CORRECTIONAL SERVICES CANADA
FACILITIES BRANCH
ELECTRONIC SECURITY SYSTEMS

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DESIGN REQUIREMENTS

FOR THE OPERATOR USER INTERFACE FOR THE DOOR CONTROL AND MONITORING SYSTEM

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TABLE OF ABBREVIATIONS

Abbreviation	Expansion
API	Application Programming Interface
ATP	Acceptance Test Procedure
BIFMA	Business & Industrial Furniture Manufacturers Association
CA	Contract Authority
CCDA	Command Control and Data Acquisition
CCTV	Closed Circuit Television
CD	Commissioner's Directive
CER	Common Equipment Room
COTS	Commercial-Off-The- Shelf
CSA	Canadian Standards Association
CSC	Correctional Service Canada
DCMS	Door Control and Monitoring System
DES	Director Engineering Services
EIA	Electronic Industries Association
FAAS	Facility Alarm Annunciation System
FAR	False Alarm Rate
FDS	Fence Disturbance Detection System
FIU	FAAS Interface Unit
GFE	Government Furnished Equipment
IVRMS	Inmate Voice Recording and Management System
IP	Internet Protocol
MCCP	Main Communications and Control Post
MDS	Motion Detection System
MTBF	Mean Time Between Failure
MTTR	Mean Time to Repair
NAR	Nuisance Alarm Rate
NTP	Network Time Protocol
PA	Public Address
PC	Personal Computer
Pd	Probability of Detection
PIDS	Perimeter Intrusion Detection System
PIU	Perimeter Intrusion Detection System Integration Unit
PLC	Programmable Logic Controller
RFP	Request for Proposal
RTEO	Regional Technical and Engineering Officer
PPA	Portable Personal Alarm
PPAL	Portable Personal Alarm Locatable
SCC	Security Control Centre

Abbreviation	Expansion
SIO	Security Intelligence Officer
SOR	Statement / Observation Report
SOW	Statement of Work
STR	Statement of Technical Requirements
TCP/IP	Transport Control Protocol/Internet Protocol
TER	Telecommunications Equipment Room
UPS	Uninterruptible Power Supply
V&C	Visits and Correspondence
VDU	Video Display Unit
VIRS	Visits Intercept and Recording System
VMS	Video Management System

TABLE OF DEFINITIONS

#	Term	Example	Description	Function
1	Administrative User Interface		Monitor and Software that supports task specific User Interaction for System Administrators, located in a secure area	Provides Administrative Personnel with the ability to map enrolled users to the functional domains that they are allowed to access and change
2	Application	Cell Call Management, PA Management	Software that is used to deliver Application Support functionality for a sub-system	Software that provides the Operator Interface and supporting logic that allows a sub-system (Control Domain) to be managed
3	CCTV Monitor	PIDS or Range CCTV Monitor	Computer Monitor Hardware	Displays CCTV images for Operator viewing
4	Client		Rack mounted computer located in a secure area away from a Control Post or Control Desk.	Runs software and supports one or more Application
5	Configuration Data	Site floor plans showing quantity of cameras, doors, cells etc. Camera locations. Number of User Interfaces required in a Post.	Site and System specific information typically supplied by CSC that defines how a sub-system Application is to be set-up for a site, location within a site, or post.	The configuration data provides the information that a sub-system application requires to tailor it to meet site, location within a site, or post user requirements.
6	Configuration User Interface		Monitor and Software that supports task specific User Interaction, located in a secure area	Allows suppliers or qualified personnel to add, delete and modify Application Configuration
7	Contract Authority		Public Works and Government Services Canada (PW&GSC) is responsible for all contractual matters associated with the system design and implementation.	
8	Contractor		The company selected as the successful bidder.	
9	Control Console	MCCP Console, Living Unit Control Post Console	Console, typically located in a Control Post. Serves as the physical support infrastructure for Operator User Interfaces	Contains User Interfaces or Control Panels used by staff to execute their management responsibilities and interact with the Domains over which they have Control
10	Control Desk	Living Unit Control Desk	Desk, typically located in a Control Post or Office. Serves as the physical support infrastructure for Operator User Interfaces	Equipped with User interfaces used by staff to execute their management responsibilities and interact with the Domains over which they have Control
11	Control Domain	Cell Call, Guard Tour, Public Address	A group of Physical and Virtual devices or objects, often supported by specialized hardware and software, that performs a set of related functions	Collect information, or activate capabilities in their operational domain
12	Control Panel	PACP, Fire Alarm	Hardware and Software device that provides an Operator Interface (I/O device), located in a Control Post	Allows Operators to manage one or more Domain

