

- Default
- Ion Input
- Photo Input
- Heat Input
- Input Module
- Laser Input
- Acclimate Input
- Fire Phone Input
- Addressable Output Signal
- Relay Driving Signal
- Relay
- Conventional Alarm Input
- Conventional Output Signal
- Conventional Relay Driving Signal
- Conventional Relay
- Conventional Phone
- Voice Line
- Amplifier
- Remote Switch
- Addressable Relay

Table 15 Input Object Types

Object Icons

The following figure shows the object icons bundled with NFU Graphic Monitor.

Figure 85 Object Icons

Job Status Types (for NFU-7000 panels only)

Table 16 lists the various Job Status types.

- Alarm Ack
- Alarm Xmit Active
- Alert Active
- All Call
- All Call Minus
- Alm Buzzer
- Alm Buzzer Silence
- Amp Trouble
- Auto Day/Night
- Auto Ga Timing
- Auto SS Timing
- Auto Suite Resound
- Aux Disc
- Aux Reset Pulse
- Common Alarm
- Common Monitor
- Common Supv
- Common Trouble
- Evac Active
- Fire Drill
- Ground Fault
- Latched Relays
- New Alarm Active
- Off Hours
- Page by Phone
- Page to Alert
- Page Inhibit
- Page to Evac
- Page Ready
- Paging Active
- Page by Phone
- Pre-Alarm Active
- Pre-Tone Active
- Relay Auto Test Act
- Sig Sil Inhibit
- Sig Silence Pulse
- Signal Silence
- Signals Active
- Silenceable Opts Act
- Spv Buzzer
- Spv Buzzer Silence
- Subsequent Alarm
- Sys Reset
- Sys Reset Inactive
- Telephone Call in
- Telephone Call In Silenced
- Telephone Trouble
- Total Evacuation
- Trb Buzzer
- Trb Buzzer Silence
- Trouble Xmit Active

Table 16 Job Status Types

Node Status (for NFU-7000 panels only)

Table 17 lists the various Node Status types.

- AC On
- Alm Relay Active
- Audible Walktest
- Microphone Trouble
- Node Active
- Node Alarm
- Node Alarm Verif
- Node Alert Active
- Node Amp Trouble
- Node Call Control
- Node Evac Active
- Node Ground Fault
- Node Maint. Alert
- Node Monitor
- Node Pre-alarm
- Node Relay Auto Test
- Node PTT Pressed
- Node Signal Silence
- Node Signals Active
- Node Subsequent Alarm
- Node Supv
- Node Sys Reset Active
- Node Tel Call In
- Node Trbl Xmit Active
- Node Trouble
- Node Wflw Retard
- Page Ready
- Pre-Tone Active
- Silent Walktest
- Spv Relay Active
- Trb Relay Active

Table 17 Node Status Types

Connection Status Conditions

Table 18 shows the conditions that generate system messages.

		Conditions			
		Job file Successfully imported	**Physical Connection established**	**Panel GUID Validated**	**Version GUID Validated**
Message	Disconnected	Yes	No	N/A	N/A
	No Panels Imported	No	No	N/A	N/A
	Version GUID Mismatch	Yes	Yes	Yes	No
	Unknown Panel Events	N/A	Yes	No	N/A
	Unknown Heart Beat	N/A	Yes	No	N/A
	System Normal	Yes	Yes	Yes	Yes

Table 18 Connection Status Conditions

Appendix D - Troubleshooting FAQ

Frequently Asked Questions

Q: How do I resynchronize NFU Graphic Monitor if the system goes down?

A: If the panel goes down or if NFU Graphic Monitor quits unexpectedly, follow these instructions.

1. Close NFU Graphic Monitor if it is open.
2. Close the XML Adapter.
3. Wait for 1 minute.
4. Restart the XML Adapter.
5. Restart NFU Graphic Monitor.
6. Perform a network restart on the panel.

NFU Graphic Monitor should reconnect to the panel and receive any events that the panel sent while NFU Graphic Monitor was down.

Q: Why is the text on the screen jumbled?

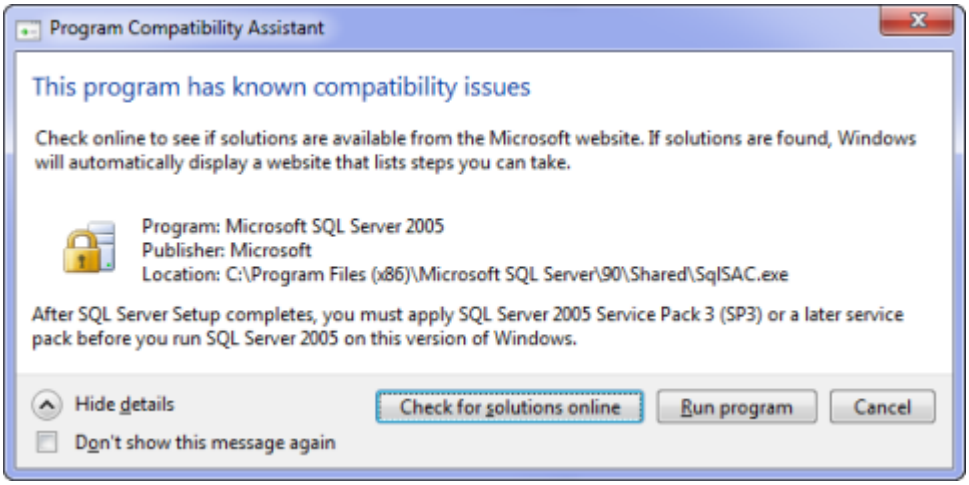
A: This is a known issue with some Intel graphics cards. Update your drivers to solve this issue.

Q: Why does my installation fail and I receive this message?

Unable to satisfy all prerequisites for Nittan NFU Graphic Monitor. Setup cannot continue until all system components have been successfully installed.

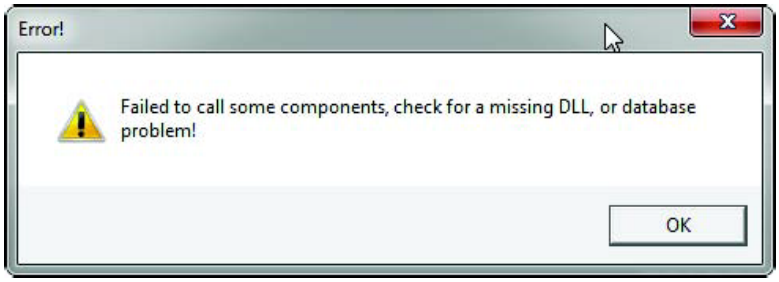
A: Click the **Details** button. If you see the message **Administrator permissions are required**, install the application using a user profile that has Administrator rights.

Q: When installing NFU Graphic Monitor, why do I receive this or a similar message?



A: You are running Windows 7. Click **Run**

Q: When I attempt to run NFU Graphic Monitor why do I receive the following message?



