

## DMS8000 MP3.15

### Graphical Map Configuration

For:

- MM8000 Management Station
- MT8001 Management Terminal

With WW8000 Composer®

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# About this document

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## Purpose

This manual is a guide to the configuration of graphical maps for MM8000 management stations and MT8001 management terminals.

This guide is to be used in conjunction with the product-specific Danger Management System (DMS) Installation, Configuration, and Commissioning guide (MM8000 / MT8001), and the DMS Connectivity Guide when configuring a DMS.

→ **See also...** Graphical Map Configuration Quick Reference (edms #008906).

## Scope

This document applies to the following Siemens FSP products:

- MM8000 Management Station
- MT8001 Management Terminal

*(With WW8000 Composer)*

## Target group

This document is specifically for those individuals responsible for the commissioning of the Danger Management Systems, such as technical project managers, engineers, and commissioning personnel.

Individuals performing the operations described herein are expected to have prior expertise and training in the field of security, at least a moderate level of familiarity with the Siemens Building Technologies product line, and experience with the installation, configuration, and commissioning of security management systems.

## Training

Siemens Fire Safety & Security Products offers a comprehensive training program. You can find information about courses in the Siemens Intranet at the following address: <http://intranet.sbt.siemens.com/fsp>. Choose 'Product training' in the 'Go direct' drop-down on the right hand side of the screen.

## Reference documents

The most recently released technical documentation for customers can be found in the Electronic Documentation Management System (EDMS) in the Siemens Intranet at the following address: <http://intranet.sbt.siemens.com/fsp>

1. Choose 'Documentation (EDMS)' in the 'Go direct' drop-down menu near the top of the screen.
2. Select 'All documents' from the menu at the upper left of the screen to go to the EDMS interface (Electronic Documentation Management System).
3. Enter the EDMS number (for example, enter 004968 for the product datasheet) in the 'Document no.' field, and click 'Search'.

**Note:** To see all documents for a product family, use the search tool and enter the product number (for example, MM8000 / MT8001) in the 'Short Name' field.

Product	Document Name	EDMS #	Date	Last update
<b>Sales documents</b>				
<b>MM8000</b>				
MM8000	Product Datasheet	006882	09.2005	<b>MP3.15</b>
MM8000	System Description	006883	09.2005	<b>MP3.15</b>
MM8000	Sales Presentation	006961	09.2005	<b>MP3.15</b>
MM8000	Sales Guide	007086	09.2005	<b>MP3.15</b>
MM8000	Tender Specifications	006884	09.2005	<b>MP3.15</b>
MM8000	Offer Template	007087	09.2005	<b>MP3.15</b>

<b>MT8001<sup>1</sup></b>				
MT8001	Product Datasheet	006952	09.2005	<b>MP3.15</b>
MT8001	System Description	008605	09.2005	<b>MP3.15</b>
MT8001	Sales Presentation	007346	03.2003	MP1.01
MT8001	Sales Guide	007286	09.2005	<b>MP3.15</b>
MT8001	Tender Specifications	007788	09.2005	<b>MP3.15</b>
MT8001	Demo Material	008078	09.2005	<b>MP3.15</b>

<b>DMS8000 and Composer</b>				
WW8000	Composer Datasheet	003331	09.2005	<b>MP3.15</b>
DMS8000	Application Planning	008084	09.2005	<b>MP3.15</b>

<b>Technical documents</b>				
<b>MM8000</b>				
MM8000	Release Notes MP2.10	007090	04.2003	MP2.10
MM8000	Release Notes MP2.20	007145	07.2003	MP2.20
MM8000	Release Notes MP2.30	007791	10.2003	MP2.30
MM8000	Release Notes MP2.31	008091	02.2004	MP2.31
MM8000	Release Notes MP3.10	008601	12.2004	MP3.10
MM8000	Release Notes MP3.12	008899	06.2005	MP3.12
MM8000	Release Notes MP3.15	008901	09.2005	<b>MP3.15</b>
MM8000	Operation	006798	09.2005	<b>MP3.15</b>
MM8000	Operation Quick Reference	008082	09.2005	<b>MP3.15</b>
MM8000	Installation, Configuration and Commissioning	006799	09.2005	<b>MP3.15</b>
MM8000	Configuration Quick Reference	008598	09.2005	<b>MP3.15</b>
MM8000	Localisation - Engineering guide	007769	09.2005	<b>MP3.15</b>

<b>MT8001</b>				
MT8001	Release Notes for MP1.00	006914	03.2003	MP1.00
MT8001	Release Notes for MP1.10	007789	10.2003	MP1.10
MT8001	Release Notes for MP1.20	008094	02.2004	MP1.20
MT8001	Release Notes for MP3.15	008604	09.2005	<b>MP3.15</b>
MT8001	Operation	006611	09.2005	<b>MP3.15</b>
MT8001	Operation Quick Reference	008088	09.2005	<b>MP3.15</b>
MT8001	Installation, Configuration and Commissioning	006647	09.2005	<b>MP3.15</b>
MT8001	Localisation - Engineering guide	008083	09.2005	<b>MP3.15</b>
MT8001	History Analysis Installation	006962	03.2003	MP1.00

<sup>1</sup> Full documentation set available when product ships in late 2005.

<b>DMS8000 and Composer</b>				
WW8000	Composer Technical Manual	003183	09.2005	<b>MP3.15</b>
WW8000	Composer Config. Quick Ref.	008081	09.2005	<b>MP3.15</b>
DMS8000	Connectivity Configuration Guide	007083	09.2005	<b>MP3.15</b>
DMS8000	Graphical Map Quick Reference	008906	09.2005	<b>MP3.15</b>
DMS8000	Migration from DMS7000	009088	09.2005	<b>MP3.15</b>

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- Disregard of safety instructions in the documentation or on the product;
- Poor maintenance or a lack of maintenance.

