7.1.14   Cell Swing Door – inmate enable and inmate opens door

	Action	Selection Tray	Command Tray			Map View	Detailed Status Window	Comments
			Selected	Avail	Not Avail			
1	Choose door – in this case secure	No system icon, as DCS is the only system available at this post		-Unlock door -Inmate enable -Lockout	-Lock door -Remove lockout	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)	Note: cell can be secure or unsecure when the command implemented
2	Select Inmate enable		Inmate enable	-Unlock door -Lock door -Lockout	-Remove lockout	Icon indicating door turns to yellow with inmate enable indicator	Door label displayed with name and picture of inmate and with icon of current door status (inmate enabled)	
3	Command completed			-Unlock door -Lock door -Lockout	-Inmate enable -Remove lockout	Icon indicating door stays yellow with inmate enable indicator	Door label displayed with name and picture of inmate and with icon of current door status (inmate enabled) Pops out after 10 seconds.	
4	Inmate releases door			-	-	Icon indicating door changes to red with inmate enable indicator		
5	Choose door inmate just released			-Lock door -Lockout	-Unlock door -Inmate enable -Remove lockout	Icon indicating door is red with inmate enable indicator	Door label displayed with name and picture of inmate and with icon of current door status (unsecure, inmate enabled) Pops out after 10 seconds.	

7.1.15 Swing door - remove inmate enable

	Action	Selection Tray	Command Tray			Map View	Detailed Status Window	Comments
			Selected	Avail	Not Avail			
1	Choose door – that is inmate enabled	No system icon, as DCS is the only system available at this post		-Unlock door -Inmate enable -Lockout	-Lock door -Remove lockout	Icon indicating door flashes blue alternately with its current state – yellow with inmate enabled indicator	Door label displayed with name and picture of inmate and with icon of current door status (inmate enabled)	Note: cell must be closed.
2	Select Lock		Lock	-Unlock door -Lock door -Lockout	-Inmate enable -Remove lockout	Icon indicating door changes to secure.	Door label displayed with name and picture of inmate and with icon of current door status (secure)	
3	Command completed			-Unlock door -Inmate enable -Lockout	-Inmate enable - Remove lockout	Icon indicating door is green	Door label displayed with name and picture of inmate and with icon of current door status (secure) Pops out after 10 seconds.	.

7.1.16 Select a group of swing doors – open [Same thing applies to inmate enable]

	Action	Selection Tray	Command Tray			Map View	Detailed Status Window	Comments
			Selected	Avail	Not Avail			
1	Choose a secure door	No system icon, as DCS is the only system available at this post		-Unlock door -Inmate enable -Lockout	-Lock door -Remove lockout	Icon indicating door flashes blue alternately with its current state, green for secure	Door label displayed with icon of current door status (door secure), and with name and picture of inmate	
2	Choose another secure door			-Unlock door -Inmate enable	-Lock door -Lockout -Remove lockout	Icon indicating door flashes with its current state, green for secure; other chosen objects still flashing with their current state	Door label of both doors displayed. Current door status, and name and picture of inmate no longer displayed.	When a second door is chosen, lockout is no longer available, as it can only be applied on a cell by cell basis, and not to a group of cells.
3	Choose an unsecure door			-Unlock door -Lock door -Inmate enable	-Lockout -Remove lockout	Icon indicating door flashes with its current state, red for unsecure; other chosen objects still flashing with their current state	Door label of all doors displayed.	
4	Select Unlock		Unlock door	-Lock door -Inmate enable	-Lockout Remove lockout	Icon indicating door turns red (if not red already) for unsecure	Door label of two doors that are open displayed with information that doors were unlocked. Door label of door that was already unlocked displayed with information that command did not apply	
5	Command completed			-Lock door -Inmate enable	-Unlock door -Lockout Remove lockout	The icons of the three doors that were chosen are all red for unsecure	Door label of two doors that are open displayed with information that doors were unlocked. Door label of door that was already unlocked displayed with information that command did not apply Pops out after 10 seconds.	

7.1.17 Special Commands Lockdown

	Action	Selection Tray	Command Tray			Map View	Detailed Status Window	Comments
			Selected	Avail	Not Avail			
1	Select Special Commands	Special Commands Icons is Selected			-Unlock door -Lockout -Remove lockout	Three choices presented – Evacuation, Lockdown and Shutdown		
2	Select Lockdown	Special Commands Icons is Selected			-Unlock door -Lockout -Remove lockout	Lockdown icon remains on the map view All selected doors flash with current state	Door labels of all doors locked down are listed.	Doors to be locked down at a control post are defined in configuration files
8	Confirm command	Special Commands Icons is Selected Confirm button flashes			-Unlock door -Lockout -Remove lockout			
9	Select Confirm	Special Commands Icons is Selected Confirm shows selected		-	-Unlock door -Lockout -Remove lockout	As command sent to door and completed, the status changes to locked down	Door labels of all doors chosen listed with the status of locked down.	All doors selected have an unlock command sent to them. This may be in groups of cells. Full cycle exit doors are continuously cycled. Alarm sent to MCCP.
10	Command completed				-Unlock door -Lockout -Remove lockout		Door labels of all doors chosen listed with the status of evacuation. Pops out after 10 seconds.	

7.1.18 Special Commands – evacuations swing door cells that don't have inmate enable

	Action	Selection Tray	Command Tray			Map View	Detailed Status Window	Comments
			Selected	Avail	Not Avail			
1	Select Special Commands	Special Commands Icons is Selected			-Unlock door -Lockout -Remove lockout	Three choices presented – Evacuation, Lockdown and Shutdown		
2	Select Evacuation	Special Commands Icons is Selected		-Unlock door	-Lockout -Remove lockout	Evacuation icon remains on the map view Map may change to a special evacuation map		If there is a special evacuation map, this is displayed.
3	Choose a range(s) of cells and/or exit doors	Special Commands Icons is Selected		-Unlock door	-Lockout -Remove lockout	All selected doors flash with current state	Lists all the doors to be unlocked.	
4	Select Unlock	Special Commands Icons is Selected	-Unlock door	-	-Lockout -Remove lockout	All selected doors flash with current state	Door labels of all doors chosen listed.	.
5	Confirm command	Special Commands Icons is Selected Confirm button flashes	-Unlock door	-	-Lockout -Remove lockout	All selected doors flash with current state	Door labels of all doors chosen listed.	Alarm sent to MCCP.
6	Select Confirm	Special Commands Icons is Selected Confirm shows selected	-Unlock door	-	-Lockout -Remove lockout	As command sent to door and completed, the status changes to unsecure	Door labels of all doors chosen listed with the status of evacuation.	All doors selected have an unlock command sent to them. This may be in groups of cells. Full cycle exit doors are continuously cycled.
7	Command completed	Special Commands Icons is Selected Confirm shows selected			-Unlock door -Lockout -Remove lockout		Door labels of all doors chosen listed with the status of evacuation.	
8	Select Cancel	Cancel shows selected			-Unlock door -Lockout -Remove lockout	Map view returns to regular view		Return to the regular map and doors should show current

							status – but not emergency status – and if interlocked doors left open, then alarm generated at MCCP
9	Command completed				-Unlock door -Lockout -Remove lockout	Map view returns to regular view	Pops out after 10 seconds.	

7.1.19 Special commands shutdown

	Action	Selection Tray	Command Tray			Map View	Detailed Status Window	Comments
			Selected	Avail	Not Avail			
1	Select Special Commands	Special Commands Icons is Selected			-Unlock door -Lockout -Remove lockout	Three choices presented – Evacuation, Lockdown and Shutdown		
2	Select Shutdown	Special Commands Icons is Selected				Map view removed. Double confirmation of shutdown presented.		
3	Double confirmation					Shutdown confirmed		Control post shut down, screen becomes black. If there is a closed post that shuts down that has an associated open post, the open post is also shut down. (Fenbrook)
4	Command completed	Screen is black.						Must be restarted from MCCP

7.1.20 Selecting a Map

	Action	Selection Tray	Command Tray			Map View	Detailed Status Window	Comments
			Selected	Avail	Not Avail			
1	Select Map Button	Map button	Maps selectable from that control post displayed as thumbnails in command tray			No change.		Configuration data determines the order in which the maps are presented
2	Select map	Map button is selected	Map is selected					
3	Confirm command	Confirm button flashes	Map is selected			Map view now changes to map selected		
4	Select Confirm	Confirm shows selected				Map changes to new map view with all current status displayed		
5	Command completed					New map view with all current status displayed		

8 VISUAL LAYOUTS OF UI FOR DCMS

.1 The following provide some samples of how the operational sequences would be displayed on the UI. NOTE: when an action causes the state to change in different locations simultaneously on the UI, actions that take place at the same time have the same number. Where actions are serial, the numbering of the steps increments. Where several items happen at the same time, the same number is given to those items.