A: Your are running NFU Graphic Monitor in a Vista or Windows 7 environment. You must ensure that you are running NFU Graphic Monitor with Administrator rights.

Q: Why is NFU Graphic Monitor telling me that I only have a Demo version when I have purchased a licensed version?

A: Ensure that your CodeMeter USB key has been programmed and is connected to the computer running NFU Graphic Monitor.

Q: How do I place more than 6 buildings?

A: Only the top 6 buildings are visible in the Campus Map View. However, all the buildings are visible in Surveillance mode. If you have more than 6 buildings, follow these instructions.

1. In Campus Map View in the Configuration window, place and size the visible buildings as desired.
2. Click **Settings**, and then click **Campus Settings**.
3. In the **Buildings** section, select the building at the bottom of the list, and then click the Up arrow to move the selected building to the top of the list.
4. Click Close.
5. Click the **Campus Map View** button at the top of the Configuration window.

   The building that you moved is now visible.
6. Move and resize the new building as desired.
7. Repeat steps 2 to 6 for each building after the 6th building.

Appendix E - Importing a Revised CAD Drawing

If the CAD drawings for your floor plans change, you can import revised CAD drawings into NFU Graphic Monitor.

Attention: These instructions should be completed by someone familiar with CAD software.

1 Import the new CAD drawing into DraftSight

To download and install the latest version of DraftSight

1. Open a web browser and go to **http://www.3ds.com/products-services/draftsight-cad-software/free-download/**
2. Click **Download**.
3. After the download, run and complete the install application.

To import the drawing into DraftSight

4. In DraftSight, click **File** > **Open** and open the original CAD drawing.
5. Click **File** > **Open** and open the new CAD drawing into the original CAD file.

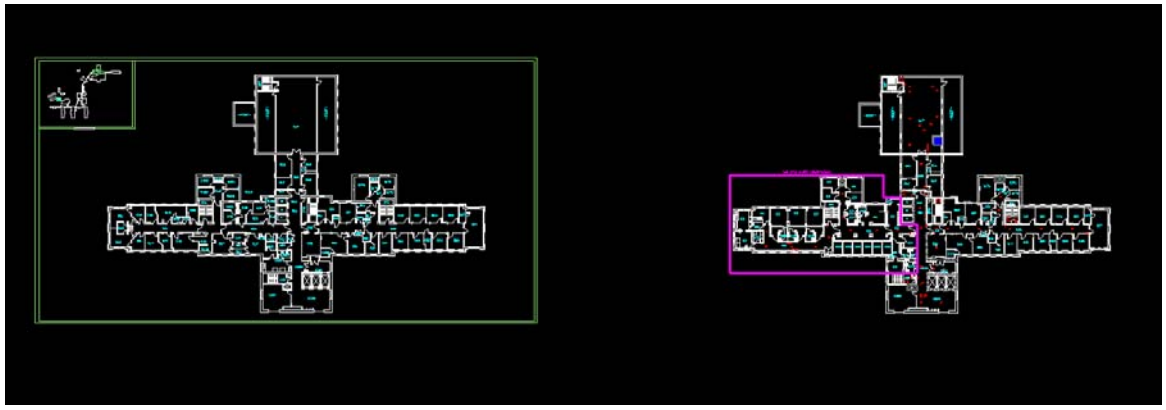


Figure 86 New and old CAD drawings

6. Click **Format** > **Layer**.
7. Unselect the layers in the new CAD drawing that you do not want to show in NFU Graphic Monitor.

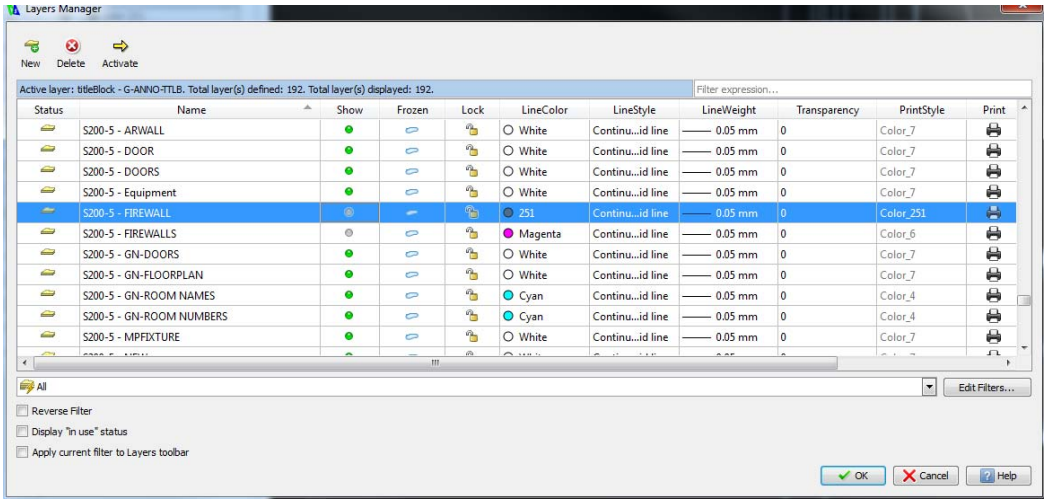


Figure 87 Hide layers

2 Align the new drawing with the original drawing

1. Select the original CAD drawing, then right-click and select **Entity Group** > **Quick Group**.

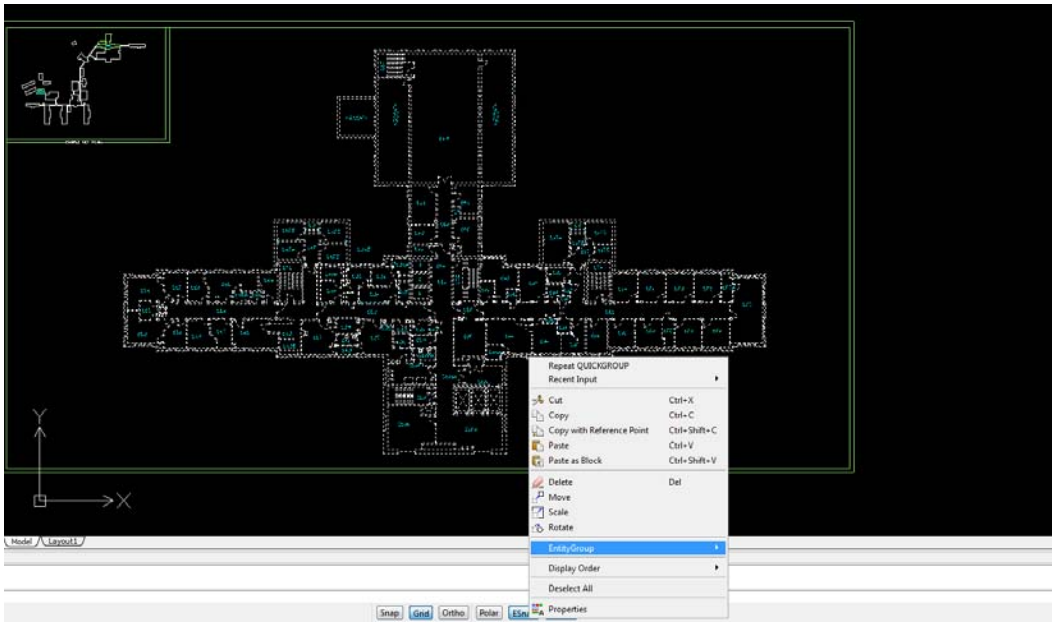


Figure 88 Entity Group

2. Right-click the new CAD drawing, and select **Cut**.
3. Paste the new CAD drawing on top of the original drawing, making sure that the new drawing has the same coordinates as the original drawing.

