

Lighting control using Triggers and Actions

Important

For Triggers and Actions to function correctly, the Net2 server must be running at all times.

Installing the hardware

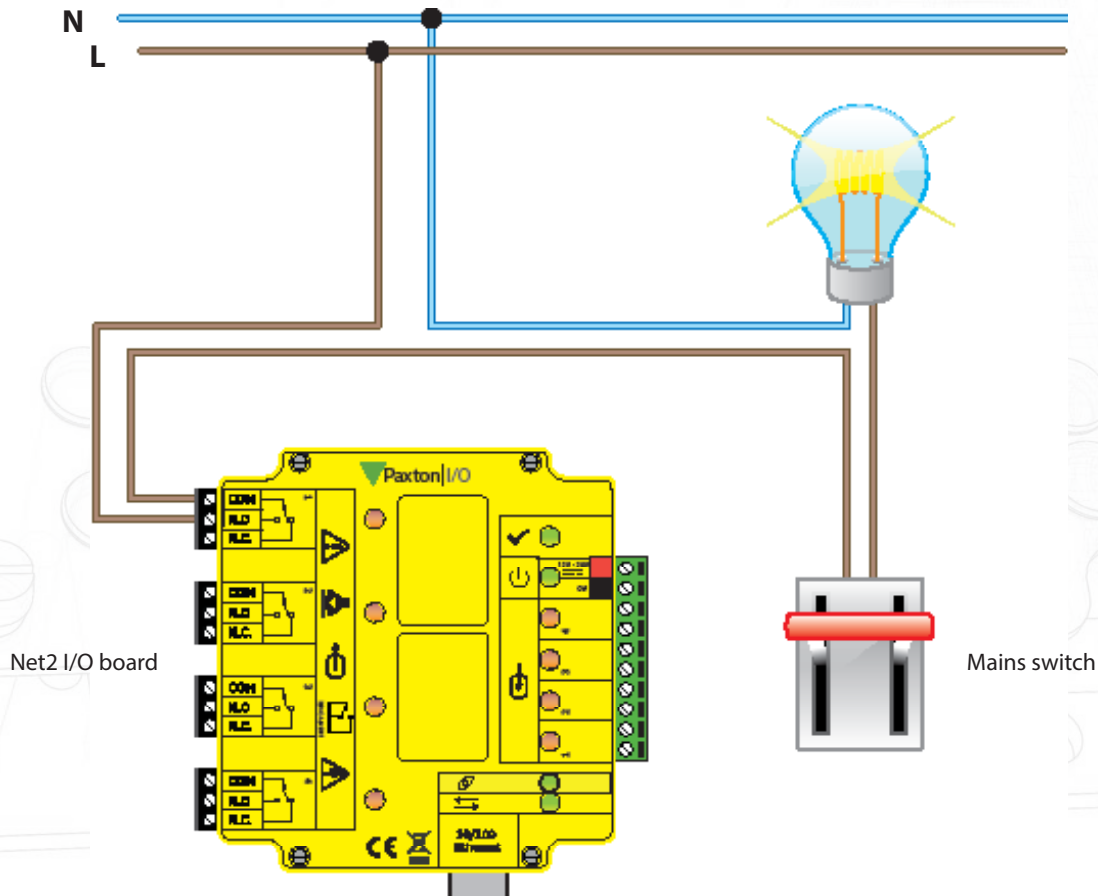


The relay output of the I/O board is wired in series with the light switch allowing the I/O board to override the switch and turn the lights off.



Net2 Triggers and Actions can control the I/O board based on other Net2 actions. In this case we will use Setting/Unsetting the Intruder alarm as the trigger but any event (e.g. a Managers card presented to a specific reader) could also be used.

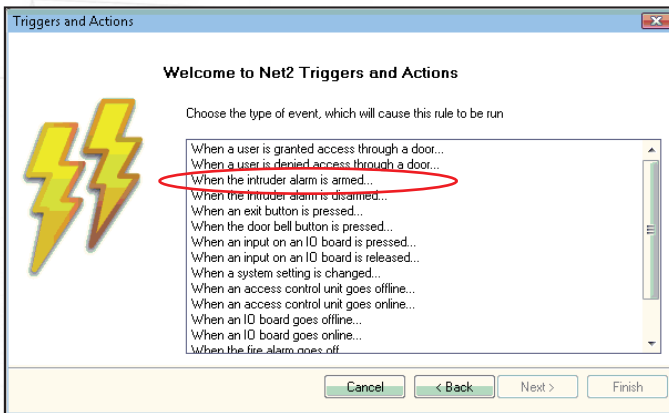
The I/O board needs to be configured before triggers and actions are set up. To see instructions for setting up the I/O board refer to: AN1066 - Installing an I/O board. < <http://paxton.info/506> >



The Triggers and Actions feature is based around user defined rules. When an event occurs (Trigger) that is defined in a rule, a specific action is performed.