8.1 Entry Control Post

8.1.1 ECP - choose sally port gate to open

8.1.2 ECP – select command

Fenbrook Gatehouse Ground Floor

2012 07 11 08:00

Officer Nancy Brown

Door CBB02-05

1. Icon for barrier changes to yellow to show movement

2. Detailed Status Window shows barrier status

   Arrow flashes to indicate movement

3. Select Open Barrier command Availability of other commands changes

   Close Barrier command becomes available as soon as door starts moving
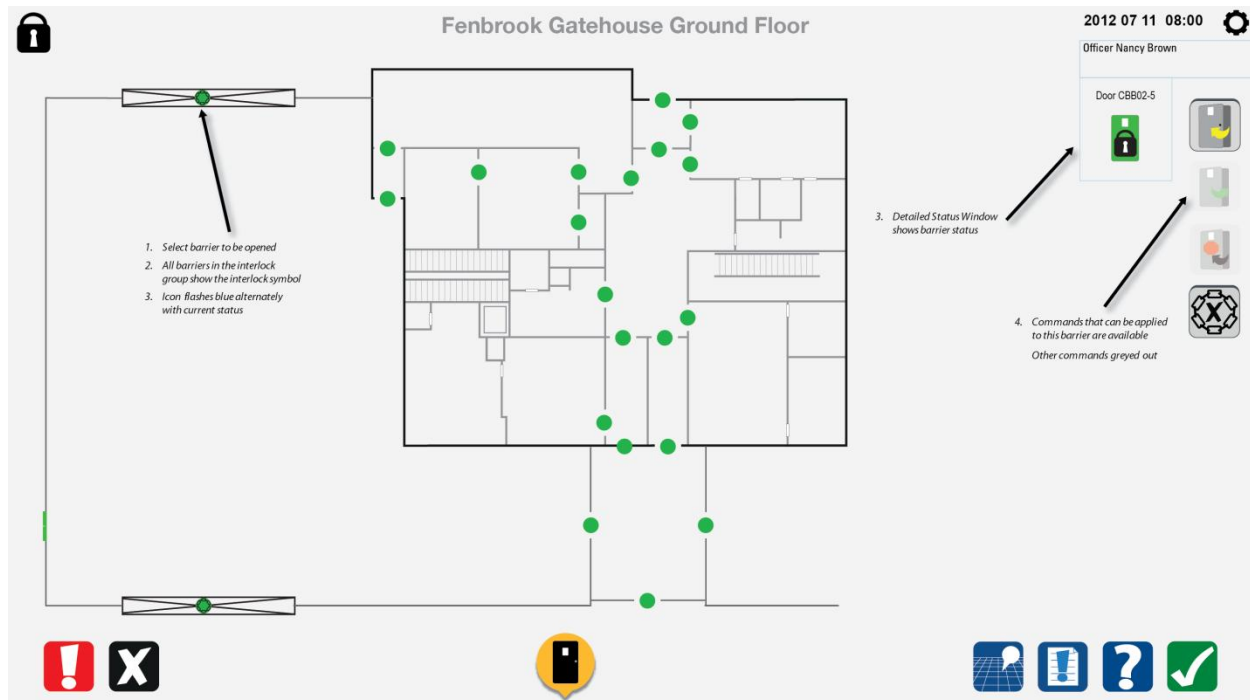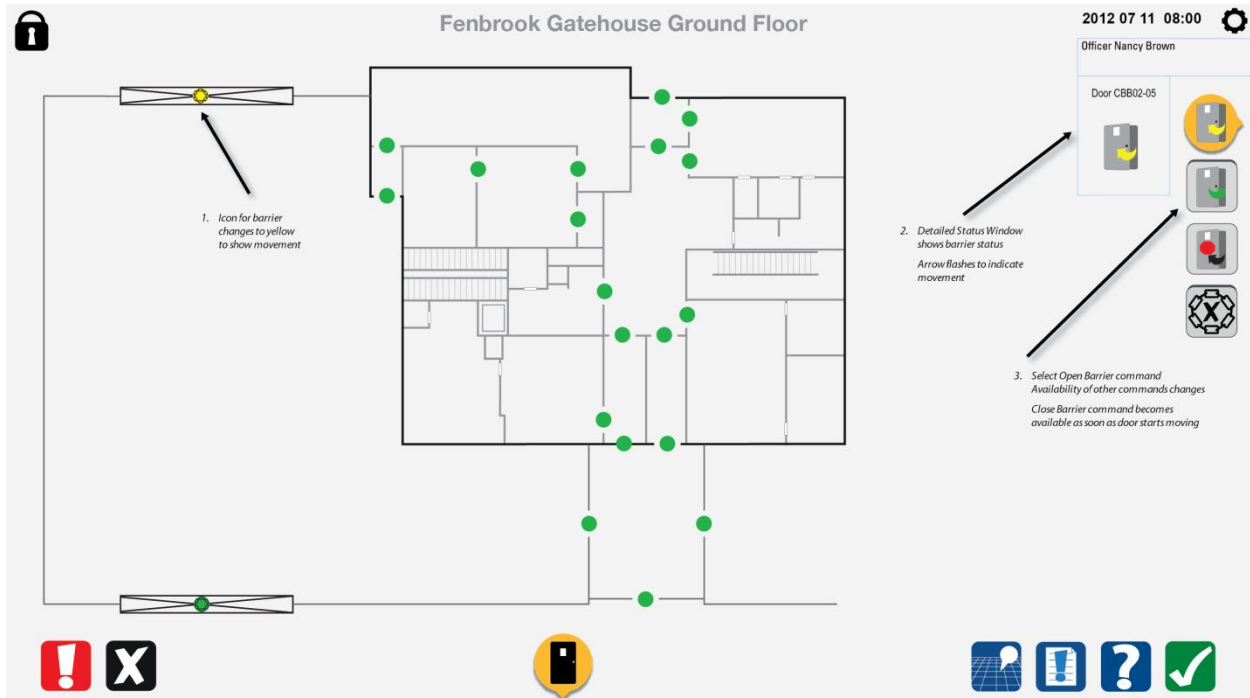
8.1.3 ECP – command completed

Fenbrook Gatehouse Ground Floor

2012 07 11 08:00

Officer Nancy Brown

Door CBB02-5

1. Icon for barrier changes to red

2. Detailed Status Window shows barrier status

3. Commands that can be applied to this barrier are available. Other commands greyed out
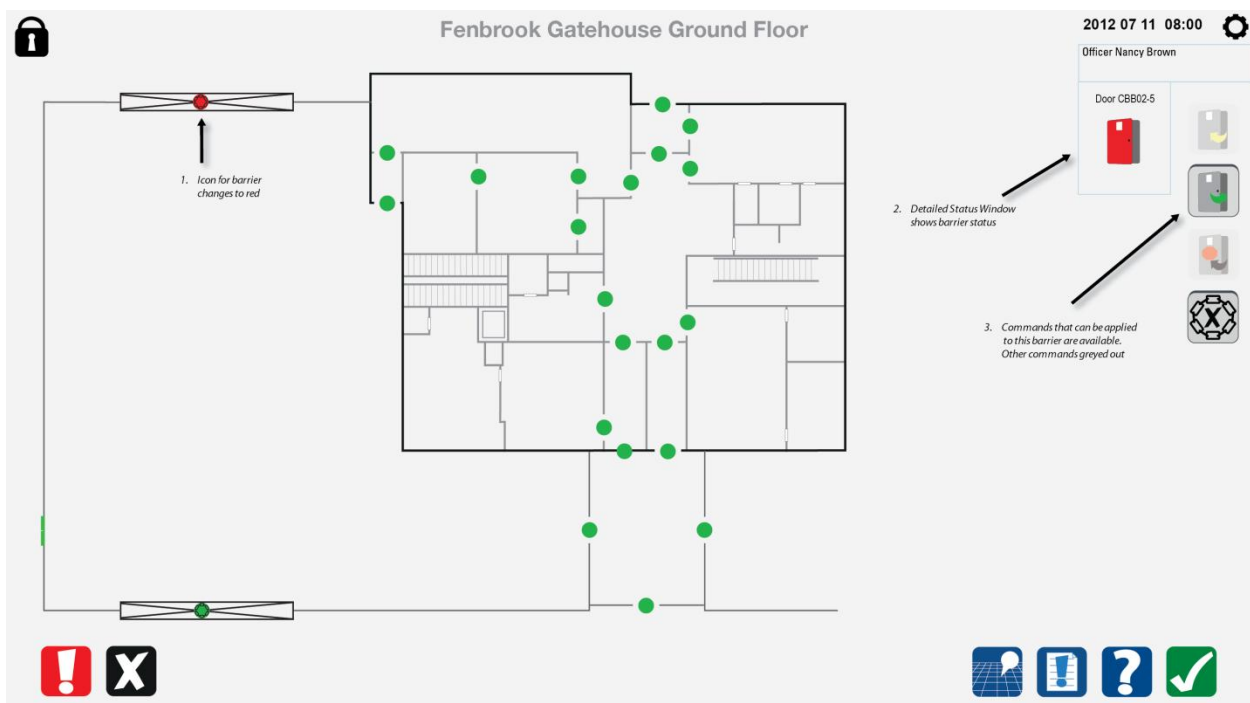
8.1.4 ECP – choose an interlocked door from a different interlock group
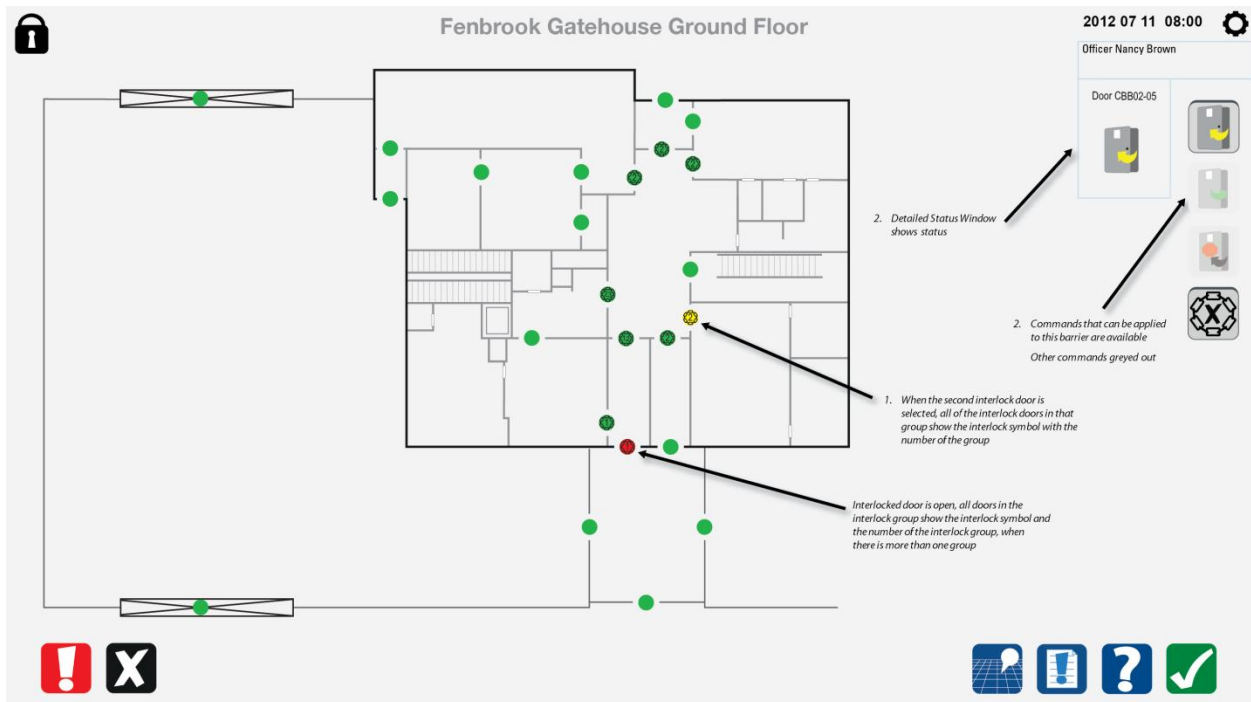
8.2 Movement Control Post