#	Term	Example	Description	Function
13	Control Post	Living Unit Control Post/MCCP	Room or area, typically located in a secure area in an institution	Room used by staff to execute their management responsibilities and interact with the Domains over which they have Control
14	Custom Equipment		Equipment designed and/or manufactured specifically for a specific contract.	
15	Design Authority		Director, Electronic Security Systems (DES) Correctional Service of Canada (CSC) is responsible for all technical aspects of the system design and implementation.	
16	Device	CCTV Camera, Managed Door, Call Origination Device	A specialized device, typically consisting of hardware and software	Provides data collection or activate functions associated with a specific system or sub-system
17	Enrolment User Interface		Monitor and Software that supports task specific User Interaction, located in a secure area	Allows Designated Personnel to enroll and delete Users from the Command, Control and Data Acquisition System.
18	Maintenance User Interface		Monitor and Software that supports task specific User Interaction, located in the CER or Maintenance Service Provider Office	Provides Maintenance Personnel with the ability to interact with one or more Systems to carry out their day to day tasks to troubleshoot and maintain Systems and Subsystems
19	Notification	Notification that a door is opened, or a door is closed, or a sensor is in alarm	A notification is a message that can be shown on a User Interface and/or logged in a database that represents a change in state or a command initiated by an operator.	
20	Off-the Shelf		Equipment currently on the market with available field reliability data, manuals, engineering drawings and parts price list.	
21	Operator User Interface	PIDS Display, Door Control and Monitoring System Display	Computer Monitor and Software that supports User Interaction (I/O device)	Provides an Operator with the ability to interact with one or more Systems to carry out their day to day tasks at a Control Console or Control Desk
22	Project Officer		A CSC employee or a contracted person designated by DES to be responsible for the implementation of the project.	
23	Reporting User Interface		Monitor and Software that supports task specific User Interaction, located in a secure area	Provides Management Personnel with the ability to access preconfigured reports and to create custom reports
24	Server	Network Video Recorder	Rack mounted computer that runs software and is located in an equipment room such as a CER or TER	Runs software that is used to deliver services that support Command and Control Applications to connect to sub-systems

#	Term	Example	Description	Function
25	State		The state of a device as reported to a sub-system or system	This is a logical representation of the state of a device that is being monitored or managed
26	Sub-system	Cell Call, Guard Tour	A group of Physical and Virtual devices or objects, often supported by specialized hardware and software, that perform a specific set of related functions	Collects information, or activates capabilities in their operational domain
27	System	PIDS	A group of Physical and Virtual devices or objects, often supported by specialized hardware and software, including devices from sub-systems that perform a more general set of related functions	Collects information, or activates capabilities in their operational domain
28	Touch Screen User Interface	Door Control and Monitoring System User Interface	Typically an LCD Monitor with touch screen technology	Allows an Operator to view and interact with the Systems presented on the Monitor
29	Workstation		Rack mounted computer located in a secure area away from a Control Post or Control Desk	Runs software that is used to deliver Command and Control Capabilities

1 INTRODUCTION

.1 The intent of the User Interface for the Security Management and Supervision System is to enable Operational Staff in any control post that controls access, as appropriate to their span of control, to control doors and access where required and to control emergency evacuation and lockdown.

2 SCOPE

.1 This design requirement defines the functionality and operational processes intended to be provided through the User Interface for the system used in the management and control doors and access points used in Federal Correctional Institutions. The design requirement does not specify the actual data involved in the processes, but describes in detail the Human Machine Interface.

3 AUDIENCE

.1 The intended audience includes potential developers, suppliers or those that configure the software application that will provide both the Human Machine Interface for the functionality described in the balance of the design requirement as well as the logic that will integrate and manage the other components of the system such as CCTV Cameras, Cell Call, power and light, PA, and other systems as may be described in future. . This design requirement must be read in conjunction with the design requirement for the Configuration of a Security Management and Supervision System as this document will define the scale of the system and provide ranges and parameters that will be needed in defining the logic that underlies the User Interface.

4 GENERAL

.1 The purpose of the UI for a DCMS is to control and monitor doors from a control post. This would include doors monitored or controlled at all security management and supervision posts, which includes cell doors, movement control posts, access control in responsibility units, ingress and egress to staff administration areas and access to CSC regional and national facilities (entry control posts).

.2 The User Interface must designed in such a way that it supports multiple management domains in a seamless and transparent manner as the system is expanded, supporting the representation of one domain through all domains that must be managed on the same User Interface. The domains that must be considered for future integration include:

- .1 Cell Power, including power for TVs
- .2 Cell and Range Lighting
- .3 Cell Call
- .4 Security Patrol/Guard Tour
- .5 Limited Call Intercom
- .6 CCTV management
- .7 Public Address

.3 The DCMS system is comprised of two main components from a UI perspective:

- .1 A status display which is part of a DCMS control post
- .2 A monitoring display or displays for CCTV, if required

.4 This capability may be called upon to meet operational requirements or to meet situations in which a User Interface fails or for the aggregation of Control Post functionality as posts are reconfigured to accommodate staffing requirements. The definition of how User Interfaces in control posts provide redundancy within a control post and at another control post must be flexible and must defined in configuration information.

