



SMART*toolbox*

Manual

Smart Event Manager

- 1 General Information2
- 2 Installation2
- 3 Using the Smart Event Manager3
 - 3.1 Configuration of the Smart Event Manager3
 - 3.2 Configuration of the Smart Event Manager – Event Timers4
 - 3.3 Configuration of the Smart Event Manager – Input Counters.....5
 - 3.3.1 Simple Up- and Down Counter5
 - 3.3.2 Timed Up- and Down Counter.....5
 - 3.3.3 Event Period Up- and Down Counter6
 - 3.4 Trouble Shooting.....6

1 General Information

MIP (Milestone Integration Platform) plugins and applications are dynamically loaded from the Milestone applications and services, which allows a simple installation and use.

The Smart Event Manager is part of the Smart Toolbox suite, which is running on the Event Server and the Management Client.

2 Installation

The installation of the all Toolbox Plug-ins are described in the Toolbox Installation Document which is valid for all the Plugins inside the Toolbox.

Please note, that the Smart Event Manager is running inside the Event Server and the Management Client. It needs the following (optional) two Step installation:

→ Server Side Installation

→ If needed on a separate Management Client, you need to repeat the Server Side Installation on that PC.

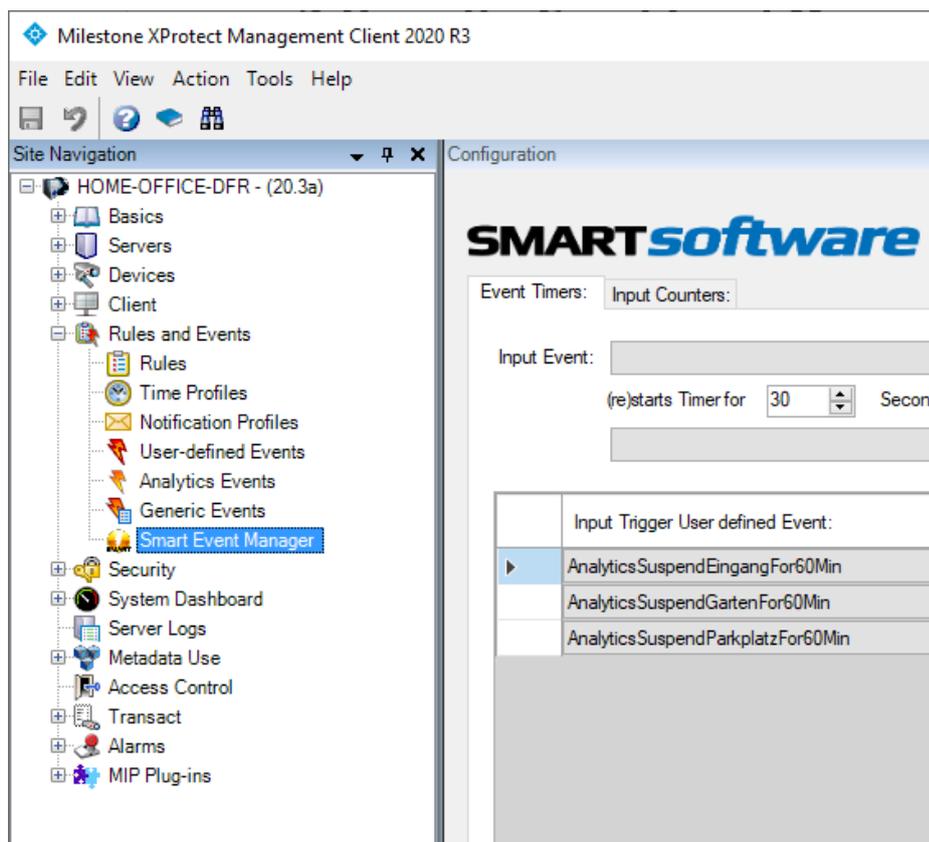
After the Client Side installation, the Smart Event Manager is ready for the configuration in the Management Client.

3 Using the Smart Event Manager

The Smart Event Manager Plugin allows different additional rules based on User defined events. There is a Timer and or Counter Function.