#### **Modification index**

<b>Current version</b>	<b>Date</b>	<b>Notes</b>
008904_a_en	09.2005	First DMS8000 Graphical Map Configuration edition

# Definitions of terms

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<b>Data Point</b>	The software representation of any item whose state can be changed. Changes of state can occur on subsystems, groups of subsystems, sections, zones, and detectors.
<b>Depth</b>	In MM8000 / MT8001 maps, a depth is a combination of layers at a zoom factor dynamically defined at runtime. Depths are used to create an additional navigation steps (diving) through the different levels of objects on a map (e.g.: area/section/zone/element levels).
<b>DMS</b>	<p>Danger Management System. The term DMS is commonly referenced in two contexts.</p> <p>The first, 'DMS8000', refers to the Siemens family of Danger Management System products, which includes the MM8000, MK8000, MT8001 management stations and terminals, as well as the connectivity and configuration solutions, CDI-Net, NK8000 (formerly CDI-WAN) and Composer. DMS8000 refers to the complete system, including subsystems, networks and management stations / terminals.</p> <p>The second, 'DMS', refers to the management stations / terminals in the DMS8000 family. Those are the MK8000, MM8000 and MT8001. When using this manual, reference is made to the 'DMS'. This means the specific product that you are currently configuring.</p>
<b>Event</b>	A security situation that the operator either needs to be aware of, or needs to respond to. Typical event categories are: Severe alarm, Alarm, Fault, Exclusion, Non-default, Anomaly, and Advisory.
<b>Event treatment</b>	The action taken in response to an event such as calling the police, turning off a detector, or filing a report.
<b>Layer</b>	A layer is part of a graphic map. Actually, a map is made up of multiple layers that are shown together like multiple overlapped transparencies. There can be Background and Foreground layers: background layers typically include Cad drawing and other objects representing the protected buildings, whereas database objects are contained in the foreground layers.
<b>Map</b>	MM8000 / MT8001 can handle large graphic maps, representing an entire building floor with as many dynamic points as required. Maps can be navigated with zooming and panning controls. Maps are organised in multiple layers, which can be Background and Foreground layers. At least one background and one foreground layer are present in any map.
<b>Map view</b>	A way of viewing data in the plant browser (the other options are point detail view, and live video view). With map view, you see data about detectors, areas, sections, etc. in a geographical layout. You can navigate through the map as an alternative to the hierarchical tree.
<b>Operator</b>	The person responsible for treating events using the MM8000 / MT8001. The operator is usually either a member of the security force, or the fire brigade.
<b>Page</b>	An MM8000 / MT8001 page is a view, at a selectable zooming factor, of a map's depth.
<b>Plant</b>	The physical location being protected by the security detectors and controlled with the MM8000 / MT8001. Synonyms are: facility, site, building, area, etc.
<b>Plant browser</b>	Each detector and security device in the plant can be monitored and controlled through the plant browser. The plant browser can be launched through the browsers option on the menu (located on the summary bar).



# 1 Introduction

MM8000 / MT8001 can handle large maps representing entire building floors with as many dynamic points as required. MM8000 users navigate maps with zooming and panning controls. You can organise maps in multiple layers, which can be background or foreground layers. At least one background and one foreground layer are present in any map.



**Note:** Zooming feature not available for MT8001 users.

Map layers contain graphical objects, which own a number of properties. Objects are placed on layers from the tool-bar (static items - typically for the background) and from the Composer tree (MM8000 / MT8001 points for the foreground).

Background layers are used to include AutoCAD, image files, and any other object representing the building structure. Foreground layers contain the MM8000 / MT8001 points, represented as icons that show the dynamic states of the real-time database.

You can define and combine multiple layers in different ways to create all the required views. Particularly, you can use multiple foreground layers in combination with background layers to allow for multiple-depth views. For example, the same background layer can be coupled to foreground layers for areas, sections, zones, and elements, each couple being a different depth. This allows the MM8000 operator to “dive” up and down the different depths with a single mouse click.

**Note:** This “diving” up and down capability is not available for MT8001 users.

A depth is a combination of background and foreground layers. One foreground layer can belong only to one depth; so the points deposited on that layer will be associated with one depth only.

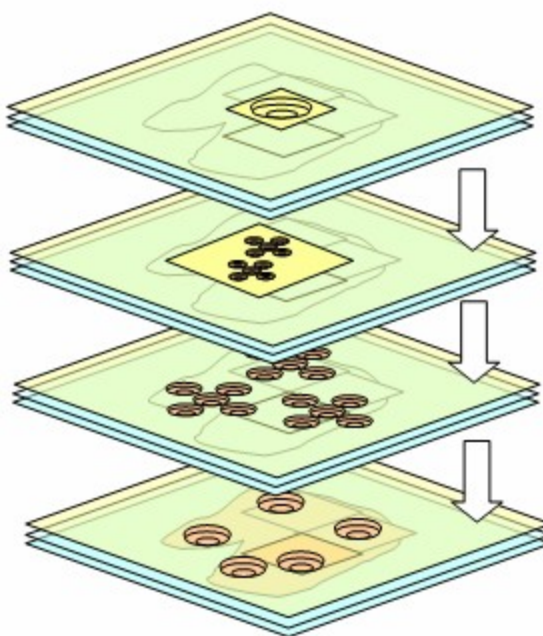


Fig. 1 Map organised in multiple depths with increasing level of functional details

You can associate individual points to one or more pages. An MM8000 / MT8001 page is a view, at a selectable zooming factor of a depth. The association between points and pages can be provided automatically by MM8000 / MT8001 tools and/or left to a manual setting.

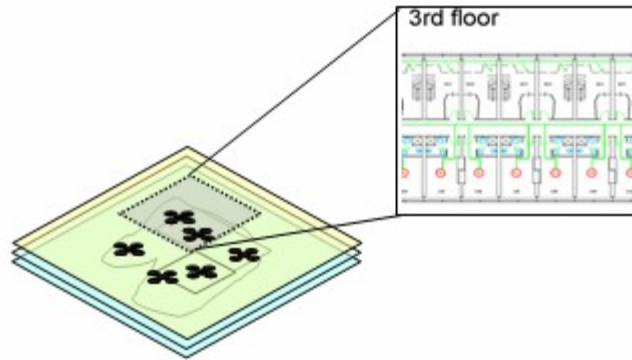


Fig. 2 A page is a partial view on a map's depth

## 2 Configuring graphical maps – using the MapMaker

### 2.1 General concepts

Before starting the graphic configuration for MM8000 / MT8001, you need to become familiar with the following general concepts:

- Large maps can be handled by MM8000 / MT8001, representing an entire building floor with dynamic points. MM8000 users can navigate maps with zooming and panning controls.
- Maps are organised in multiple layers, which can be one or more background and foreground layers. At least one background and one foreground layer are present in any map.
- Maps layers contain graphical objects, which own a number of properties. Objects are placed on layers from the tool-bar (static items) and from the Composer tree (dynamic items or MM8000 / MT8001 points).
- Background layers are used to include AutoCAD, image files, and any other static item representing the building structure. File types supported are:
  - DXF (AutoCAD format 2005 and earlier)
  - DWG (AutoCAD format 2005 and earlier)
  - WMF
  - EMF
  - PCX
  - BMP
  - JPEG
  - SHP
- Foreground layers are used to contain the MM8000 / MT8001 points, represented as icons that can show the dynamic states of the real time database.
- Multiple layers can be defined and combined in different combinations to create all the required views.
- Particularly, multiple foreground layers can be used in combination with background layers to allow for multiple-depth views. For example, the same background layer can be coupled to foreground layers for areas, sections, zones, and elements, each couple being a different depth. This allows the MM8000 operator to “dive” up and down the different depths with a single mouse click.
 

**Note:** Zooming feature not available for MT8001.
- A depth is a combination of background and foreground layers with graphical zoom. One foreground layer can belong only to one depth; therefore, the points deposited on that layer will be associated with only one depth.
- Individual points can be associated to one or more pages. This allows showing the appropriate graphics at runtime. An MM8000 / MT8001 page is a view - at a selectable zooming factor - of a depth.
 

**Note:** The association between points and pages can be provided automatically by MM8000 / MT8001 tools (see following) and/or left to a manual setting.
- Cameras can be associated to points in order to get the video images at runtime when the point or an event of that point is selected. The association can be based on a graphic technique: the area covered by the camera view is depicted using a polygon drawing and the points within that area are automatically associated.
- **MM8000 only:** You can create maps for graphical navigation. This can be done for physical, logical, and geographical tree structures.
  - See MM8000 Installation, Configuration & Commissioning Guide.

## 2.2 DMS8000 maps – general procedure

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In the Composer project, Maps are located in ‘Supervisor System Settings → MM8000 / MT8001 System → Logical Configuration → Graphic Maps’.

**Note:** Add folders and sub-folders to organise a large number of maps.

When editing a map, a graphic editor containing all the required tools is launched.

→ For details on using the graphical editor, see section 2.3.11 on page 32.

You configure maps following the general procedure below:

→ For details on how to perform each step, refer to the page number.

1. Create a new map.....p. 14
2. Follow the wizard during the first edit session to define the map size.....p. 14
3. Configure a background layer by importing CAD, image files, or drawings of your own.....p. 15
4. Define the foreground layer(s).....p. 16
5. Define the first depth, combining background and foreground layers. ....p. 18
6. Configure the foreground by doing the following: .....p. 20
  - Drag and drop the points from the Composer tree into the appropriate graphical maps.
  - Drag and drop sequence command points from the Composer tree into the appropriate graphic maps.
7. If video applications are used, define the camera view areas. ....p. 23
8. Save the map, and then edit it, if desired. ....p. 26

The points deposited in the maps will automatically be associated to the map to be ready for the graphical view that is used in the event treatment procedures, and in the plant browser navigation. You can check this association in the extension tabs of each individual point.

**Note:** In order to check the associated map, you must close the MapMaker. This will cause the points to be associated to the page or map, and this may take a while.

→ For details on automatic association of maps to points, see page 13.
9. Manually define pages in the graphic tool, if required. ....p. 27
  - Associate the manual pages to individual points. ....p. 28
10. Save the map and proceed with other maps or other configurations.



**Note:** To configure a default graphic or text page to display during runtime for all points that have no map associated with them, see page 30.

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### Automatic association of maps to the points:

A point on a map is automatically associated to that graphical map. In other words, it is associated to the page created with the map's depth that contains the point. You can verify this association by selecting the point in the tree and then displaying the tabs named "Event Treatment Pages" and "Plant Browser Pages".

**Note:** automatic association can be globally disabled in 'Supervisor System Settings → MM8000 / MT8001 System → Logical Configuration → Point Page Extension'.

If a point is deposited in more than one map, then it will be associated with all of them, in sequence (you can however modify the map order, see section 2.3.8.1, p. 29, "D" and "E").

**Note:** In order to check the associated map, you must close the MapMaker. This will cause the points to be associated to the page or map, and this may take a while.

A map is always displayed to operators as a page. That is, as a view of a specific depth (a combination of layers with graphical zoom). In case of automatic association to a point, the page is dynamically built up by MM8000 / MT8001 (possibly enlarging the depth's zooming factor) to include in the page all the points in the same tree-level (sibling points).

For example:

- Map#1 is configured with one background ("BG") and three foreground layers ("FG1-Areas", "FG2-Sections", "FG3-Zones").
  - "FG3-Zones" contains 15 points of a CC11 unit, namely 15 zones (Z1, Z2, ... , Z15) of the same parent section S5.
  - "BG" and "FG3-Zone" are associated in a depth named "D3-Zones".
  - "D3-Zones" has been set to show Z1 on Map#1 with a zooming factor 500.
- When MM8000 / MT8001 shows the page for Z1 in a treatment procedure step or in the plant browser, it actually displays Map#1 as "D3-Zones" with zooming factor 650 (that is, a bit enlarged) so as to include Z1 as well as Z2 to Z15 in the view.
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## 2.3 Guide to map configuration


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This section contains details on how to perform each step when configuring a map.

→ For details on the tools available in MapMaker's graphical editor, see section 2.3.11, p. 32.

### 2.3.1 Creating a new map

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1. Select 'Supervisor System Settings → MM8000 / MT8001 System → Logical Configuration → Graphic Maps'.
2. Select the new map icon .
3. Select the new map node in the tree.
4. Select the Node tab and then 'Edit Map'.  
*The new-map wizard starts.*

#### New map wizard

1. Select map type, which can be:
  - Pixel-based: this is the simplest solution, map dimensions are given in screen units.
  - Metric-based with given units and dimensions: select this option if you want to define a scale in metric units. Here you are prompted to specify the X/Y size in pixels (m or Km) and the correspondent precision (here, for best performances, we recommend to leave the default values). Note that a CAD file background can be imported later using the import tools.
  - Metric-based related CAD units: this option allows for defining a scale related to the units of an AutoCad file. In this case, you can import a DWG/DXF CAD file (DWG and DXF) and then define the scale ratio.