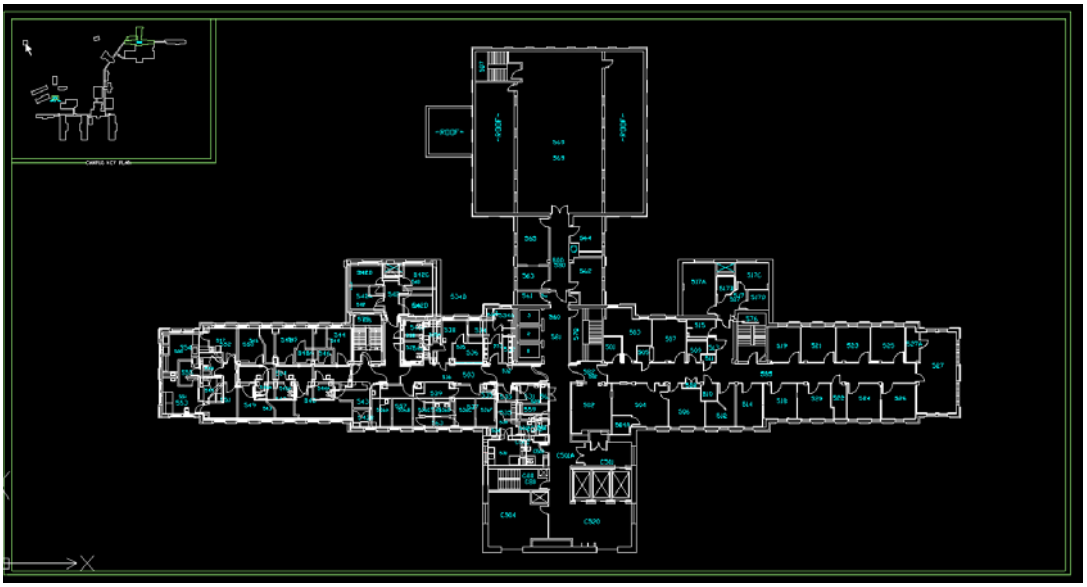


Figure 89 New drawing on top of old drawing

4. Select the original drawing, and press the Delete key.

   The new CAD drawing should now have the same coordinates as the original drawing.

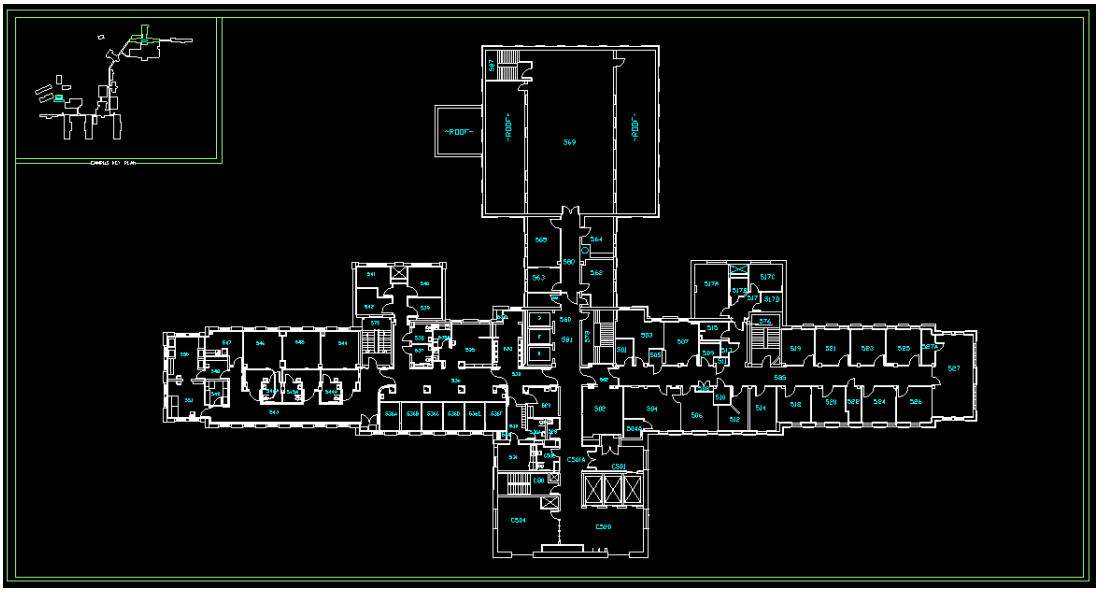


Figure 90 New drawing

3 Remove the non-essential objects

1. Enable the layers that were previously hidden.

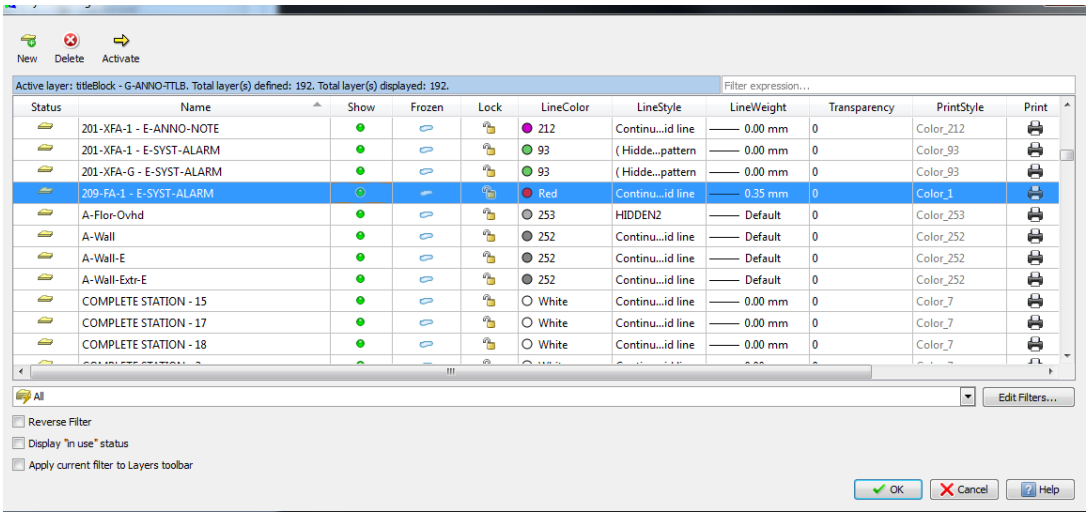


Figure 91 Show layers

2. Delete the non-essential objects.

Figure 92 Non-essential objects

3. Double click the mouse wheel to automatically display the file to the outer drawing limits.
4. Make sure that all non-essential objects have been removed. Any objects not removed may affect the overall drawing scale.
5. Select **File** > **Export** > **Export**.

