

**CORRECTIONAL SERVICES CANADA
FACILITIES BRANCH
ELECTRONIC SECURITY SYSTEMS**

31 July 2014

**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 pre configured 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 be 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 be 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 door	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 Mot	Pneumati	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 (dosed)	
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 dosed, 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 door -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 door -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 (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 door -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.	
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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, cyding 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, cyding 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.	
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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.	

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

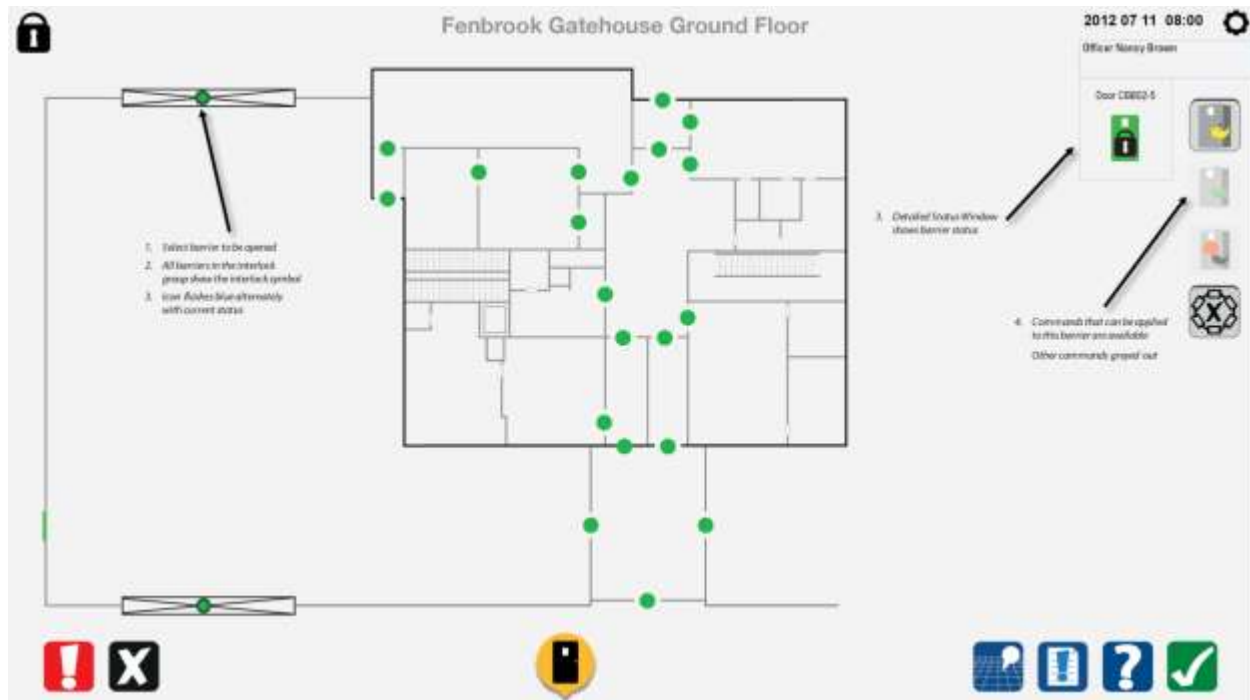
Action		Selection Tray	Command Tray			Map View	Detailed Status Window	Comments
			Selected	Avail	Not Avail			
1	Select Map Button	Map button	Maps selectable from that control post displayed as thumbnails in command tray			No change.		Configuration data determines the order in which the maps are presented
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

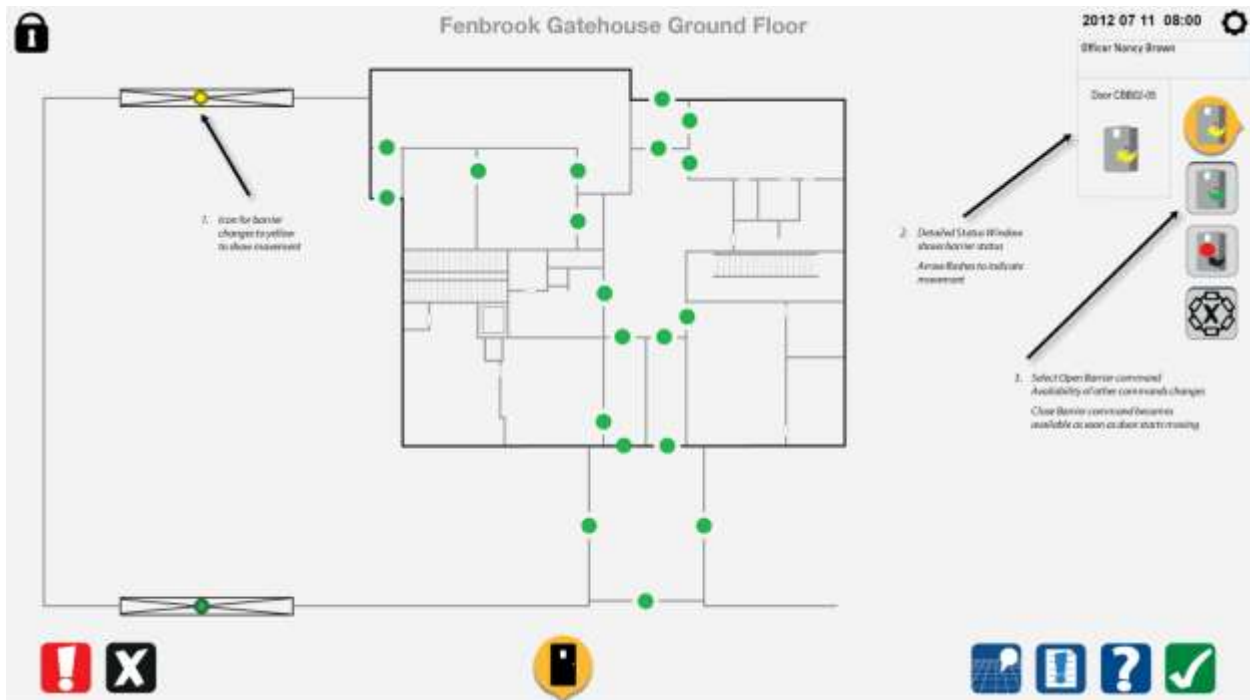
- .1 The following provide some samples of how the operational sequences would be displayed on the UI. NOTE: when an action causes the state to change in different locations simultaneously on the UI, actions that take place at the same time have the same number. Where actions are serial, the numbering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

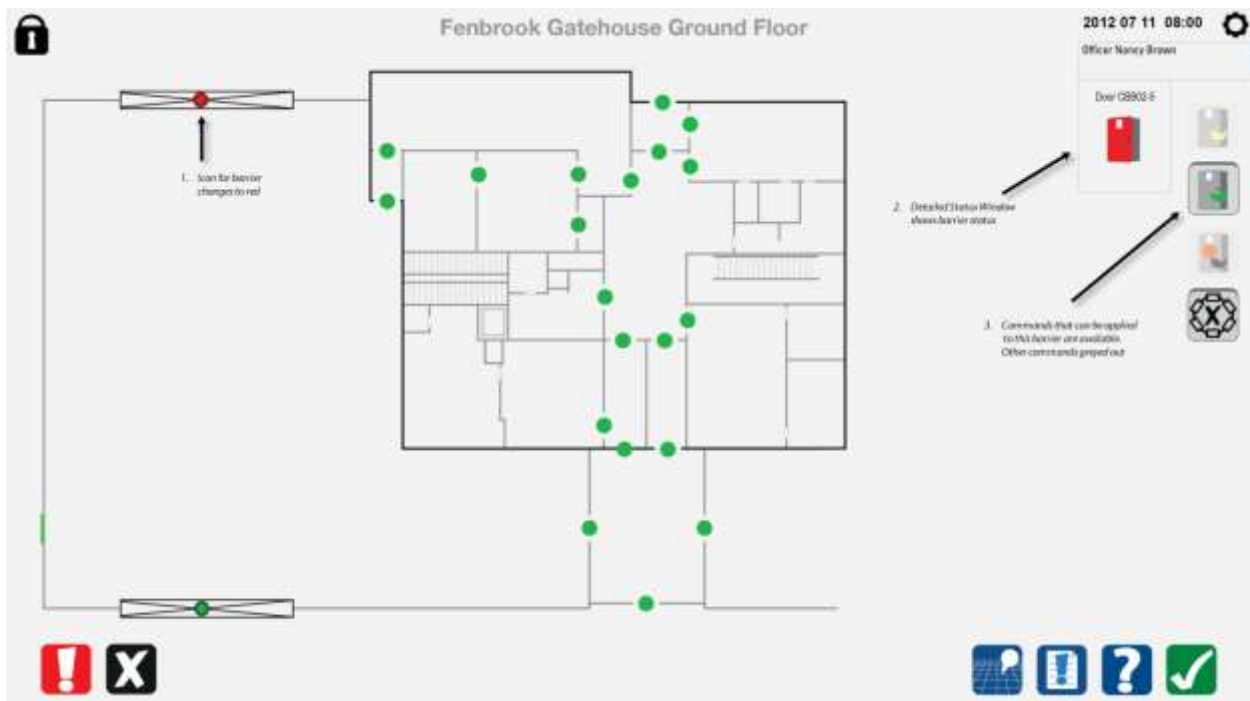
8.1.1 ECP - choose sally port gate to open