.5 Commands originating from Operator actions at the User Interface and events that represent a change of state at a device will typically result in a message that will be “logged” by the underlying data logging services of the Service Delivery Platform on which this application runs. This data can and will be accessed at a later date for evidentiary use, assessment, and follow-up.

5 DESIGN REQUIREMENTS

5.1 General

.1 The DCMS system consists of a User Interface presented on individual Touch Screen Video Displays in each Control Post. Where required, a monitor for displaying CCTV is included and the control of the CCTV is from the User Interface.

5.1.1 User Interface

.1 The User Interface must use iconography and guidelines provided or approved by CSC.

.2 The preferred display layout will be based on a simplified floor plan of the whole or part of a unit based on screen space. Icons must be used instead of text where possible.

5.1.2 Requirements from other systems not managed by this UI

.1 No requirements from other systems.

6 OPERATIONAL REQUIREMENTS

6.1 Operational functions

.1 These are the operations sequences that the status display in the DCMS must cover.

6.1.1 Slider doors found in Movement Control Posts and Entry Control Posts

.1 Open Slider Door (can close while door opening)
.2 Close Slider Door (can open while door closing)
.3 Stop Slider door
    .1 Open and resume open
    .2 Open and resume close
    .3 Close and resume close
    .4 Close and resume open
.4 Open Partial Slider Door (can be used when door is open or closed)
    .1 Can also stop or close while opening
    .2 If open partial is selected when door is closed
.5 Open Interlock Slider Door
.6 Special commands
    .1 Evacuation
    .2 Emergency shut down
.7 Alarm
.8 Fault Alarm

6.1.2 Swing doors found in Movement Control Posts and Entry Control Posts

.1 Unlock Swing Door
.2 Open Interlock Swing Door
.3 Special Commands
    .1 Evacuation
    .2 Emergency shutdown
.4 Alarm
.5 Fault Alarm

6.1.3 Living Unit Control Post - Cells have motorized Slider Doors

.1 Open Slider Door (can close while door opening)
.2 Close slider Door (can open while door closing
.3 Stop slider Door
    .1 Open and resume open
    .2 Open and resume close
    .3 Close and resume close
    .4 Close and resume open
.4 Open Partial Slider Door (can be used when door is open or closed)
    .1 Can also stop or close while opening
    .2 If open partial is selected when door is closed

.5 Lockout cell door
.6 Release lockout cell door
.7 Cancel lockout cell door
.8 Unlock Swing Door (into closed control post)
.9 Open Interlocked Slider Door
.10 Special commands
    .1 Evacuation
    .2 Emergency shutdown
    .3 Lockdown
.11 Alarm
.12 Fault Alarm

6.1.4 Cells with Swing Doors – Cell block with inmate enabled

.1 Unlock Swing Door
.2 Lock Swing Door
.3 Inmate Enabled
.4 Lockout call door
.5 Release lockout cell door
.6 Override interlock
.7 Special Commands
    .1 Evacuation
    .2 Emergency shutdown
    .3 Lockdown
.8 Alarm
.9 Fault Alarm

6.1.5 Responsibility Unit where there is no lockdown of individual cells as cells not under DCMS

.1 Unlock Swing Door
.2 Lock Swing Door – assume that DCMS can lock door which is equivalent to lock down
.3 Override interlock
.4 Special Commands
    .1 Evacuation
    .2 Emergency shutdown
.5 Alarm
.6 Fault Alarm

6.1.6 Responsibility Unit (with RFID card entry)

.1 Unlock Swing Door
.2 Lock Swing Door – will assume that DCMS can lock door which is equivalent to lockdown
.3 Display last user
.4 Override interlock
.5 Special commands
    .1 Evacuation
    .2 Lockdown

.3 Emergency Shutdown

.6 Alarm and window alarm

.7 Fault alarm

6.2 List of commands that are to be confirmed

.1 The following table shows how commands are to be confirmed at a DCMS control post:

Command	Confirmation Requirement
Open, close, partial open, unlock	No confirmation required
Interlock override	Confirm icon
Lockout (single cell or group of cells)	Confirm icon
Lockdown (range)	Confirm icon
Emergency shutdown	Special confirm pop-up

6.3 List of system alarms and alarm handling attributes

.1 These are the alarms and alerts that are generated, displayed and managed at the DCMS UI:

Alarm or alert	Category	Audible alarm and displayed locally	Displayed and listed at MCCP	Audible alarm at MCCP
Door not locking within pre-specified time of being closed (usually 10 seconds)	Minor – Priority 7b	Yes, alarm sound tbd	Yes	No
Door open too long (swing door),usually for 60 seconds after being released	Minor – Priority 7b	Yes, alarm sound tbd	Yes	No
Fault alarm for door or window	Minor – Priority 8	Yes, alarm sound tbd	Yes	No
Tamper alarm for door or window	Minor – Priority 8	Yes, alarm sound tbd	Yes	No
Exit door is opened	Minor – Priority 7a	Yes, alarm sound tbd	Yes	Yes, alarm sound tbd
Override an interlocked door	Minor – Priority 7c	Yes, alert sound tbd	Yes	Yes, alert sound tbd
System failure	Minor – Priority 8	No, system failed	Yes	Yes, alarm sound 4c

.2 The MCCP has an active alarm display and alarms are both represented on the Interior Security map view, and are listed in the active alarm display.