3.1 Configuration of the Smart Event Manager

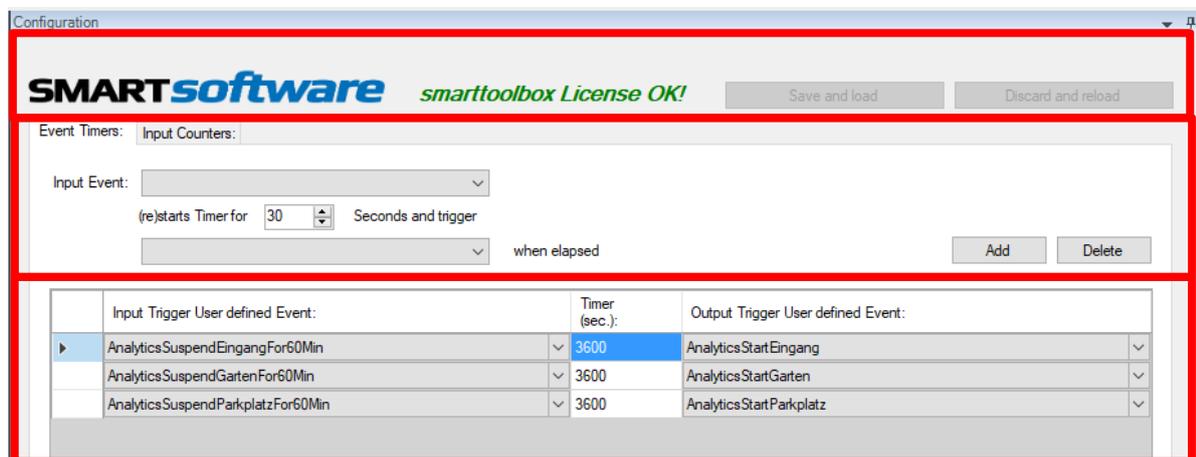
After the Installation the Configuration Plugin will be available on the Management Client:



Please note:

If the Smart Event Manager Entry is not available in the Management Client, please check if the Server Side Toolbox Plugin with the selected "Smart Event Manager" was executed on this PC and the Plugin is inside the root MIPPlugin folder of the Milestone installation path.

3.2 Configuration of the Smart Event Manager – Event Timers



- A Use the "Save and load" Button whenever you change the Configuration to inform the Event Server about the changes. "Discard and reload" will restore the Configuration to the state before the changes.
- B The Event Timer is used to have a single Timer running which is resettled when the same start Event is triggered.
 → Select the Input Event
 → Set the Timer
 → Select the Event which should be triggered after timer elapsed
 Press "Add"
- C Check and/or directly modify the List.

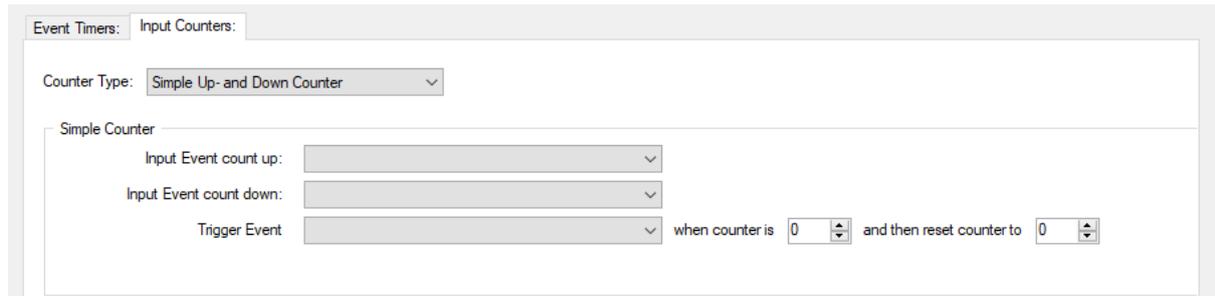
Please note:

If the Input Event is retriggered the timer is resettled!

3.3 Configuration of the Smart Event Manager – Input Counters

3.3.1 Simple Up- and Down Counter

This counter is used to simply count up and down and trigger an Event when Counter value is reached.