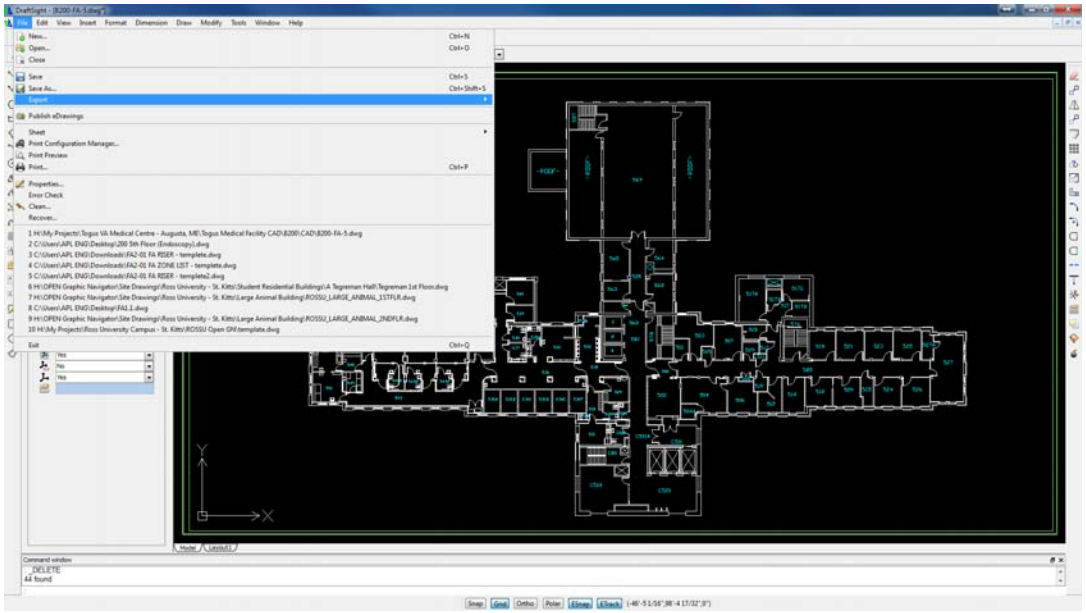


Figure 93 Export

6. Change the file type to **Scalable Vector Graphics Format (SVG)**.
7. Click **Save**.

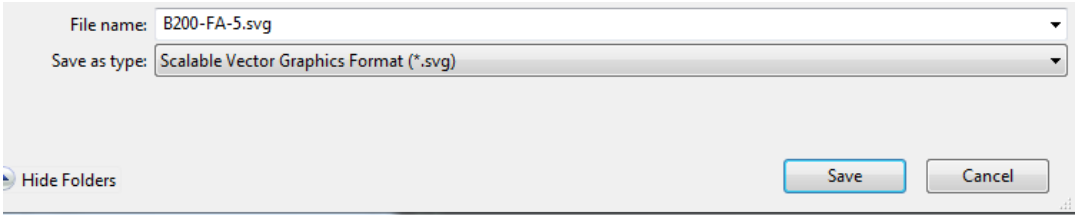


Figure 94 Save as Scalable Vector Graphics Format (SVG)

4 Remove the background and border in Inkscape

The instructions in this section are for cosmetic purposes and are not required.

Inkscape is an Open Source vector graphics editor, with capabilities similar to Illustrator, CorelDraw, or Xara X, using the scalable vector graphics (SVG) file format.

To download and install the latest version of Inkscape

1. Open a web browser and go to **www.inkscape.org**.
2. Click **Download Now**.

3. After the download, run and complete the install application.

To remove the background and border in Inkscape

1. In Inkscape, click **File** > **Import** and import the SVG file.

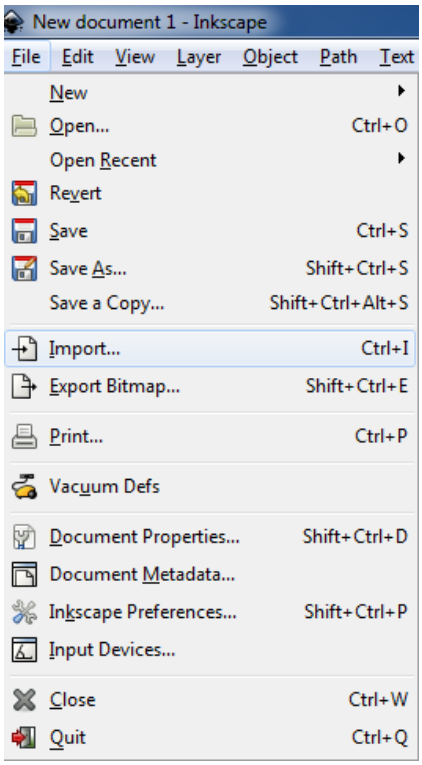


Figure 95 Inkscape import

2. Click **File** > **Document Properties**.

   The **Document Properties** window appears.

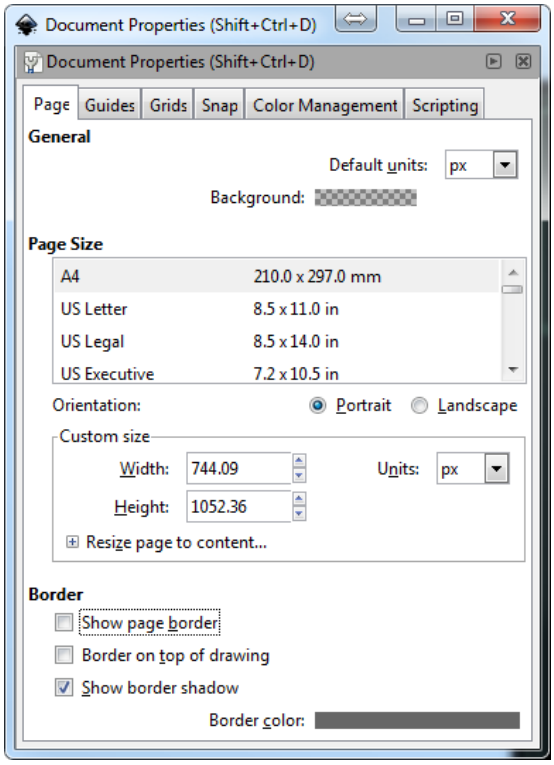


Figure 96 Document Properties

3. Unselect **Show page border**.
4. Close the **Document Properties** window.
5. Select the **Zoom to fit drawing in window** icon.