8.2.1 Choose first interlocked door
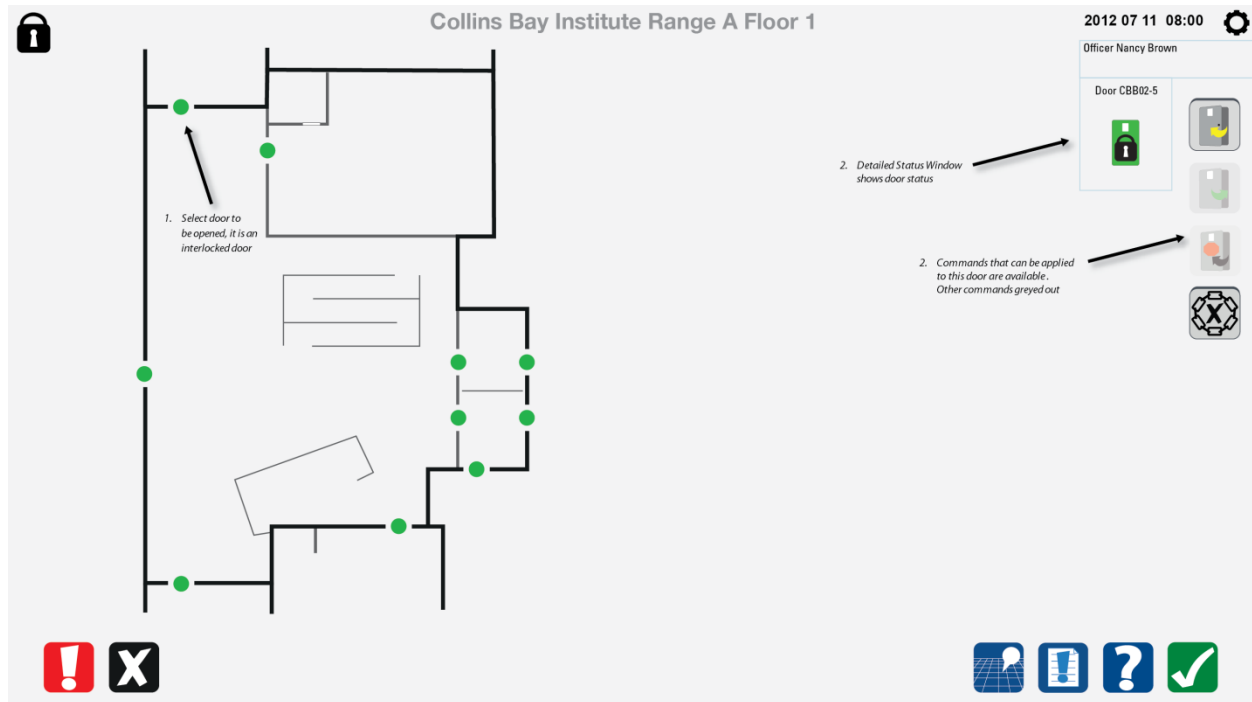
8.2.2 Open first door

8.2.3 Opening first door

Collins Bay Institute Range A Floor 1

2012 07 11 08:00

Officer Nancy Brown

Door CBB02-5

2. Detailed Status Window shows door status.
   Arrow flashes to indicate movement

2. Icon for door changes to yellow to indicate movement

1. Select Open Door command
2. Availability of other commands change
3. Close Door command becomes available as soon as door starts moving
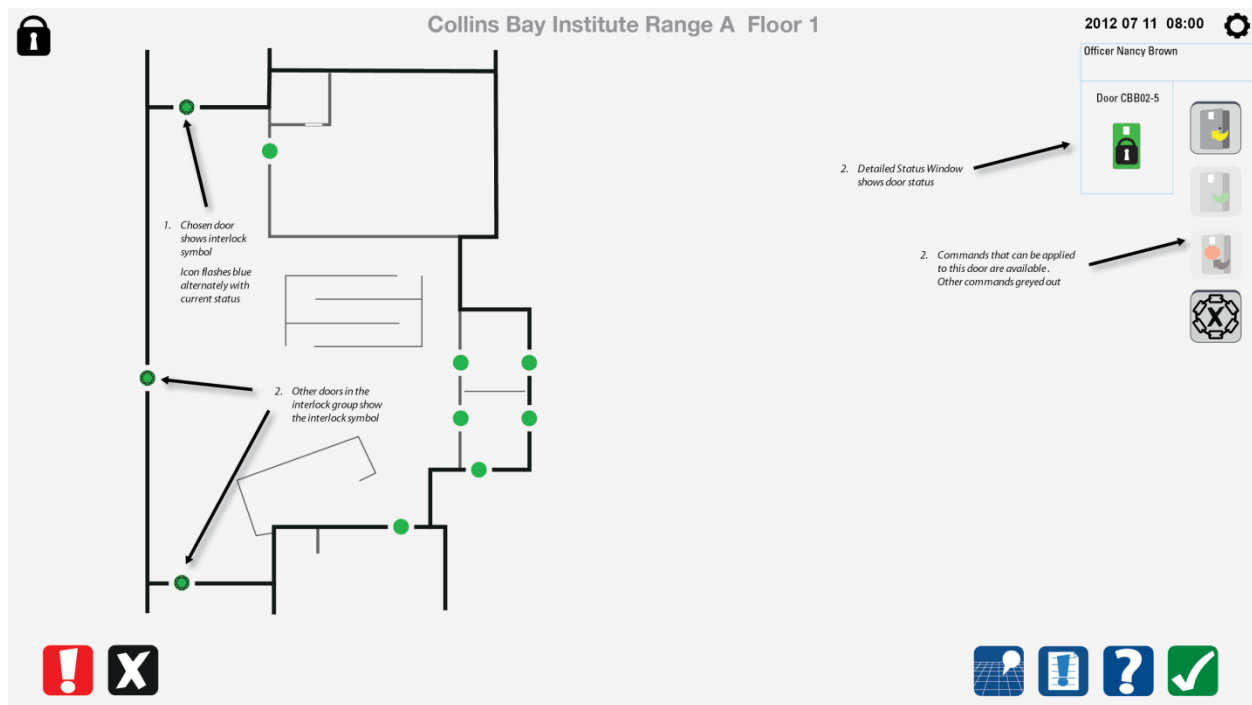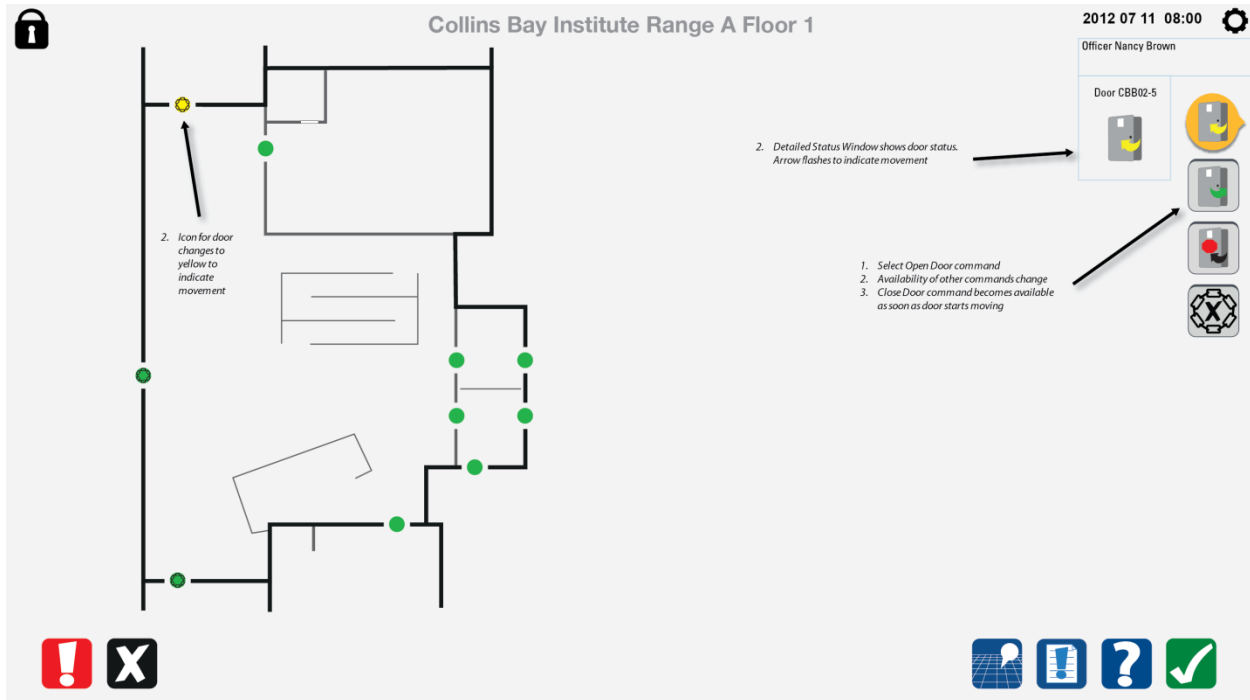
8.2.4 Open first door completed

Collins Bay Institute Range A Floor 1

2012 07 11 08:00

Officer Nancy Brown

Door CBB02-5

2. Detailed Status Window shows door status

Icon for door changes to red

Commands that can be applied to this door are available. Other commands greyed out
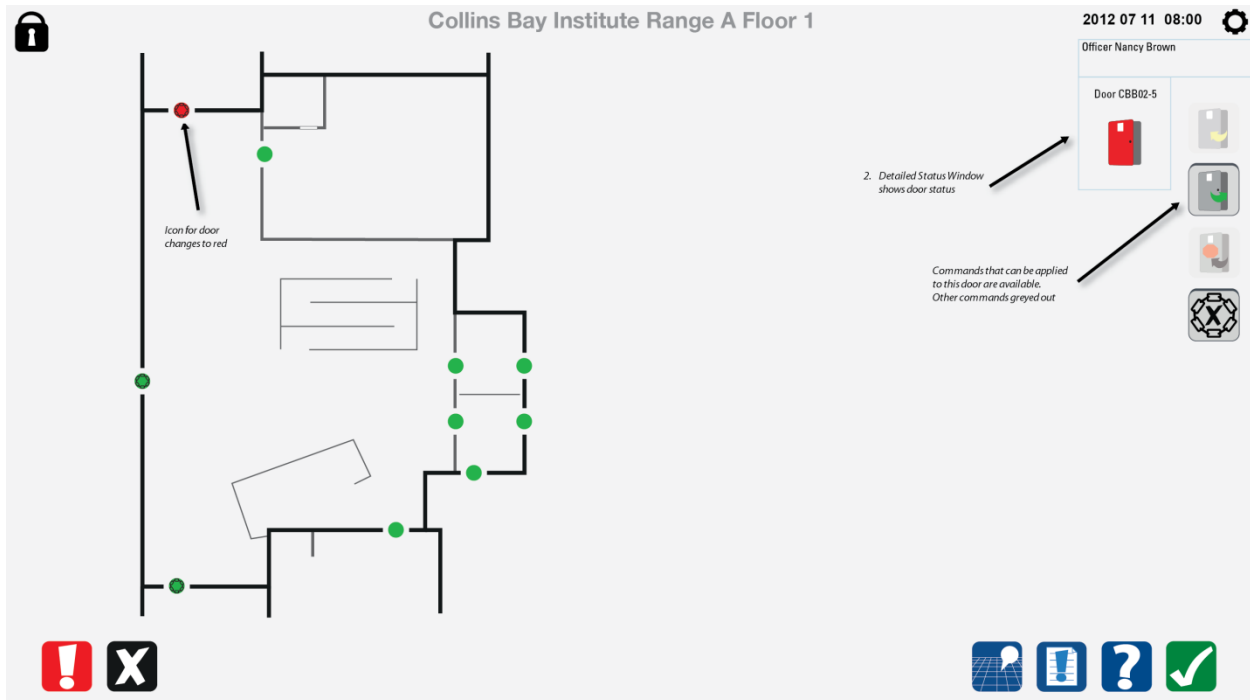
8.2.5   Choose second door
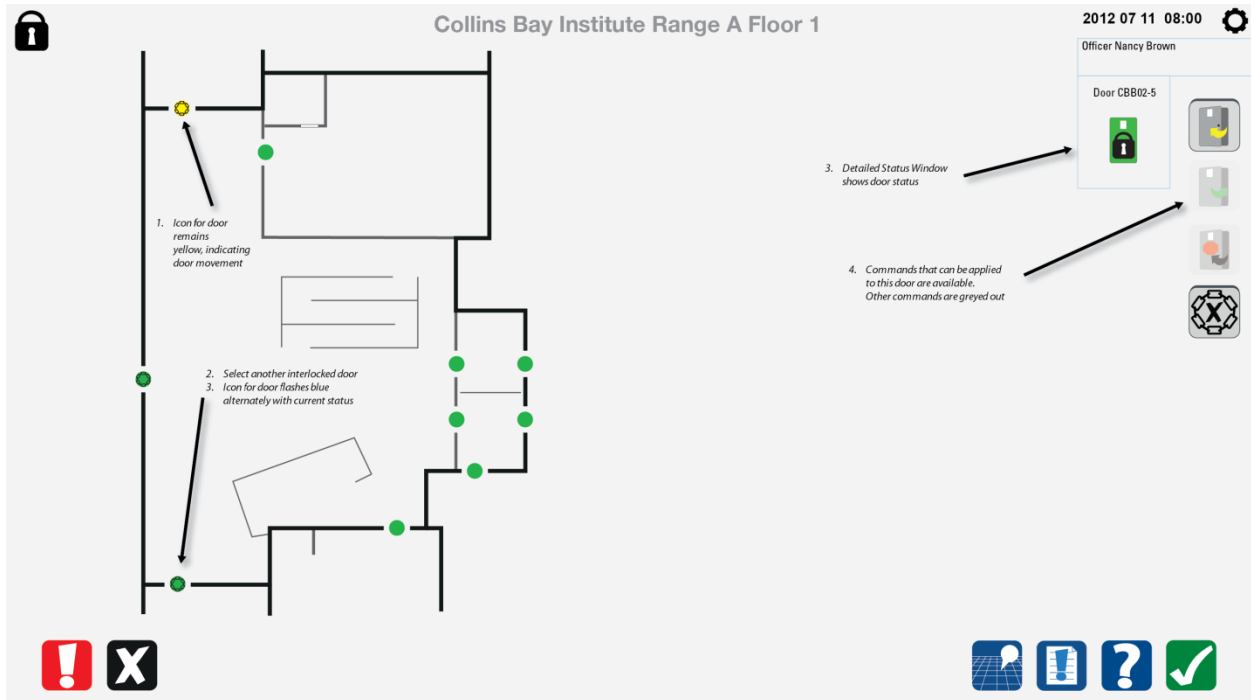
8.2.6   Close first door
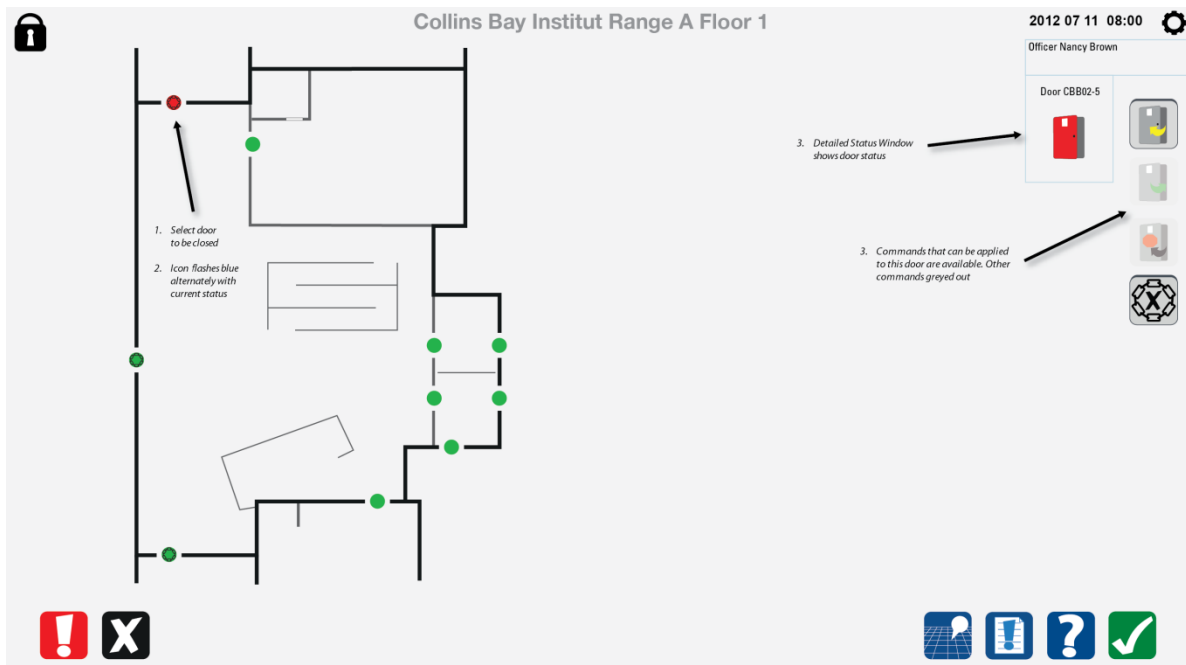
8.2.7   Close first door completed