**Note:** If you have a reference of the scale units used in the map, select the Metric option. Otherwise, opt for the simpler Pixel-based map. Note that you will also be able to modify the resolution units later (menu command Map → Resolution).
2. Press 'Next' and define the Map size in pixel or metric units.

**Note:** Use the default if you are unsure. You will be able to modify the size later if necessary (menu command Map → Dimensions).
3. Finish the creation Wizard and enter the graphic configuration environment.

**Note:** By default, the background is white. If you wish a coloured background, you can customise it using the menu command Map → Background colour.

## 2.3.2 Configuring a background layer

### 2.3.2.1 Using import tools

A background layer is typically prepared by importing an external file such as:

- AutoCAD files (DWG, DXF, SHP).
- Windows Metafiles (WMF, EMF).
- Bitmap files (BMP, JPG, PCX).

Simply select the appropriate icon from the toolbar.

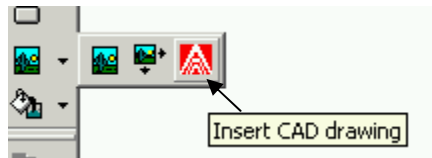


Fig. 3 Inserting a CAD file

An AutoCAD import wizard is provided for:

- Defining an area of the entire file to import.
- Adjusting the CAD positions and dimensions within the entire map.

**Note:** The map dimensions can also be adjusted later according to the CAD background (menu command Map → Dimensions → Bounding rectangle).

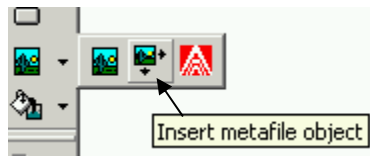


Fig. 4 Inserting a Windows metafile



Fig. 5 Inserting a Bitmap file

### 2.3.3 Defining foreground layers

#### Define one foreground layer

Before inserting MM8000 / MT8001 points in a map, you need to create at least one foreground layer and then define a depth for it. Note that:

- Layers can be de-activated if not yet ready to be seen by the operators.
- Layers can be hidden during configuration for easier handling of multi-layer maps.
- The Background checkbox of the foreground layers should be unchecked.
- Layers may have a discipline and category type associated for a supporting dynamic filter.
- Layers can have a visibility range – that is to be visible within give zoom factors. This works the same way as for individual objects - it can be used for letting an entire layer appear when an operator zooms in or zooms out.

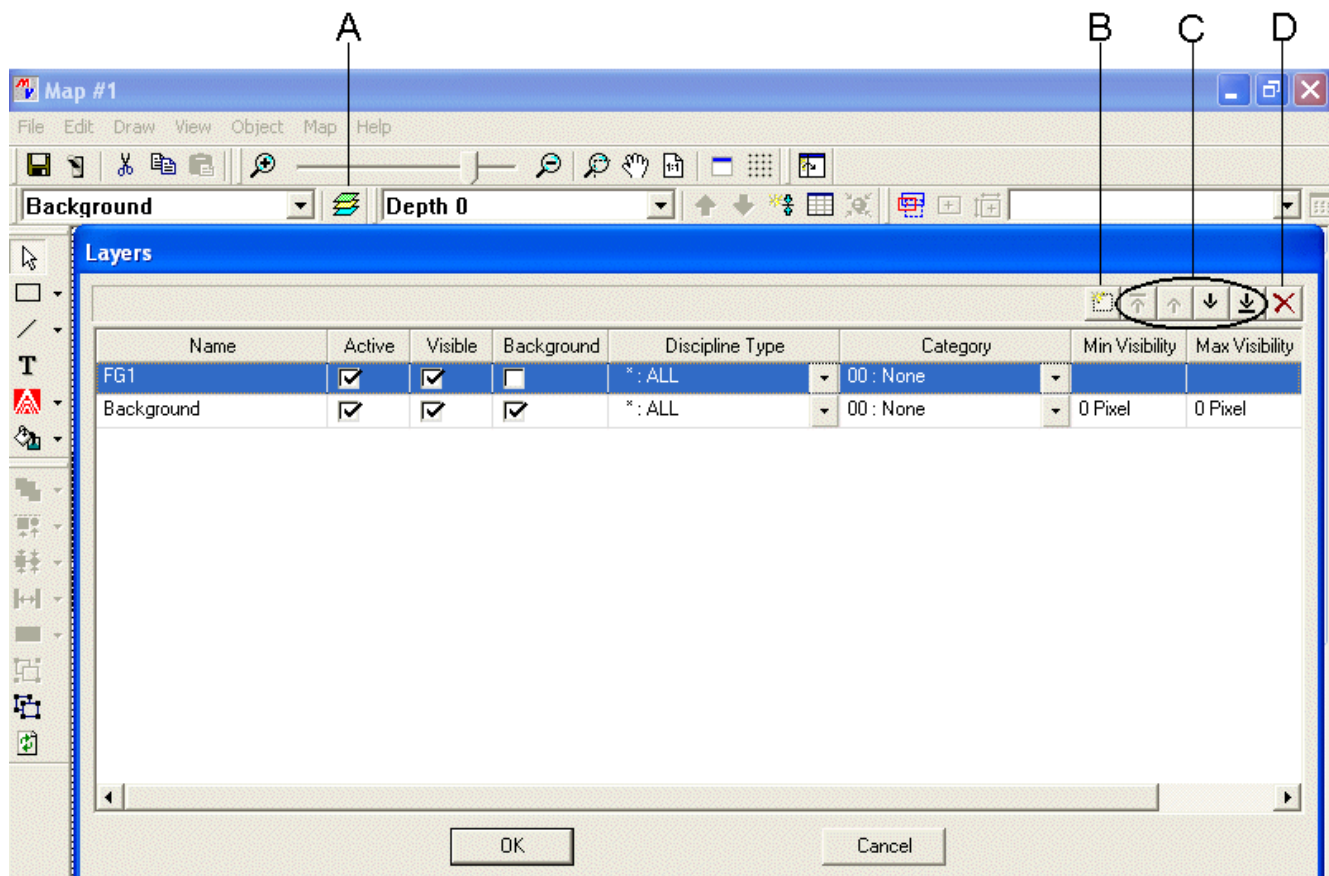




Fig. 6 Create a new layer

- A Open layer window, where you can add / delete layers
- B Create a new layer
- C Move layer up / down in the list
- D Delete layer

#### To create a foreground layer, do the following:

1. Select the Edit Layers icon  to open the Layers window (see Fig. 6)
2. Select the New layer icon  to add a layer.  
**Note:** Double-click on the name to rename.
3. Specify the parameters. (See the following parameter descriptions.)