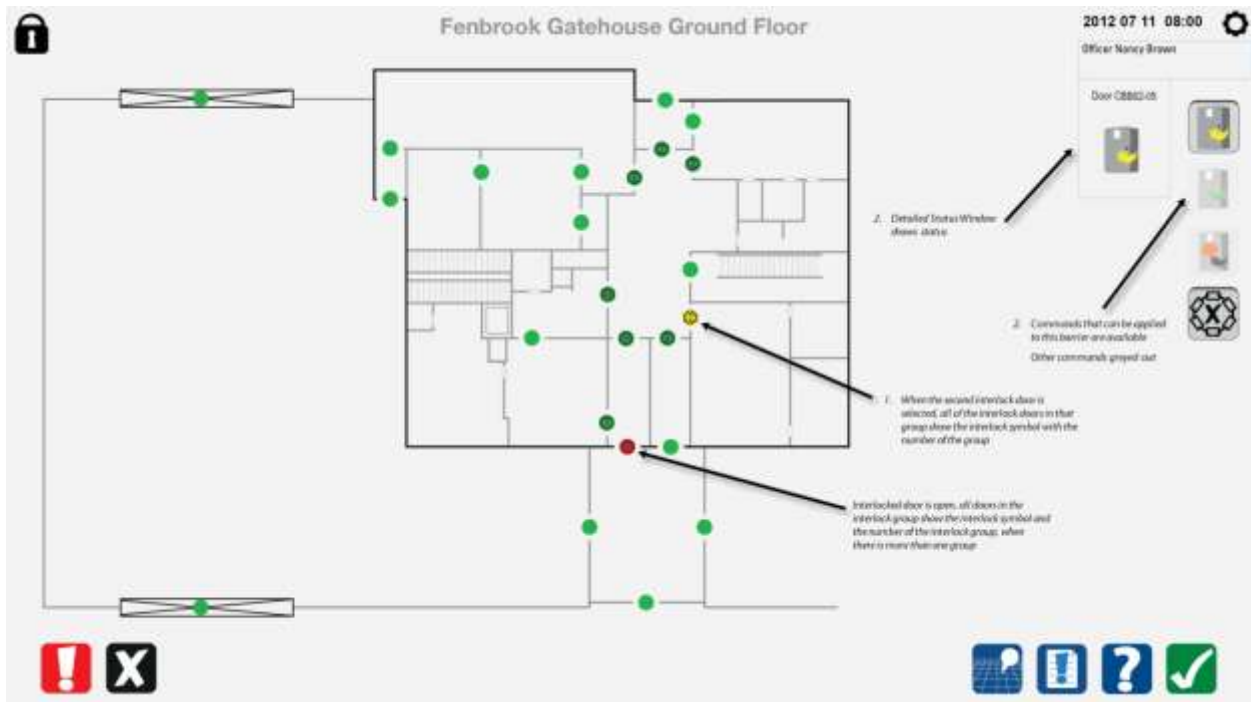
8.1.2 ECP – select command



8.1.3 ECP – command completed

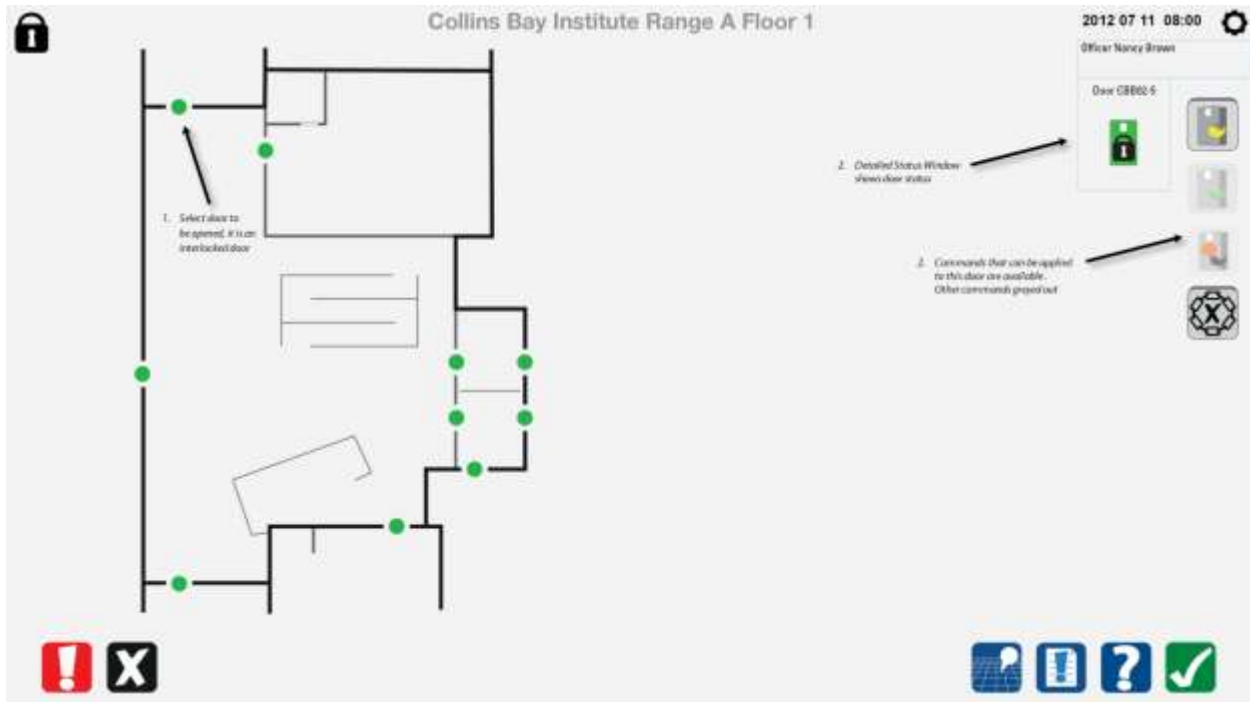


8.1.4 ECP – choose an interlocked door from a different interlock group

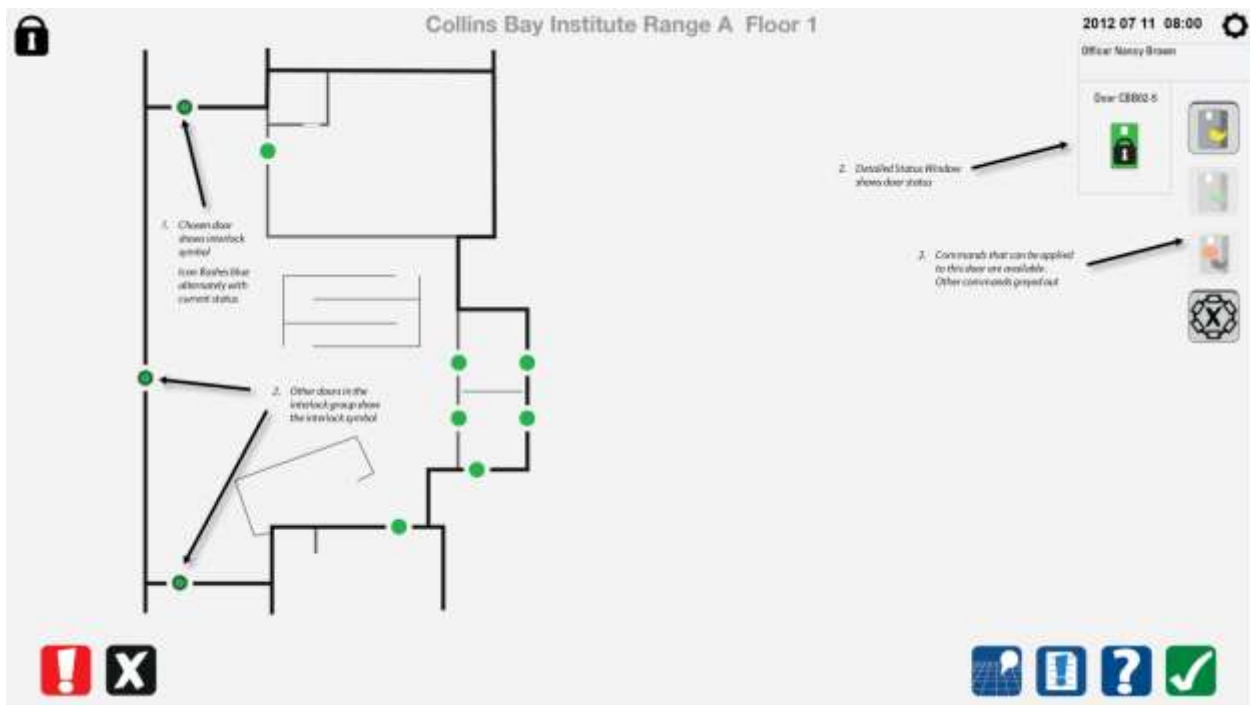


8.2 Movement Control Post

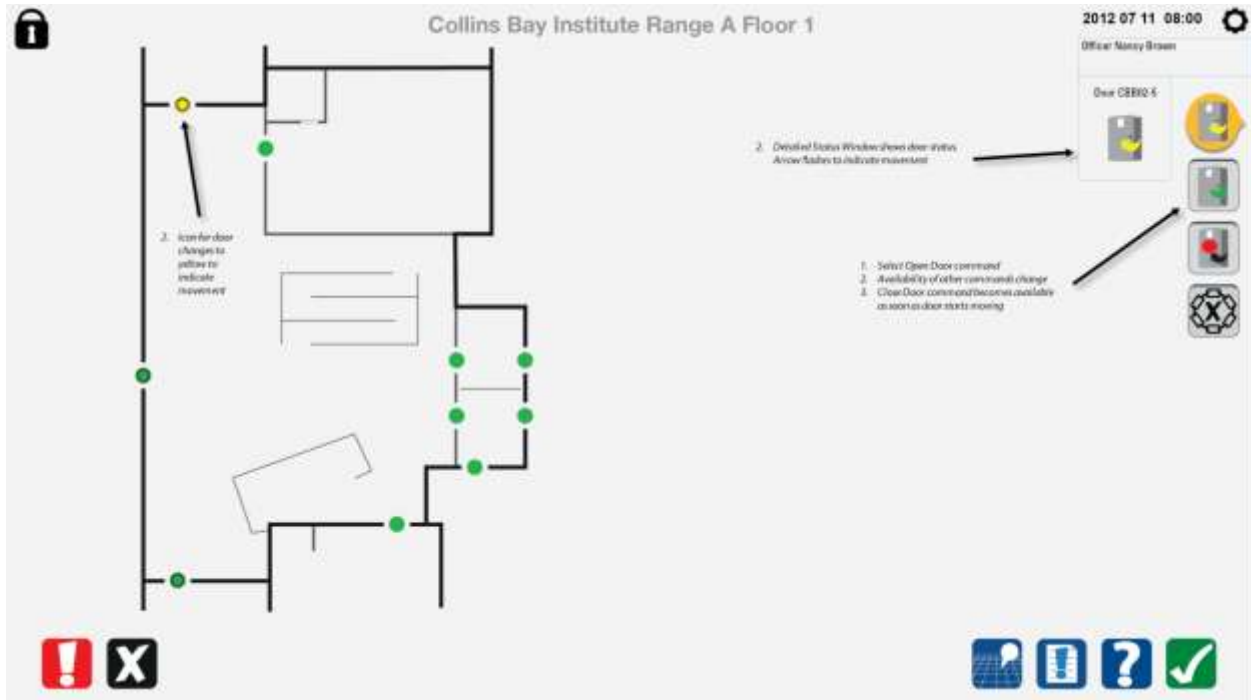
8.2.1 Choose first interlocked door



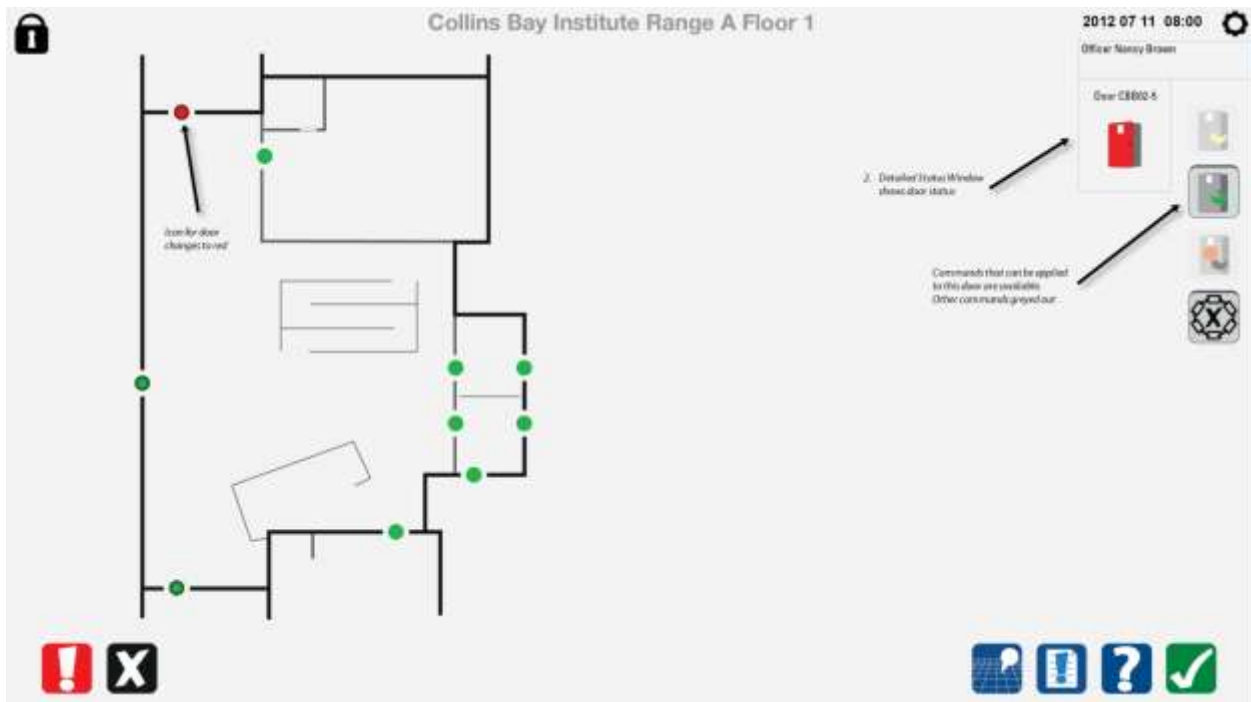
8.2.2 Open first door



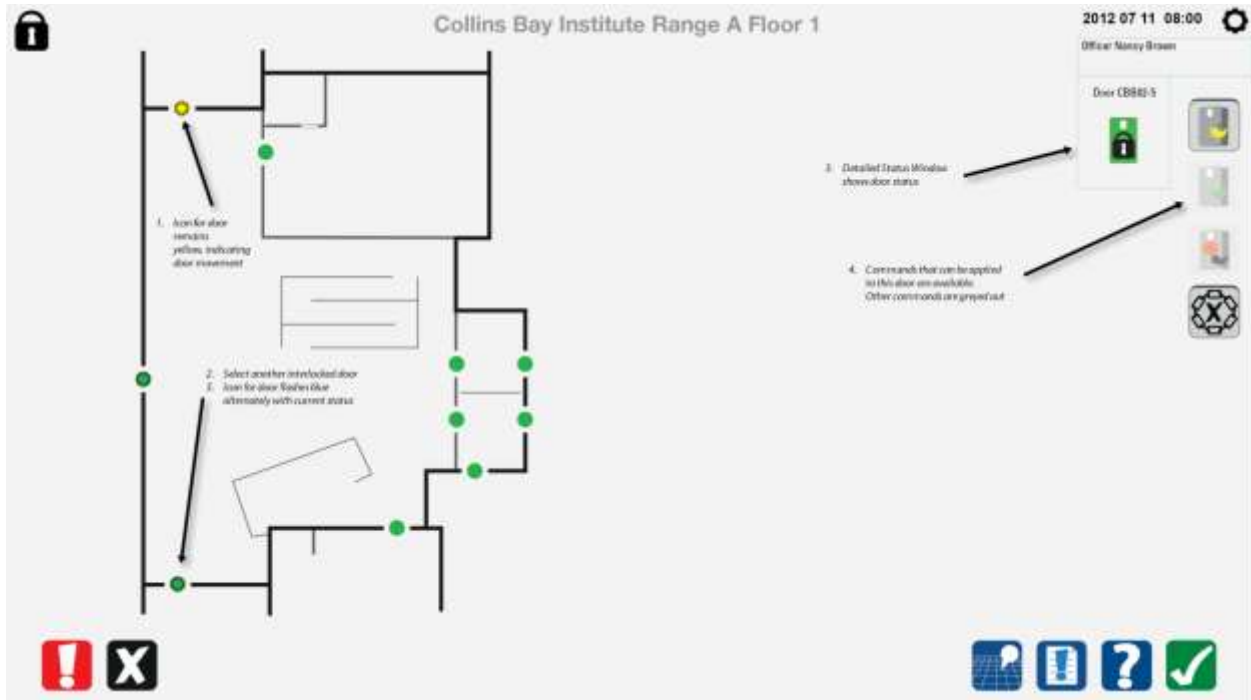
8.2.3 Opening first door



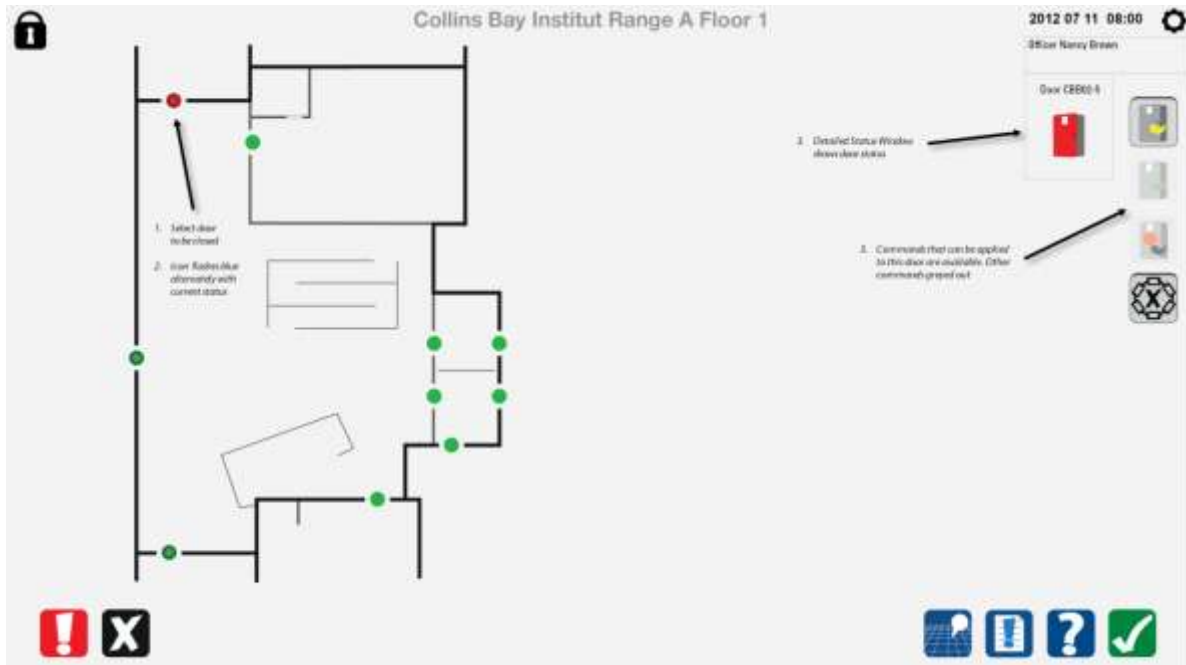
8.2.4 Open first door completed



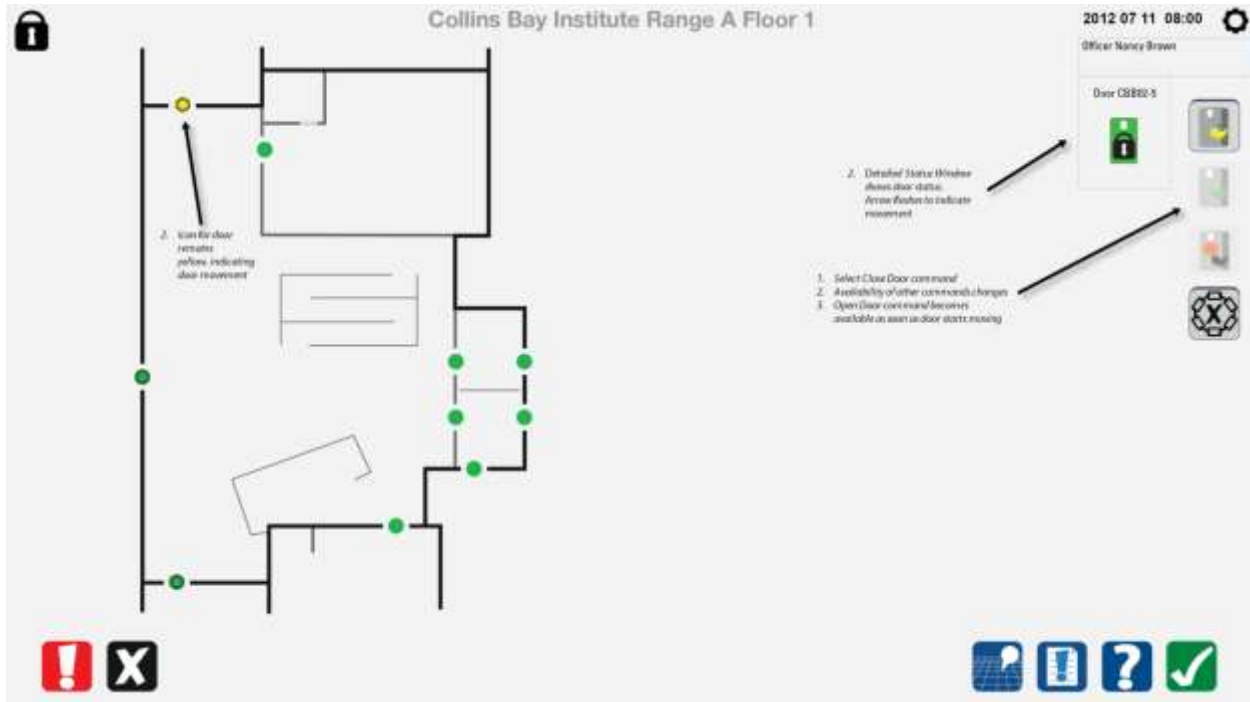
8.2.5 Choose second door



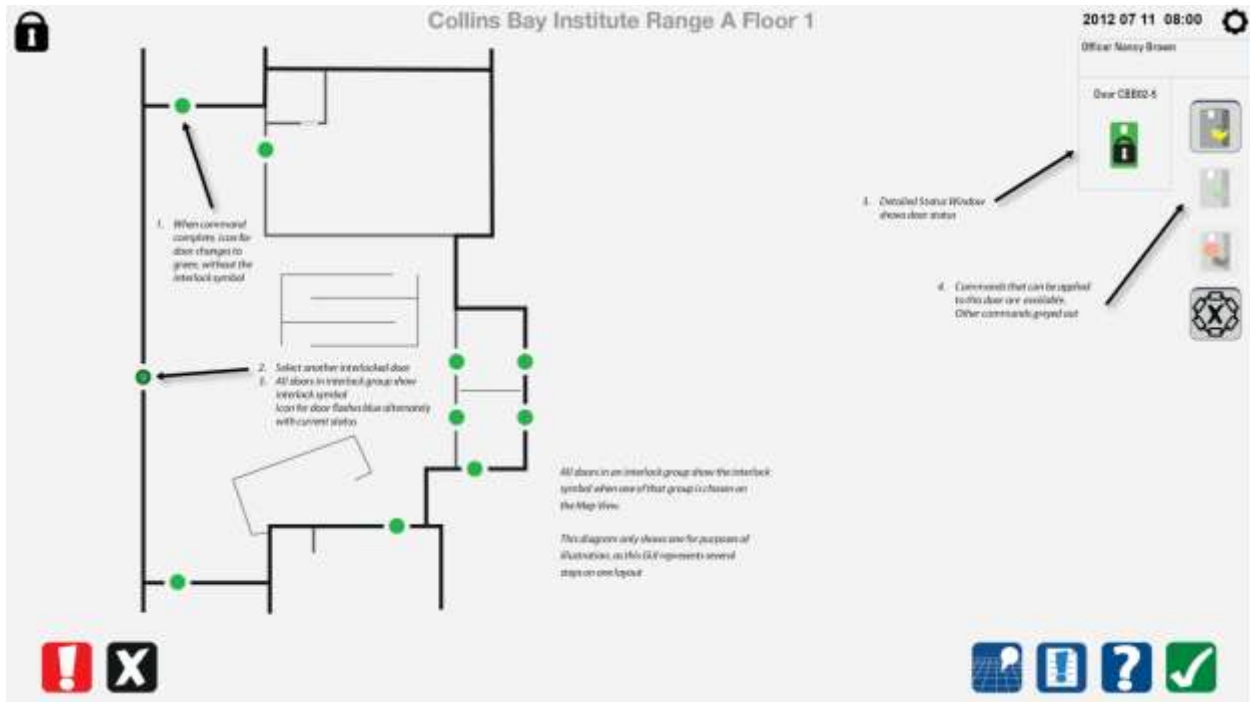
8.2.6 Close first door



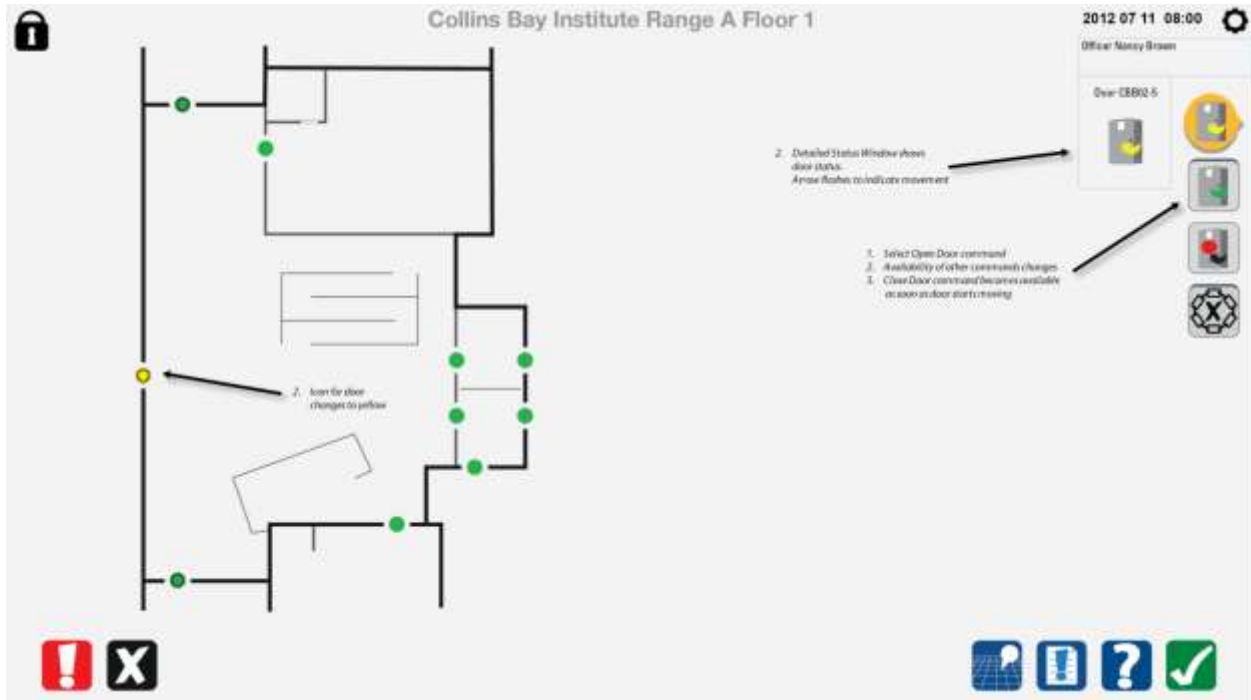
8.2.7 Close first door completed



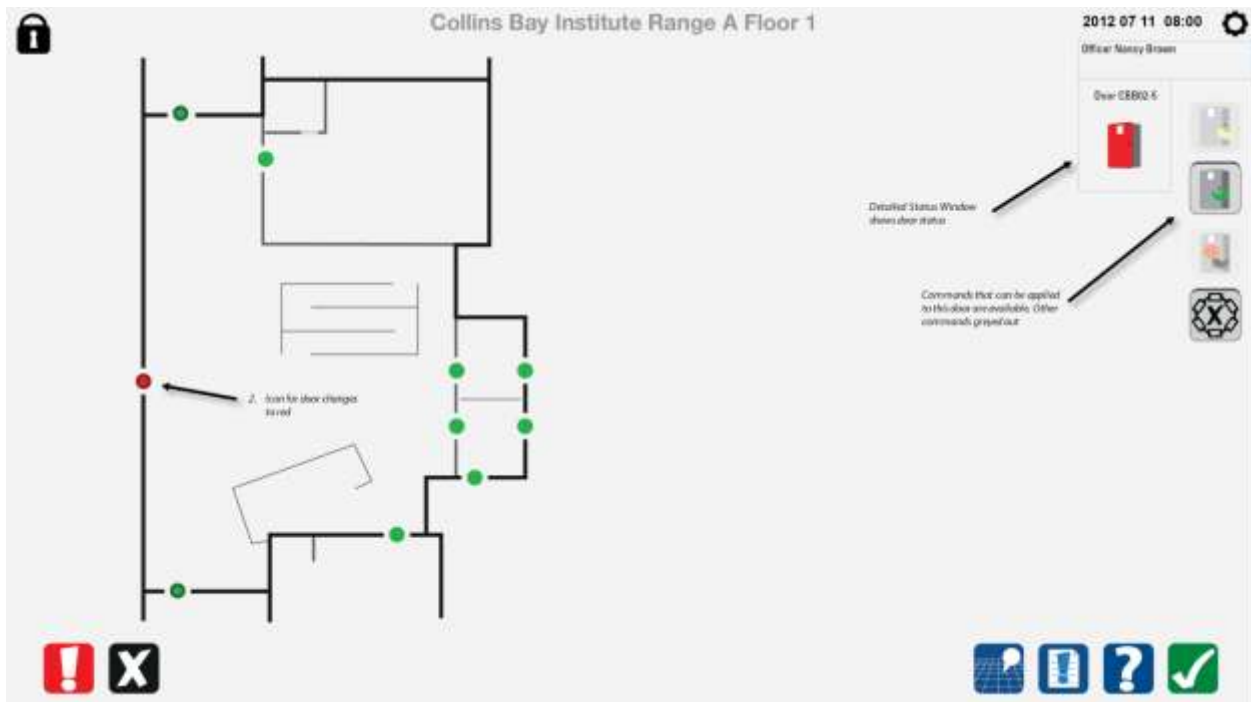
8.2.8 Choose second slider door



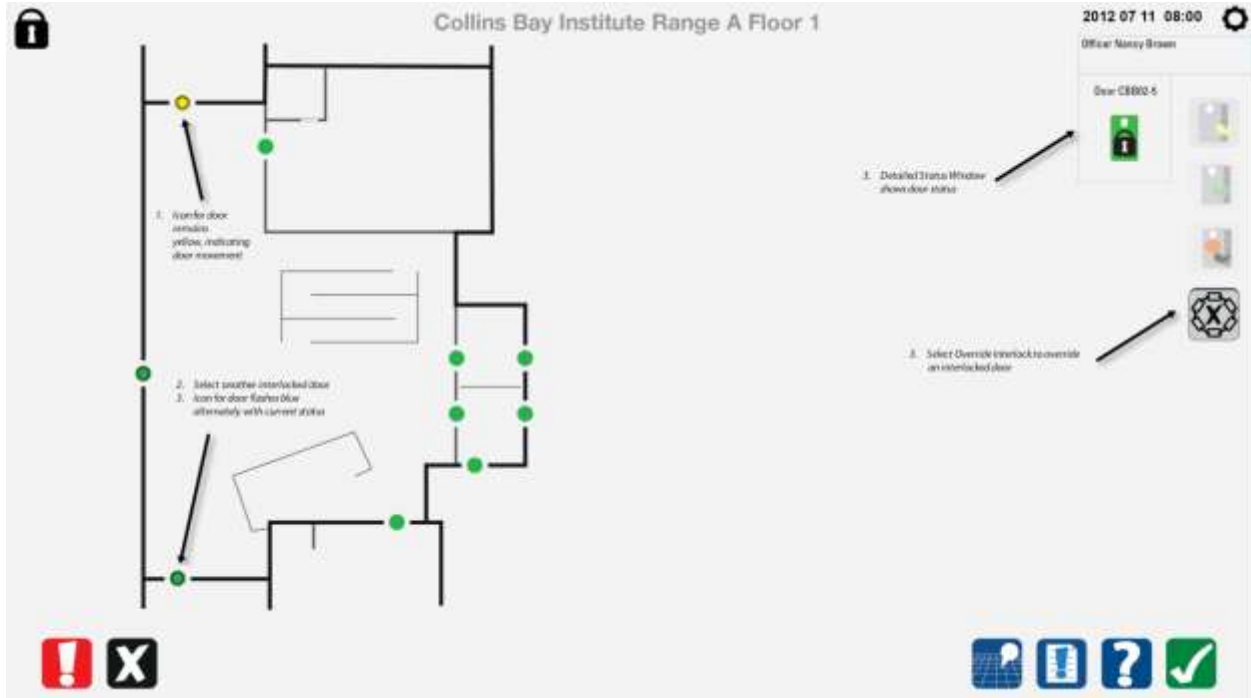
8.2.9 Second slider door opening



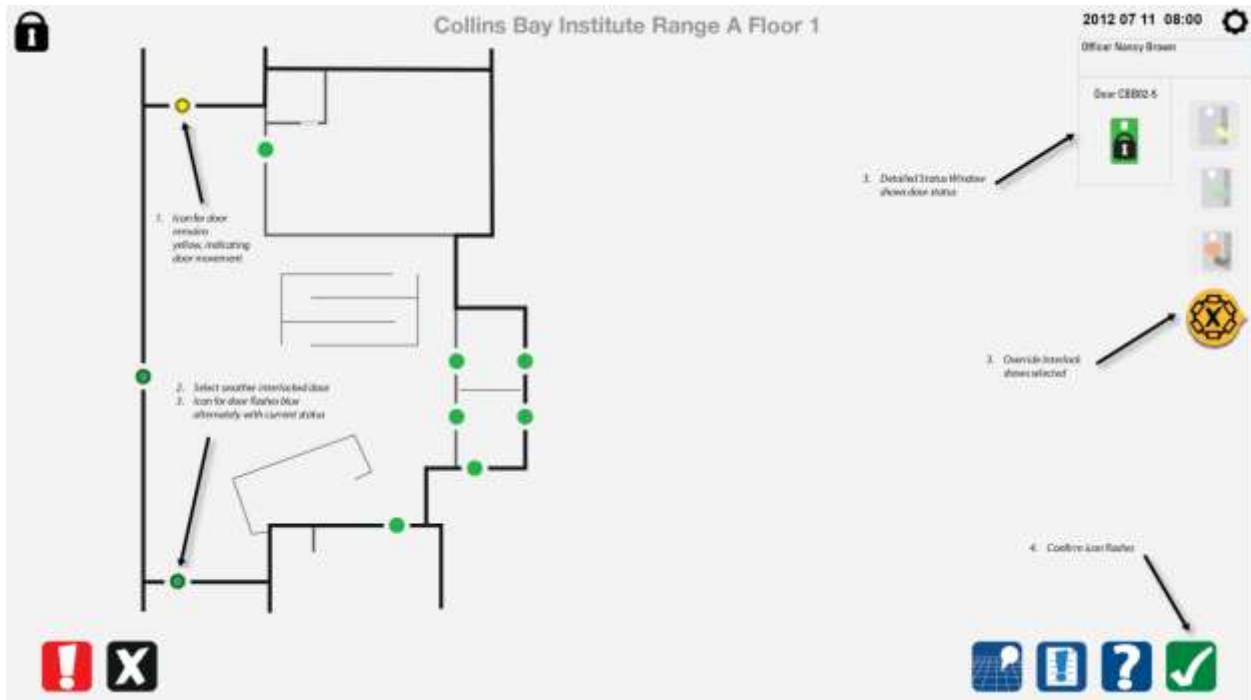
8.2.10 Second slider door open completed



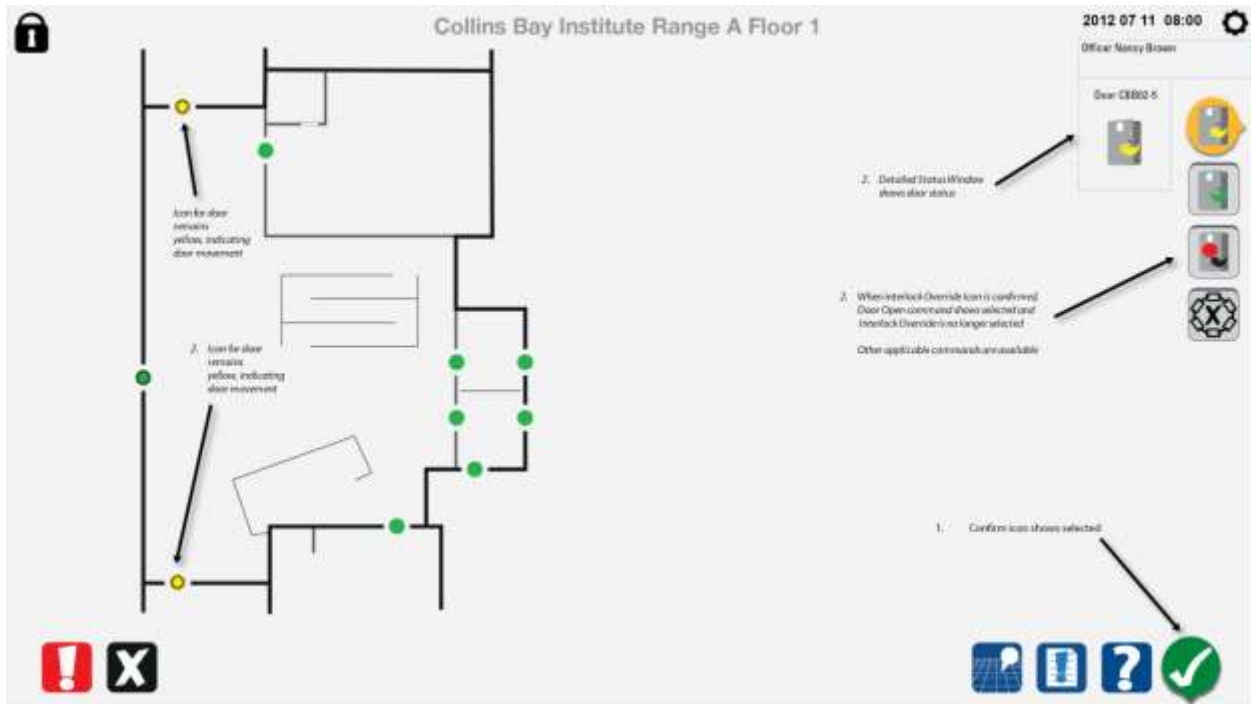
8.2.11 Override interlock select door



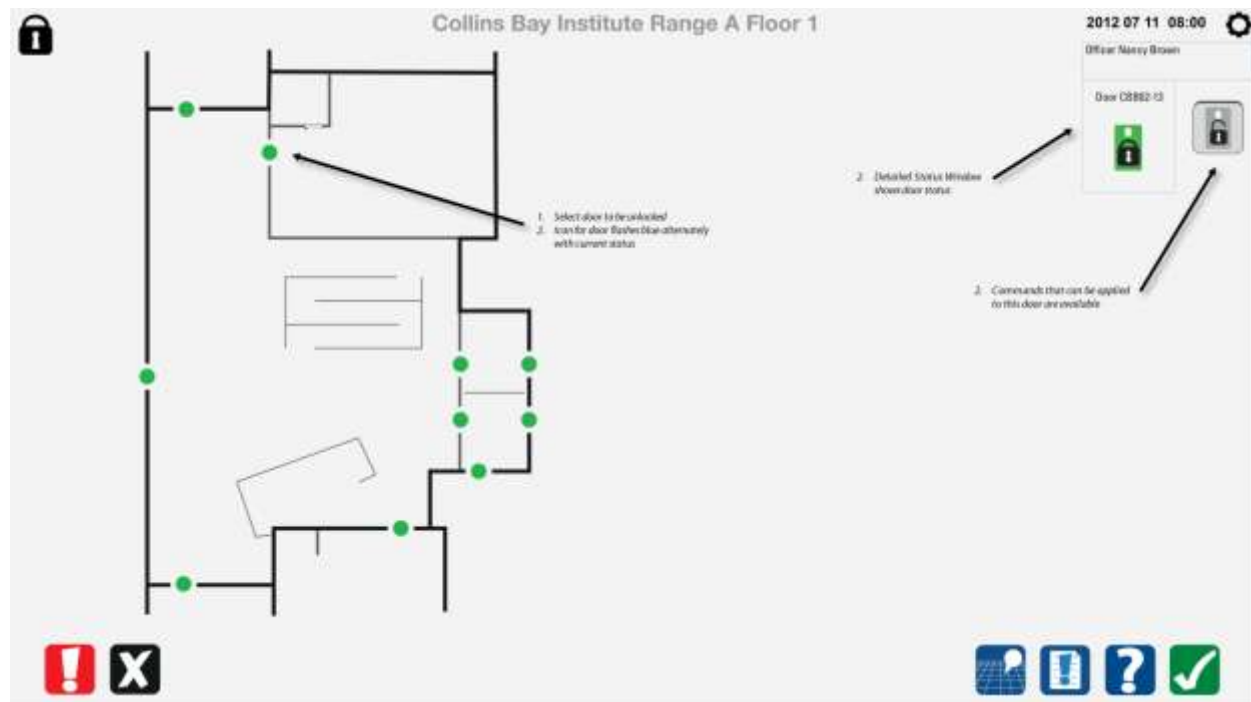
8.2.12 Override interlock door confirmed