Collins Bay Institute Range A Floor 1

2012 07 11 08:00

Officer Nancy Brown

Door CBB02-5

2. Icon for door
    remains
    yellow, indicating
    door movement

2. Detailed Status Window
    shows door status.
    Arrow flashes to indicate
    movement

1. Select Close Door command
2. Availability of other commands changes
3. Open Door command becomes
    available as soon as door starts moving

8.2.8   Choose second slider door

Collins Bay Institute Range A Floor 1

2012 07 11 08:00

Officer Nancy Brown

Door CBB02-5

1. When command
    complete, icon for
    door changes to
    green, without the
    interlock symbol

2. Select another interlocked door
3. All doors in interlock group show
    interlock symbol
    Icon for door flashes blue alternately
    with current status

3. Detailed Status Window
    shows door status

4. Commands that can be applied
    to this door are available.
    Other commands greyed out

All doors in an interlock group show the interlock
symbol when one of that group is chosen on
the Map View.

This diagram only shows one for purposes of
illustration, as this GUI represents several
steps on one layout

8.2.9   Second slider door opening
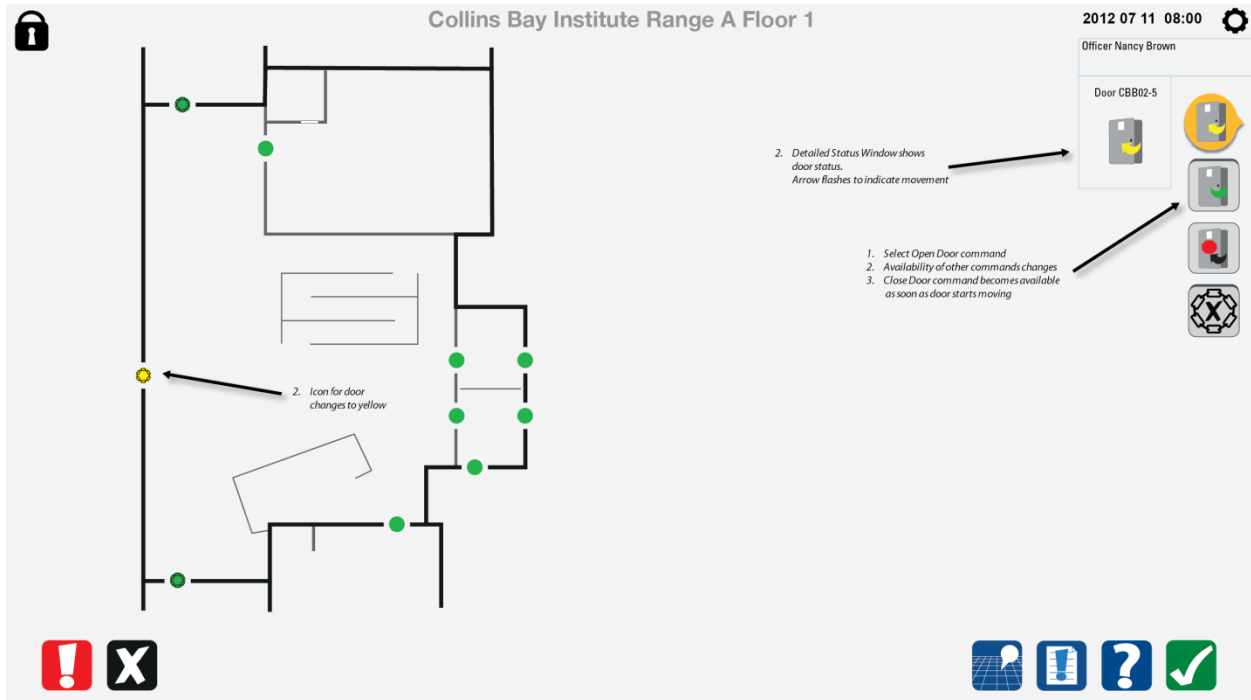
8.2.10   Second slider door open completed
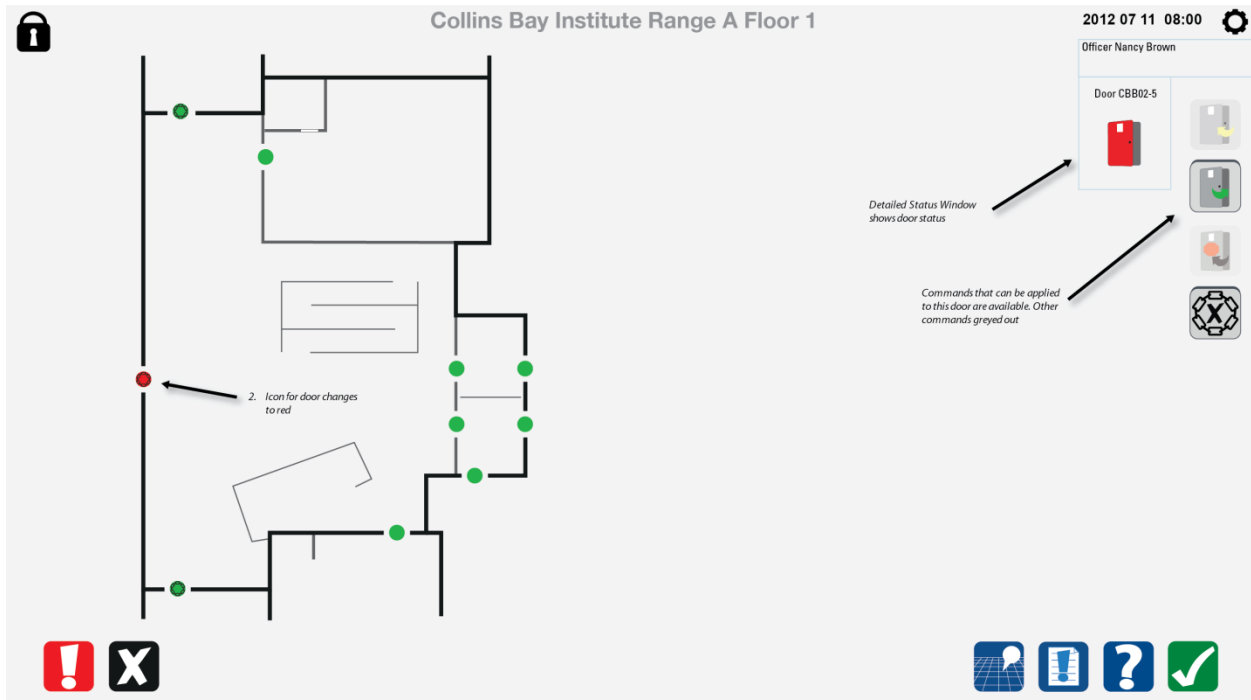
8.2.11   Override interlock select door
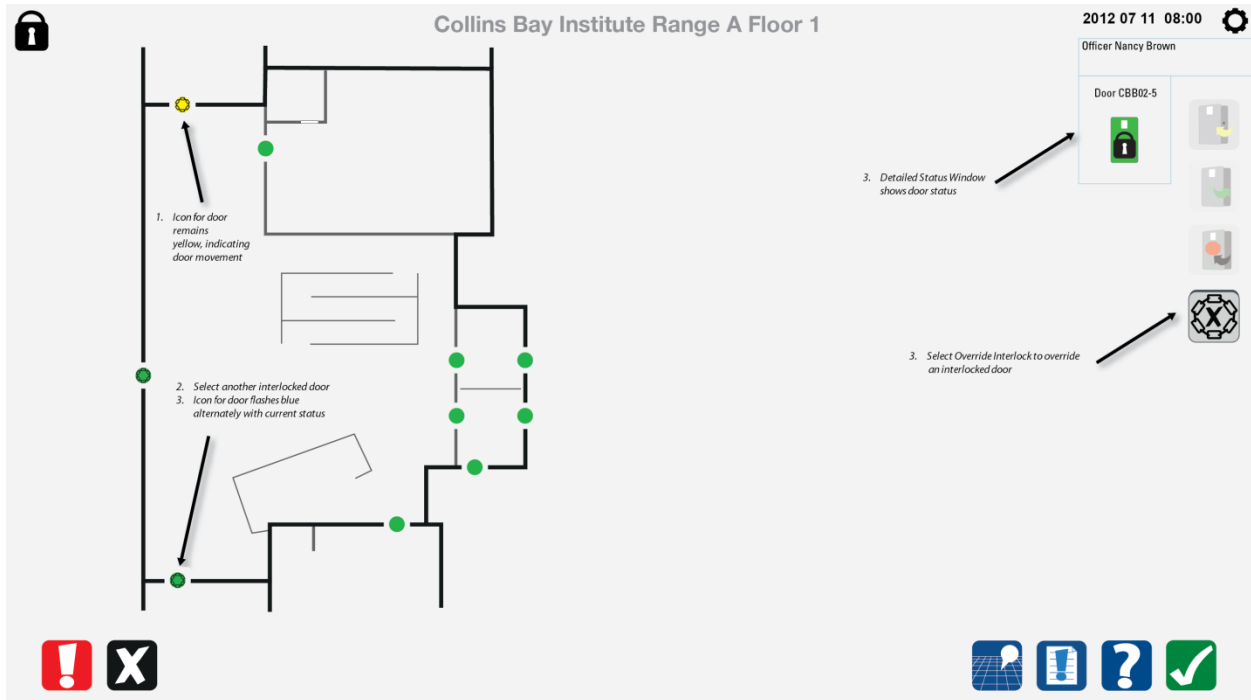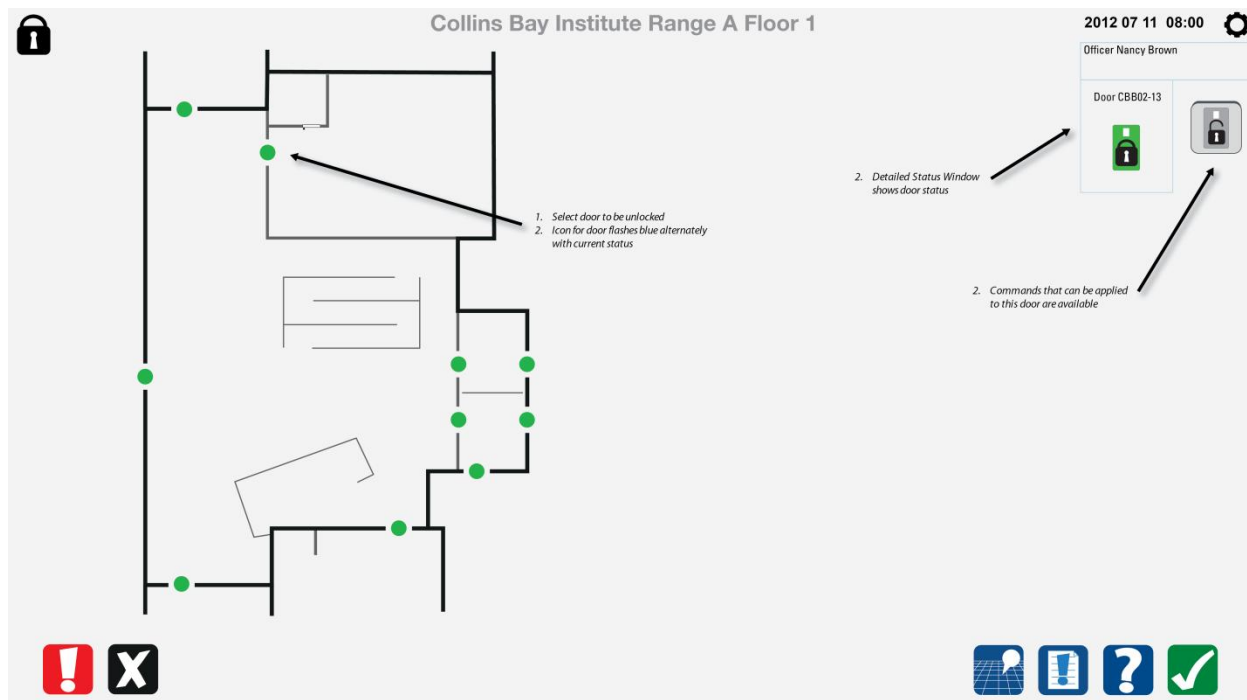