Setting up rules for Triggers and Actions

In the following screens we will create rules to turn the building lights On and Off depending on the setting of the intruder alarm.

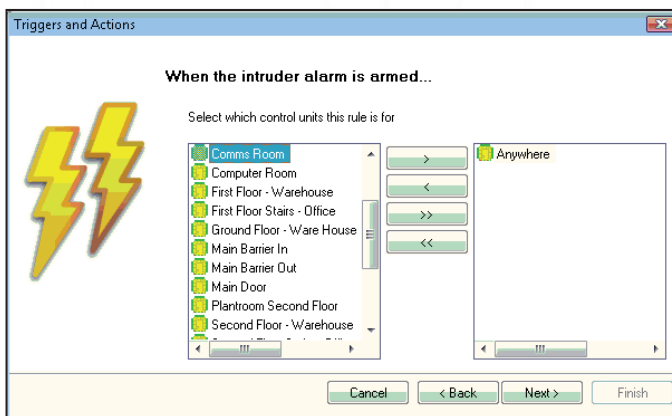


Turn building lights Off

Select Triggers and Actions from tree view. Click 'Add' - The title page displays - Click 'Next'.

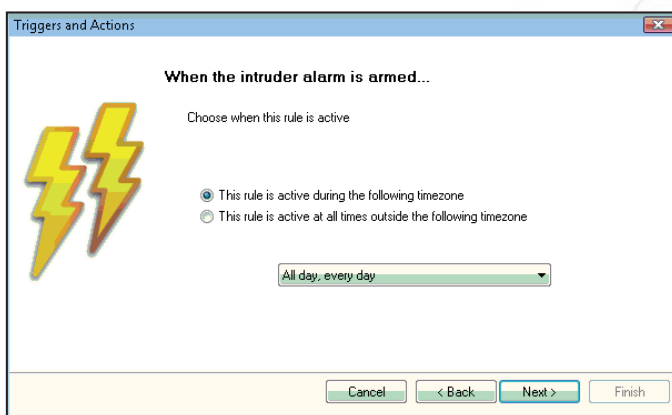
Select 'When the intruder alarm is armed'.

Click 'Next'.



Select which ACU has intruder alarm integration. This can be set to 'Anywhere', or select the specific ACU's in that area.

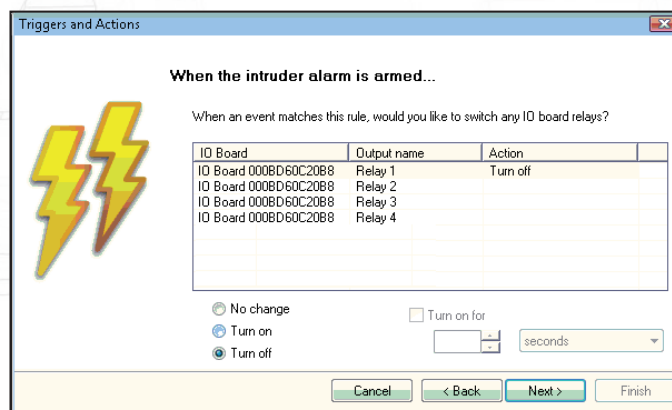
Click 'Next'.



Select the relevant timezone from the menu.

Our example shows 'All day, everyday' as the selected timezone.

Click 'Next'.

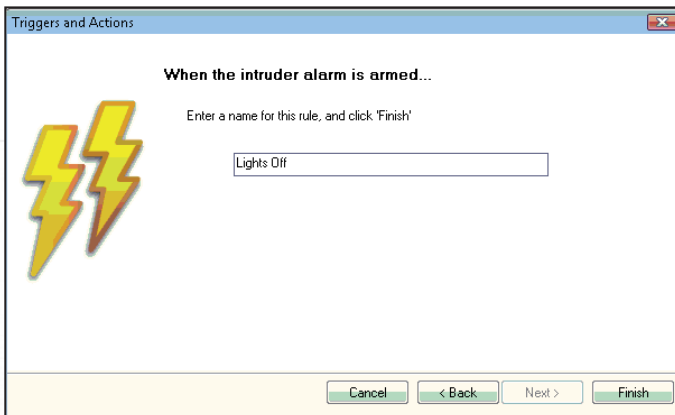


Select the relay on the I/O board linked to the lighting circuit.

Select 'Turn off'.