**Layers parameters:**

- Active checkbox – Select to show a layer during runtime / de-select to hide a layer.
- Visible checkbox – Select to show a layer during configuration / de-select to hide a layer.
- Background checkbox – Select if a layer is a background layer.
- Discipline Type – Specify a discipline to assign to a layer to filter what can be seen when activity occurs.  
**Note:** Event list and plant browser.
- Category – Specify an event category to assign to a layer to filter what can be seen when event occurs.  
**Note:** Event list only.

### 2.3.4 Defining depths

Once you have the foreground layers, you can define the required depths, combining background and foreground layers at a given zooming factor.

**To create a new depth, do the following:**

1. Select a zoom factor - use the tools shown in the figure below.

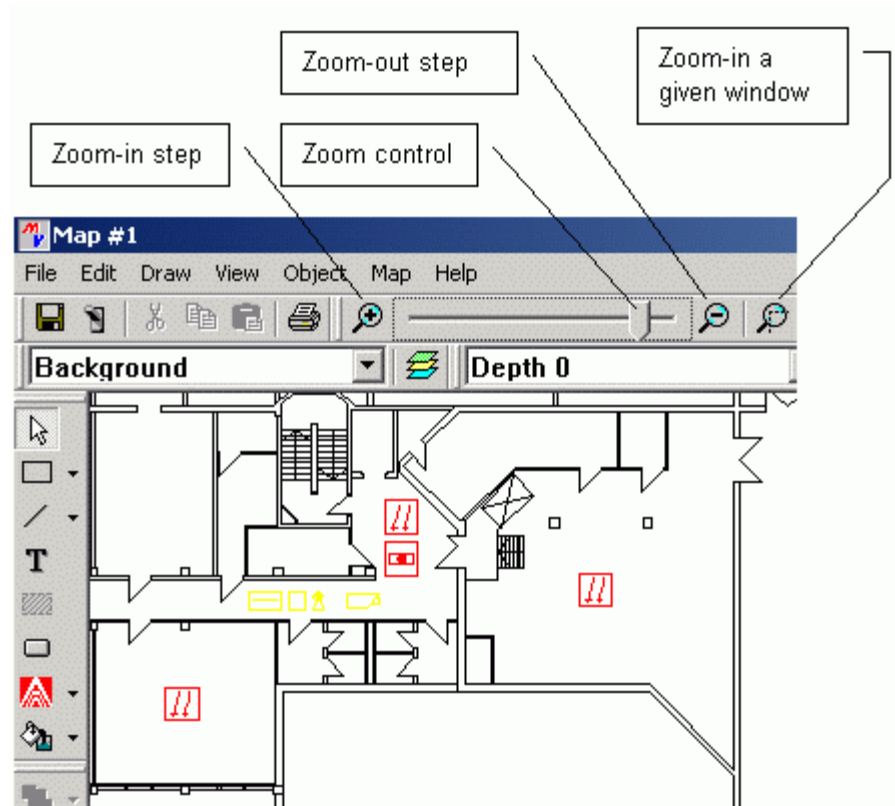



Fig. 7 Zoom tools

**Note:** the zoom tools are also available from the menu 'View → Zoom'. Instead, the 'View → Viewport' option allows defining the screen view using a numeric range (origin, extension or centre point, defined in pixel/metric units).

2. Select the New Depth icon  to create a new depth.
 

**Note:** You have one button to create a new depth, and another to open the depth window where you can also add (as well as delete) a depth (see Fig. 8). Try to use the first command because it allows you to automatically set the zoom factor. The second command requires you to define the zoom factor as a numeric range (in pixel or metric unit).
3. Deselect any background layers you don't want associated to the depth.
4. Select the associated foreground layers.
 

**Note:** A depth combines one or more foreground and one or more background layers. A depth is the graphic shown on the screen. Multiple depths allow the user to quickly change views. (Dive down/up.) **A foreground layer can be associated to only one depth.**