.3 Once an alarm is generated, the alarm must be acknowledged. When the device returns to its pre-alarm state, the status of the device is also returned to its normal state. There are no actions, other than acknowledgement, that an operator using this UI would do to clear an alarm.

.4 Acknowledging an alarm using the Alarm Acknowledge Icon, acknowledges all unacknowledged alarms listed at the UI.

.5 Where there is an alarm from a device that is managed or monitored at the DCMS UI:

a. the device shows an alarm state,

b. the detailed status window pops up with the details of the alarm that are determined to be displayed for that device at that control post in that window (ie determined by configuration data), The alarm status icon flashes, with

c.

.6 To acknowledge the alarm

6.4 List of devices and states for those devices

6.4.1 Door map icon states

.1 See Section 9 for diagrams of the icons

Device	State	Visual indication of state
Door	Secure	Green circle
	Selected	Icon flashes alternatively with current state (and colour) and blue until command selected, or 10 seconds has passed, when icon reverts to previous state; has table number
	Moving (some slider doors)	Icon is yellow
	Unsecure (door open or partially open)	Icon is red
	Alarm in progress (tamper or fault alarm from device)	Icon is red with alarm indicator, icon flashes until alarm is acknowledged
	Alarm acknowledged (tamper or fault alarm from device)	Icon is red with alarm indicator which remains in this state if a tamper alarm; icon no longer flashes
	Fault	Icon is magenta
	Device taken out of service by maintenance	Icon is magenta with wrench
	Interlocked door	Door icon has interlock symbol which is added to all doors of an interlock group when one of the doors in an interlock group is chosen on the map view. If there are more than one interlock group on a map, the interlock group is displayed on the icon
	Door opened with emergency evacuation command	Icon is red with white exclamation mark

6.4.2 Cell door map icon states

.1 See Section 9 for diagrams of the icons

Device	State	Visual indication of state
Cell oor	Secure	Green square
	Selected	Icon flashes alternatively with current state (and colour) and blue until command selected, or 10 seconds has passed, when icon reverts to previous state; has table number
	Moving (some slider doors)	Icon is yellow
	Unsecure (door open or partially open)	Icon is red
	Alarm in progress (tamper or fault alarm from microphone)	Icon is red with alarm indicator, icon flashes until alarm is acknowledged
	Alarm acknowledged (tamper or fault alarm from microphone)	Icon is red with alarm indicator which remains in this state if a tamper alarm; icon no longer flashes
	Fault	Icon is magenta
	Device taken out of service by maintenance	Icon is magenta with wrench
	Door opened with emergency evacuation command	Icon is red with white exclamation mark
	Cell locked out or locked down	Icon is green with chain across the icon
	Cell lock is inmate enabled – but is not enabled	Icon is green and has “inmate” with key.
	Cell lock is inmate enabled, and door is closed and locked by inmate	Icon is yellow and has “inmate” with key
	Cell door is inmate enabled, and door is not closed and locked	Icon is red and has “inmate” with key

6.5 Door types and their characteristics

.1 These are the door types that are managed by the DCMS and their characteristics:

Door Configuration	1	2	3	4	5	6	7	8	9	10	11
Portal Type	Door	Door	Door	Door	Door	Door	Door	Door	Barrier	Barrier	Barrier
Action	Sliding	Swing	Sliding	Sliding	Swing	Swing	Swing	Swing	Slide	Slide	Swing
Application	Various	Various	Cell	Cell	Cell	Cell	Apartment	Mvmnt Ctr	Mvmnt Ctrl	Mvmnt Ctr	Mvmnt Ctrl
Security Level	Various	Various	Max/Seg	Max/Seg	Seg	Medium	Minimum	Max/Med	Max/Med	Max/Med	Max/Med
Lock Hardware and Mechanism											
Drive/Lock	None	None	Electric Moto	Pneumatic	Electric	Electric	Electric Strik	Electric	Electric Moto	Pneumatic	Electric
Key	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Door Position Sensor	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Lock Position Sensor	No	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Integration											
Monitored	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Managed	No	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Spported Commands											
Open	No	No	Yes	Yes	No	No	No	No	Yes	Yes	No
Partial Open	No	No	??	??	No	No	No	No	Yes	Yes	No
Close	No	No	Yes	Yes	No	No	No	No	Yes	Yes	No
Lock	No	No	No	No	Yes	Yes	No	Yes	No	No	Yes
Unlock	No	No	No	No	Yes	Yes	Yes	Yes	No	No	Yes
Unlock with Holdbac	No	No	Unclear	Unclear	Unclear	Unclear	Unclear	Unclear	Unclear	Unclear	Unclear
Monitored States											
Unlocked	No	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Locked	No	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Open	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Moving	No	No	Possible	Possible	No	No	No	No	Possible	Possible	No
Closed	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Tamper/Fail	No	No	Possible	Possible	Possible	Possible	Possible	Possible	Possible	Possible	Possible
Configurable Attributes											
Inmate Access	No	No	No	No	Yes	Yes	Yes	No	No	No	No
Lockdown	No	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Emergency Release	No	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Multi Select	No	No	Yes	Yes	Yes	Yes	No	No	No	No	No
Mask (Locked Out)	No	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes