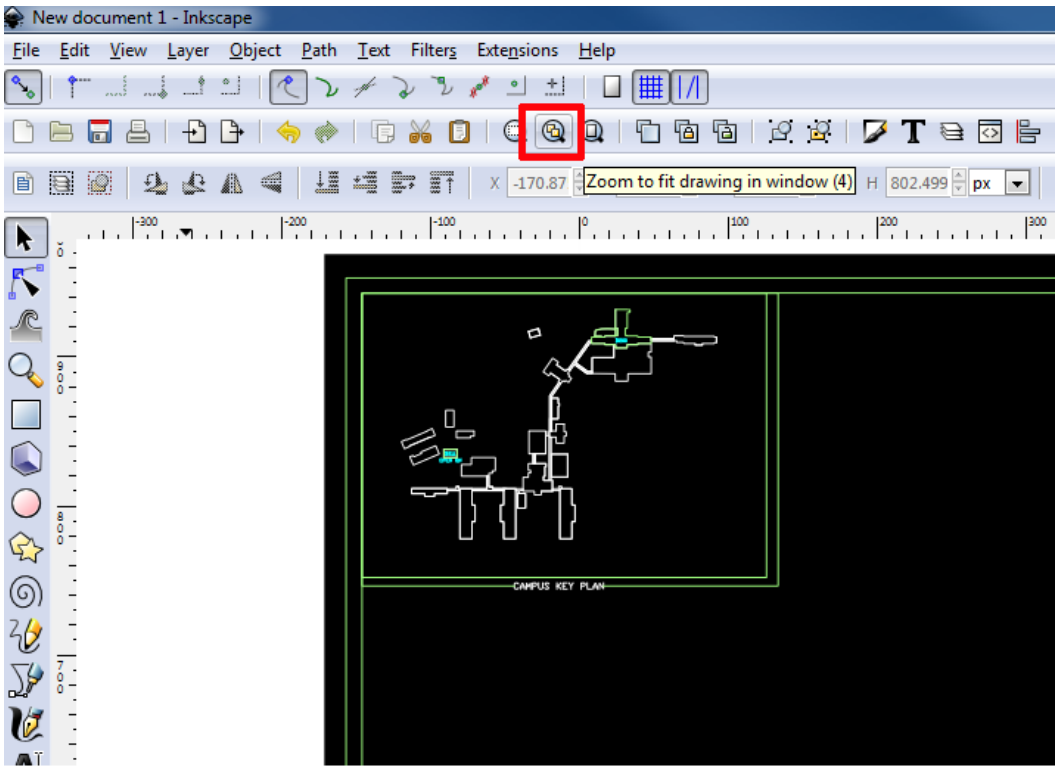


Figure 97 Zoom to fit drawing in window

6. Select the black background near the corner so that the arrow icons appears at the corners as shown in Figure 98.

Figure 98 Select the black background near the corner

7. Press the Delete key to remove the background.

   The SVG file should now have no background.

8. Select **File** > **Save As**, and save the file in **Plain SVG** format.

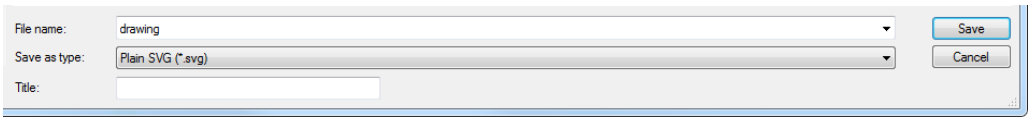


Figure 99 Save in Plain SVG format

5 Import the SVG file into NFU Graphic Monitor

1. In NFU Graphic Monitor, click the **Config** button from the Main Display window, and then click **Yes** to go to the configuration section.
2. Click **Settings > Campus Settings**.
3. Select the floor plan that you want to change.
4. Click **Modify**.

Figure 100 NFU Graphic Monitor Campus Settings

5. Click **Select Floor Plan**, and select the new SVG file.

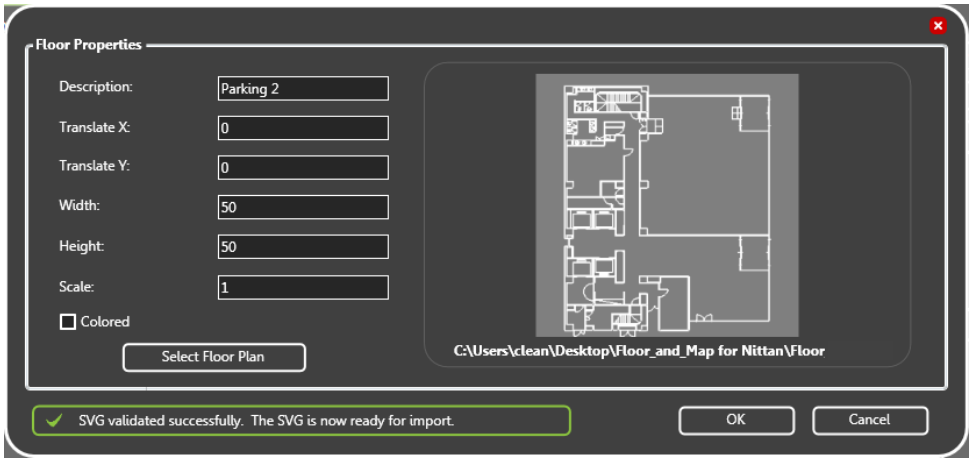


Figure 101 Floor Properties

6. Click **OK**.

   NFU Graphic Monitor restarts.

7. Ensure that previous device placements have not changed, and modify any object placements that may have shifted with the floor plan update.

Appendix F - Converting PDF files to SVG files

NFU Graphic Monitor works best with SVG (scalable vector graphics) files. To convert PDF files to SVG file format, Nittan recommends using either of the following applications:

- Inkscape
- Adobe Illustrator

Using Inkscape

Inkscape is an Open Source vector graphics editor, with capabilities similar to Illustrator, CorelDraw, or Xara X, using the W3C standard Scalable Vector Graphics (SVG) file format.