**Note:** During runtime, MT8001 can display only one depth.

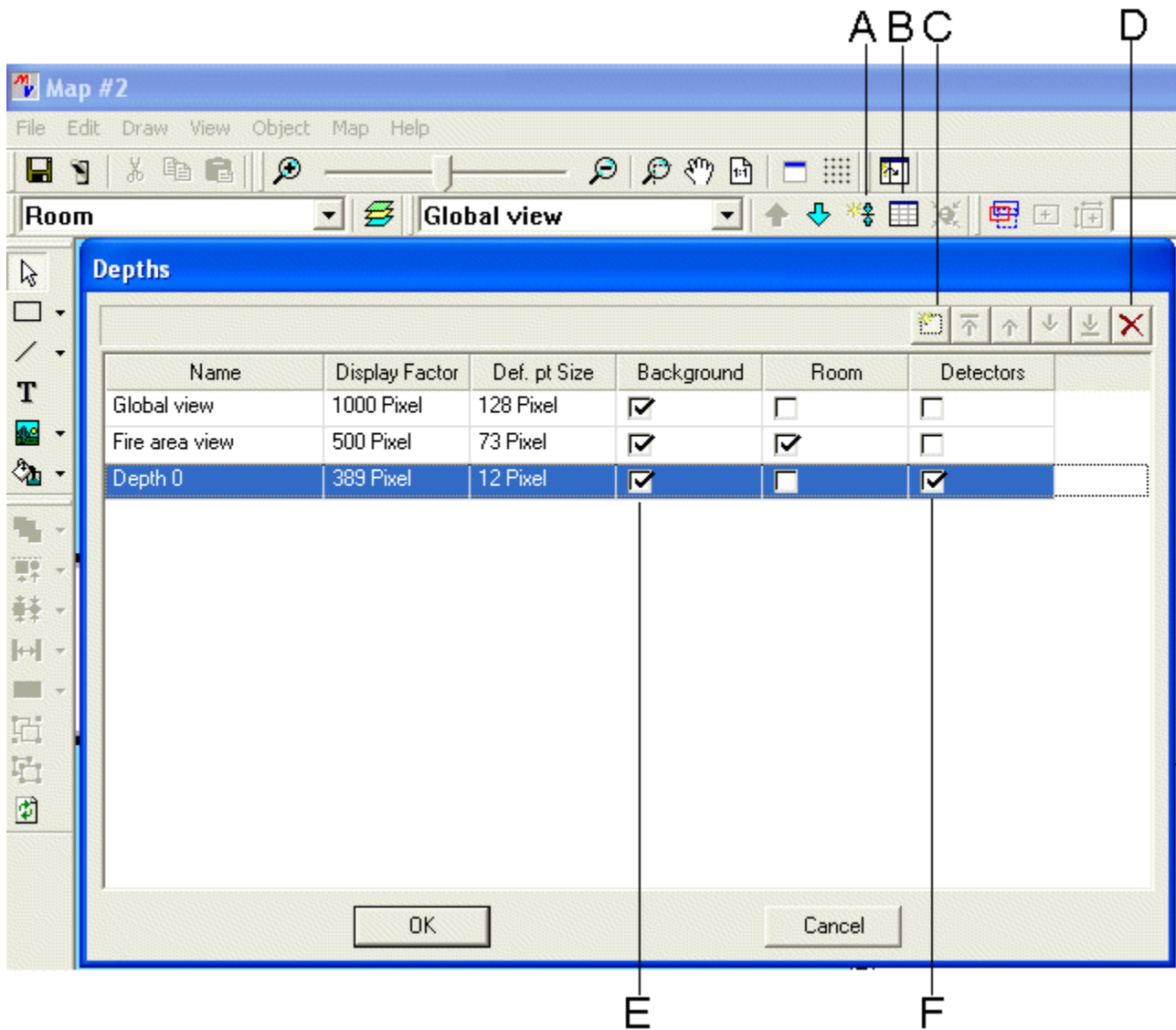



Fig. 8 Creating a new depth

- A Open depth window to create new depth, set with current zoom factor
- B Open depth window, where you can add / delete depths
- C Create new depth
- D Delete depth
- E Associate background layer with one or more depths; associate foreground layer to one depth only
- F Check the foreground layer associated to the depth

### 2.3.5 Configuring the foreground

Once you have defined your foreground layers and depths, you need to configure the foreground layers by dragging the points from Composer tree into the appropriate graphical maps. The MapMaker graphic tool provides a command for a quick arrangement of the screen for optimal operations with MM8000 /MT8001 points.

**To configure a foreground layer, do the following:**

1. Select a depth from the right drop-down arrow (located near top of screen).
2. Select the associated foreground layer from the left drop-down arrow.
3. Select the adjust dimension icon  to display the Composer tree on left and map on right (arrange screen windows).

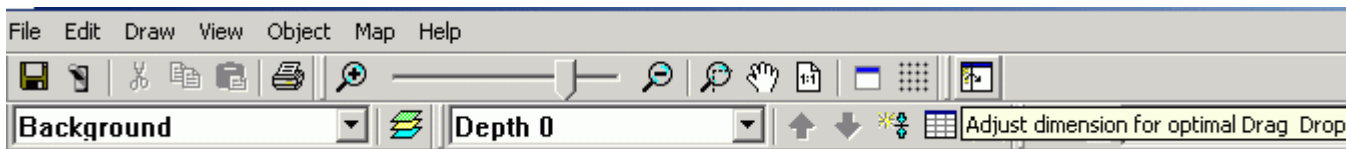



Fig. 9 Arrange screen windows

4. Drag points from the tree, one at a time, and drop onto the correct position on the map. (See Fig. 10.)

**Note:** To resize an initial object on the map, select the object, drag the edges to the size you want, then select 'Set default object size' icon . (Another way to do this is to right-click the object you just resized and select "Set as Default Size".) You can also set the best default size for subsequent objects of different types.

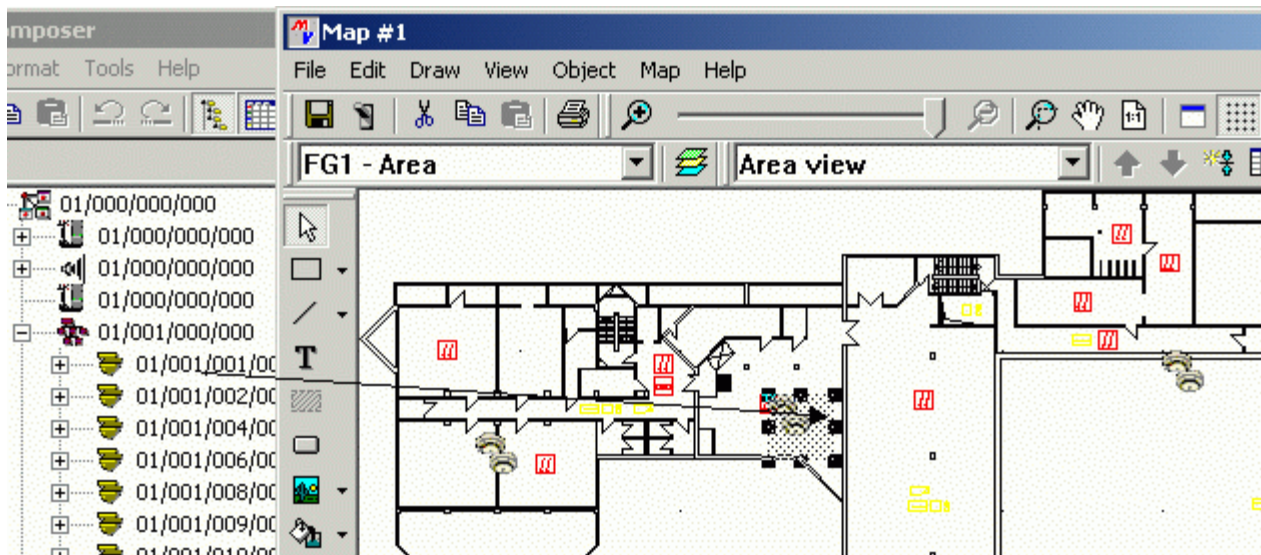


Fig. 10 Drag and drop, set default object size

**Note:** You can also set Composer to show the technical texts with or instead of the customer texts. Just start the menu command Format → Tree → Properties, and check or uncheck the corresponding options (see Fig. 11).