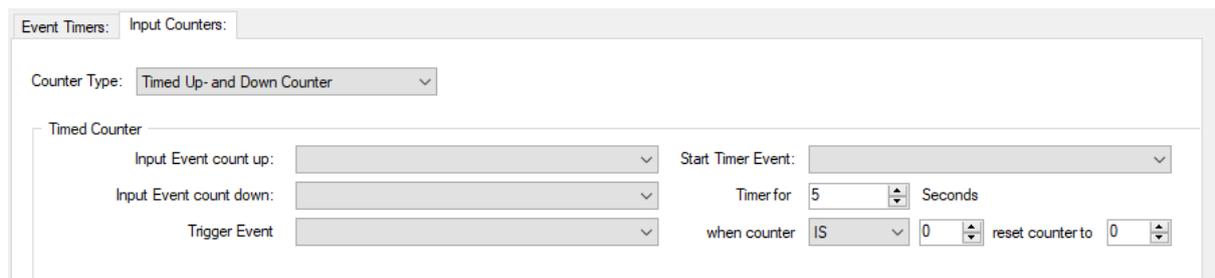


The screenshot shows the configuration window for an Input Counter. The 'Counter Type' is set to 'Simple Up- and Down Counter'. Under the 'Simple Counter' section, there are three dropdown menus: 'Input Event count up:', 'Input Event count down:', and 'Trigger Event:'. To the right of the 'Trigger Event' dropdown, the text reads 'when counter is' followed by a spinner box containing '0', and 'and then reset counter to' followed by another spinner box containing '0'.

3.3.2 Timed Up- and Down Counter

This counter is used to count up and down within a time period. The timer is started when the Start Timer Event is triggered. When the timer is elapsed the rule is evaluated.

The evaluation rule can be “IS” or “IS NOT” the specified Value. If true the Trigger Event is triggered.

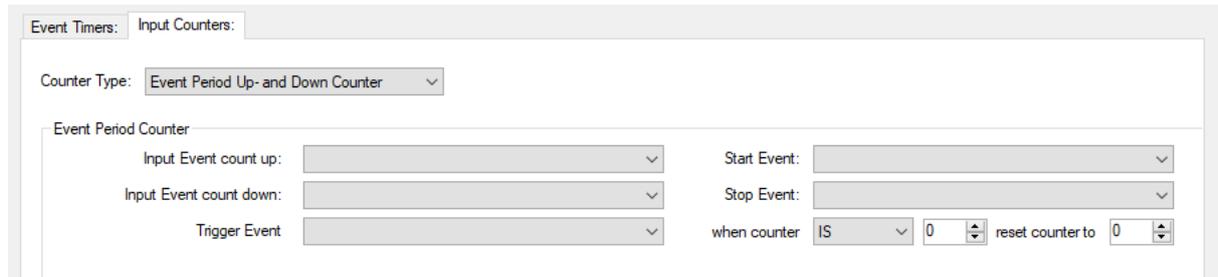


The screenshot shows the configuration window for an Input Counter. The 'Counter Type' is set to 'Timed Up- and Down Counter'. Under the 'Timed Counter' section, there are three dropdown menus: 'Input Event count up:', 'Input Event count down:', and 'Trigger Event:'. To the right, there is a 'Start Timer Event:' dropdown menu. Below it, the text reads 'Timer for' followed by a spinner box containing '5' and the word 'Seconds'. Further right, the text reads 'when counter' followed by a dropdown menu containing 'IS', a spinner box containing '0', and 'reset counter to' followed by a spinner box containing '0'.

3.3.3 Event Period Up- and Down Counter

This counter is used to count up and down within an event period. The period is started when the Start Event is triggered. When the Stop Event is triggered the rule is evaluated.

The evaluation rule can be “IS” or “IS NOT” the specified Value. If true the Trigger Event is triggered.



3.4 Trouble Shooting

For Trouble Shooting, you should have a look into the Log files located at

C:\ProgramData\ER.EventServer.SmartEventManager\DebugLogs

The logs will show all communications and might be useful in case of an issue.

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