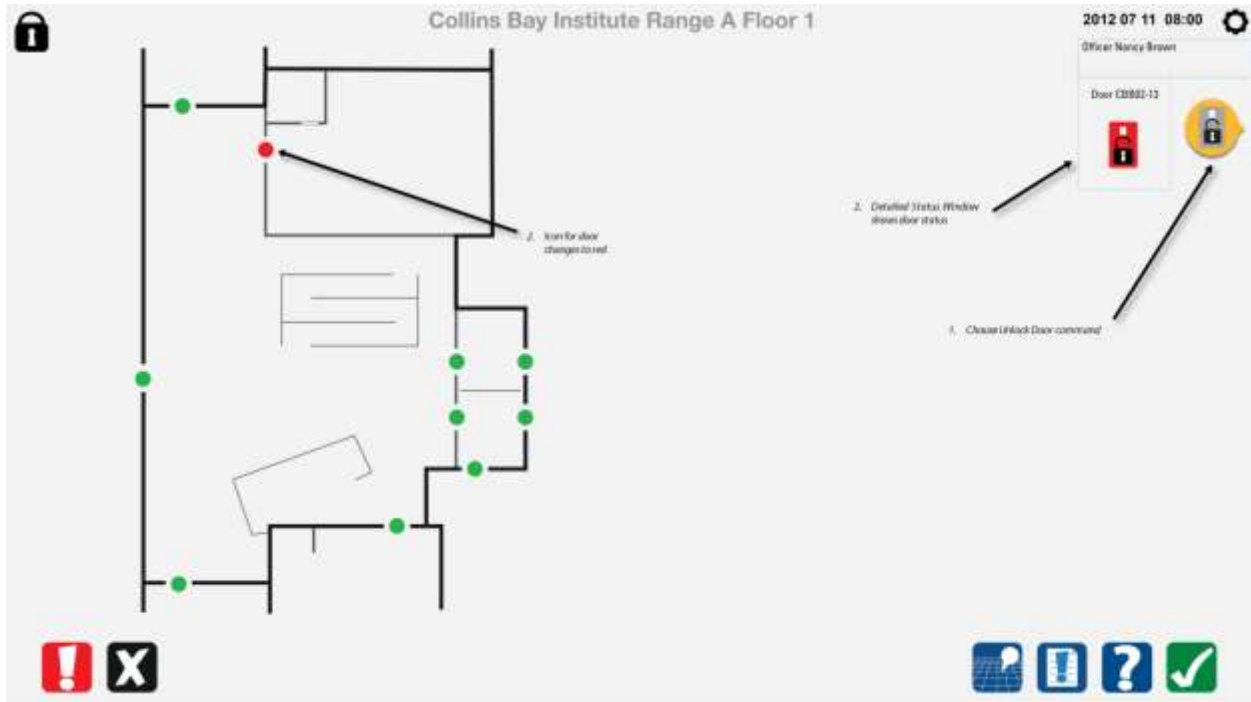
8.2.13 Override interlock door completed



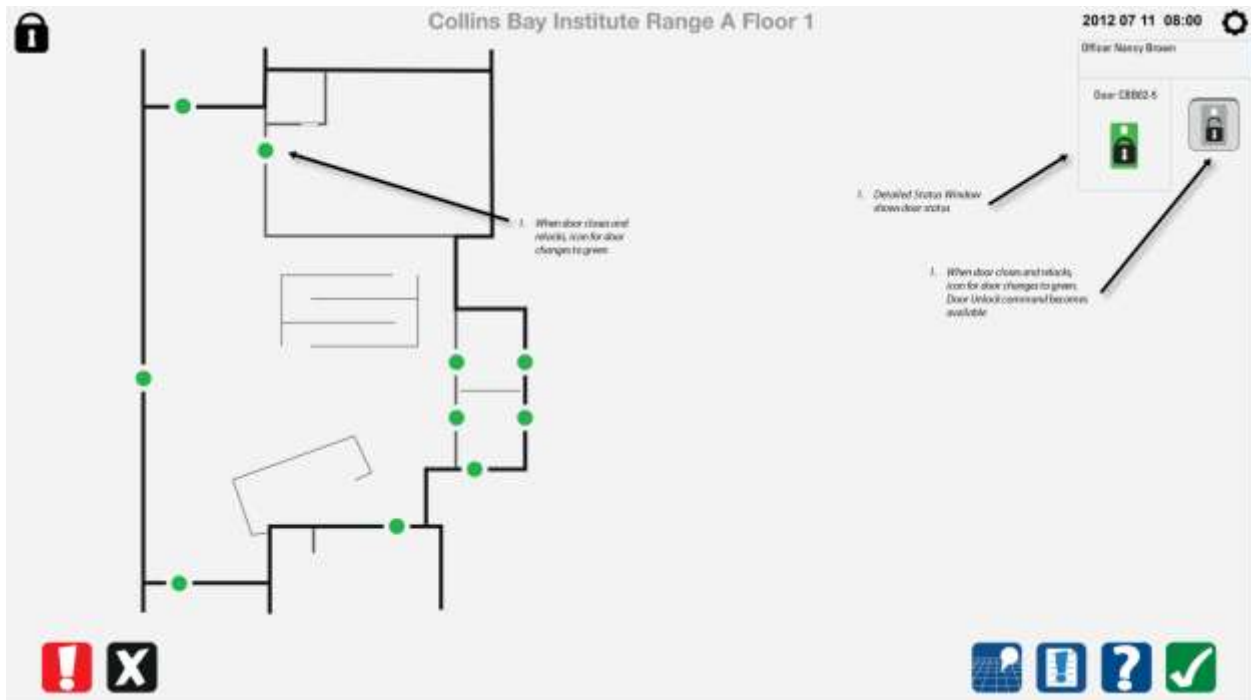
8.2.14 Choose swing door



8.2.15 Unlock swing door

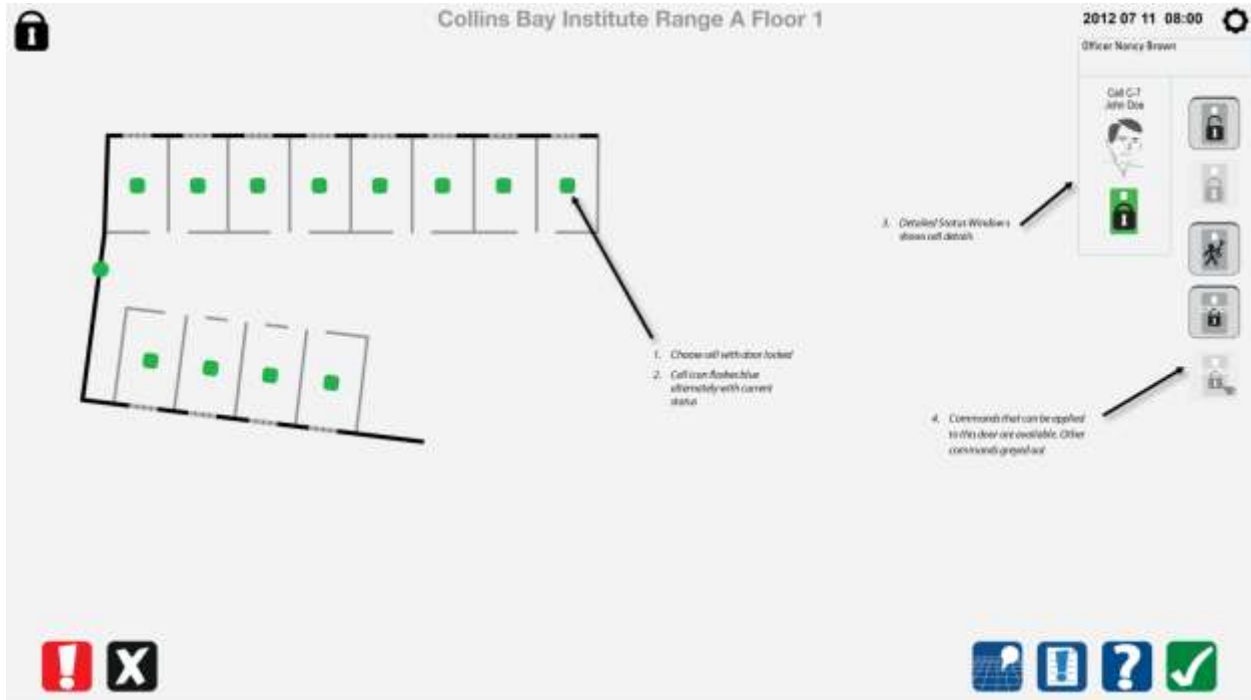


8.2.16 Unlock swing door completed

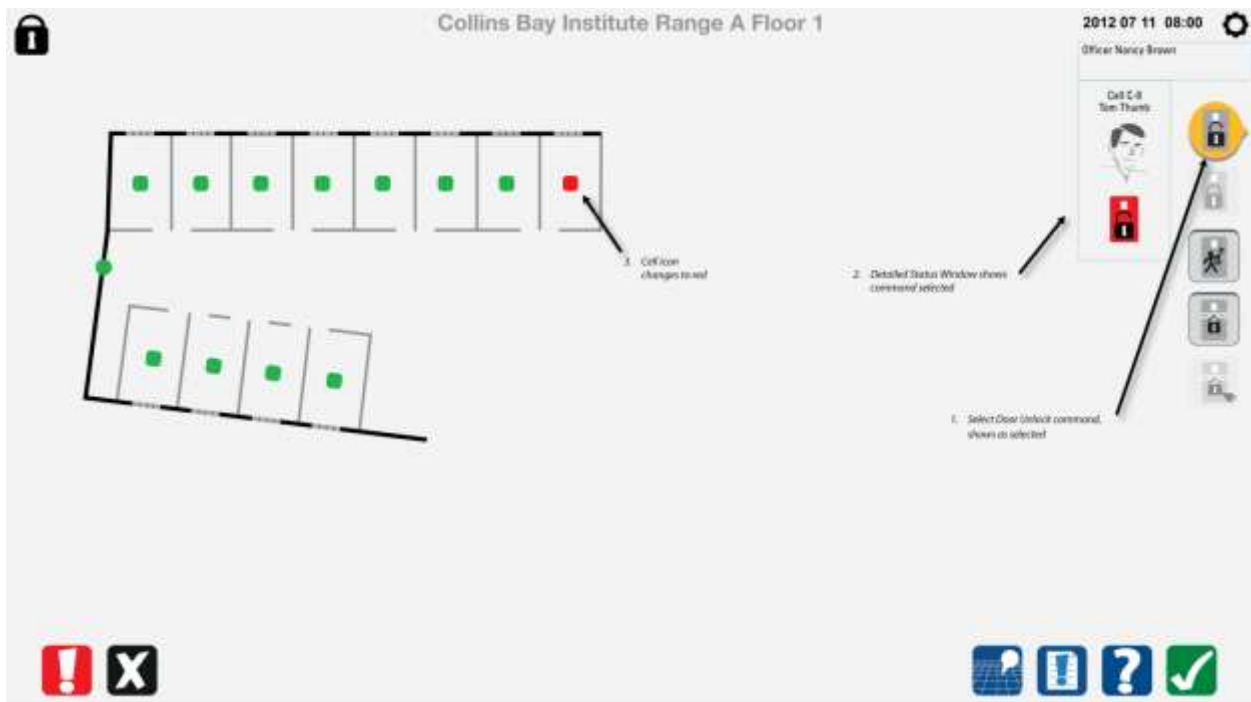


8.3 Swing cell doors with inmate enable

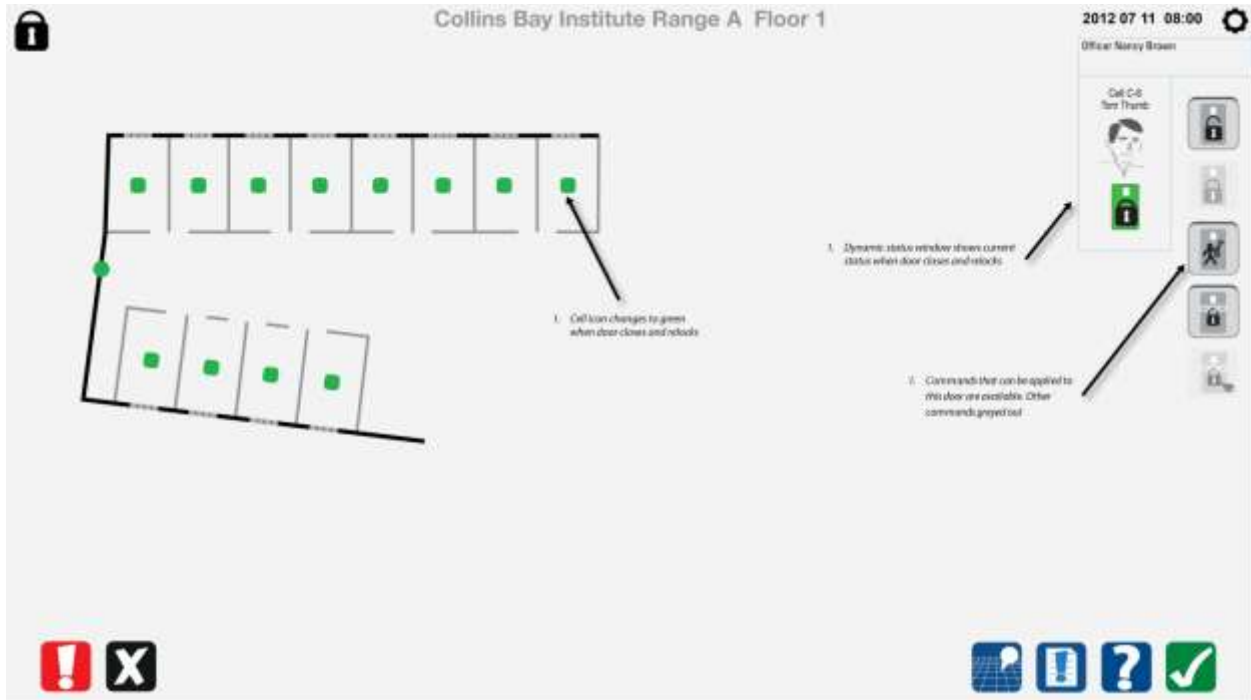
8.3.1 Choose cell swing door to unlock



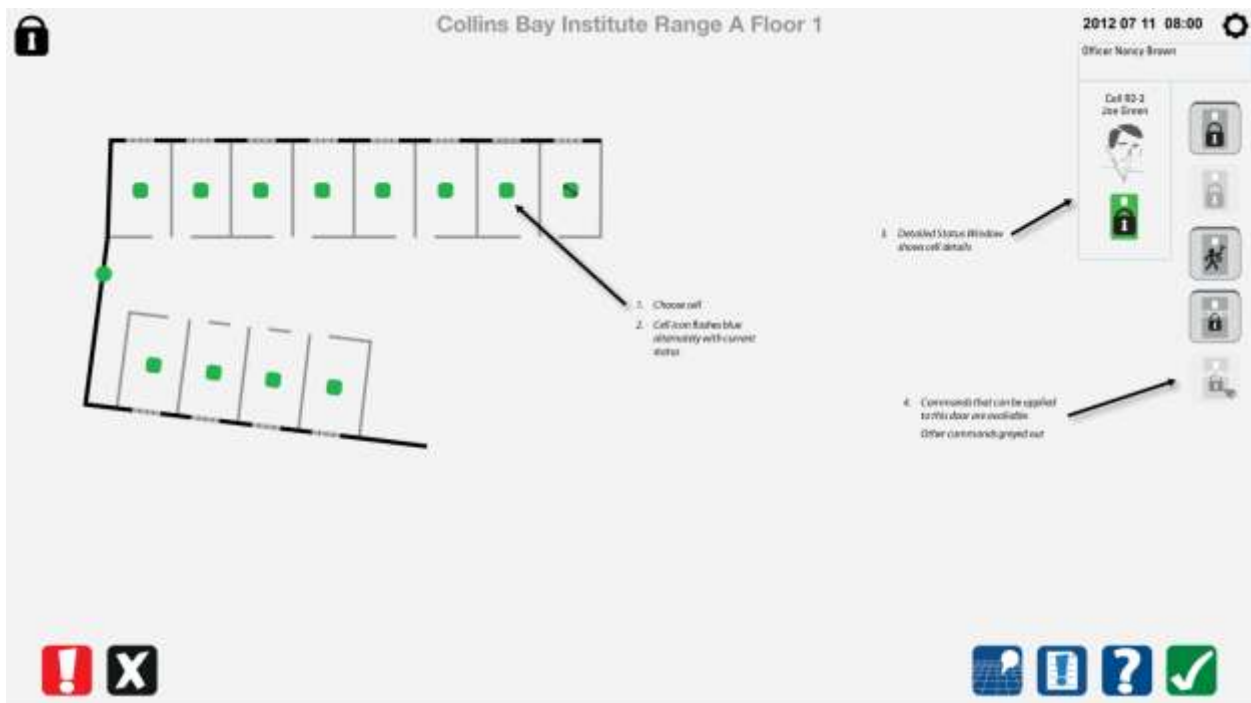
8.3.2 Cell swing door unlock command



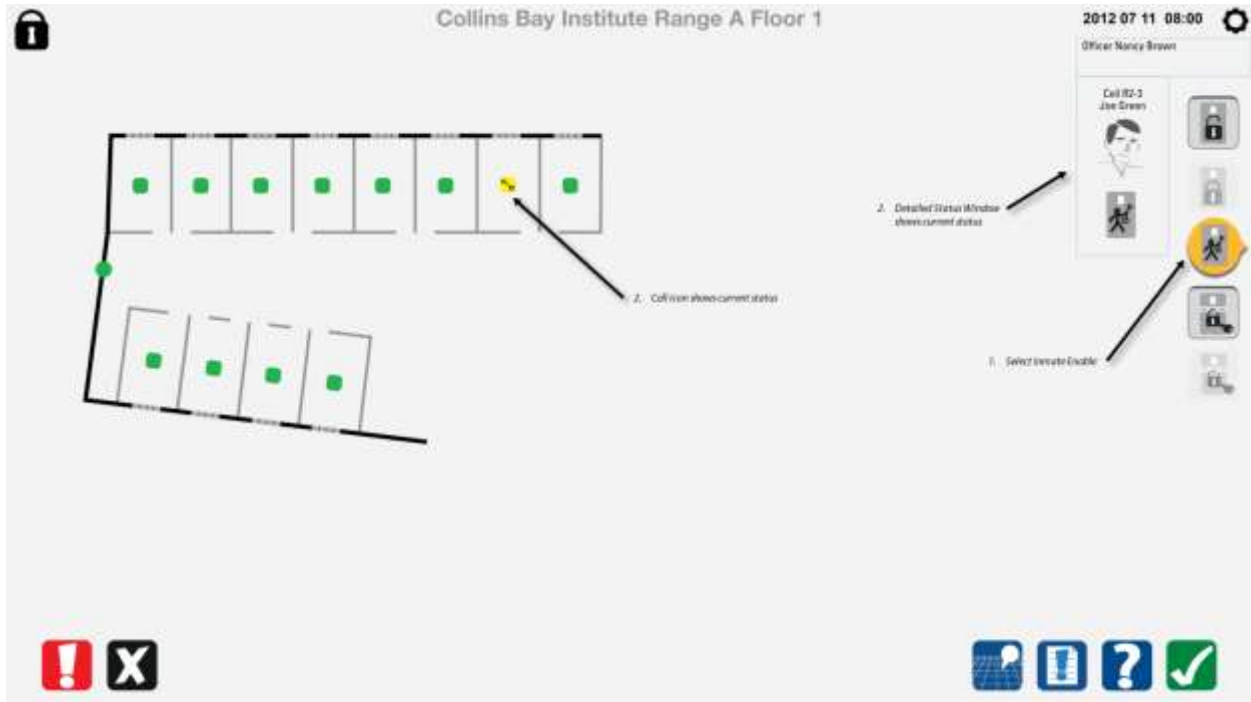
8.3.3 Cell swing door unlock complete



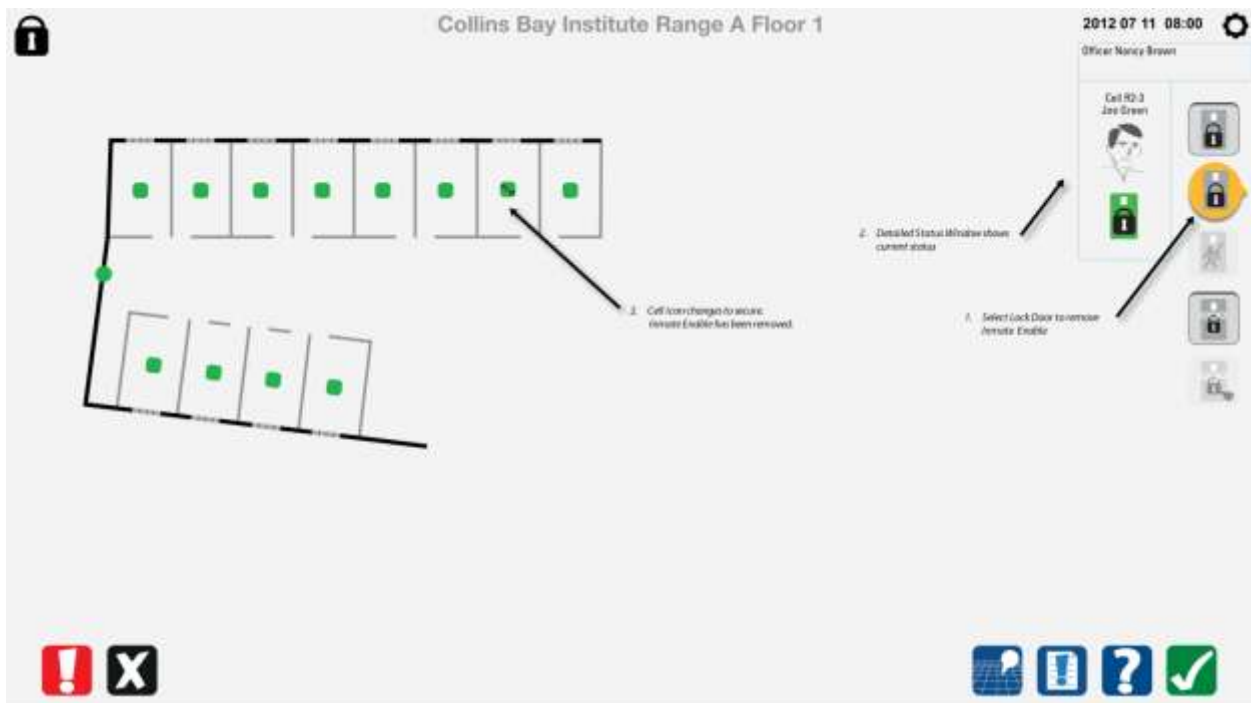
8.3.4 Cell swing door inmate enable – chose door