8.2.12   Override interlock door confirmed
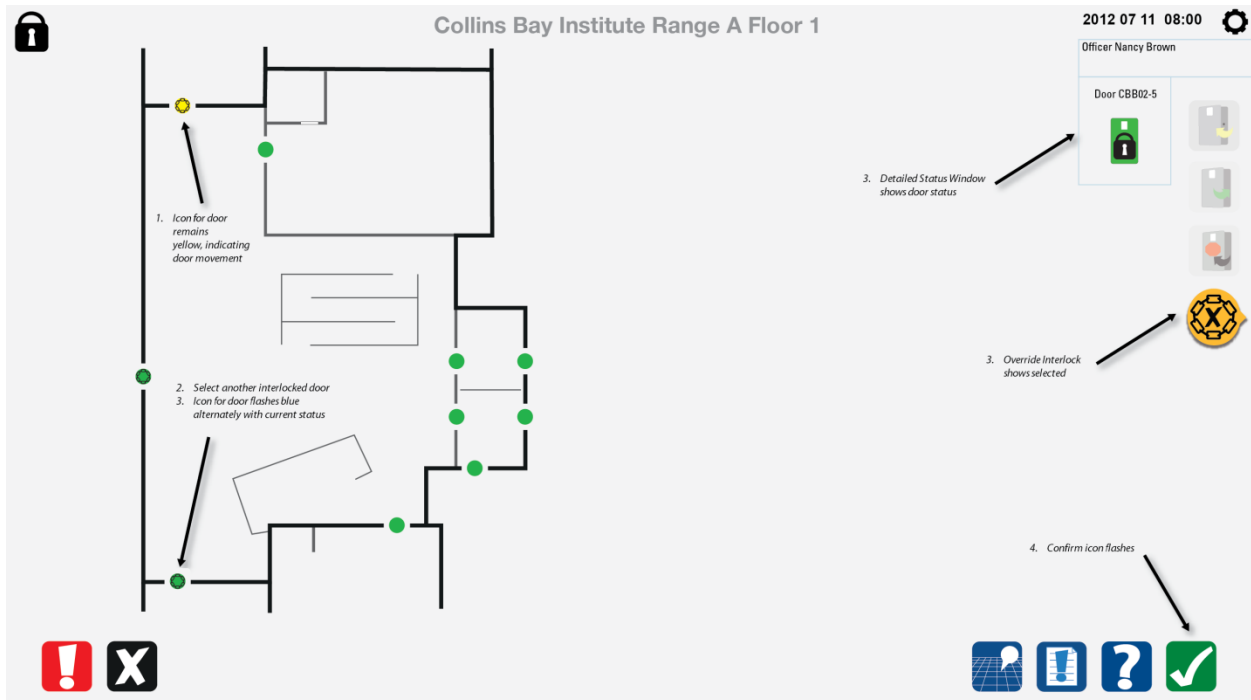
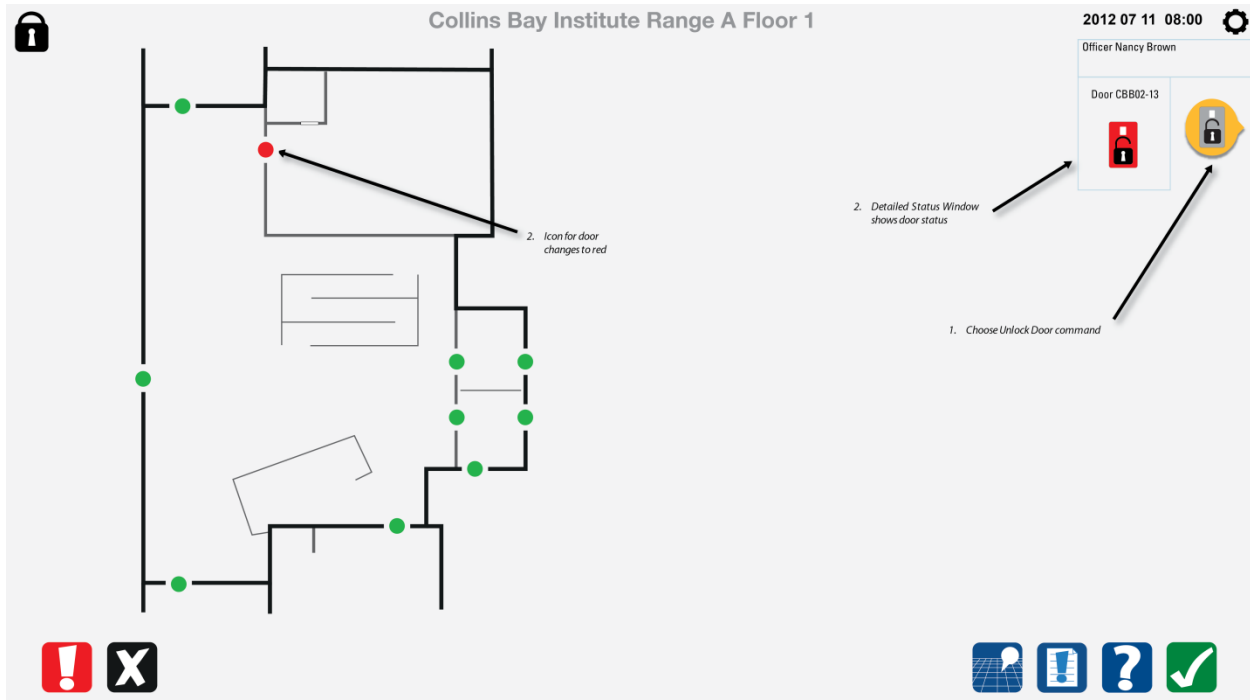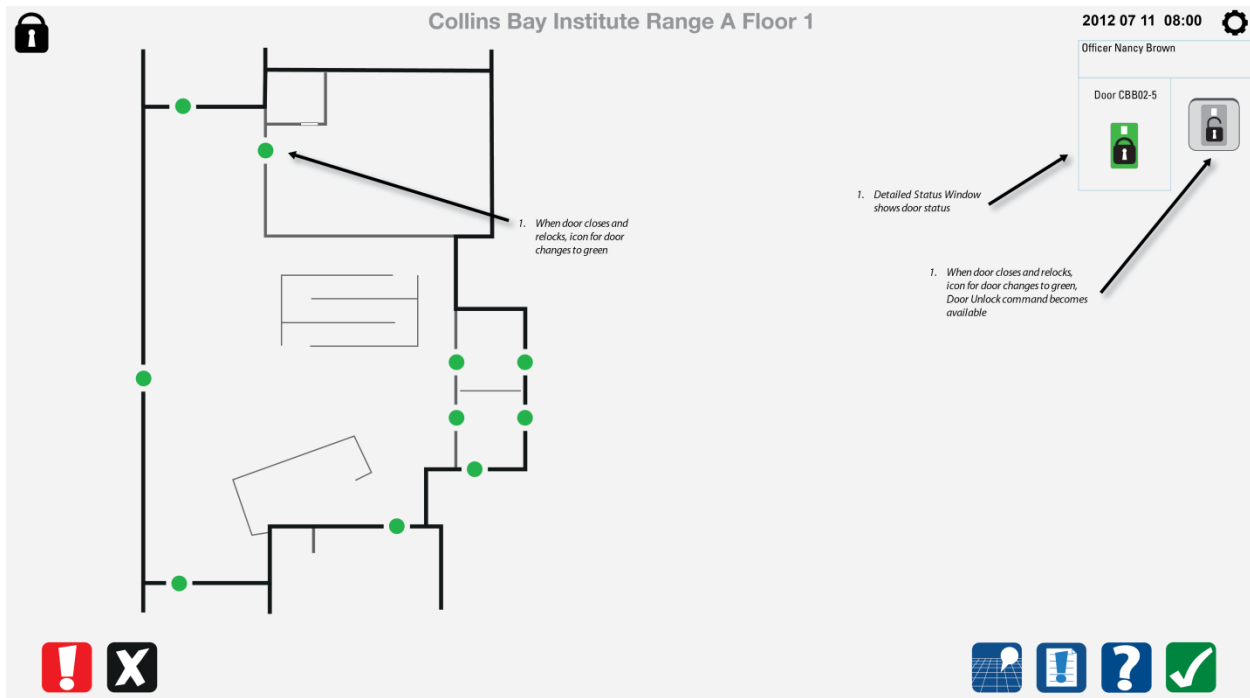### 8.2.13   Override interlock door completed
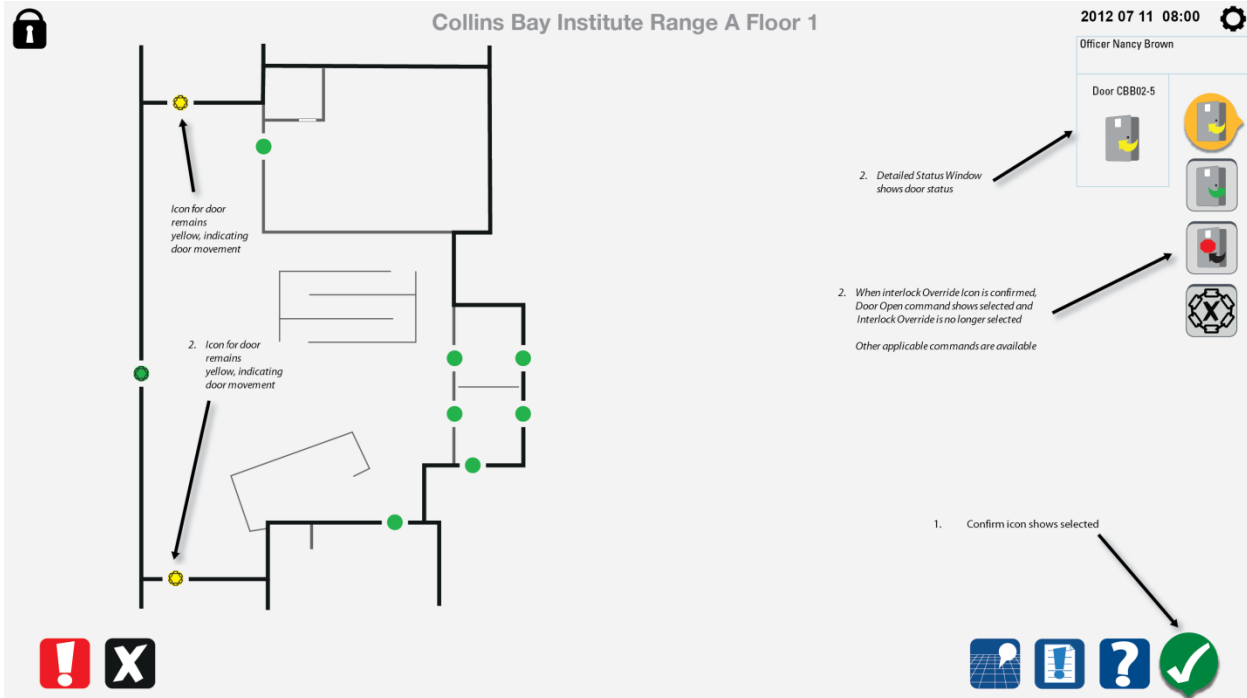
8.2.14   Choose swing door