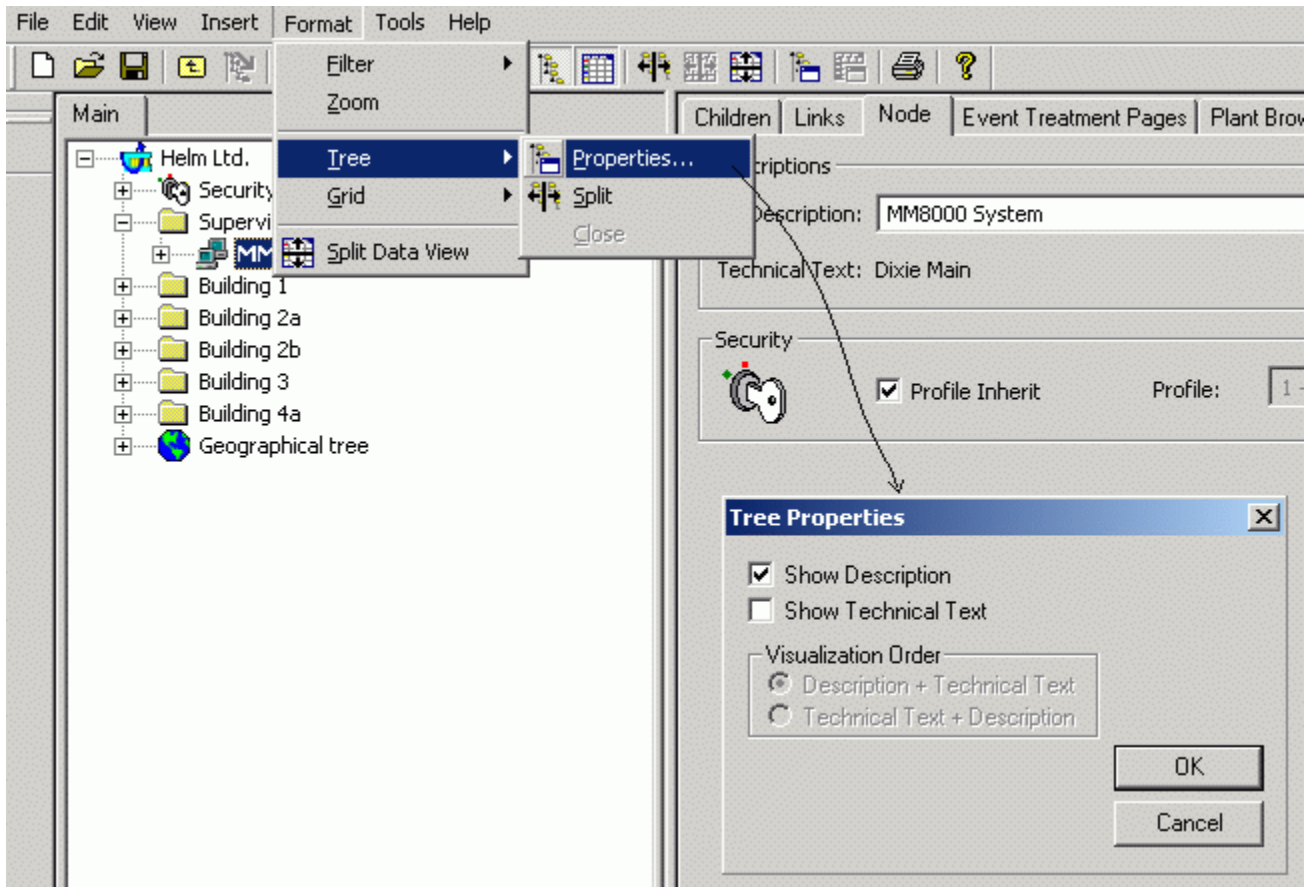


Fig. 11 Tree properties

#### View options: snap grid and image placeholders

If you wish to align the objects on a grid, set the option in View → Options. There you can also enable the image placeholder option, mostly used to speed up operations in case of slow graphic display.

#### Large maps: aerial view and object locator

Large and populated maps can require special tools to localise objects. Use the View → Aerial View option to show a general navigation window on top of the detailed map (see Fig. 12).

Also, the object locator command (View → Object Locator) can list the foreground point objects currently configured and then move the screen view on any of them by simply clicking the correspondent list item.