7 OPERATIONAL SEQUENCES

.1 These show the operational sequences to be implemented by the DCMS. The UI layouts that show visually how these actions are to be implemented are provided in Section 8.

.2 Usually, the DCMS is the only system on the display UI, and therefore no system selection icon is presented in the Selection Tray.

.3 If a control post manages doors from more than one interlock group, then whenever an interlocked door is chosen, the interlock group number is also displayed on the icon for the door. Where there is a control post that manages interlocked doors that are part of a single group, the number is not displayed.

7.1.1 Open Cell Slider Door – non-motorized

Action		Selection Tray	Command Tray			Map View	Detailed Status Window	Comments
			Selected	Avail	Not Avail			
1	Choose secure door	No system icon, if DCS is the only system available at this post		-Unlock door -Lockout	-Remove lockout	Icon indicating door flashes blue alternately with its current state	Door label displayed with name of inmate, picture of inmate and icon of current door status (secure)	
2	Select Unlock		Unlock door	-Lockout	-Remove lockout	Icon indicating door turns yellow (for 3 seconds)	Door label displayed with name of inmate, picture of inmate and icon of current door status (unsecure)	
3	Command completed			-Lockout	-Unlock door -Remove lockout	Icon indicating door turns red	Door label displayed with name of inmate, picture of inmate and icon of current door status (unsecure) Pops out after 10 seconds.	

7.1.2 Open Slider or Barrier Door (motorized)

Action		Selection Tray	Command Tray			Map View	Detailed Status Window	Comments
			Selected	Avail	Not Avail			
1	Choose secure door	No system icon, as DCS is the only system available at this post		-Open door	-Close door -Stop door	Icon indicating door flashes blue alternately with its current state	Door label displayed with icon of current door status (secure)	
2	Select Open		Open door	-Close door -Stop door		Icon indicating door turns yellow	Door label displayed with icon of current door status (door opening with yellow arrow flashing while door is moving)	
3	Command completed			-Close door	-Close door -Stop door	Icon indicating door turns red	Door label displayed with icon of current door status (door open) Pops out after 10 seconds.	

7.1.3 Close Slider Door or Barrier (Motorized)

Action		Selection Tray	Command Tray			Map View	Detailed Status Window	Comments
			Selected	Avail	Not Avail			
1	Choose unsecure door	No system icon, as DCS is the only system available at this post		-Close door	-Open door -Stop door	Icon indicating door flashes blue alternately with its current state	Door label displayed with icon of current door status (door open)	
2	Select Close		Close door	-Close door -Stop door		Icon indicating door turns yellow	Door label displayed with icon of current door status (door closing with green arrow flashing while the door is moving)	
3	Completed			-Open door	-Close door -Stop door	Icon indicating door turns green	Door label displayed with icon of current door status (door secure) Pops out after 10 seconds.	

7.1.4 Open Slider Door, Stop and Resume Open

Action		Selection Tray	Command Tray			Map View	Detailed Status Window	Comments
			Selected	Avail	Not Avail			
1	Choose secure door	No system icon, as DCS is the only system available at this post		-Open slider door	-Close door -Stop door	Icon indicating door flashes blue alternately with its current state	Door label displayed with icon of current door status (closed)	
2	Select Open		Open door	-Close door -Stop door		Icon indicating door turns yellow	Door label displayed with icon of current door status (door opening with yellow arrow flashing while door is moving)	
3	Select Stop		Stop door	-Open door -Close door		Icon indicating door turns red	Door label displayed with icon of current door status (door stopped)	
4	Select Open		Open door	-Close door -Stop door		Icon indicating door turns yellow	Door label displayed with icon of current door status (door opening with yellow arrow flashing while door is moving)	Note: Could also select Close instead of open
5	Command completed			-Close door	-Open door -Stop door	Icon indicating door turns red	Door label displayed with icon of current door status (door open) Pops out after 10 seconds.	