8.2.15   Unlock swing door
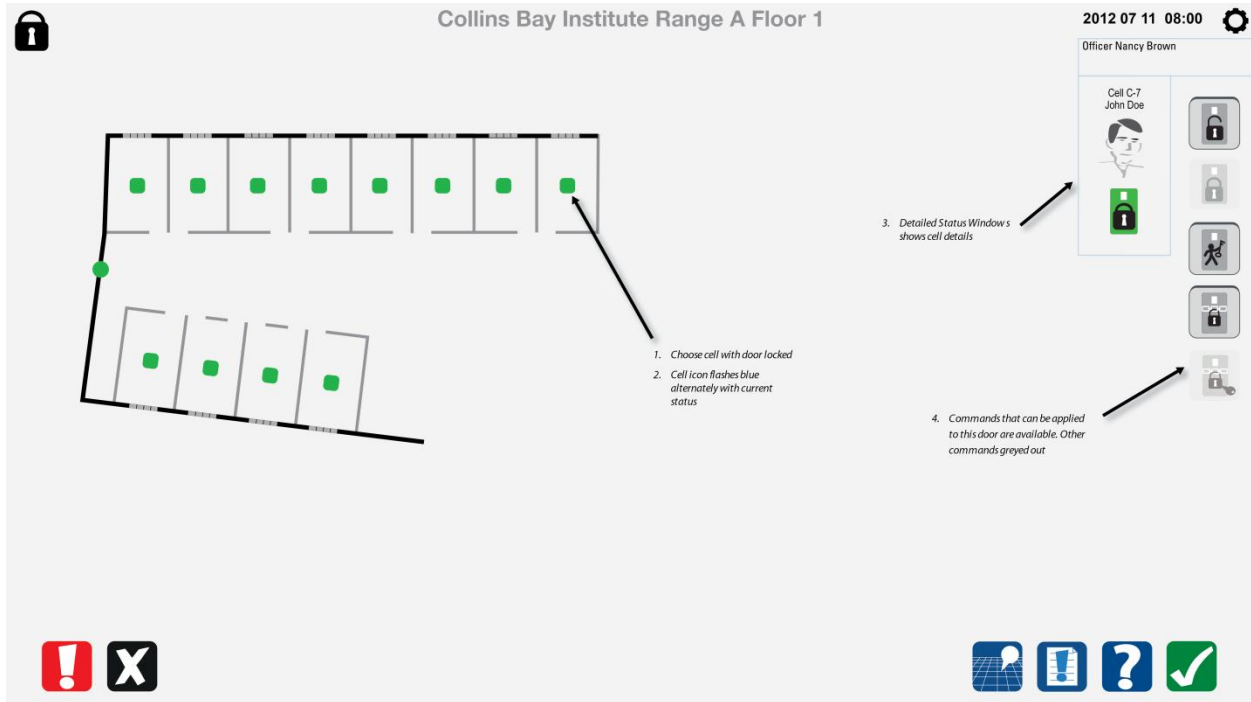
Collins Bay Institute Range A Floor 1

2012 07 11 08:00

Officer Nancy Brown

Door CBB02-13

2. Detailed Status Window
   shows door status

1. Choose Unlock Door command

2. Icon for door
   changes to red

8.2.16   Unlock swing door completed

Collins Bay Institute Range A Floor 1

2012 07 11 08:00

Officer Nancy Brown

Door CBB02-5

1. Detailed Status Window
   shows door status

1. When door closes and relocks,
   icon for door changes to green,
   Door Unlock command becomes
   available

1. When door closes and
   relocks, icon for door
   changes to green

8.3   Swing cell doors with inmate enable

8.3.1   Choose cell swing door to unlock

8.3.2   Cell swing door unlock command
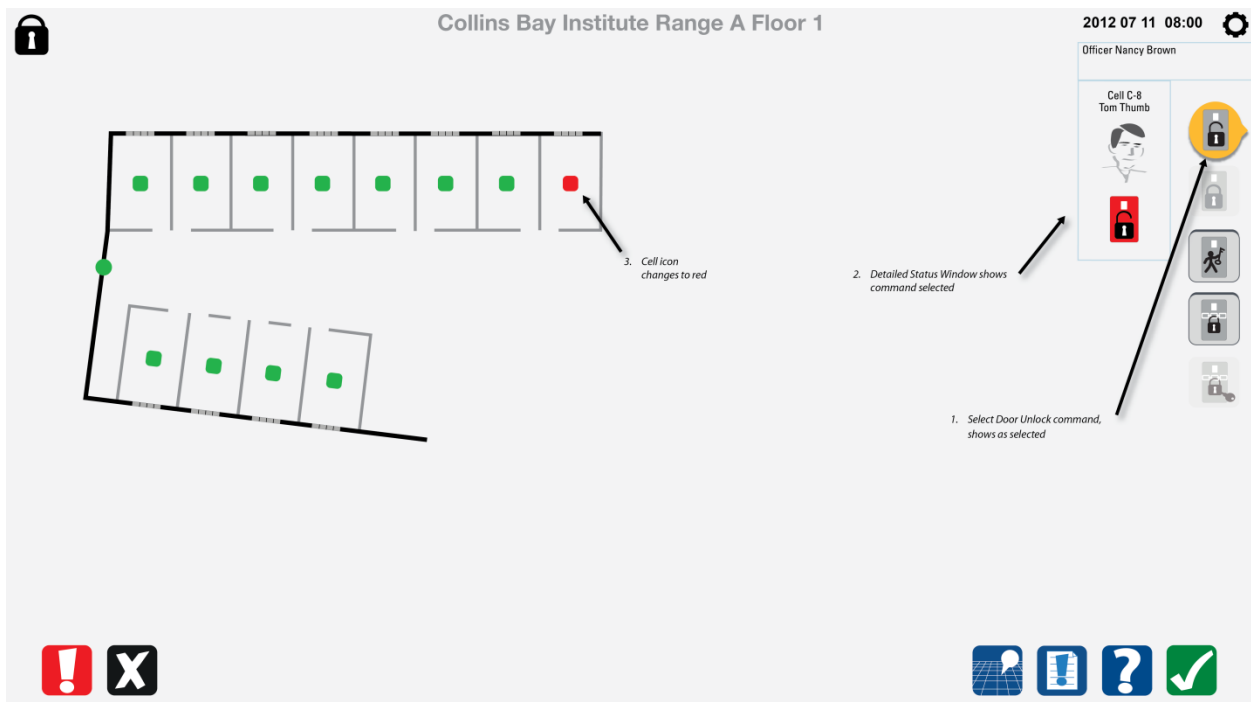
8.3.3   Cell swing door unlock complete

Collins Bay Institute Range A Floor 1

2012 07 11 08:00

Officer Nancy Brown

Cell C-8
Tom Thumb

1. Dynamic status window shows current status when door closes and relocks

1. Cell icon changes to green when door closes and relocks

1. Commands that can be applied to this door are available. Other commands greyed out
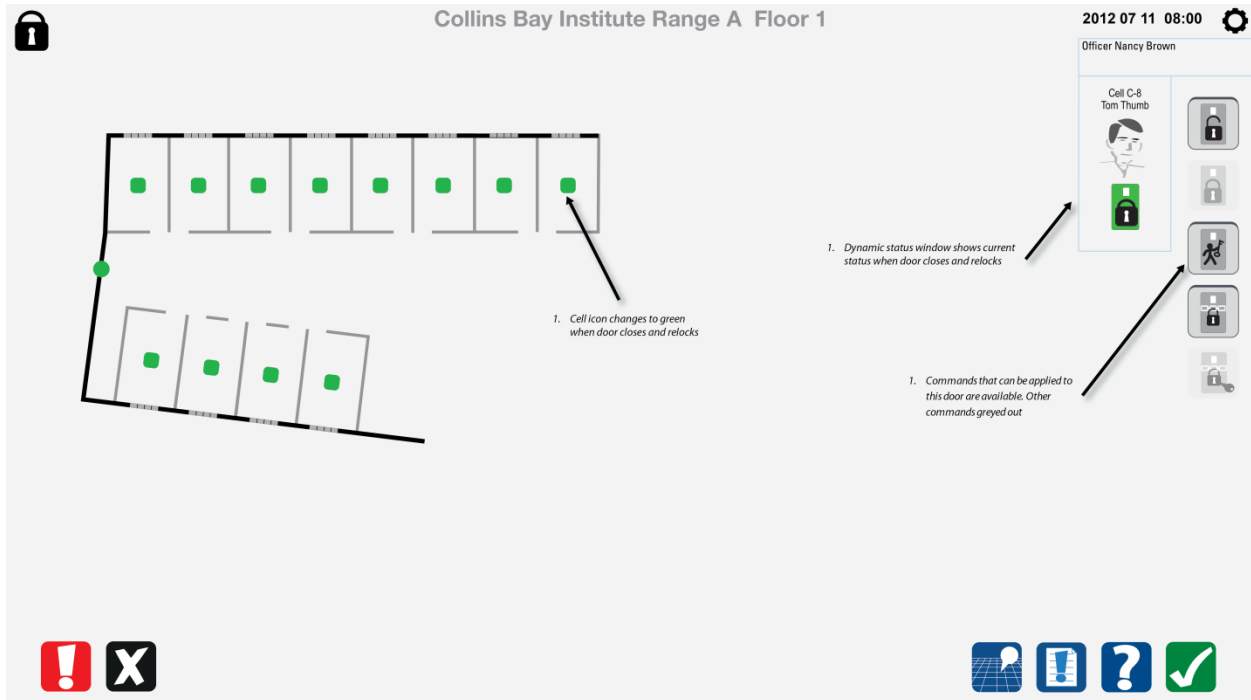
8.3.4   Cell swing door inmate enable – chose door