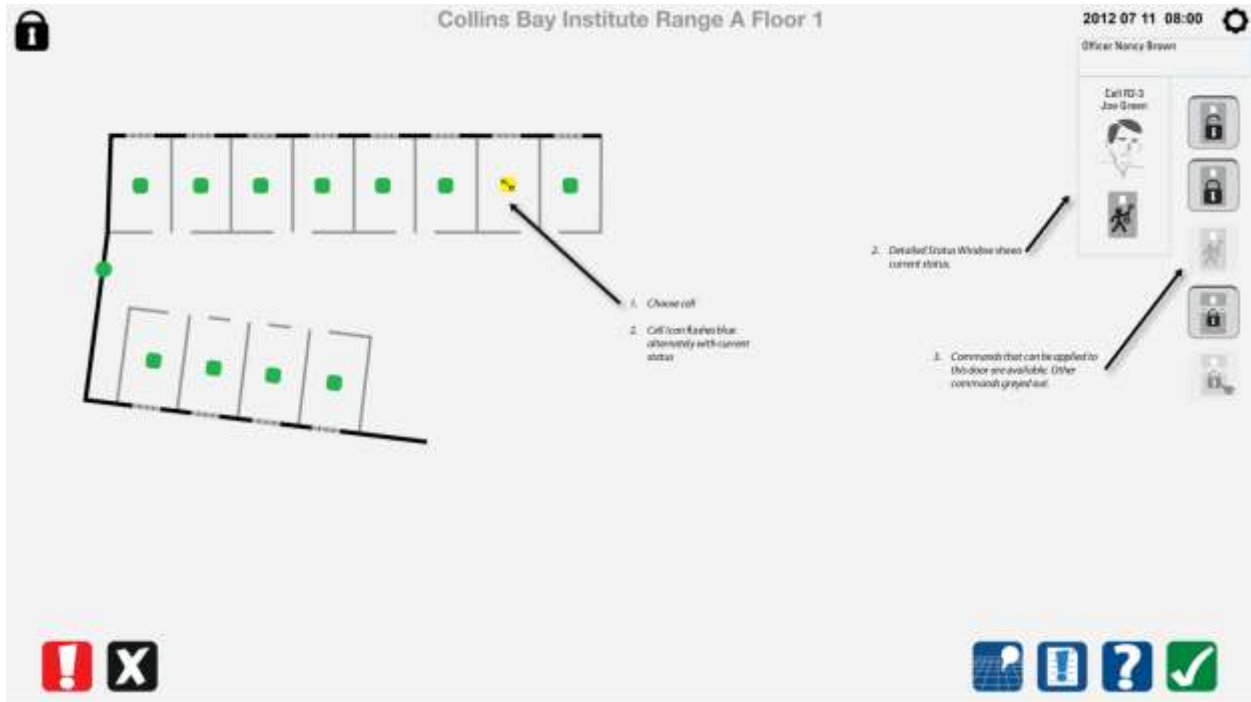
8.3.5 Cell swing door inmate enable – select command



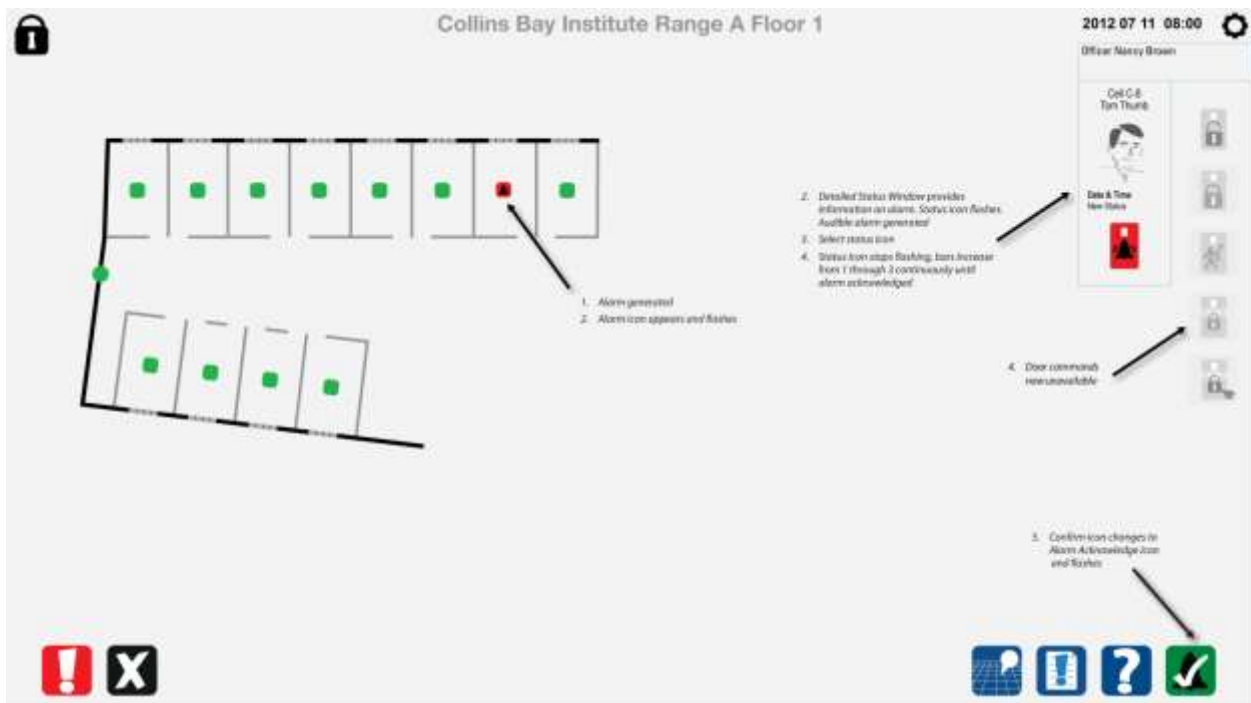
8.3.6 Cell swing door inmate enable – remove inmate enable



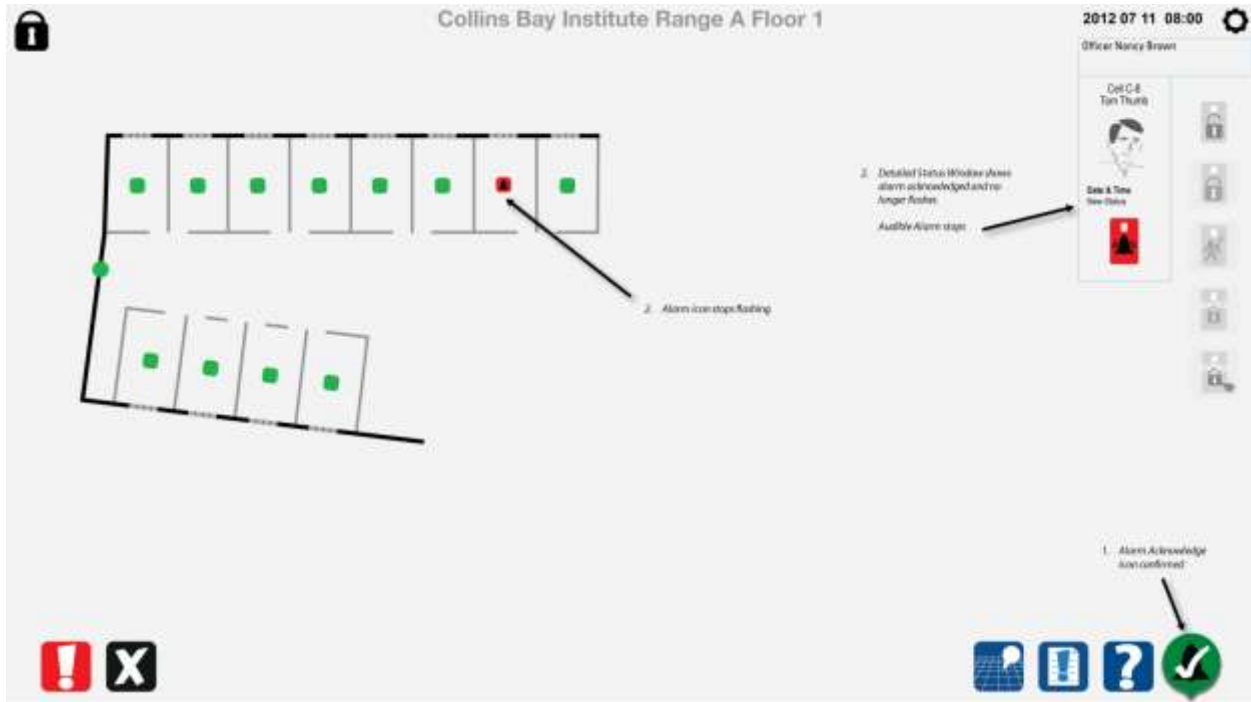
8.3.7 Cell swing door inmate enable – remove inmate enable complete



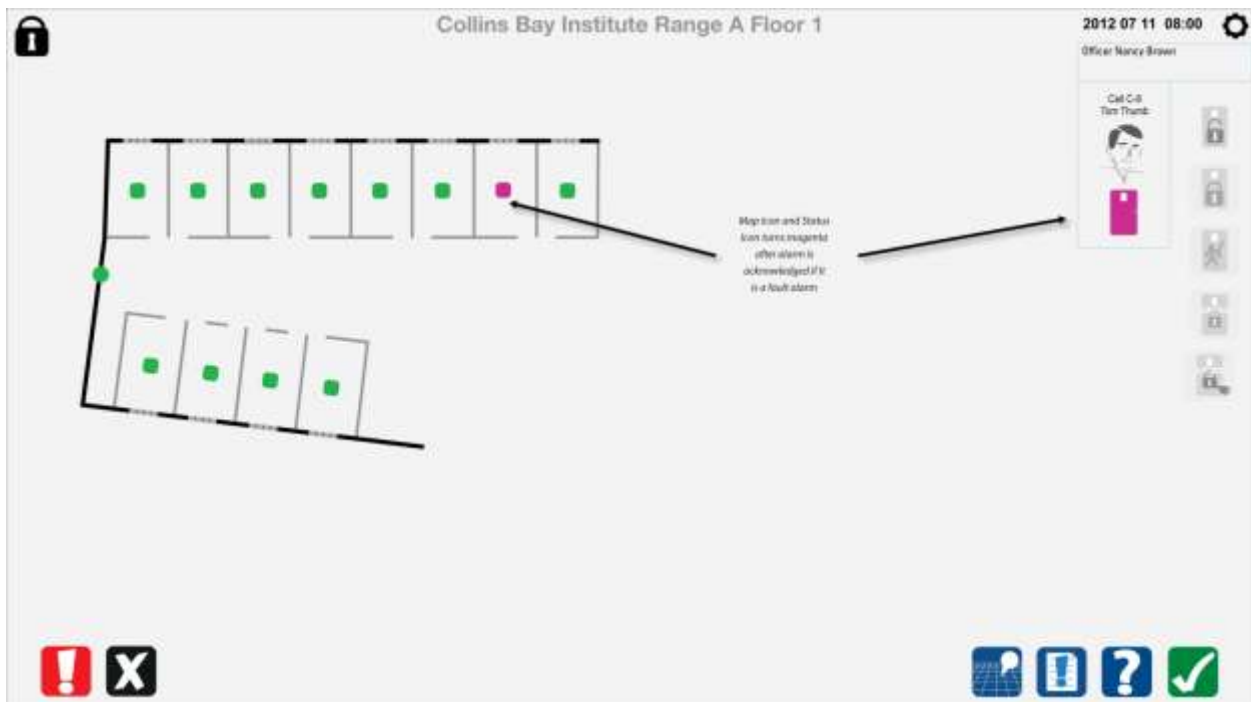
8.3.8 Cell swing door alarm



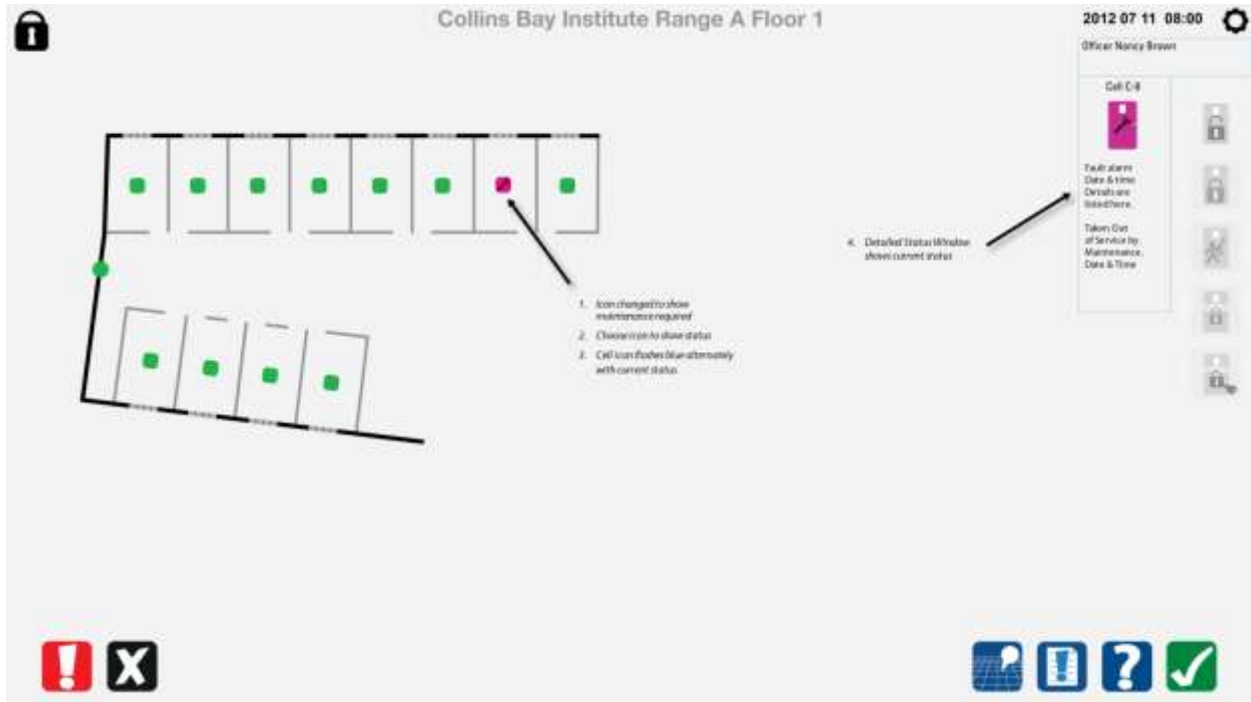
8.3.9 Cell swing door alarm acknowledge in progress