7.1.5 Close Slider Door and then open without crossing the Stop command

Action		Selection Tray	Command Tray			Map View	Detailed Status Window	Comments
			Selected	Avail	Not Avail			
1	Choose unsecure door	No system icon, as DCS is the only system available at this post		-Close door	-Open door -Stop door	Icon indicating door flashes blue alternately with its current state red for unsecure	Door label displayed with icon of current door status (door open)	
2	Select Close		Close door	-Open door -Stop door		Icon indicating door turns yellow	Door label displayed with icon of current door status (door closing with yellow arrow flashing while door is moving)	
3	Select Open		Open door	-Close door -Stop door		Icon indicating door turn yellow	Door label displayed with icon of current door status (door opening with yellow arrow flashing while door is moving)	
4	Command completed			-Close door	-Open door -Stop door	Icon indicating door turns red	Door label displayed with icon of current door status (door unsecure) Pops out after 10 seconds.	

7.1.6 Open Interlock Slider Door and choose another Interlock Door to Open

Action		Selection Tray	Command Tray			Map View	Detailed Status Window	Comments
			Selected	Avail	Not Avail			
1	Choose secure door (Door 1)	No system icon, as DCS is the only system available at this post		-Open door -Interlock override	-Close door -Stop door	Icon changes to interlock door and flashes blue alternately current state, green for secure All other interlock doors in that interlock group change to the interlock door icon	Door label displayed with icon of current door status (door secure)	Note – if this control post manages doors from more than one interlock group ,then whenever an interlocked door is chosen, the interlock group number is also displayed on the icon.
2	Select Open (Door 1)		Open door	-Close door -Stop door -Interlock override		Icon indicating door turns yellow	Door label displayed with icon of current door status (door opening with yellow arrow flashing while door is moving)	
3	Choose other closed interlocked door (Door 2)			-Interlock override	-Open door -Close door -Stop door	Icon indicating door flashes blue alternately with its current state, green for secure	Door label displayed with icon of current door status (door secure)	
4	Command completed (Door 1)			-Interlock override	-Open door -Close door -Stop door	Icon indicating door turns red	Door label displayed with icon of current door status of last chosen door – Door 2 which is secure	
5	Choose Door 1 to close			-Close door -Interlock override	-Open door -Stop door	Icon indicating door flashes blue alternately with its current state, red for unsecure	Door label displayed with icon of current door status (door unsecure)	
6	Select Close (Door 1)		Close door	-Open door -Stop door -Interlock override		Icon indicating door turns yellow	Door label displayed with icon of current door status (door closing with green arrow flashing while door is moving)	

7a	Command completed (Door 1)			-Open door -Interlock override	-Close door -Stop door	Icon indicating Door 1 changes to green Icon indicating Door 2 continues to flash blue alternately with its current state (if within the timer)	At the instant the door is closed, the status icon shows current status of Door 1 (secure), for 1 second. If Door 2 still flashing the command tray and detailed status window change to reflect Door 2	If this command not completed within 10 seconds, the choice of Door 2 expires, and it needs to be selected again
7b	Command completed (Door 2)			-Open door -Interlock override	-Close door -Stop door	Icon indicating Door 2 continues to flash blue alternately with its current state (if within the timer)	Door label of Door 2 displayed with icon of current door status (door secure)	
8	Select Open (Door 2)		Open door	-Close door -Stop door -Interlock override		Icon indicating door turns yellow	Door label displayed with icon of current door status (door opening with yellow arrow flashing while door is moving)	
9	Command completed (Door 2)			-Close door -Interlock override	-Open door -Stop door	Icon indicating door turns red	Door label displayed with icon of current door status (door unsecure) Pops out after 10 seconds.	

7.1.7 Override Interlock slider Door

Action		Selection Tray	Command Tray			Map View	Detailed Status Window	Comments
			Selected	Avail	Not Avail			
1	Choose secure door (Door 1)	No system icon, as DCS is the only system available at this post		-Open door -Interlock override	-Close door -Stop door	Icon changes to interlock door and flashes blue alternately current state, green for secure All other interlock doors in that interlock group change to the interlock door icon	Door label displayed with icon of current door status (door secure)	Note – if this control post manages doors from more than one interlock group, then whenever an interlocked door is chosen, the interlock group number is also displayed on the icon.
2	Select Open (Door 1)		Open door	-Close door -Stop door -Interlock override		Icon indicating door turns yellow	Door label displayed with icon of current door status (door opening with yellow arrow flashing while door is moving)	
3	Choose other closed interlocked door (Door 2)			Interlock override	-Open door -Close door -Stop door	Icon indicating door flashes blue alternately with its current state, green for secure	Door label displayed with icon of current door status (door secure)	
4	Select Interlock Override		Interlock override		-Open door -Close door -Stop door	Icon continues to flash as above	Door label displayed with icon of current door status (door secure)	
5	Confirm required	Confirm button flashes	Interlock override		-Open door -Close door -Stop door	As above	As above	
6	Confirm selected	Confirm button selected	Open door	-Interlock override	-Close door -Stop door	Icon indicating Door 2 turns yellow	Door label displayed with icon of current door status (door opening with	Event is logged and displayed as an alarm in the MCCP

							yellow arrow flashing while door is moving)	
7	Command completed (Door 1)			-Close door	-Open door -Stop door	Icon indicating Door 1 turns red	Door label displayed with icon of current door status – Door 2 (door unsecure)	
8	Command completed (Door 2)			-Close door	-Open door -Stop door	Icon indicating Door 2 turns red	Door label displayed with icon of current door status – Door 2 (door unsecure) Pops out after 10 seconds.	