To download and install the latest stable version of Inkscape

1. Open a web browser and go to **www.inkscape.org**.
2. Click **Download Now**.

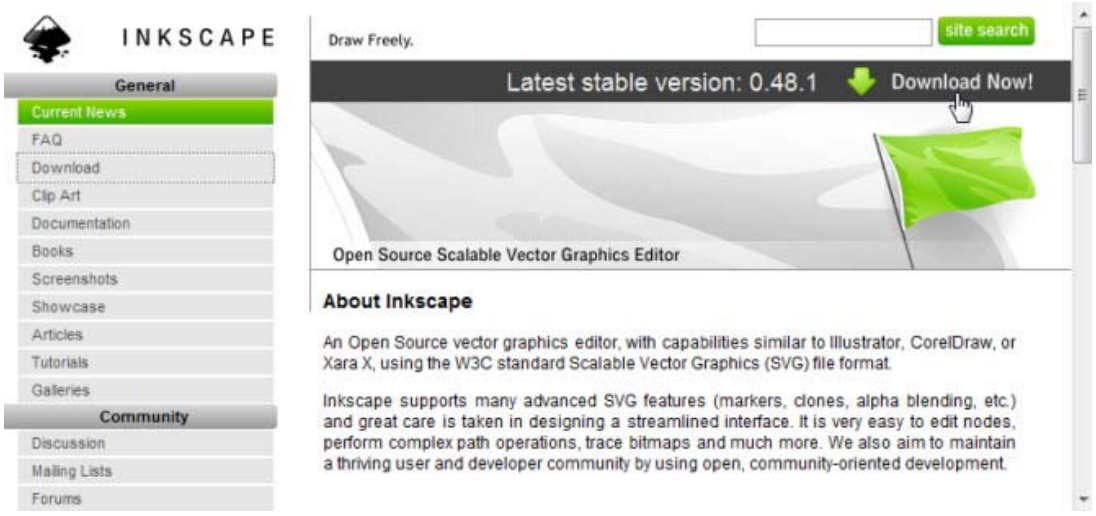


Figure 102 Download Inkscape

3. After the download, run and complete the install application.

To convert a PDF file to SVG format using Inkscape

1. Start Inkscape.
2. Click **File > Open**.

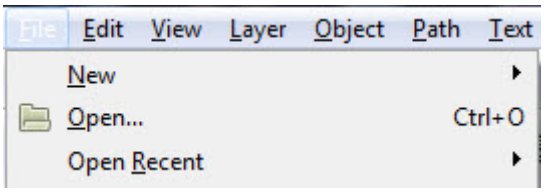


Figure 103 Inkscape File > Open

3. Browse to the desired file and click **Open**.

   The PDF Import window appears.

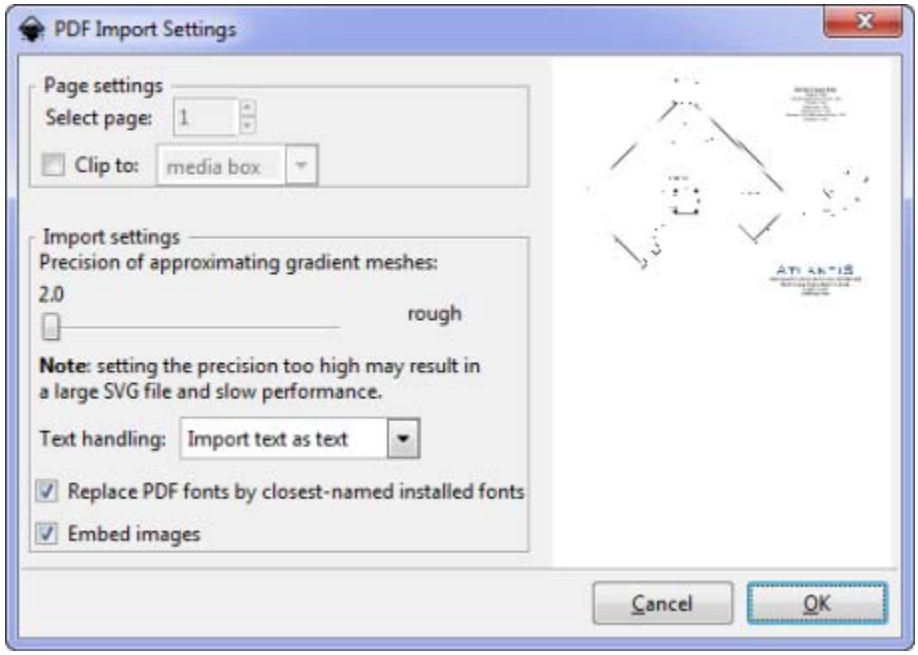


Figure 104 Inkscape PDF Import

4. If the PDF has multiple pages, select the desired page from the Select page section.

   The page will be previewed on the right side of the window.
5. Click **OK**.

   The file opens in Inkscape.

6. Click **File > Save As**.

   The “Select file to save to” window opens.

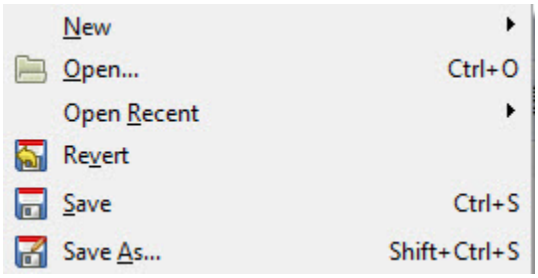


Figure 105 Inkscape File > Save As

7. Enter the desired name of the file. Ensure that **Save as type** is either **Inkscape SVG** (*.svg) or **Plain SVG** (*.svg).
8. Click **Save**.

   The file is now ready for import into NFU Graphic Monitor.

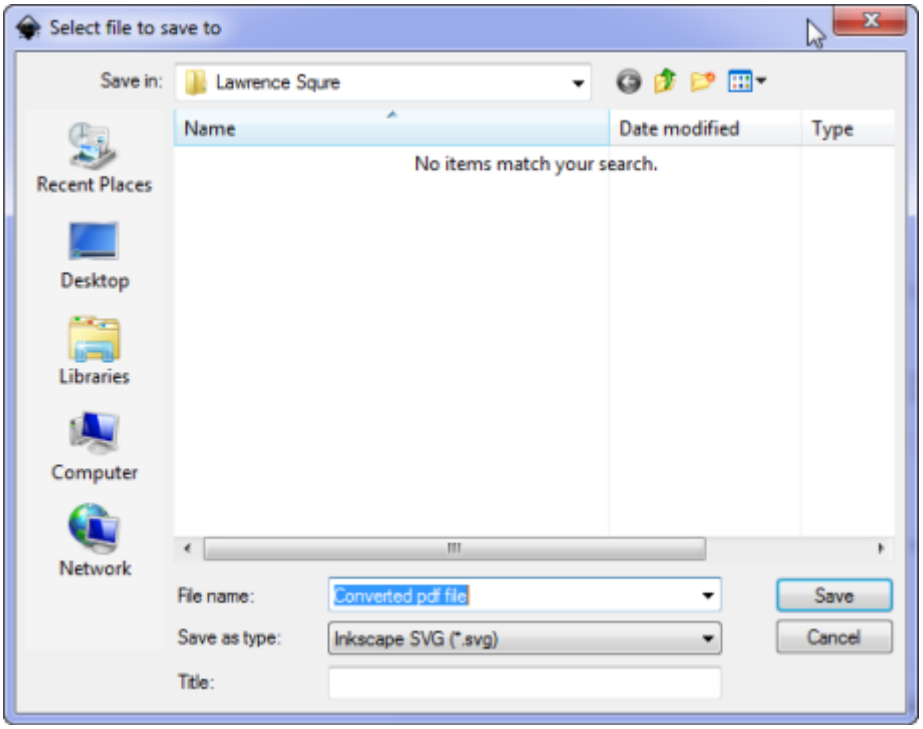


Figure 106 Inkscape SVG

Note: You should generally choose to save your file from Inkscape as Plain SVG. The Inkscape SVG format is slightly larger and the only benefit is that you can re-edit the file in Inkscape. Also, there is a slight chance of compatibility issues with the enhanced format.