Collins Bay Institute Range A Floor 1

2012 07 11 08:00

Officer Nancy Brown

Cell R2-3
Joe Green

3. Detailed Status Window shows cell details

1. Choose cell
2. Cell icon flashes blue alternately with current status

4. Commands that can be applied to this door are available.
    Other commands greyed out
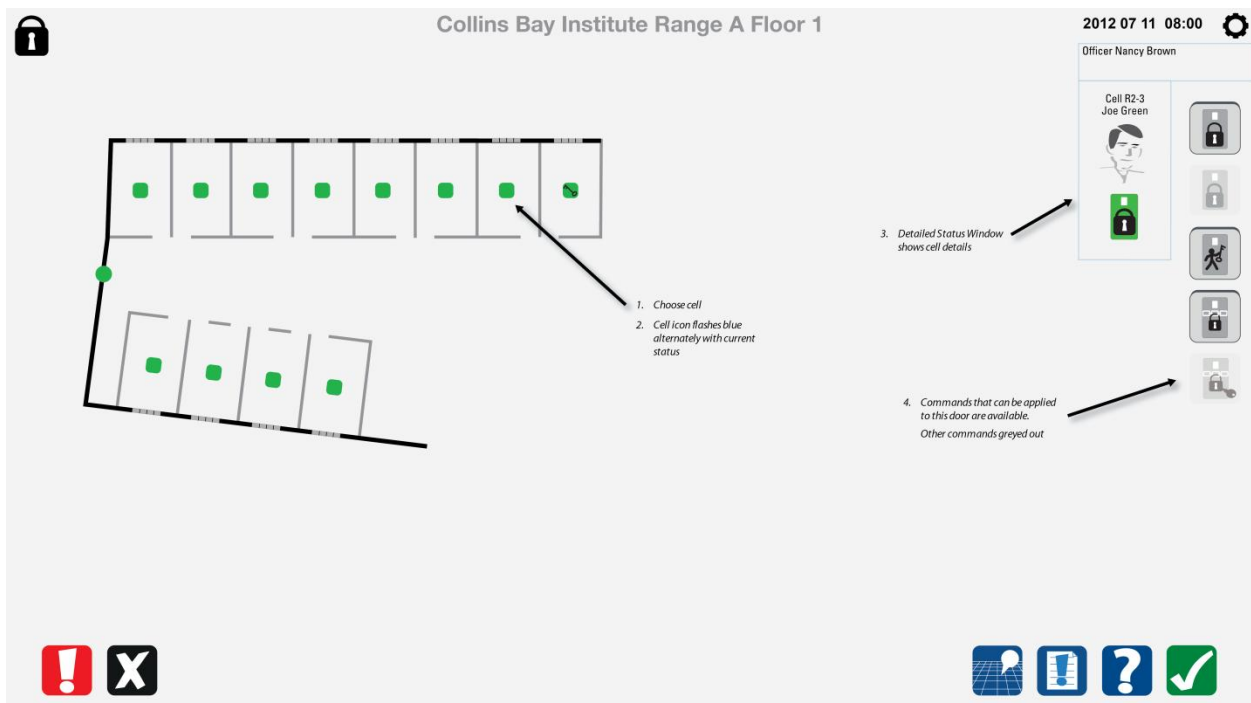
8.3.5 Cell swing door inmate enable – select command
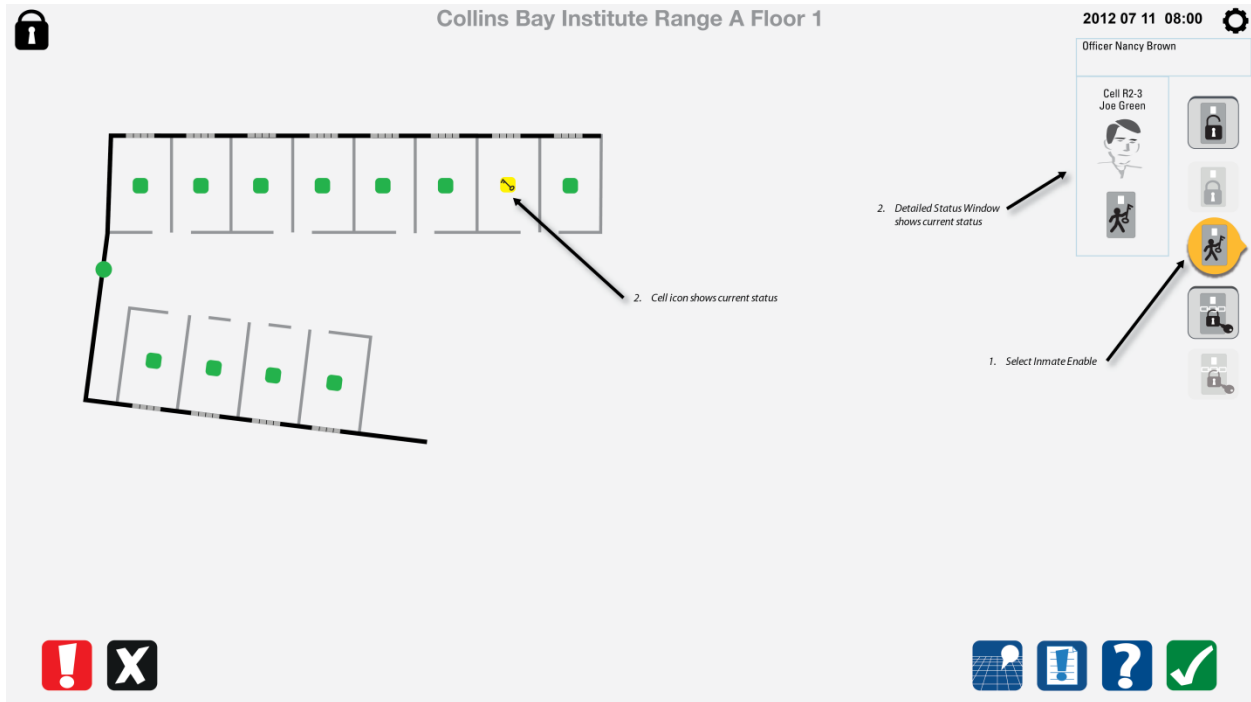
8.3.6 Cell swing door inmate enable – remove inmate enable