8.3.10 Cell swing door alarm acknowledge complete

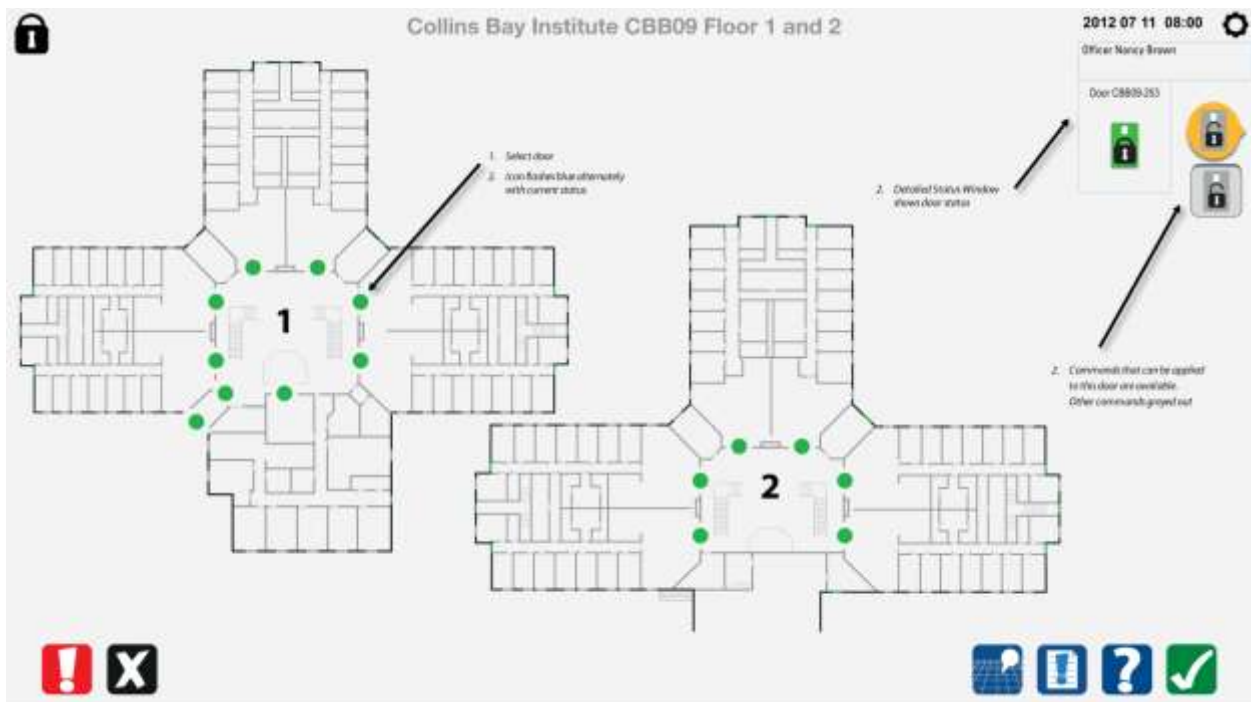


8.3.11 Cell swing door taken out of service by maintenance

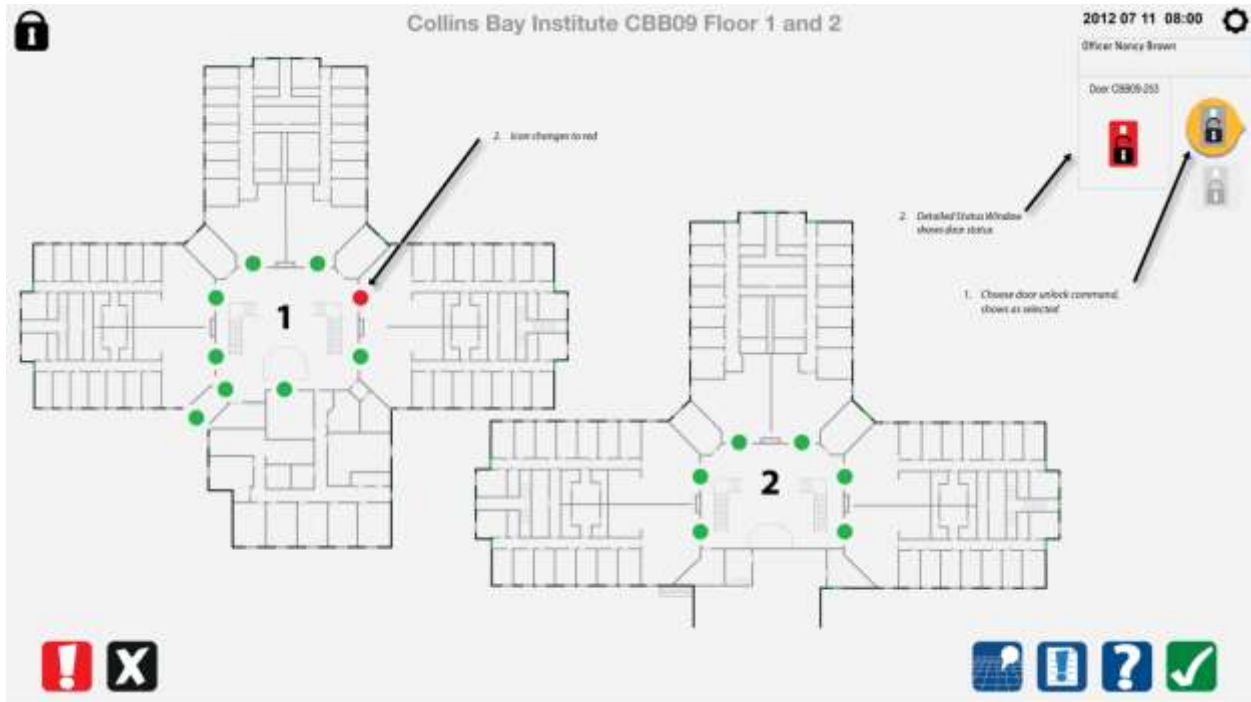


8.4 Cell Doors Responsibility Unit

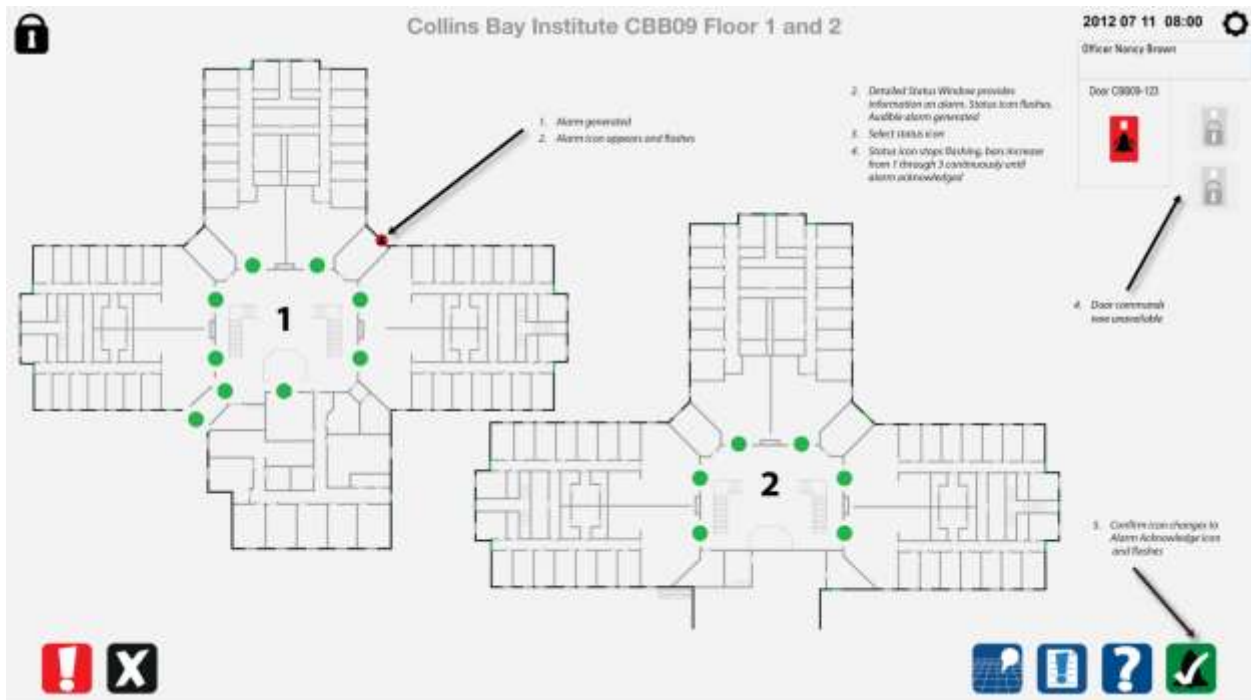
8.4.1 Choose door to unlock



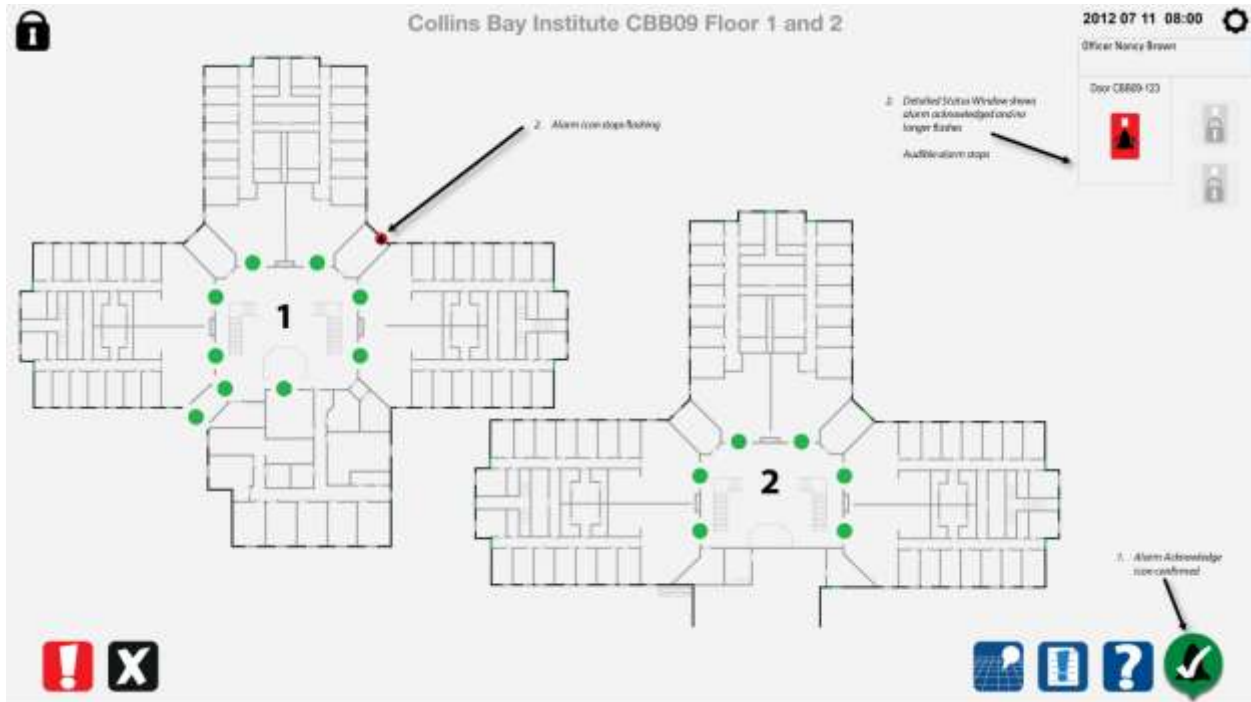
8.4.2 Unlock door command complete



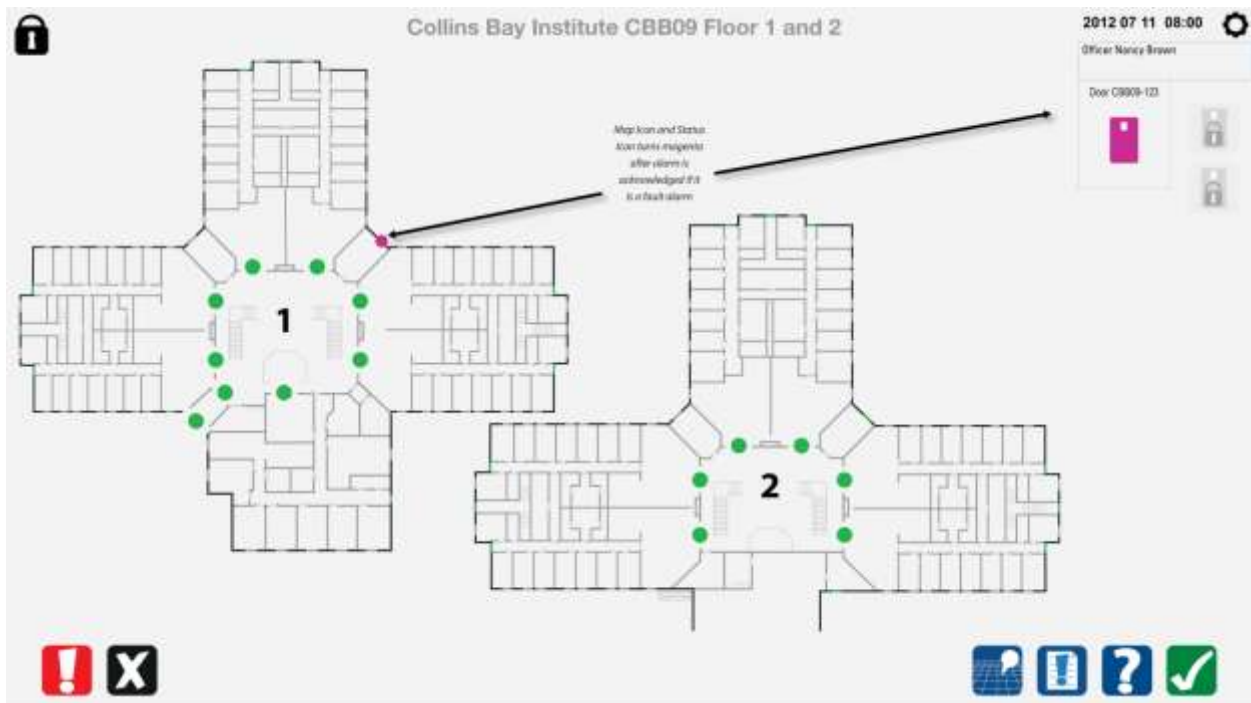
8.4.3 Door alarm – overview map does not change