Using Adobe Illustrator

Adobe Illustrator is a vector graphics editor developed and marketed by Adobe Systems.

To convert a PDF file to SVG format using Adobe Illustrator

1. Open Adobe Illustrator.
2. Click **File > Open**.

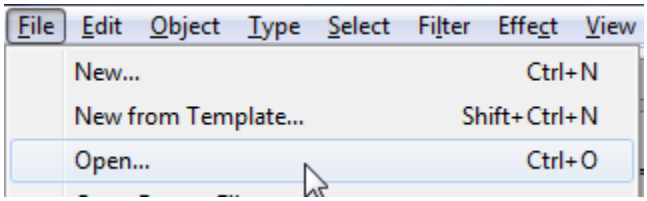


Figure 107 Illustrator File > Open

3. Browse to the desired file and click **Open**. The file opens in Adobe Illustrator.

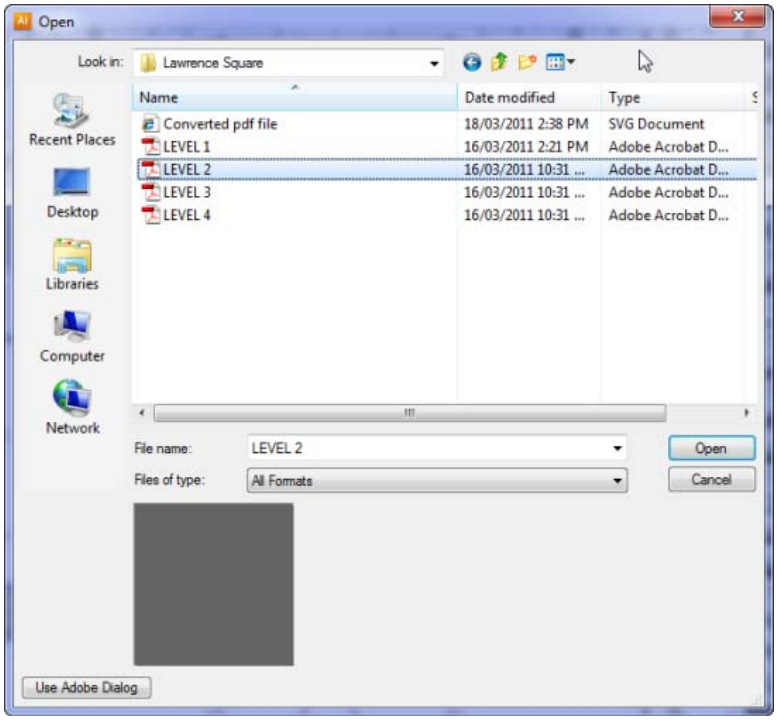


Figure 108 Illustrator Open

4. Click **File > Save As**.

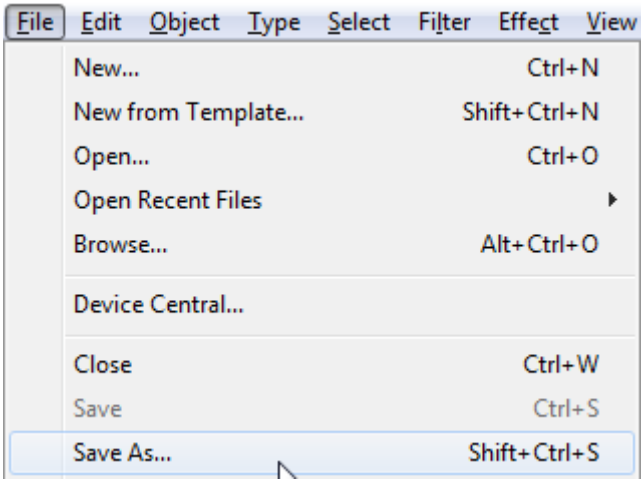


Figure 109 Illustrator File > Save As

5. Enter the file name and ensure that Save as Type is set to SVG (*.svg). Click **Save**. The SVG Options window appears.