7.1.8 Open Partial Slider Cell door and then Stop and open

Action		Selection Tray	Command Tray			Map View	Detailed Status Window	Comments
			Selected	Avail	Not Avail			
1	Choose secure door	No system icon, as DCS is the only system available at this post		-Open door -Open partial -Lockout	-Close door -Stop door -Remove lockout	Icon indicating door flashes with its current state	Door label displayed with name of inmate, picture of inmate and icon of current door status (closed)	
2	Select Open Partial		Open door partial	-Open -Close door -Stop door -Lockout	-Remove lockout	Icon indicating door turns yellow	Door label displayed with name of inmate, picture of inmate and icon of current door status (door open partial with yellow arrow flashing while door is moving)	
3	Select Stop Door		Stop door	-Open -Close door -Open door partial -Lockout	-Remove lockout	Icon indicating door turns red	Door label displayed with name of inmate, picture of inmate and icon of current door status s (door open partial with yellow arrow flashing while door is moving)	Open partial must complete before next command is sent
4	Select Open Partial		Open door partial	-Open -Close door -Stop door -Lockout	-Remove lockout	Icon indicating door turns yellow	Door label displayed with name of inmate, picture of inmate and icon of current door status (door open partial with stop sign on partial door)	
5	Command completed			-Open door -Close door -Lockout	-Open door partial -Stop door -Remove lockout	Icon indicating door turns red	Door label displayed with name of inmate, picture of inmate and icon of current door status (door partially open)	10 seconds after command completed, detailed window pops-out and command tray shows all commands unavailable until next object chosen.
6	Choose partially open door			-Open door -Close door -Lockout	-Open door partial -Stop door -Remove lockout	Icon indicating door flashes with its current state	Door label displayed with name of inmate, picture of inmate and icon of current door status (door open partial)	

7	Select Open Door		Open door	-Close door -Stop door	-Open door partial -Remove lockout	Icon indicating door turns yellow	Door label displayed with name of inmate, picture of inmate and icon of current door status (door open with yellow arrow flashing while door is moving)	Could also have selected Close Door
8	Command completed			-Close door -Open door partial -Lockout	-Open door -Stop door -Remove lockout	Icon indicating door turns red	Door label displayed with name of inmate, picture of inmate and icon of current door status (door open) Pops out after 10 seconds.	

7.1.9 Lockout, Remove Lockout and cancel for slider Cell Door

Action		Selection Tray	Command Tray			Map View	Detailed Status Window	Comments
			Selected	Avail	Not Avail			
1	Choose secure door	No system icon, as DCS is the only system available at this post		-Open door -Open partial -Lockout	-Close door -Stop door -Remove lockout	Icon indicating door flashes with its current state	Door label displayed with name of inmate, picture of inmate and icon of current door status (secure)	Note: cell must be secure.
2	Select Lockout		Lockout		-Open -Close -Open partial -Stop door -Remove lockout	Icon indicating door flashes with its current state	Door label displayed with name of inmate, picture of inmate and icon of current door status (secure)	
3	Confirm command	Confirm button flashes	Lockout		-Open -Close -Open partial -Stop door -Remove lockout	Icon indicating door flashes with its current state	Door label displayed with name of inmate, picture of inmate and icon of current door status (secure)	
4	Select Confirm	Confirm shows selected		-Remove lockout	-Open -Close -Open partial -Stop door -Locked out	Icon indicating door shows locked out symbol	Door label displayed with name of inmate, picture of inmate and icon of current door status (locked out)	
5.	Select Locked out door			-Remove lockout	-Open -Close -Open partial -Stop door	Icon indicating door flashes with its current state - locked out symbol	Door label displayed with name of inmate, picture of inmate and icon of current door status (locked out)	
6	Select Remove Lockout		Remove Lockout	-Lockout	-Open -Close -Open partial -Stop door	Icon indicating door flashes with its current state	Door label displayed with name of inmate, picture of inmate and icon of current door status (locked out)	
7	Confirm command	Confirm button flashes	Lockout	-Remove lockout	-Open -Close -Open partial -Stop door	Icon indicating door flashes with its current state	Door label displayed with name of inmate, picture of inmate and icon of current door status (locked out)	
8	Select Cancel	Cancel button		-Remove lockout	-Open -Close -Open partial -Stop door	Icon indicating door shows locked out symbol	Door label displayed with name of inmate, picture of inmate and icon of current door status (locked out)	

8	Command completed /cancelled			-Remove lockout	-Open -Close -Open partial -Stop door -Lockout	Icon indicating door shows locked out symbol	Door label displayed with name of inmate, picture of inmate and icon of current door status (locked out) Pops out after 10 seconds.	