8.4.4 Door alarm acknowledged using detailed status window

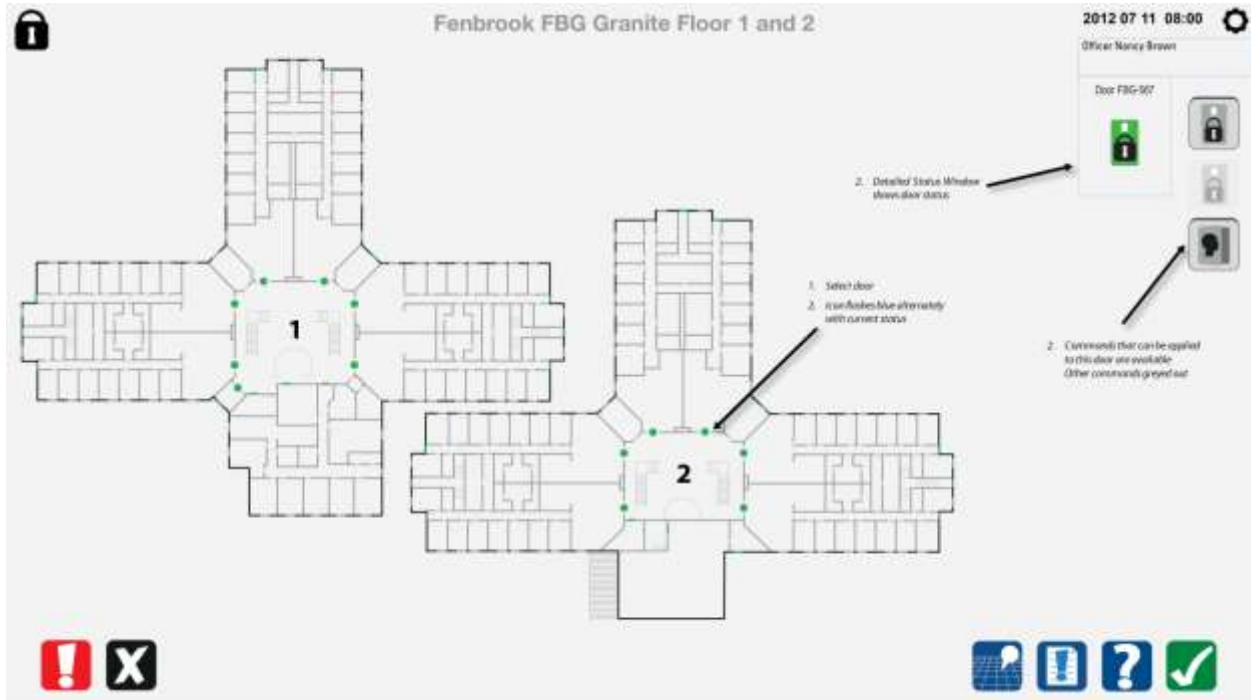


8.4.5 Door alarm acknowledgement complete

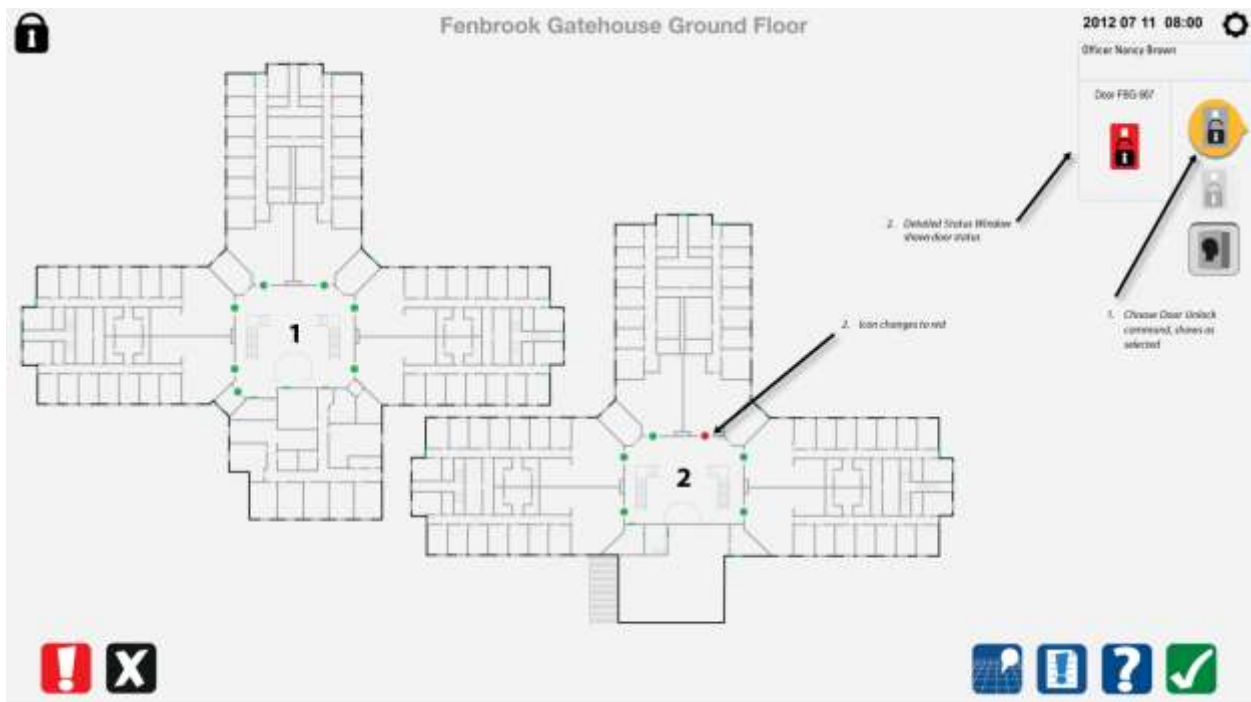


8.5 Responsibility Unit with inmate card entry

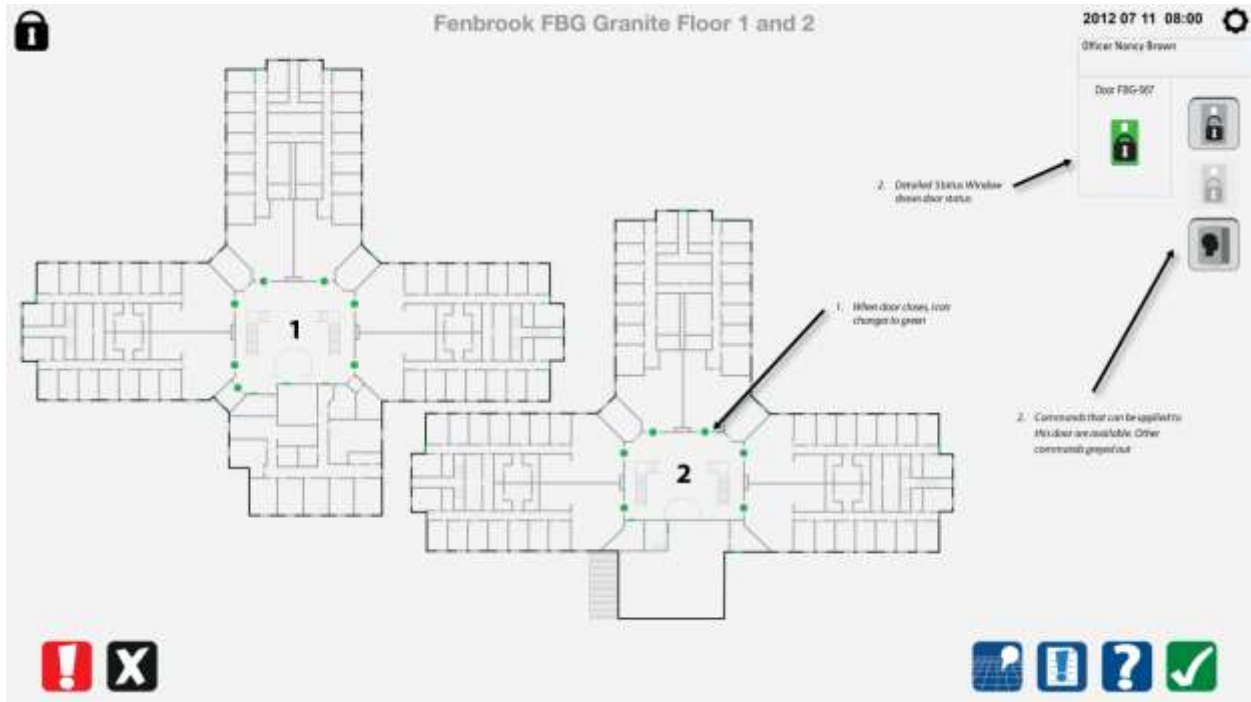
8.5.1 Choose door to unlock



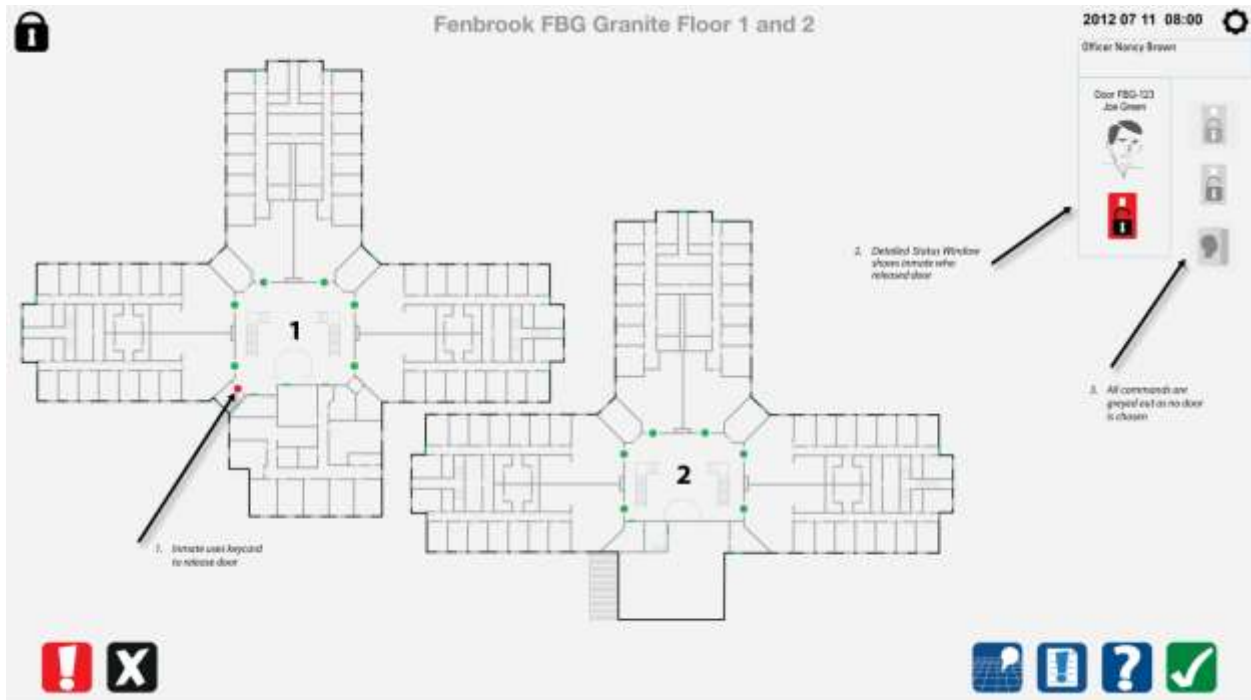
8.5.2 Select door unlock command



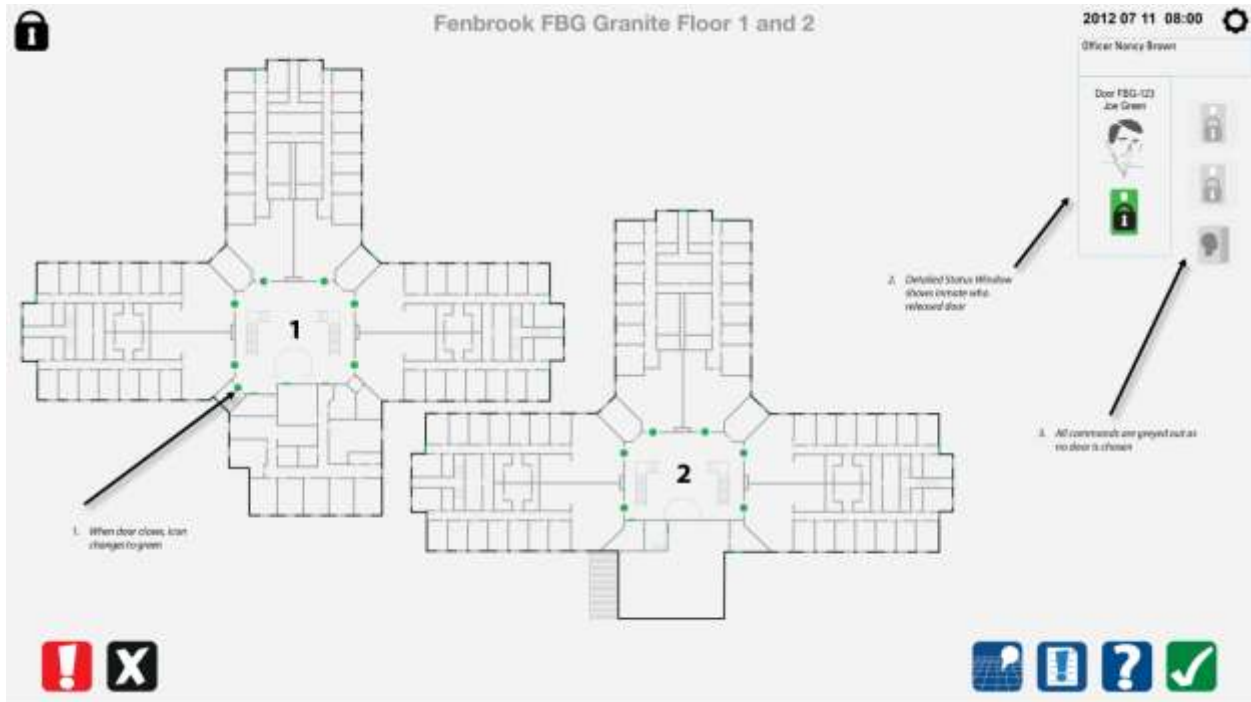
8.5.3 Door unlock command completed



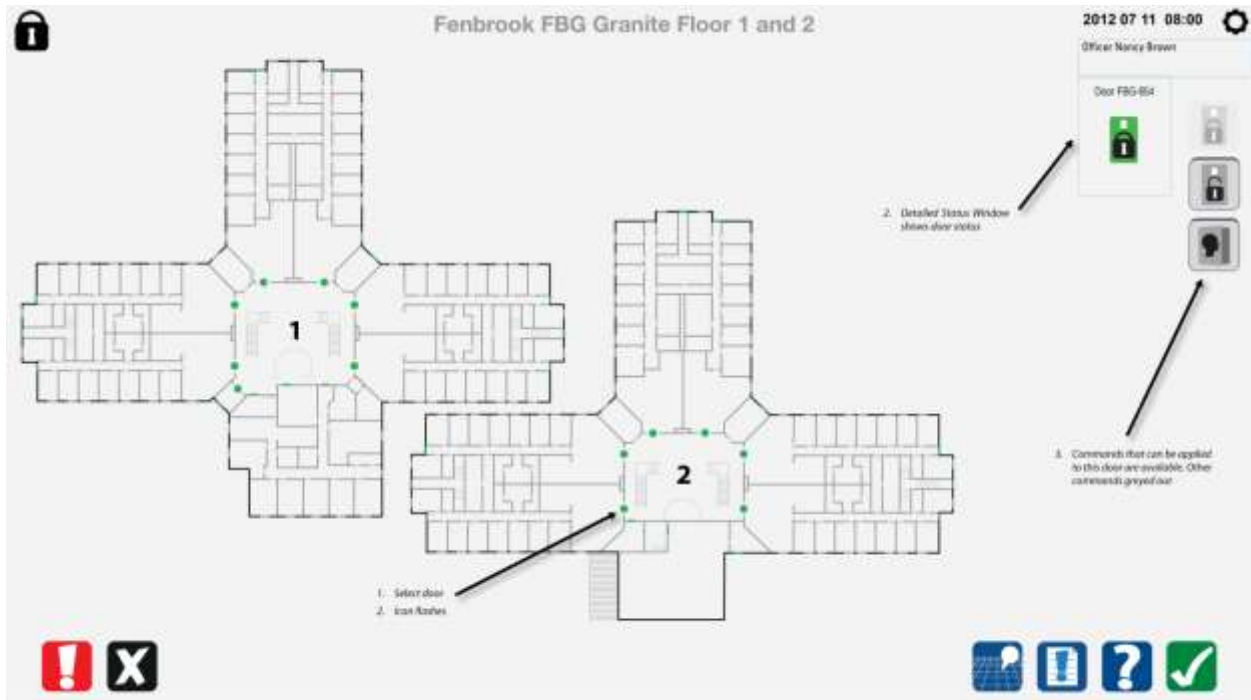
8.5.4 Inmate open with card swipe



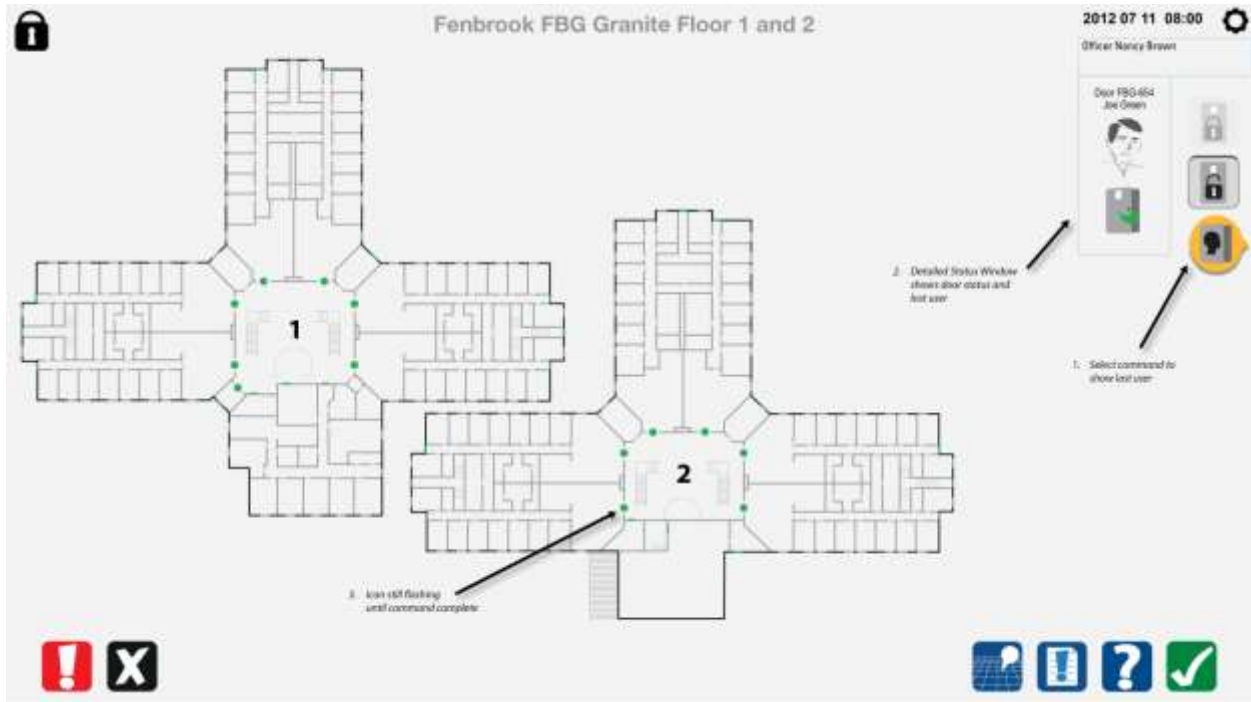
8.5.5 Inmate open command completed



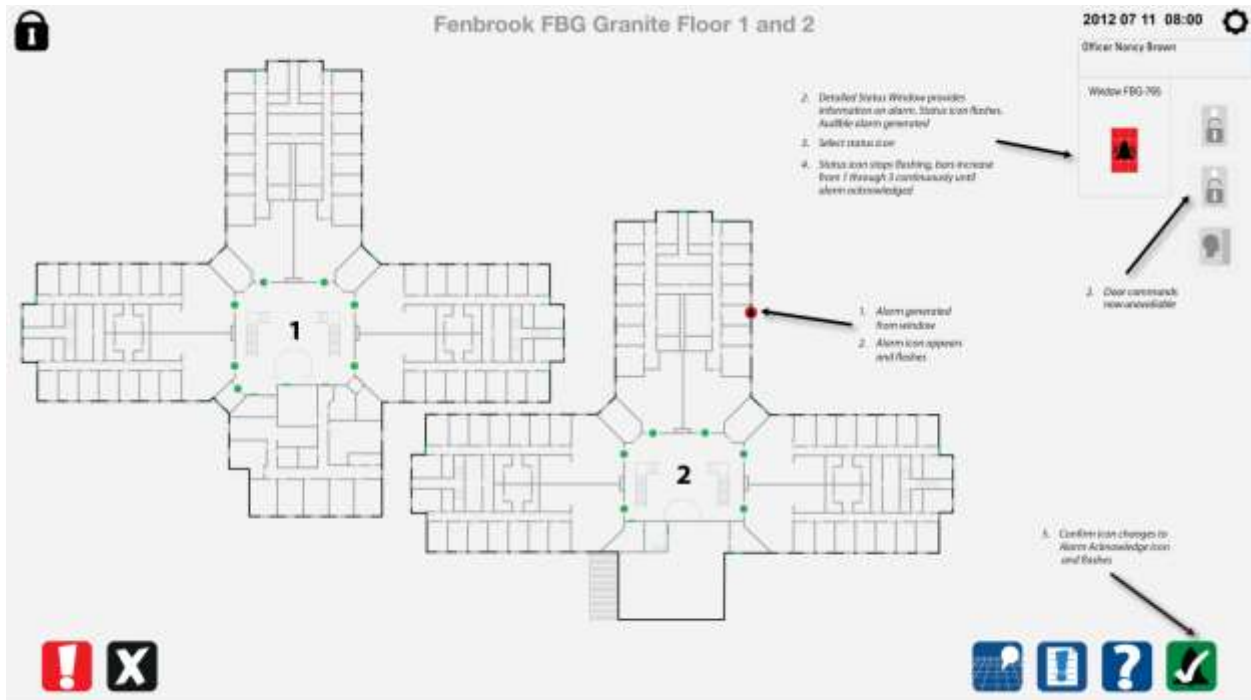
8.5.6 Select last opened command



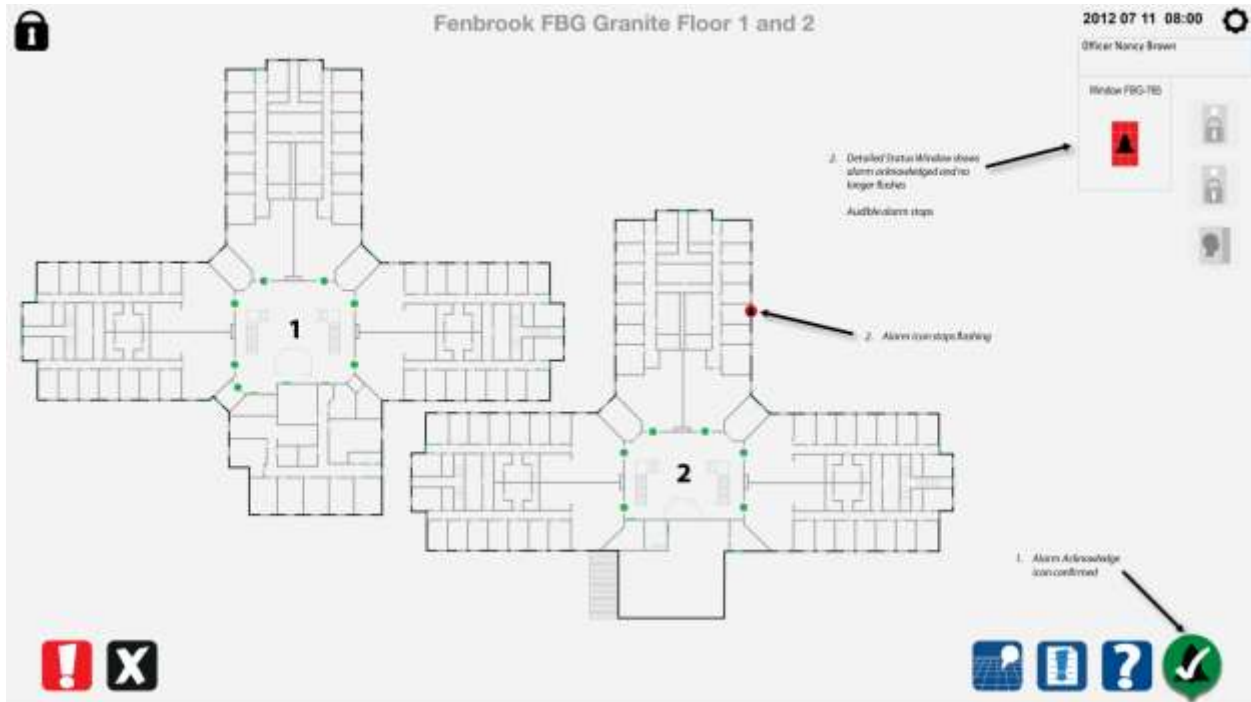
8.5.7 Last opened command completed



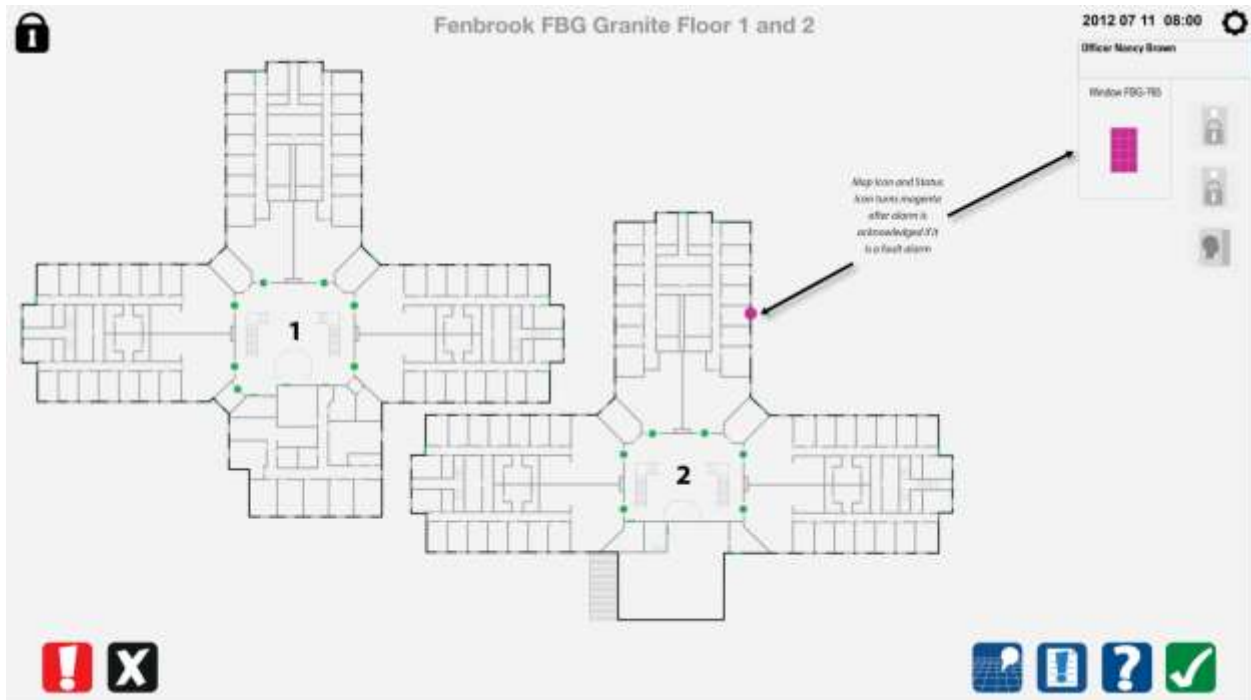
8.5.8 Window alarm generated



8.5.9 Window alarm acknowledged

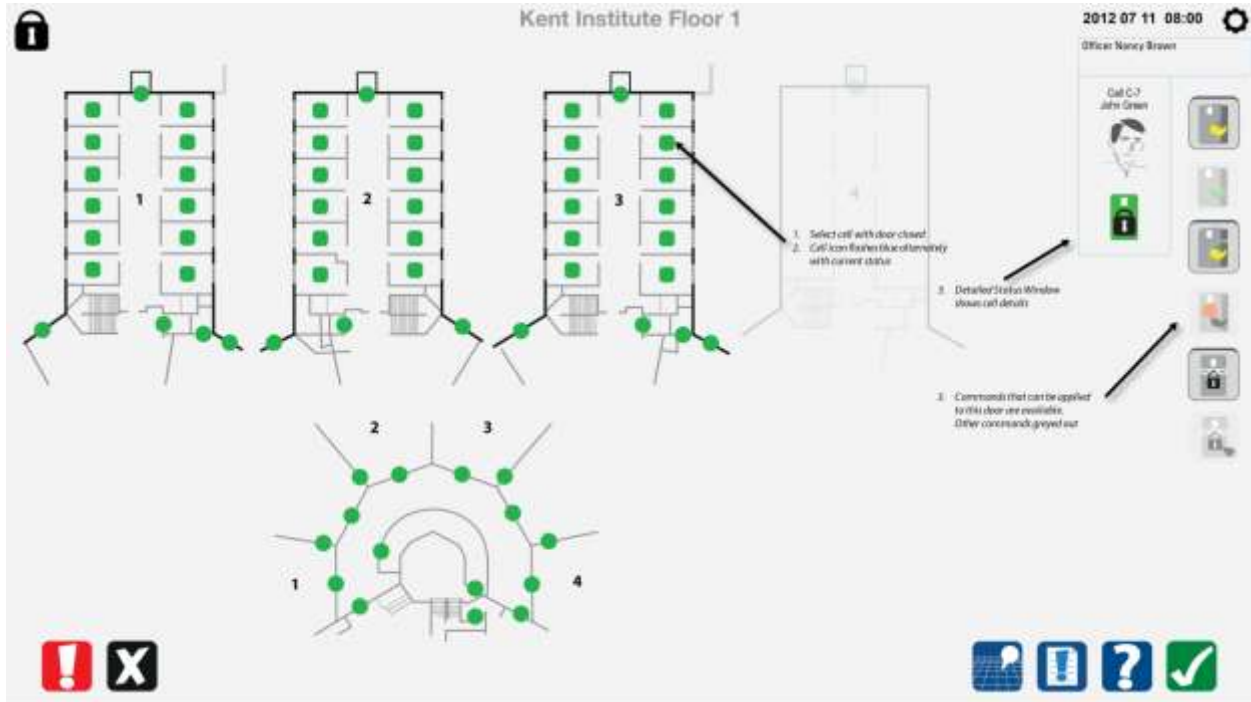


8.5.10 Window alarm acknowledgement complete

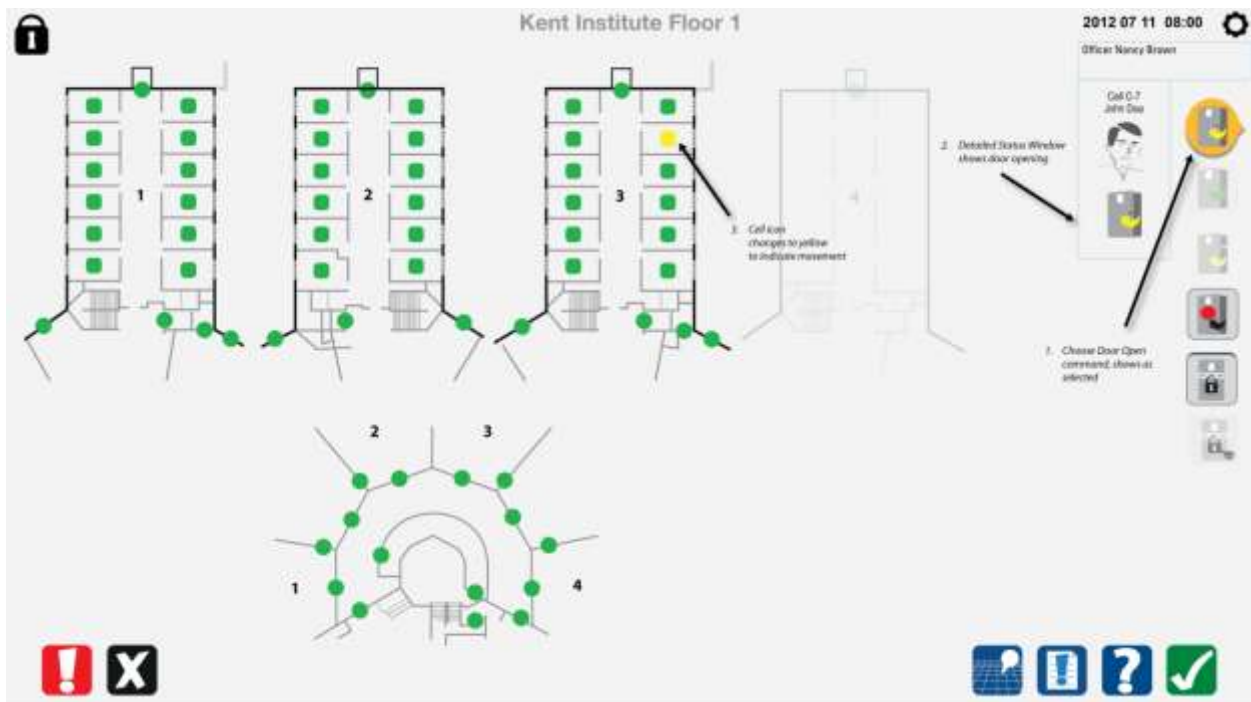


8.6 Cell slider door commands