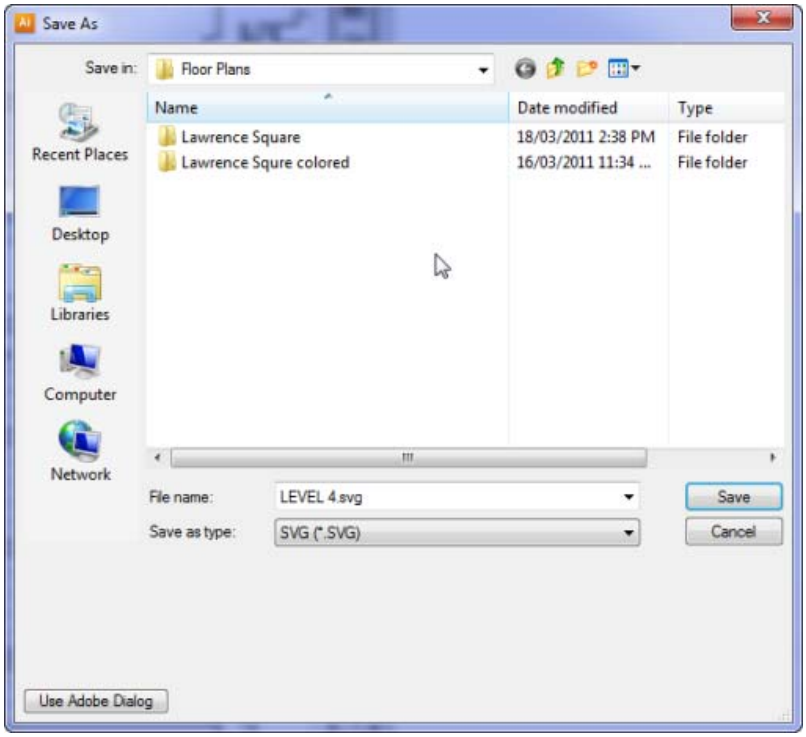


Figure 110 Illustrator SVG Options

6. Click **OK**. The file is now ready for import into NFU Graphic Monitor.

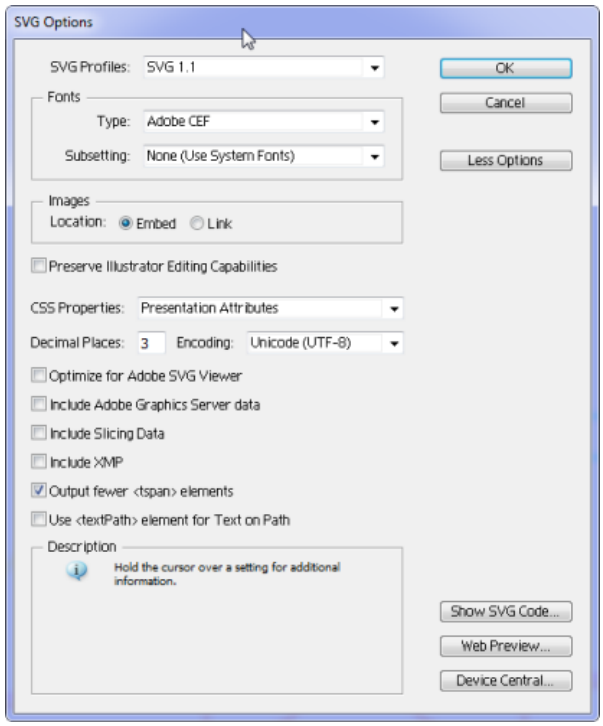


Figure 111 Illustrator SVG Options

Appendix G - Updating the Job File for NFU-7000

If the job on the Fire Alarm Control Panel changes, you must export the job file from the Configurator, and then import it into NFU Graphic Monitor again.

A. Exporting the Job File from the Configurator

In this step, you export the job file from the Configurator. In the next step you import it into NFU Graphic Monitor.

To export the job file

1. Start the Configurator.
2. Click **Job > Export Job**.

   The **Export current job to a file** window appears.

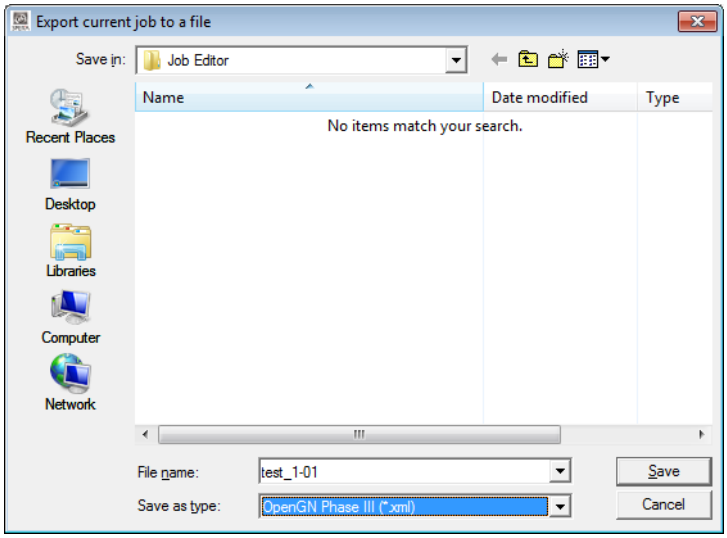


Figure 112 Export current job to a file

3. In the **Save as type** menu, click **OpenGN Phase III (*.xml)**, and then click **Save**.

B. Importing the Job File into NFU Graphic Monitor

After you have exported the job file, you must import it into NFU Graphic Monitor.

To import the job file

1. Transfer the XML job file you just saved to the computer that NFU Graphic Monitor is running on.
2. Start NFU Graphic Monitor.

   The Login window appears.

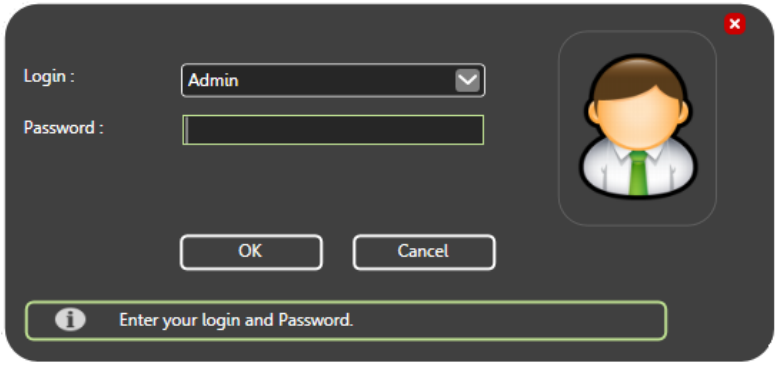


Figure 113 Login Window

3. Select the user from the **Login** menu.
4. Type the password.
5. Click **OK**.

The NFU Graphic Monitor Main Display window appears.

6. Click the **Config** button from the Main Display window. Click **Yes** to confirm that you want to enter the configuration section.

   The Configuration window appears.
7. Click the **Settings** button in the lower right-hand corner of the Configuration window.

   The Main Program Settings window appears.
8. Click the **Panel Settings** tab.

   The Panel Settings window appears.
9. Click **Browse** in the Panel Configuration section, and then navigate to the job file.
10. Click **Import XML**.

11. If the job already exists, a window appears asking you if you want to update the stored version of the job with the one you are importing.
12. Click **Yes**.

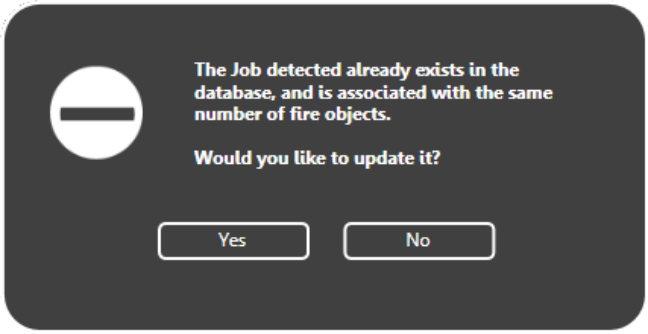


Figure 114 Update Job Confirmation Box

A message appears saying that the import was successful.

13. Click **Close**.

Appendix H - Uninstalling NFU Graphic Monitor Applications

Uninstalling NFU Graphic Monitor and its components

Method 1

1. From the Windows Start menu, click **Start > Programs > Nittan > NFU Graphic Monitor > Uninstall NFU Graphic Monitor**.

Method 2

1. From the Windows Start menu, click **Start > Control Panel**.
2. Double-click **Add or Remove Programs**.

   The **Add or Remove Programs** dialog box appears.

3. Click the **Nittan NFU Graphic Monitor** application, and then click **Remove**.

   The uninstallation takes a few seconds.

Note: This procedure does not remove .NET and MS SQL components. You must manually uninstall these components. Before you remove the .NET and MS SQL components, make sure that no third party applications depend on them.

Appendix I - Index of Procedures

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