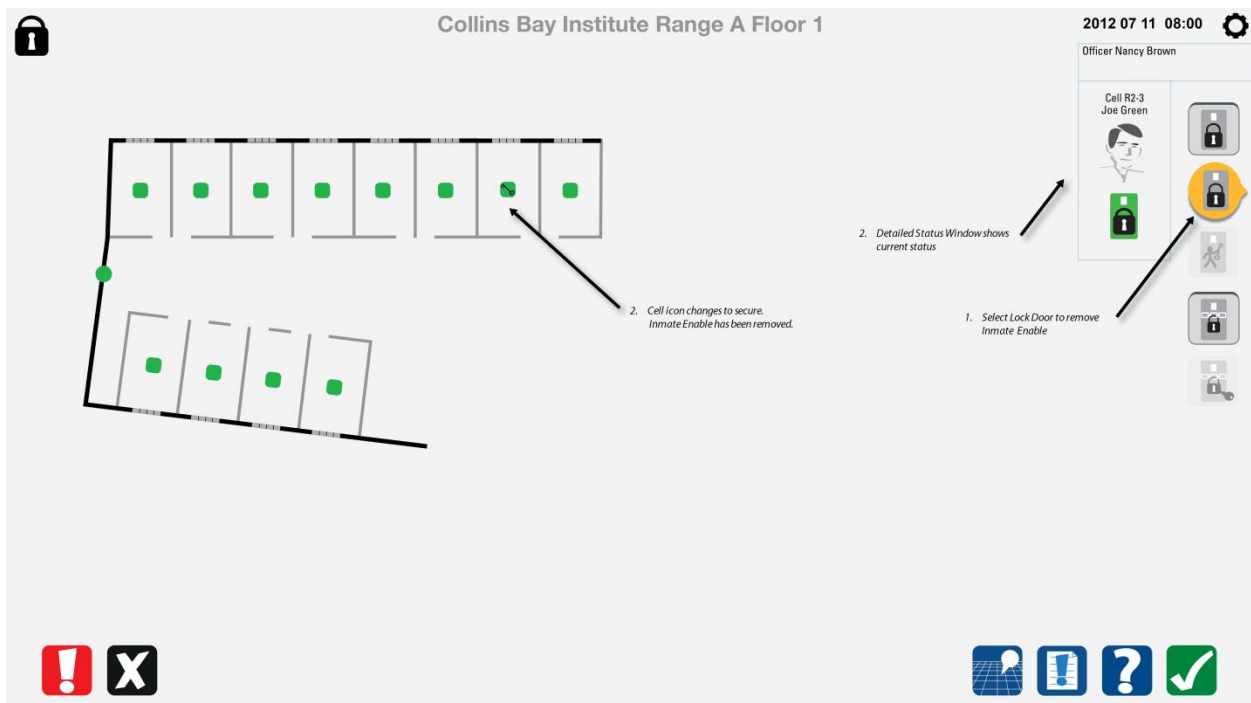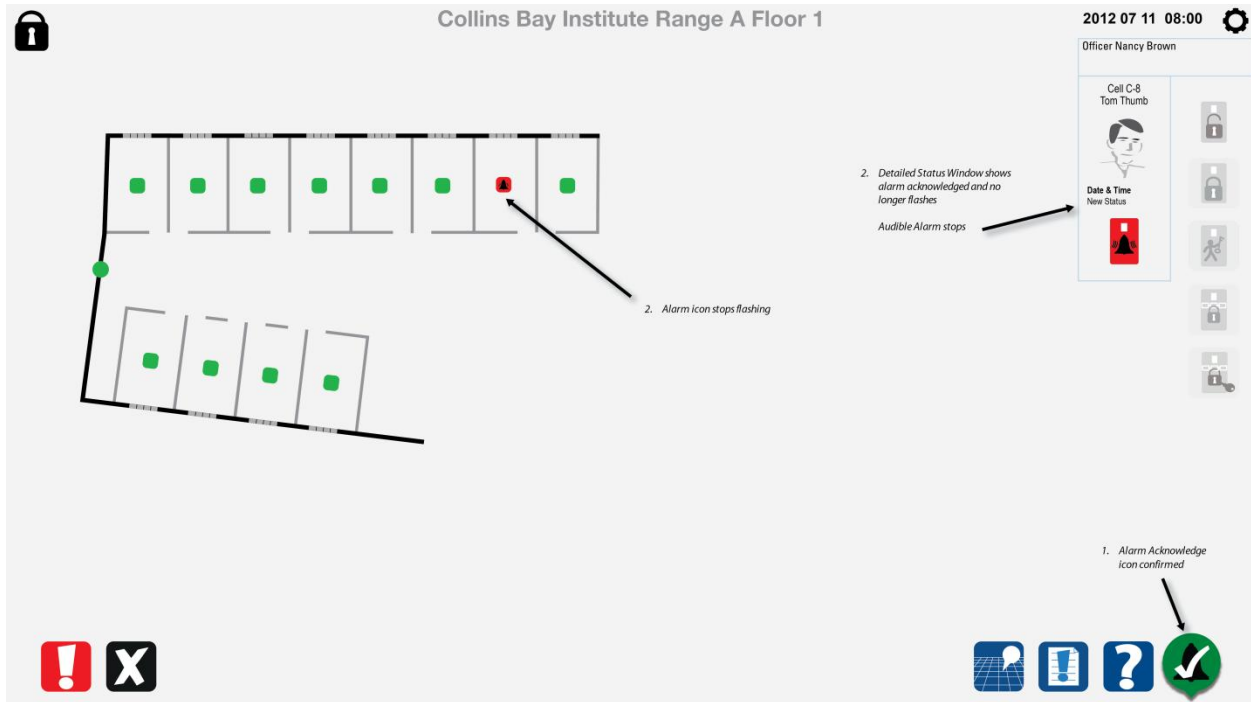
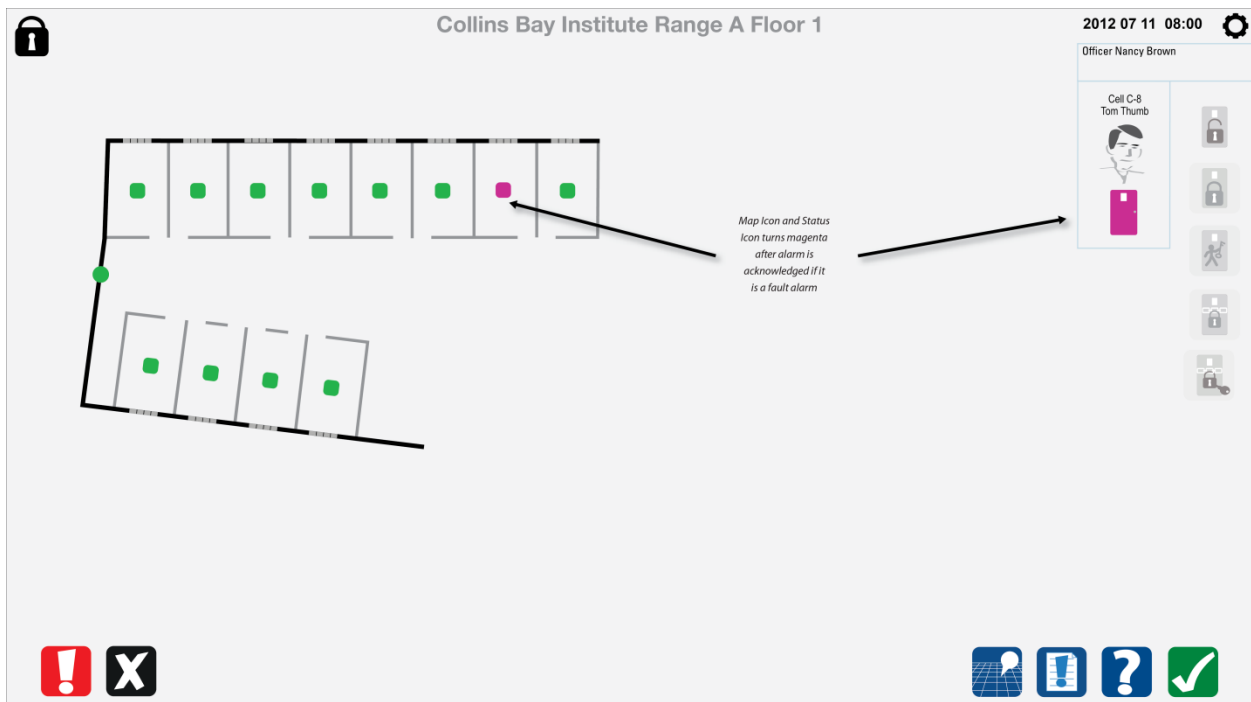### 8.3.7   Cell swing door inmate enable – remove inmate enable complete
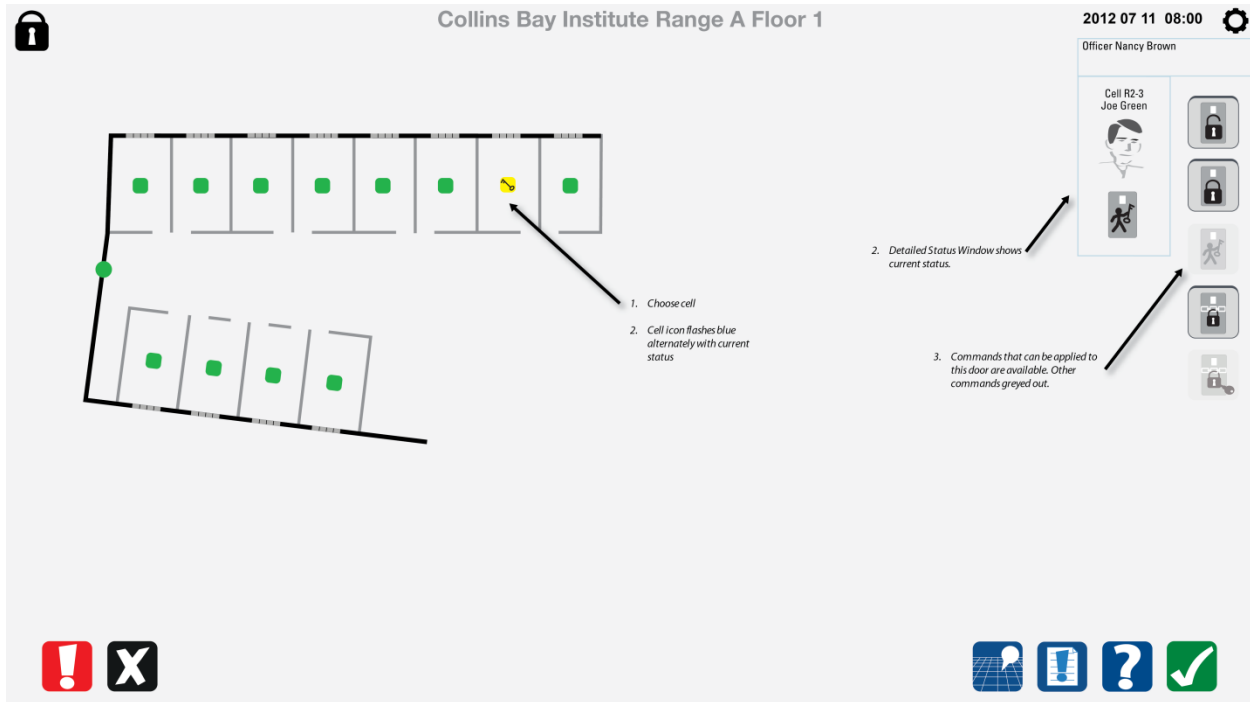
8.3.8   Cell swing door alarm
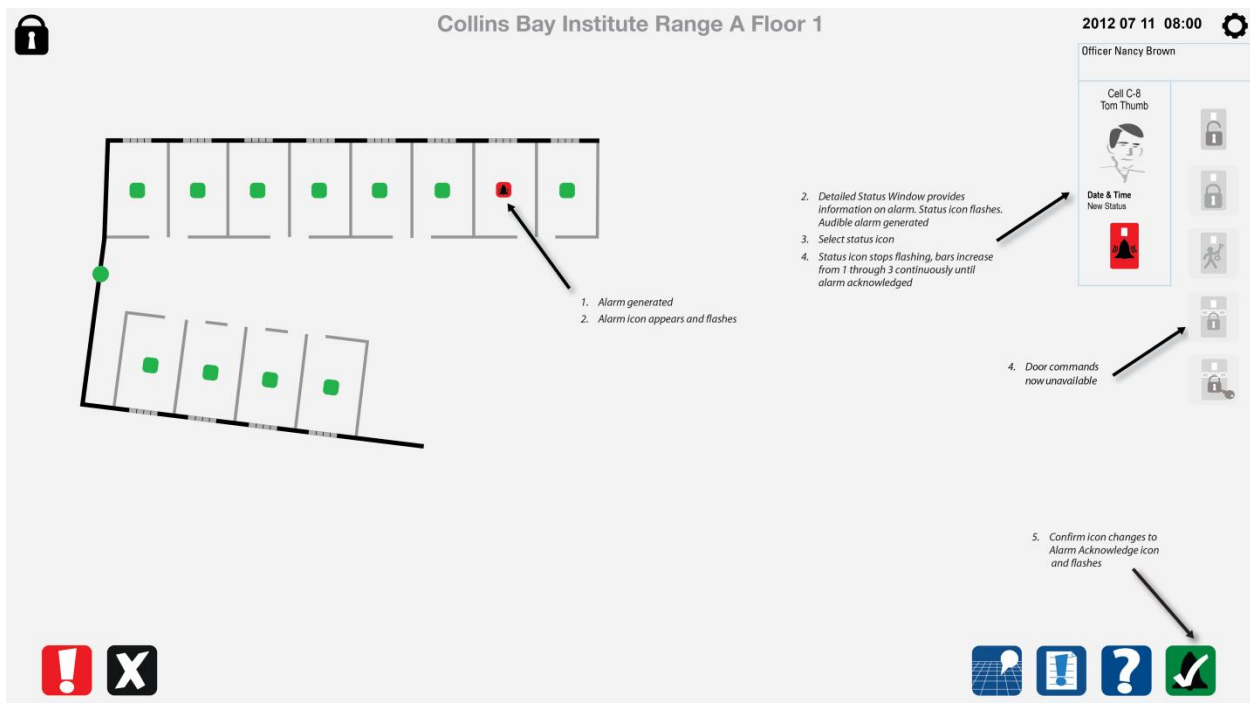
8.3.9   Cell swing door alarm acknowledge in progress

8.3.10   Cell swing door alarm acknowledge complete

8.3.11   Cell swing door taken out of service by maintenance

8.4   Cell Doors Responsibility Unit

8.4.1   Choose door to unlock