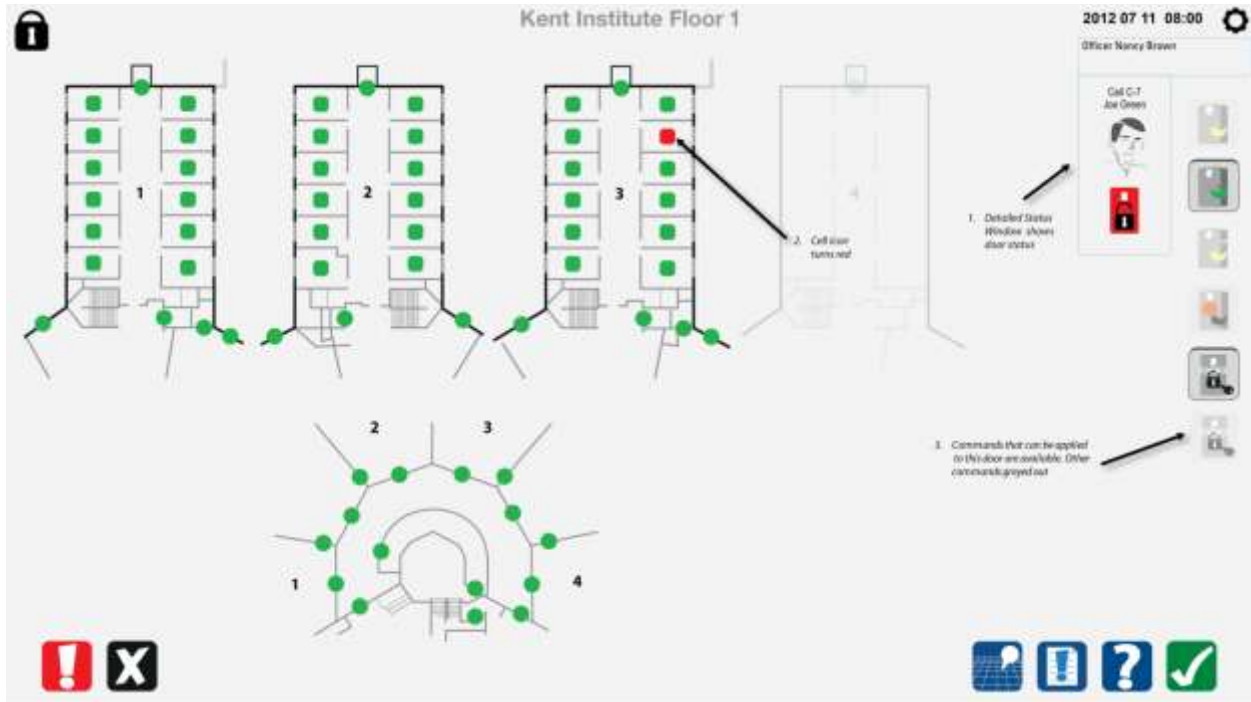
8.6.1 Choose door to open



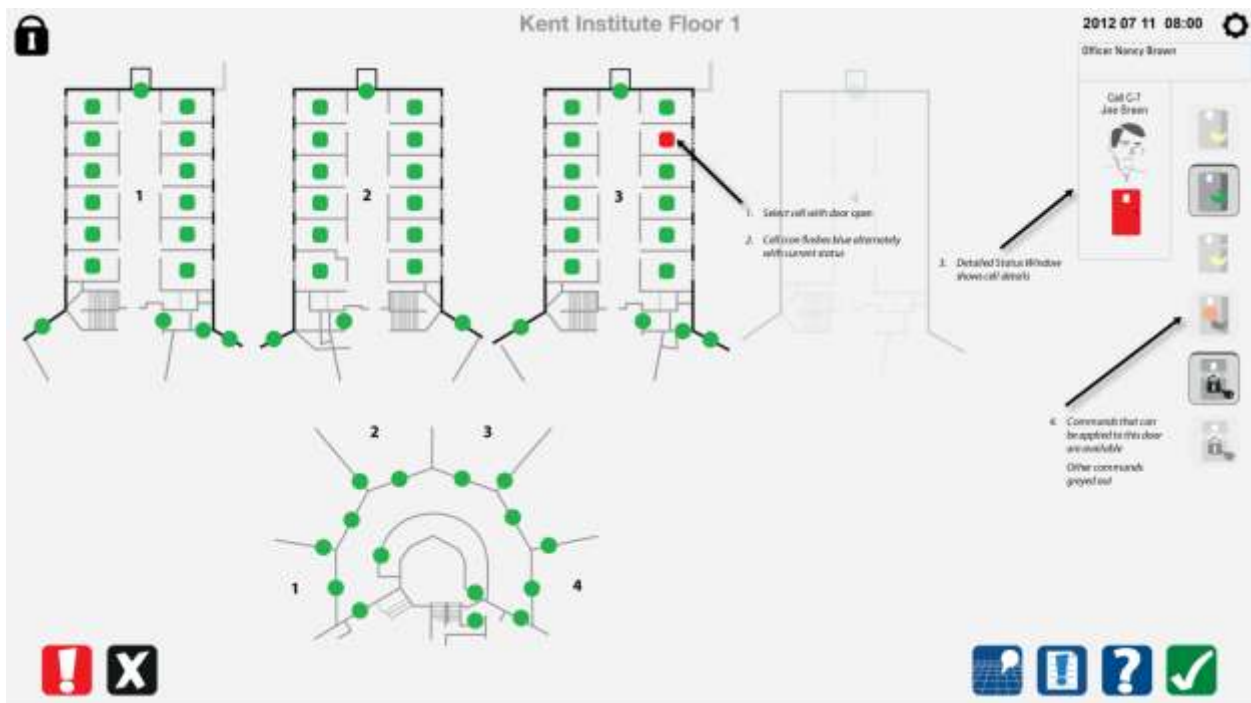
8.6.2 Select open command



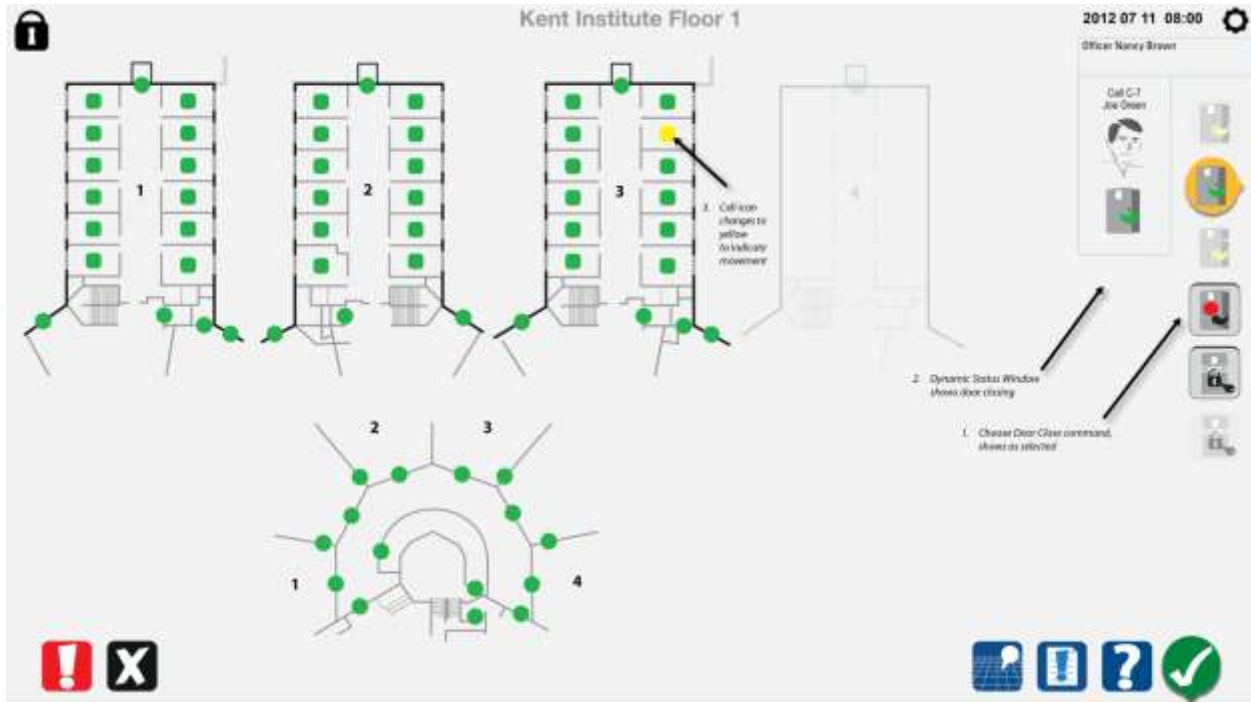
8.6.3 Open command completed



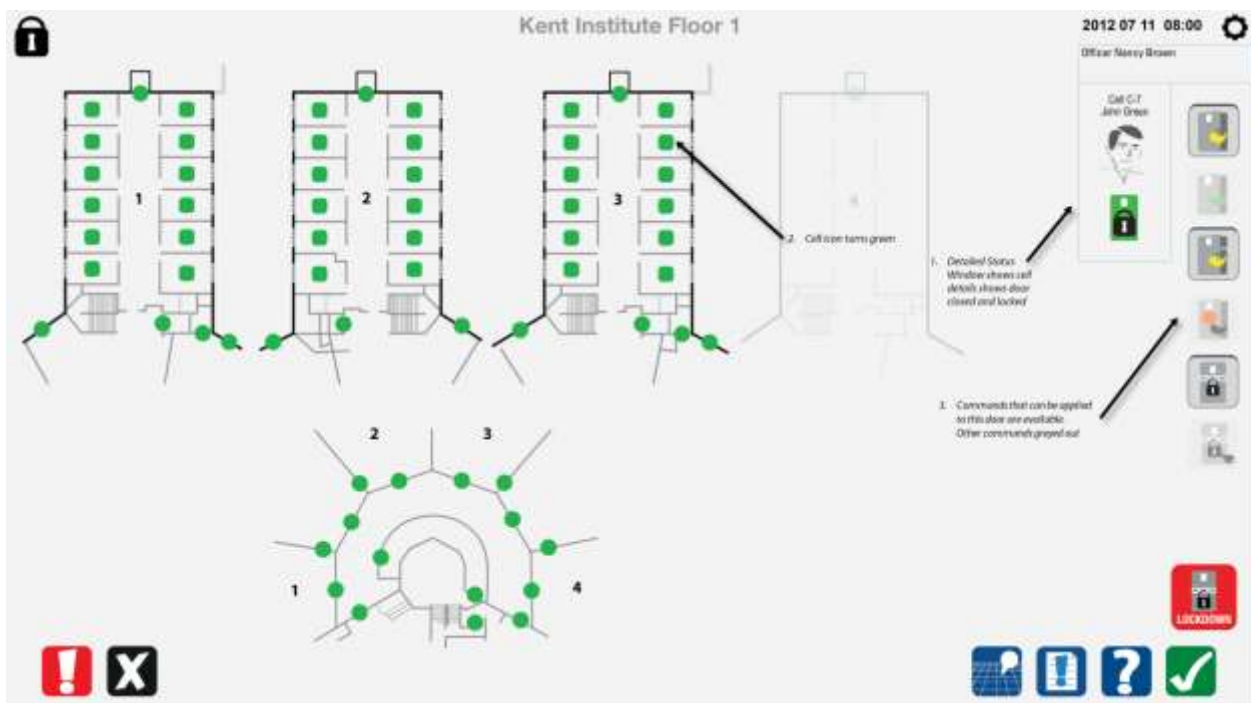
8.6.4 Choose door to close



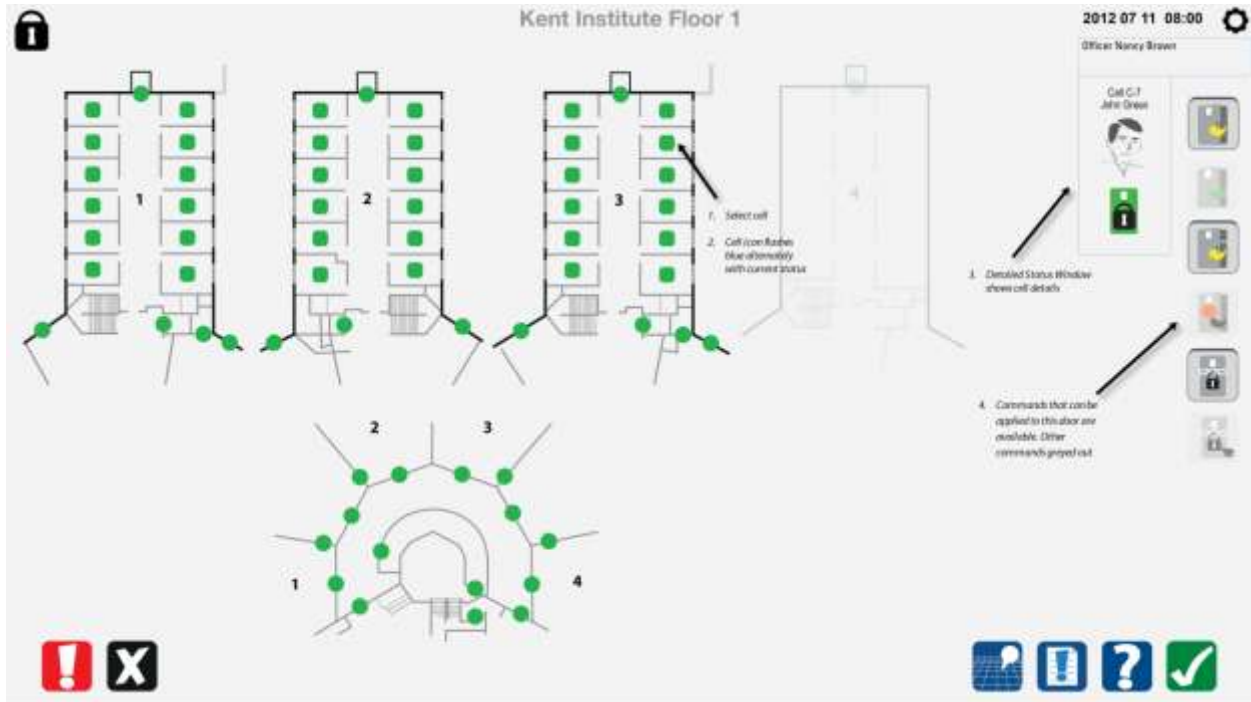
8.6.5 Select close command



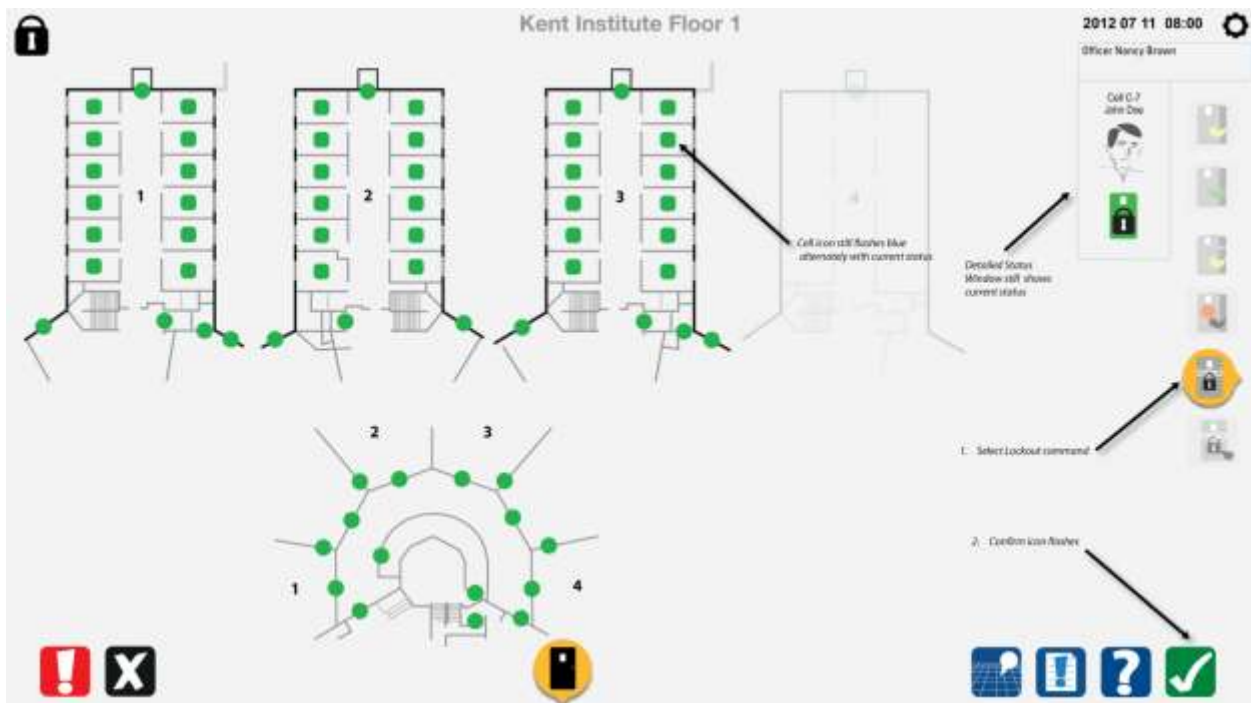
8.6.6 Close command completed



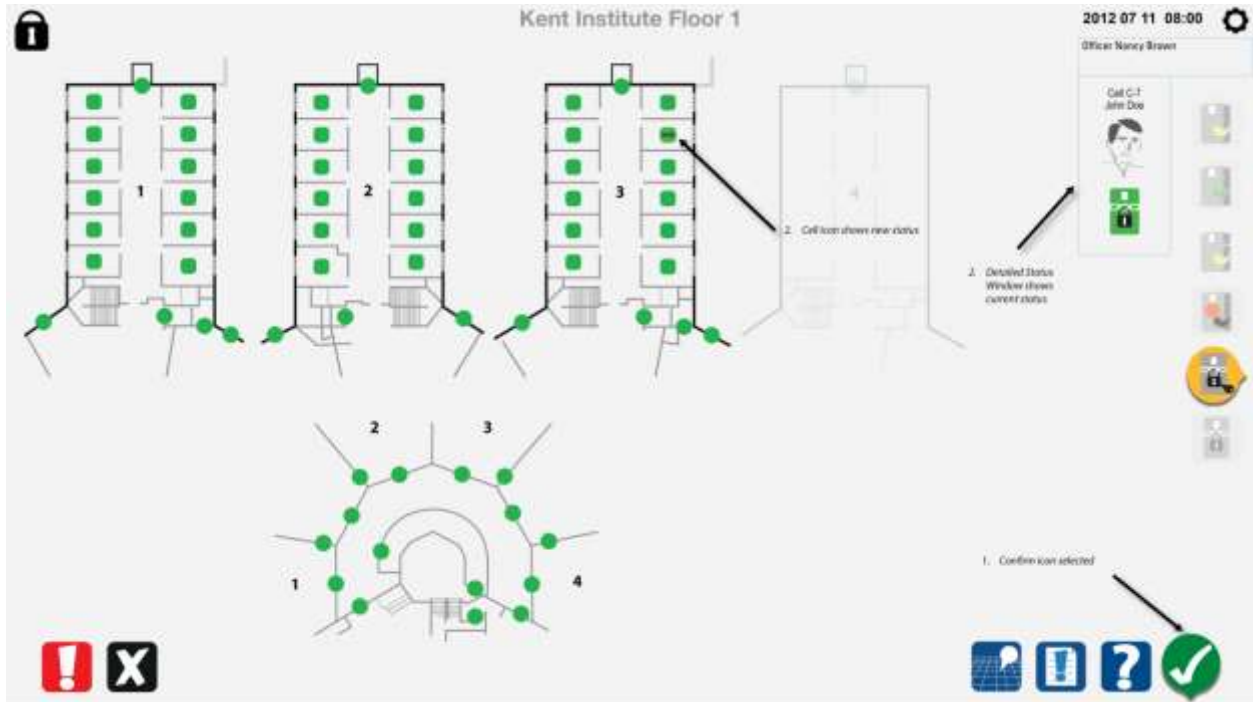
8.6.7 Choose a cell to lockout



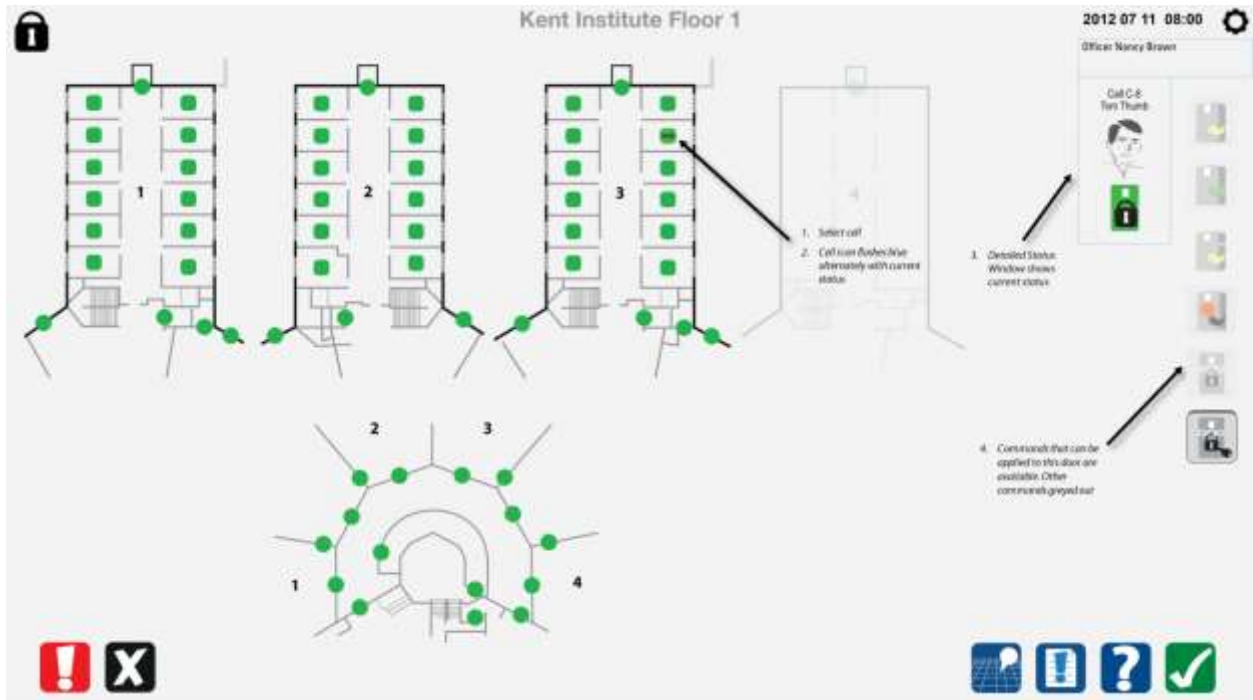
8.6.8 Select the lockout command



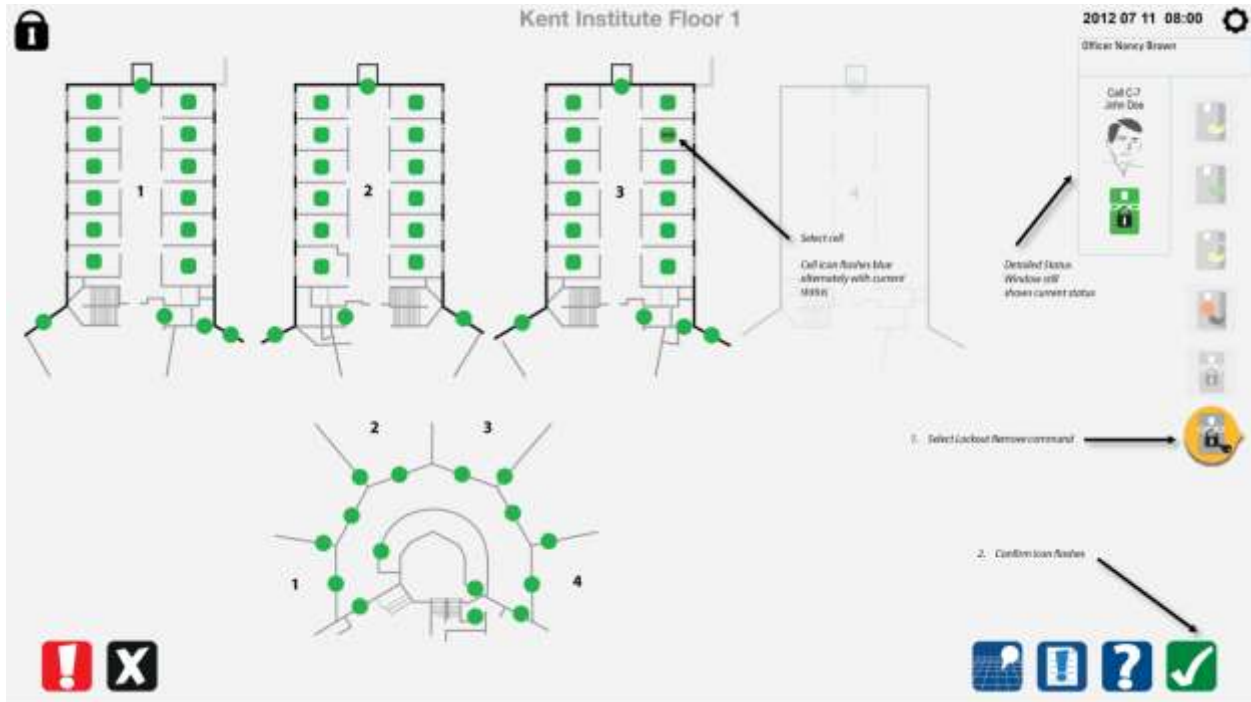
8.6.9 Lockout command complete



8.6.10 Choose a cell to remove lockout

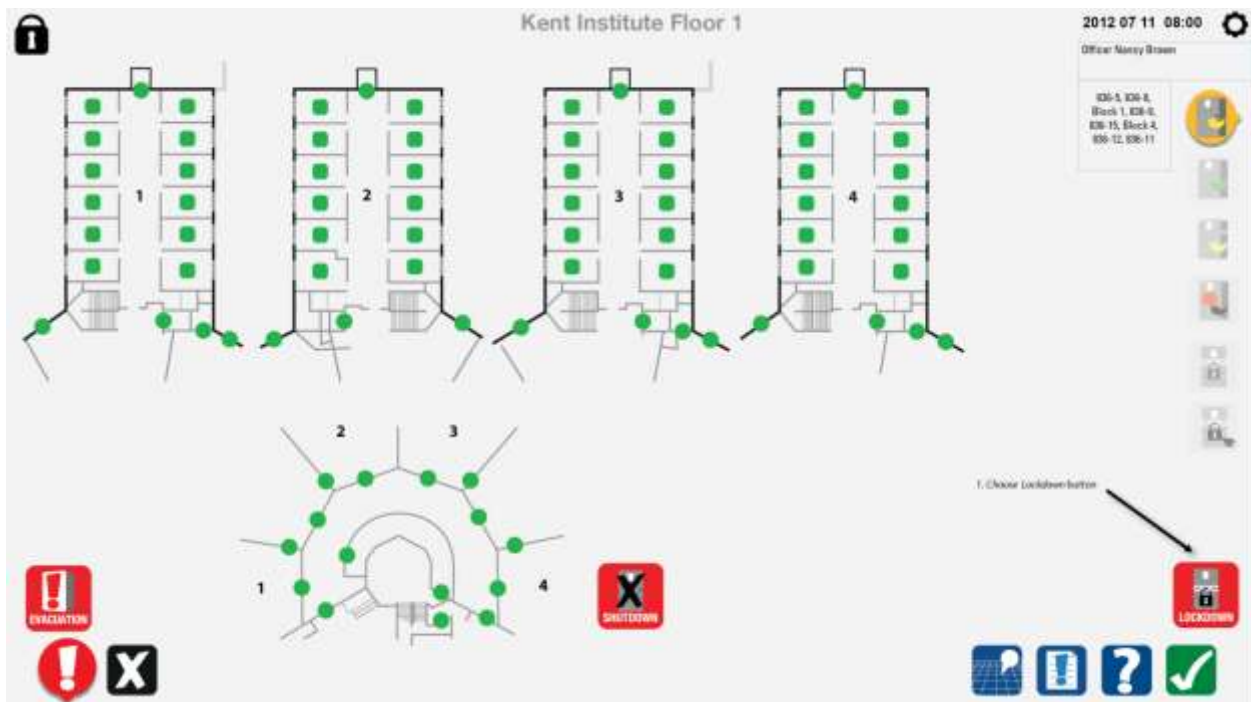


8.6.11 Select the remove lockout command

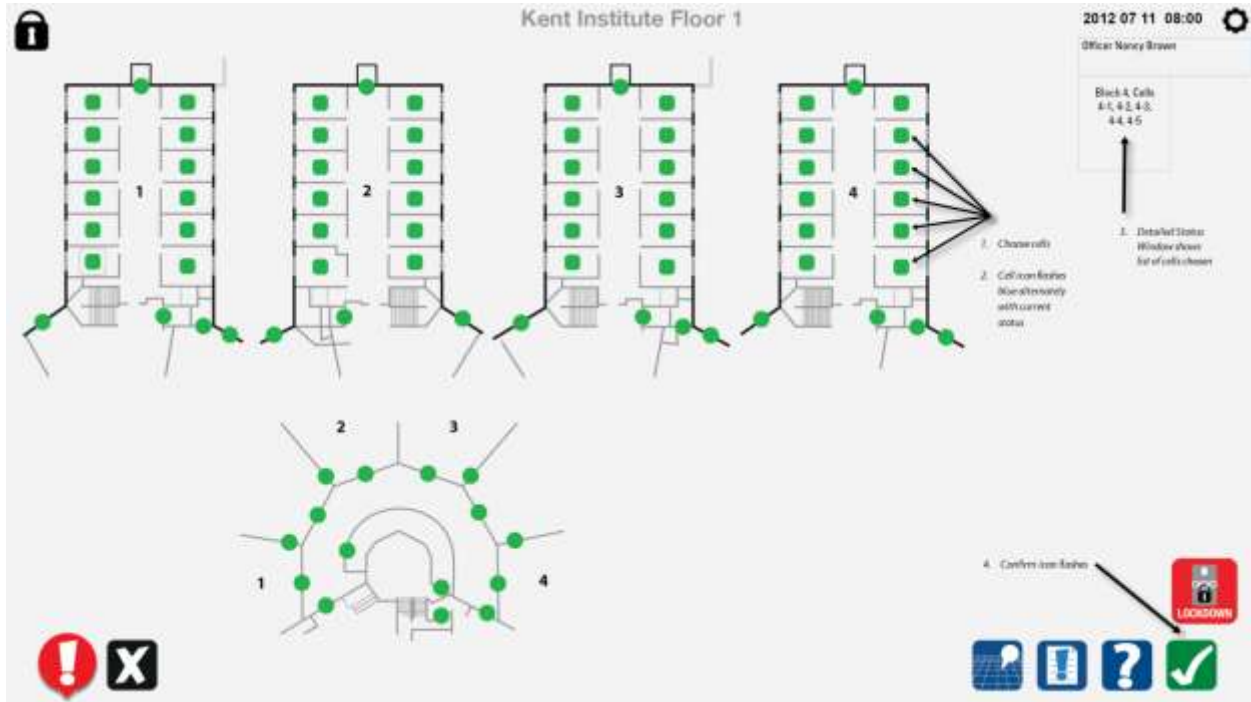


8.7 Special commands

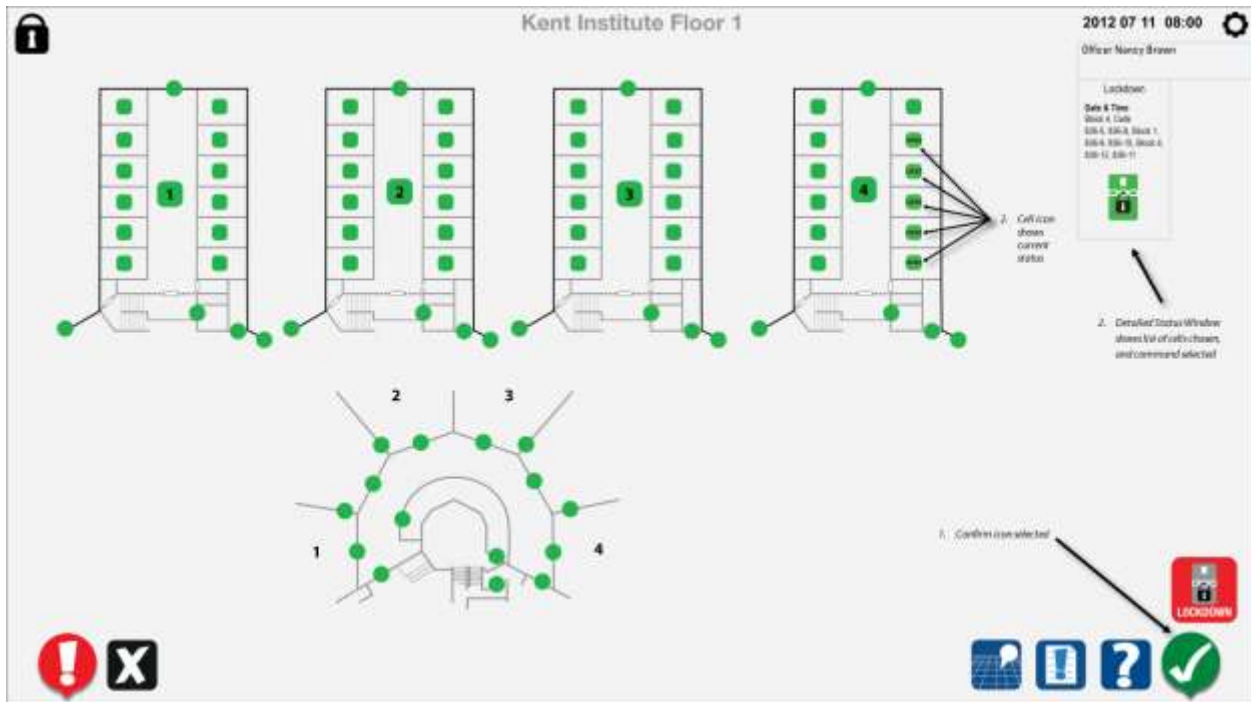
8.7.1 Choose special commands and choose lockdown



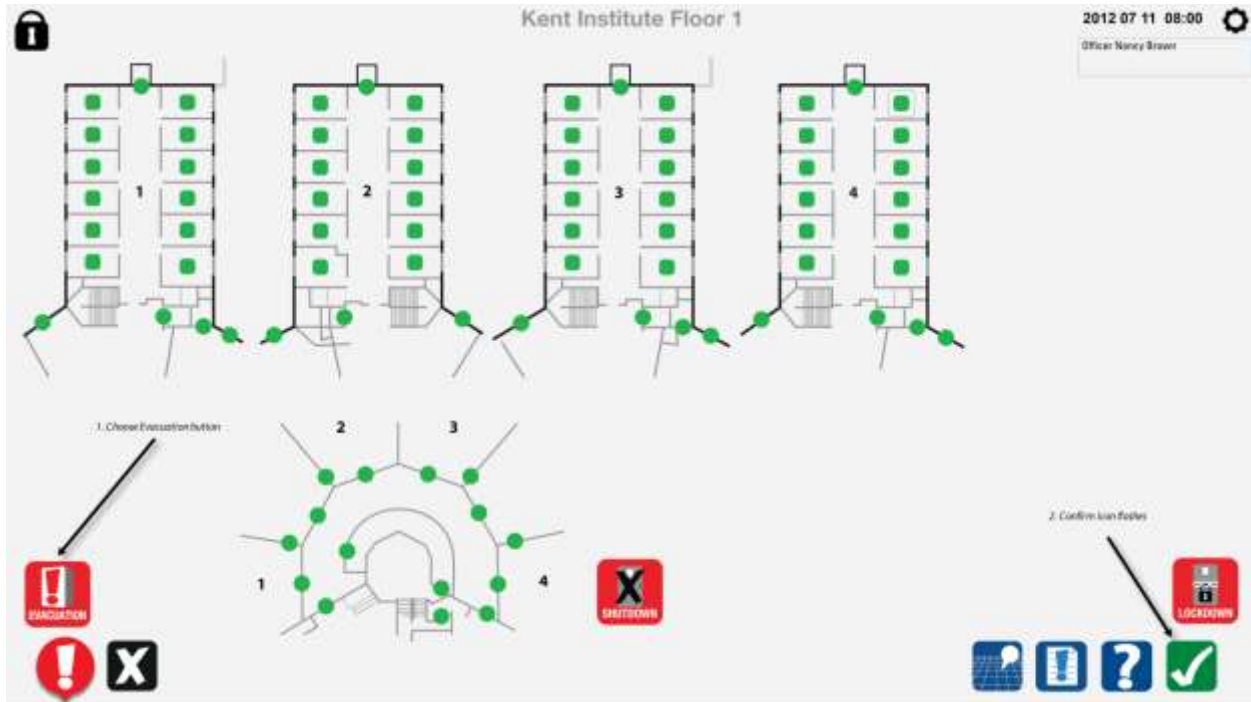
8.7.2 Choose cell doors to lockdown or choose range