7.1.10 Cell Window Alarm (Fenbrook Responsibility Unit)

Action		Selection Tray	Command Tray			Map View	Detailed Status Window	Comments
			Selected	Avail	Not Avail			
1	Alarm generated	No system icon, as DCS is the only system available at this post			-Open door -Close door -Show last user	Alarm icon displayed and flashes	Window label displayed. Alarm icon displayed, cycling between 1,2 and 3 bars on icon, and flashes	Audible alarm.
2	Select alarm in detailed status window	Acknowledge alarm icon flashes			-Open door -Close door -Show last user	As above	Window label displayed. Alarm icon displayed, cycling between 1,2 and 3 bars on icon	
3	Acknowledge alarm	Acknowledge alarm icon is selected			-Open door -Close door -Show last user	Alarm icon displayed, stops flashing	Window label displayed. Acknowledged alarm icon displayed.	Audible alarm turned off
4	Completed				-Open door -Close door -Show last user	As above	Pops out after 10 seconds.	.

7.1.11 Door alarm [CBI apt Unit] – also applies to any exit door that is opened when in "locked" state

Action		Selection Tray	Command Tray			Map View	Detailed Status Window	Comments
			Selected	Avail	Not Avail			
1	Alarm Generated	No system icon, as DCS is the only system available at this post		-	-Open door -Close door	Alarm icon displayed, and flashes	Door label displayed. Alarm icon displayed, cycling between 1,2 and 3 bars on icon, and flashes	Audible alarm.
2	Select alarm in detailed status window	Acknowledge alarm icon flashes			-Open door -Close door	As above	Door label displayed, alarm icon displayed, cycling between 1,2 and 3 bars on icon, stops flashing	
3	Acknowledge alarm	Acknowledge alarm icon is selected			-Open door -Close door	Acknowledged alarm icon displayed, stops flashing	Door label displayed, acknowledged alarm icon displayed.	Audible alarm turned off
4	Completed				-Open door -Close door		Pops out after 10 seconds.	

7.1.12 Cell Door Alarm – Swing door – fault Alarm

Action		Selection Tray	Command Tray			Map View	Detailed Status Window	Comments
			Selected	Avail	Not Avail			
1	Alarm Generated	No system icon, as DCS is the only system available at this post			-Lock -Unlock -Inmate enable -Lockout -Remove lockout	Alarm icon displayed, and flashes	Door label displayed with name of inmate, picture of inmate and alarm icon displayed, cycling amongst 1,2 and 3 bars on icon, and flashes Information about alarm displayed.	Audible alarm.
2	Select alarm in detailed status window	Acknowledge alarm icon flashes			-Lock -Unlock -Inmate enable -Lockout -Remove lockout	As above	Door label displayed with name of inmate, picture of inmate and alarm icon displayed, cycling amongst 1,2 and 3 bars on icon, Stops flashing Information about alarm displayed.	
3	Acknowledge alarm	Acknowledge alarm icon is selected			-Lock -Unlock -Inmate enable -Lockout -Remove lockout	Acknowledged alarm icon displayed, stops flashing	Door label displayed with name of inmate, picture of inmate and acknowledged alarm icon displayed. Information about alarm displayed.	Audible alarm turned off
4	Alarm is a fault alarm					Map icon changes to magenta	Door label displayed, door with fault icon displayed. Information about alarm displayed.	
5	Completed				-Lock -Unlock -Inmate enable -Lockout -Remove lockout		Pops out after 10 seconds.	
6	Door taken out of service by maintenance				-Lock -Unlock -Inmate enable -Lockout -Remove lockout	Map icon changes to out-of-service maintenance	When the door object is selected, door label displayed, door with fault icon displayed. In this case, inmate would be moved, so name and picture no longer displayed	Maintenance state would be cleared by maintenance.

							with this cell.	

7.1.13 Unlock Cell Door – Swing Door

Action		Selection Tray	Command Tray			Map View	Detailed Status Window	Comments
			Selected	Avail	Not Avail			
1	Choose secure door	No system icon, as DCS is the only system available at this post		-Unlock door -Inmate enable -Lockout -Remove lockout	-Lock door	Icon indicating door flashes blue alternately with its current state	Door label displayed with name and picture of inmate and with icon of current door status (secure)	
2	Select Unlock		Unlock door	-Lock door -Inmate enable -Lockout -Remove lockout		Icon indicating door turns	Door label displayed with name and picture of inmate and with icon of current door status (unsecure)	
3	Command completed			-Close door	-Close door -Stop door	Icon indicating door turns red	Door label displayed with name and picture of inmate and with icon of current door status (unsecure) Pops out after 10 seconds.	