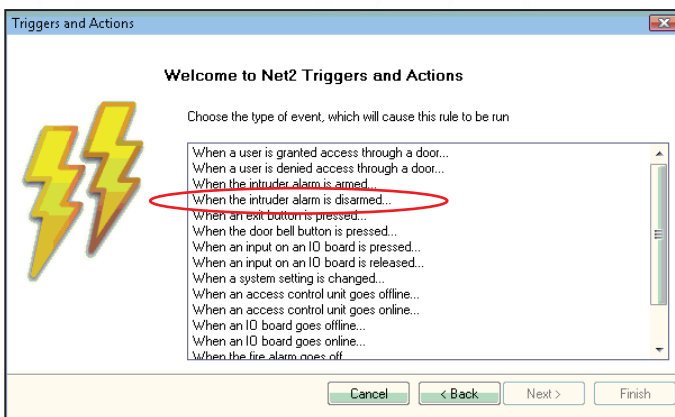
Click 'Next'.

The next three screens (not shown) give options for Email, SMS and Sounds to play on your PC when the event occurs. Click 'Next' to skip through these screens as required.



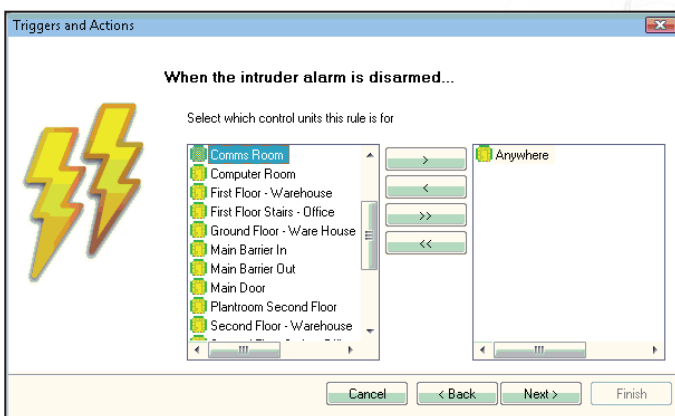
- Give the rule a descriptive name and click 'Finish' to save.

To restore the power to the building light circuit (allow control by local light switches during the day) another rule needs to be set up.

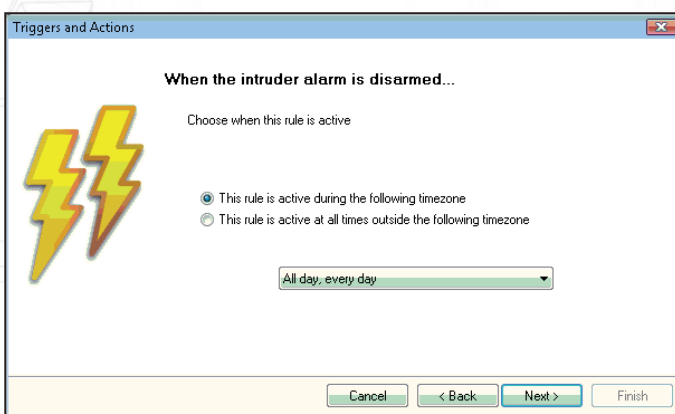


Turn building lights On

- Select Triggers and Actions from tree view. Click 'Add' - The title page displays - Click 'Next'.
- Select 'When the intruder alarm is disarmed'.
- Click 'Next'.



- Select which ACU has intruder alarm integration. This can be set to 'Anywhere', or select the specific ACU's in that area.
- Click 'Next'.



- Select the relevant timezone from the menu.
- Our example shows 'All day, everyday' as the selected timezone.
- Click 'Next'.

Triggers and Actions

When the intruder alarm is armed...

Set a time delay between the trigger and the actions

☒ No delay

☐ Delay actions

Set time delay (hh:mm:ss)

☐ Check trigger is still valid before performing actions

Cancel < Back Next > Finish

Select 'No delay'

Triggers and Actions

When the intruder alarm is armed...

Choose which actions to take

☒ Affect relay

☐ Play a .wav File

☐ Send an E-Mail

☐ Send an SMS

☐ Control Lockdown

☐ Control a Door

☐ Run a .exe File

Cancel < Back Next > Finish

Select 'Affect relay'

Triggers and Actions

When the intruder alarm is disarmed...

When an event matches this rule, would you like to switch any IO board relays?

IO Board	Output name	Action
IO Board 000BD60C20B8	Relay 1	Turn on
IO Board 000BD60C20B8	Relay 2	
IO Board 000BD60C20B8	Relay 3	
IO Board 000BD60C20B8	Relay 4	

☐ No change

☒ Turn on

☐ Turn off

☒ Turn on for seconds

Cancel < Back Next > Finish

Select the relay on the I/O board linked to the lighting circuit.

Select 'Turn on'.

Click 'Next'.

Triggers and Actions

When the intruder alarm is disarmed...

Enter a name for this rule, and click 'Finish'

Cancel < Back Next > Finish

Give the rule a descriptive name and click 'Finish' to save.

We have now produced two rules that will control the Building lighting depending on the setting or unsetting of the Intruder Alarm.

Setting the Intruder alarm = Building Lights OFF
Unsetting the Intruder alarm = Building Lights ON