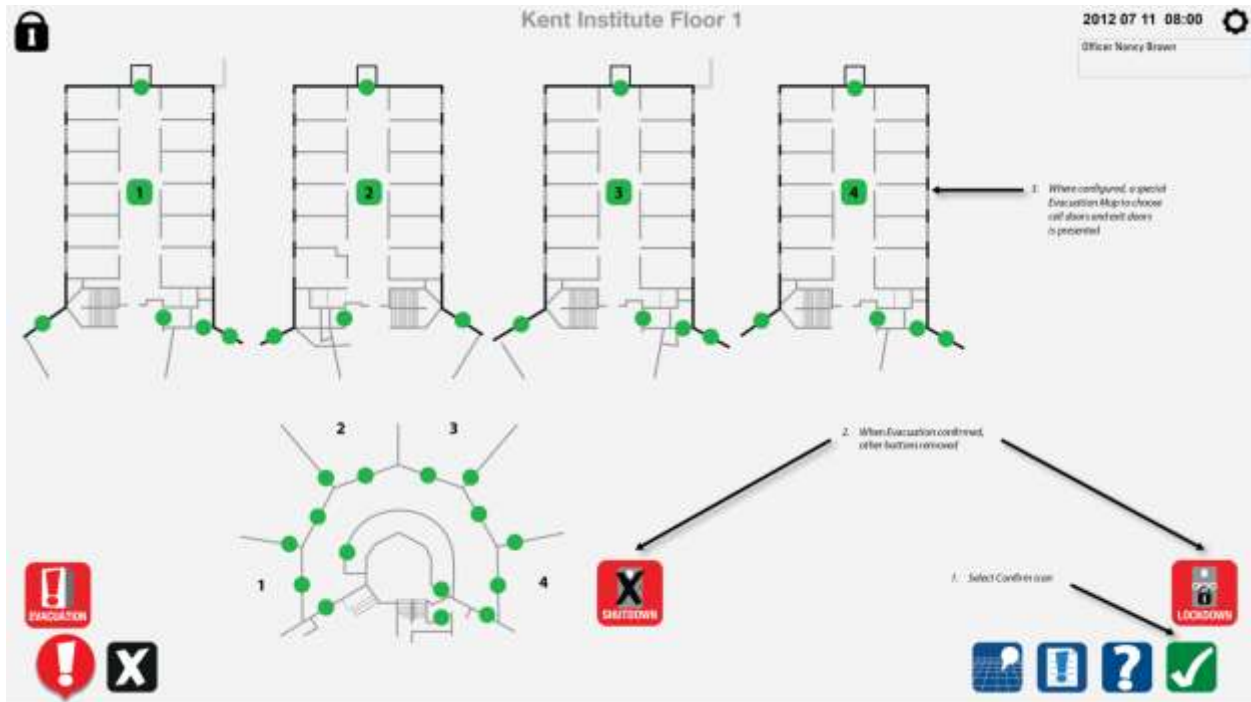
8.7.3 Lockdown command completed



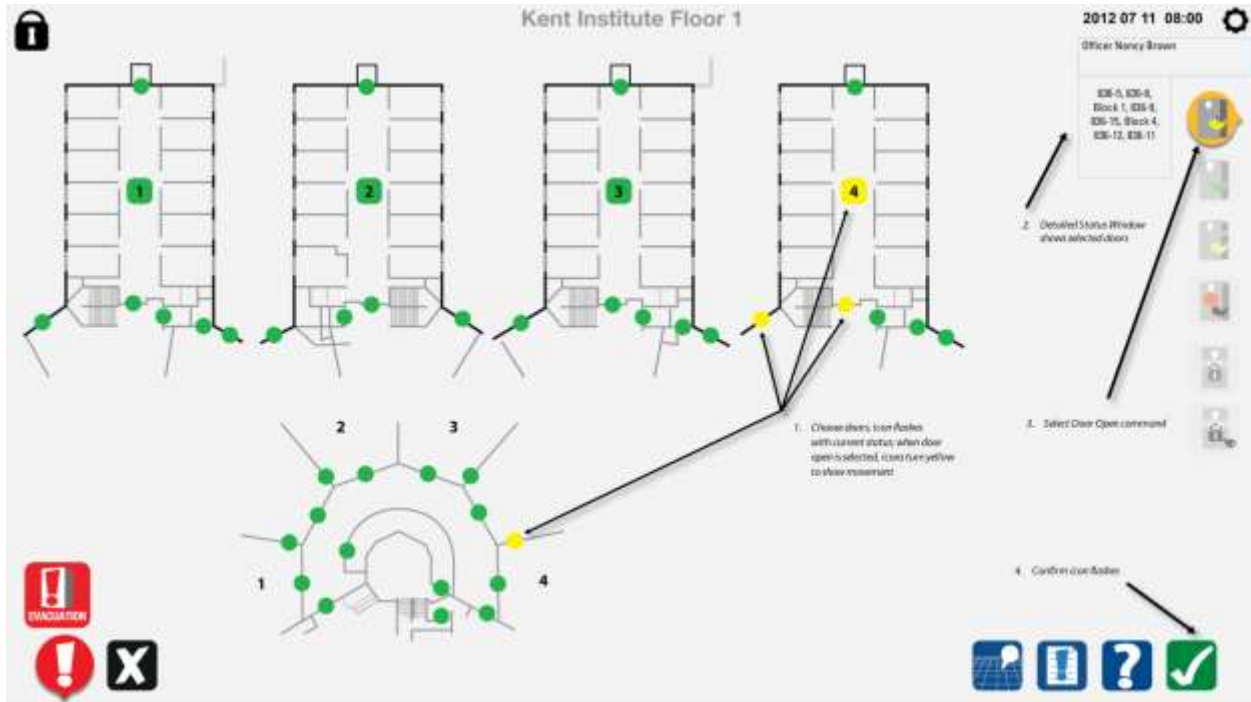
8.7.4 Choose emergency evacuation



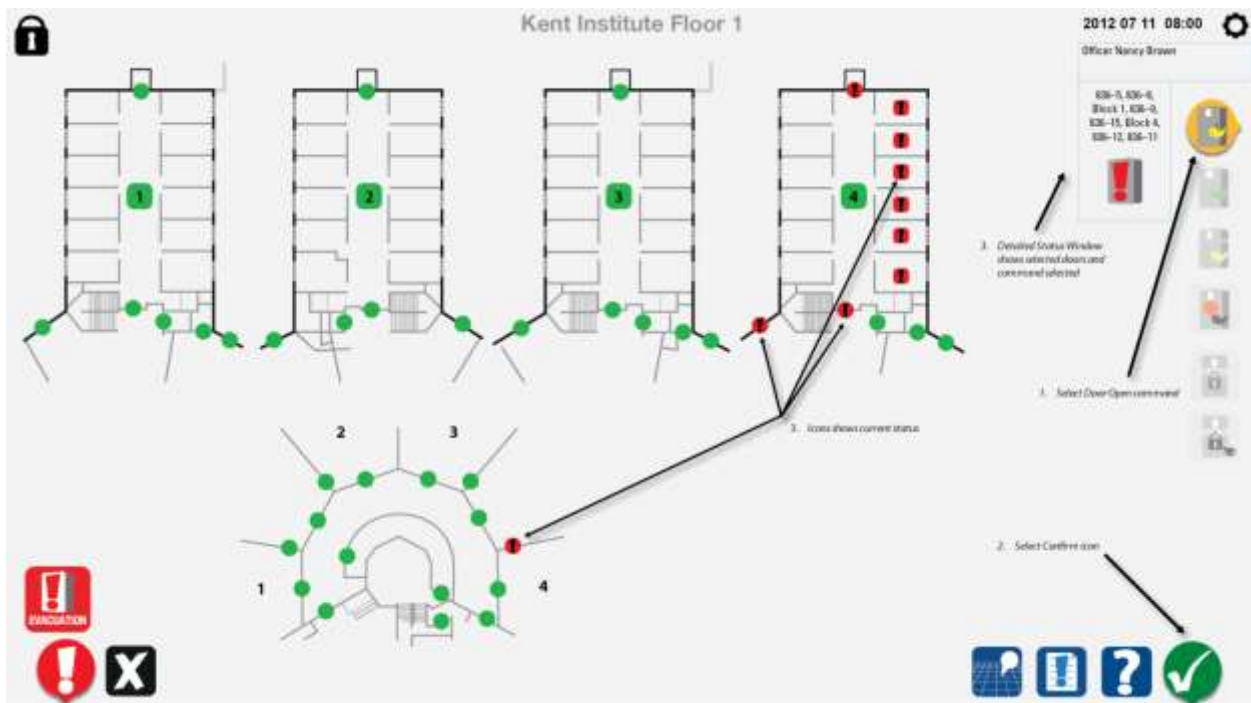
8.7.5 Evacuation map is presented



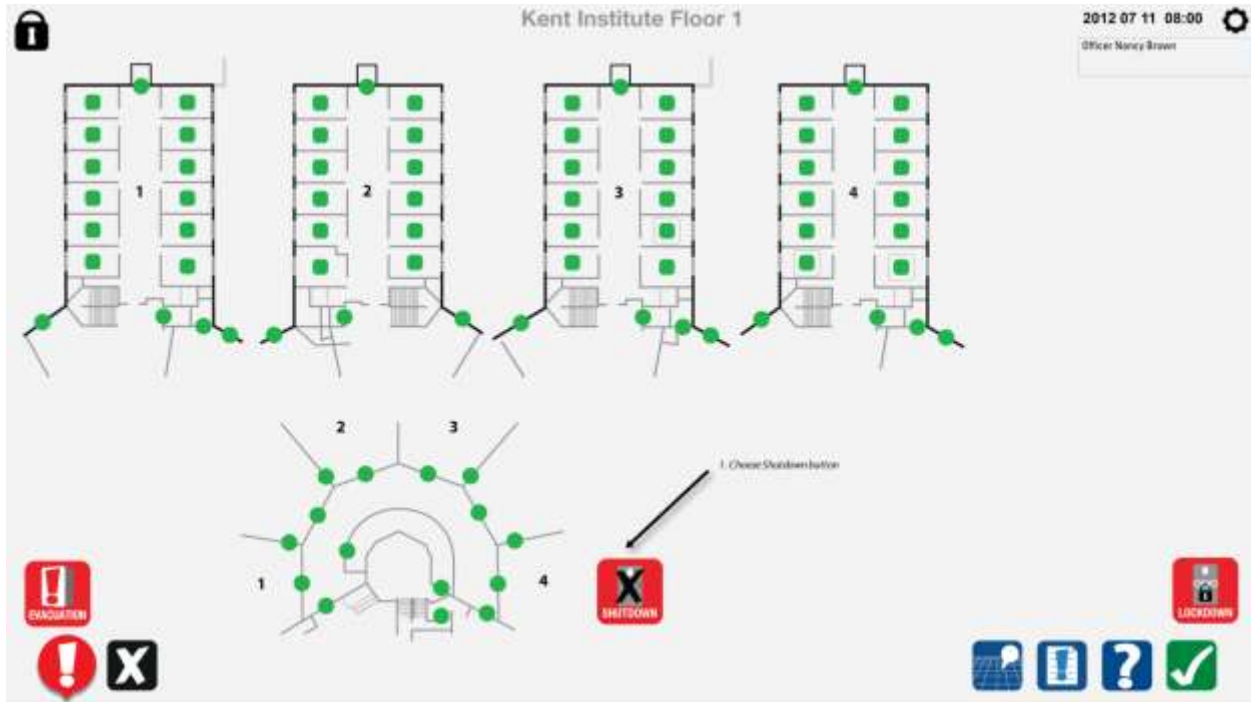
8.7.6 Choose range to evacuate



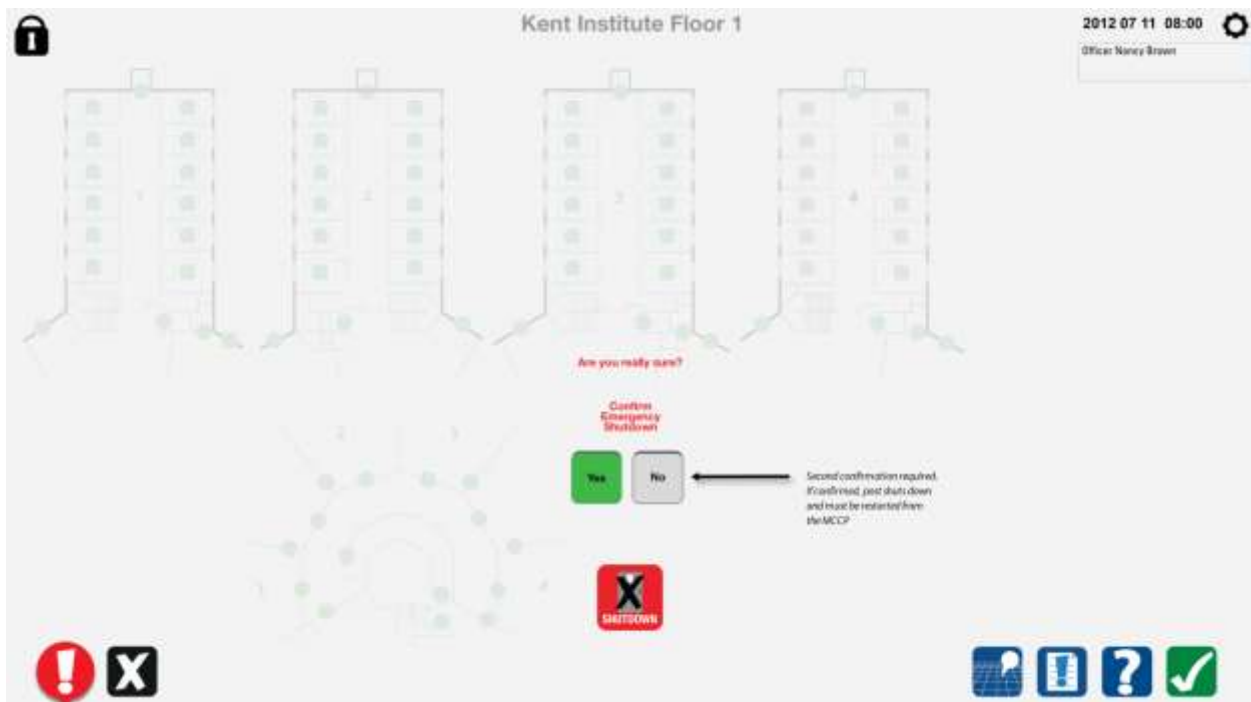
8.7.7 Command completed



8.7.8 Special commands choose emergency shutdown












8.7.9 Specific confirmation required






















9 ICONS FOR THE DCMS






.1 All icons are available from CSC in .png format.

9.1 DCMS Command icons



Icon Description	Location	Icon Name	Icon	Description for Help
CloseAll icons are available from CSC in .png format.	Command Area	D1_Door_close		Select icon to issue “door close” command to selected door
		D2_Door_close_selected		Indicates “door close” command selected
		D3_Door_close_greyed		Indicates command not available
Open	Command Area	D4_Door_open		Select icon to issue “door open” command to selected door
		D5_Door_open_selected		Indicates “door open” command selected
		D6_Door_open_greyed		Indicates command not available
Open Partial	Command Area	D7_Door_open_partial		Select icon to issue “door open partial” command to selected door
		D8_Door_open_partial_selected		Indicates “door open partial” command selected
		D9_Door_open_partial_greyed		Indicates command not available

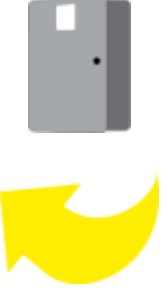
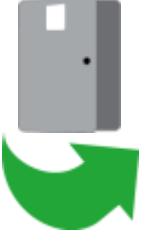
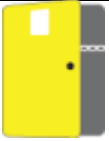
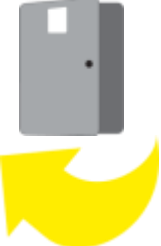



Stop	Command Area	D10_Door_stop		Select icon to issue "door stop" command to selected door
		D11_Door_stop_selected		Indicates "door stop" command selected
		D12_Door_stop_greyed		Indicates command not available
Unlock/Release	Command Area	D13_Door_unlock		Select icon to issue "unlock" command to selected door
		D14_Door_unlock_selected		Indicates "door unlock" command selected
		D15_Door_unlock_greyed		Indicates command not available
Lock	Command Area	D16_Door_lock		Select icon to issue "lock" command to selected door
		D17_Door_lock_selected		Indicates "door lock" command selected
		D18_Door_lock_greyed		Indicates command not available
Selected Lockout	Command Area	D19_lockout		Select icon to lockout a specific door or group of doors. Not the same as emergency lockdown which is activated by the selection of the emergency button, and locks down all doors. Note

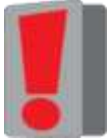

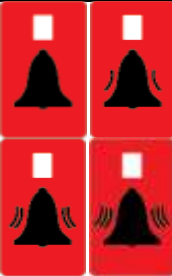



				config info as to which doors it applies to.
		D20_lockout_selected		Indicates "selected lockdown" command selected
		D21_lockout_greyed		Indicates command not available
Release Selected Lockdown or Lockout, and Release Global Lockout	Command Area	D22_Release_lockout		Select icon to release selected lockdown of a specific door or group of doors and to release a Global Lockdown
		D23_Release_lockout_selected		Indicates "release selected lockdown" command selected
		D24_Release_lockout_greyed		Indicates command not available
Enable inmate control	Command Area	D25_Door_inmate_enabled		Indicates inmate can lock or unlock door
		D26_Door_inmate_enabled_selected		Indicates that "inmate enable" command has been selected
		D27_Door_inmate_enabled_greyed		Indicates that the "inmate enable" command is not available to be applied to the selected door.
View last person opening the door	Command area	D28_Last_door_user		Select to view picture of last person who used a card to release the door

		D29_Last_door_user_selected		Indicates that the picture in the Dynamic Status Window is the last person who used a card to release the door
		D30_Last_door_user_greyed		Indicates command not available
Interlock override	Command area	D31_Interlock_override		Overrides the interlock allowing two or more doors in an interlocked group to be open. Confirmation is required, and an alarm is generated in the MCCP.
		D32_Interlock_override_selected		Indicates command is selected, and once confirmed, this command becomes available and the open door command shows as selected
		D33_Interlock_override_greyed		Indicates command not available



9.2 DCMS Status Icons












Icon Description	Location	Icon Name	Icon	Description for Help
Door closed and locked	Status window	W20_Door_status_closed_locked		Indicates the true status of the door – closed and locked
Door open - only applies to slider doors	Status window	W21_Door_status_open		Indicates door is open or unlocked.










Door moving after door open command chosen - only applies to slider doors	Status window	W22_Door_opening and W23_Yellow_arrow		Indicates that the door is in the process of opening. The yellow arrow flashes, indicating movement. When the movement completes, and the door is open, open door status is displayed.
Door moving after door close command chosen – only applies to slider doors	Status window	W22_Door_opening and W24_Green_arrow		Indicates the door is in the process of closing. The green arrow flashes indicating movement. When the movement completes, and the door is closed and locked, locked door status is displayed.
Door partial open – only applies to slider cell doors	Status window	W25_Door_status_partial_open		Indicates that door is partially open and that movement is complete.
Door moving after door open partial command chosen – only applies to slider cell doors	Status window	W26_Door_partial_opening and W23_yellow_arrow		Indicates that the door is in the process of opening. The yellow arrow flashes, indicating movement. When the movement completes, and the door is open, open partial door status is displayed.
Door unlocked	Status window	W27_Door_status_unlocked		Indicates that the door has had an unlock command sent to it, and it is not yet closed and locked (ie full cycle has not completed)
Door inmate enabled	Status window	W28_Door_inmate_enabled		Indicates that the door is inmate enabled.
Door or barrier with stop command issued – only applies to	Status window	W29_Door_status_stop		Indicates that a stop command is the most recent command sent to this door, and that the door is open or partially open.

slider doors				
Emergency release	Status window	W30_Door_status_emergency_release		Indicates that the door has been opened or unlocked using the emergency release function.
Locked-down – whether global lockdown or selected lockdown	Status window	W31_Selected_lockout		Indicates the current status of the door is locked out – whether by a selected lockout or a global lockdown
Door alarm	Status window	W32_Door_alarm_0 W32_Door_alarm_1 W32_Door_alarm_2 W32_Door_alarm_3		When an alarm is first initiated, and the cell is selected, the detailed status window shows the doors cycling through the icons to emulate the animation of the alarm. When the audible alarm is acknowledged, only the door with the alarm bell is displayed.
Window alarm		W33_Window_alarm_0 W33_Window_alarm_1 W33_Window_alarm_2 W33_Window_alarm_3		Indicates alarm for a window.
Door fault		W34_door_status_fault		Indicates alarm is a fault alarm.
Door maintenance		W35_door_status_maintenance		Indicates door taken out of service by maintenance

9.3 Map Icons

Icon Description	Location	Icon Name	Icon	Description for Help
Door locked	Map view	M20_cell_secure		Indicates the cell door is locked and secure.
Door open or unlocked	Map view	M21_cell_unsecure		Indicate that the door is not secure, and either open or unlocked. It is

				not closed and locked.
Door is being opened	Map view	M22_cell_ope ning		Indicates that the door is opening, and the yellow symbol flashes.
Door locked out or locked down	Map view	M23_cell_lock ed_out		Indicates that the cell door is locked out or locked down. The unlock command cannot be used when the door is in this state.
Door closed and locked with inmate enable	Map view	M24_cell_lock ed_inmate_en abled		Indicates that the door has the ability to be inmate enabled, but is not enabled
Door opened by inmate	Map view	M25_inmate_ enabled		Indicates that inmate enable is enabled, the door is locked and that the inmater has the ability to unlock the door.
Door open or unlocked with inmate enable	Map view	M26_cell_uns ecure_inmate_ enabled		Indicates that an inmate enabled door has been unlocked or opened.
Door emergency release	Map view	M27_emerge ncy_release		Indicates that the door has been opened using the Emergency Release procedure. It cannot be closed or locked.
Door alarm acknowledged	Map view	M28_cell_alar m		Indicates that an alarm has been generated, and acknowledged at that location. Acknowledgement of the alarm turns off the audible alarm. The alarm indicator remains until the alarm is cleared.
Fault	Map view	M29_Fault		Indicates that a fault has been generated. When the alarm is acknowledged, the cell status colour changes to magenta to indicate the existence of the fault. These faults are cleared by maintenance.
Maintenance	Map view	M30_mainten ance		Indicates that a fault has been registered, and the object is taken out of service by maintenance until functionality can be restored.
Non-cell door, under DCS, secure	Map view	M31_secure		Indicates a non-cell door that is under door control is closed, locked and secure.
Non-cell door, moving	Map view	M32_door_op ening		Indicates a door that is moving.

Unsecure door	Map view	M33_door_unsecure		Indicates a door that is not secure
Interlock opening	Map view	M34_Interlock_opening		Indicates an interlocked door that is moving.
Interlocked door secure	Map view	M35_interlocked_secure		Indicates that an interlocked door is closed and locked.
Interlocked door open as part of emergency evacuation	Map view	M36_Interlock_emergency_open		Indicates an interlocked door open as part of emergency evacuation
Interlocked door unsecure	Map view	M37_interlock_unsecure		Indicates that an interlocked door is unlocked or not closed and is in an unsecure state.
Door open as part of emergency evacuation	Map view	M38_Door_emergency_open		Indicates a door open as part of emergency evacuation
Door or window alarm	Map view	M39_Door_window_alarm		Indicates an alarm has been generated from a door or a window
Door or window fault alarm	Map view	M40_Door_window_fault		Indicates a fault alarm has been generated by a door or window
Door taken out of service by maintenance	Map view	M41_door_maintenance		Indicates a door taken out of service by maintenance