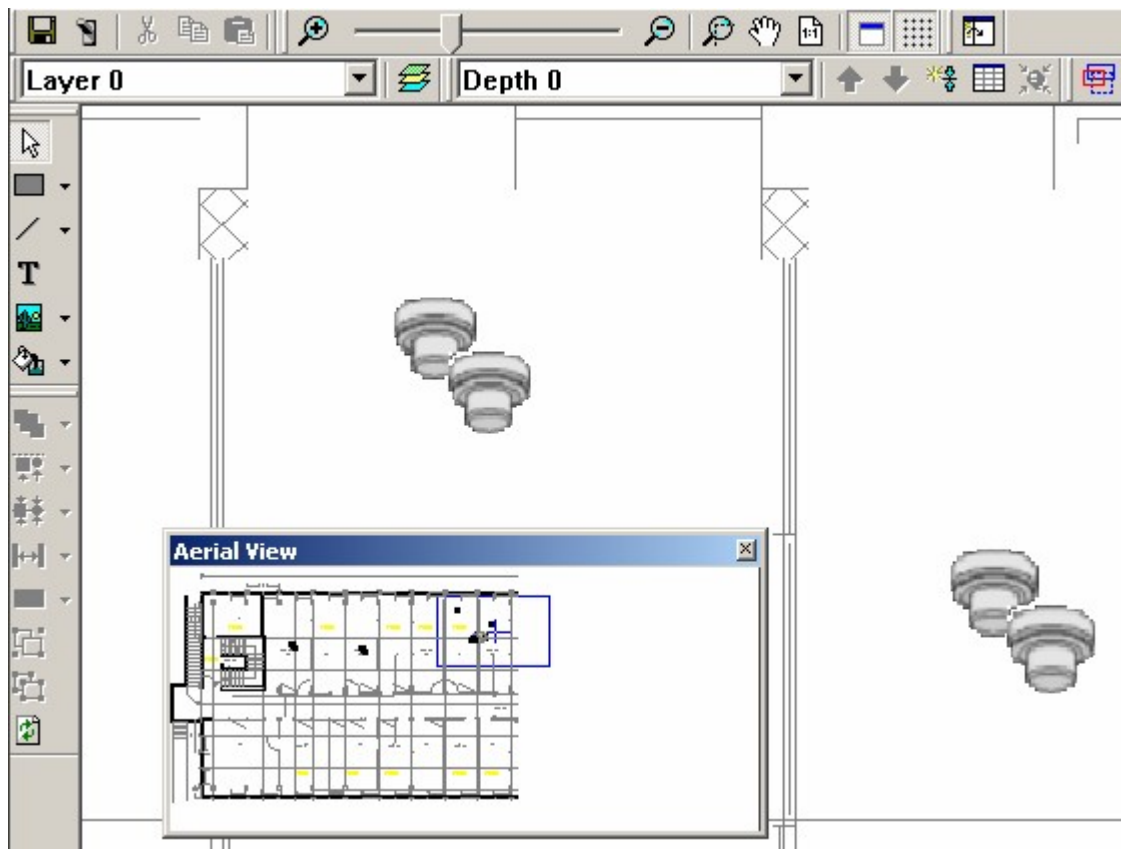


Fig. 12 Aerial view

## 2.3.6 Defining camera views

The graphic tool provides commands to define the area covered by a camera view. At runtime, this allows for the association of the points located within that area to the camera images.

**To define a camera view, do the following:**

**Note:** Before proceeding, ensure that you have already configured the map background and foreground, including camera points.

1. Right-click a camera.
2. Select 'Show coverage area' in the menu that appears.  
*A polygon appears, defining a coloured area.*

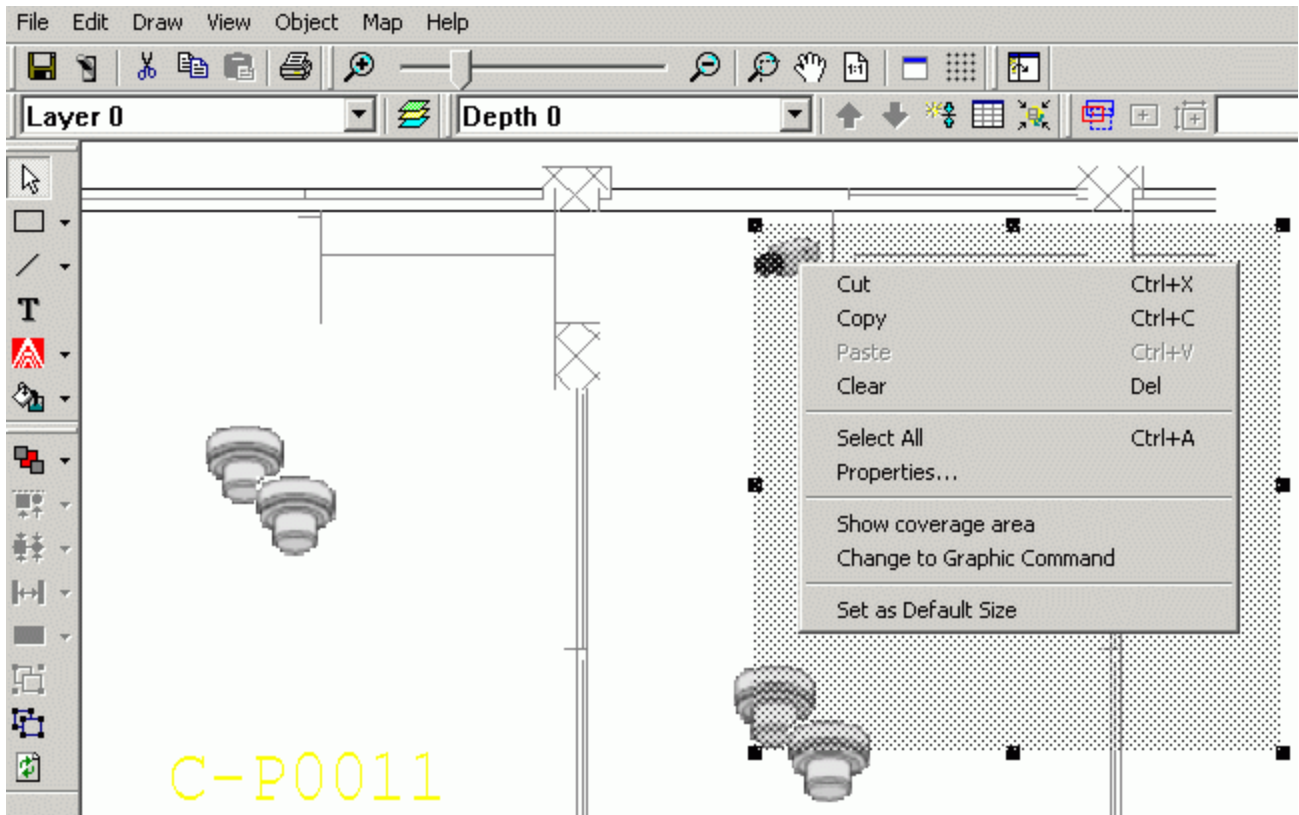


Fig. 13 Camera view: right-click menu on camera points

3. Use the squared dots of the polygon to move and arrange the area. (See "A" in Fig. 14.)
4. Locate and shape the polygon to represent the actual camera view. (See "B" in Fig. 14.)

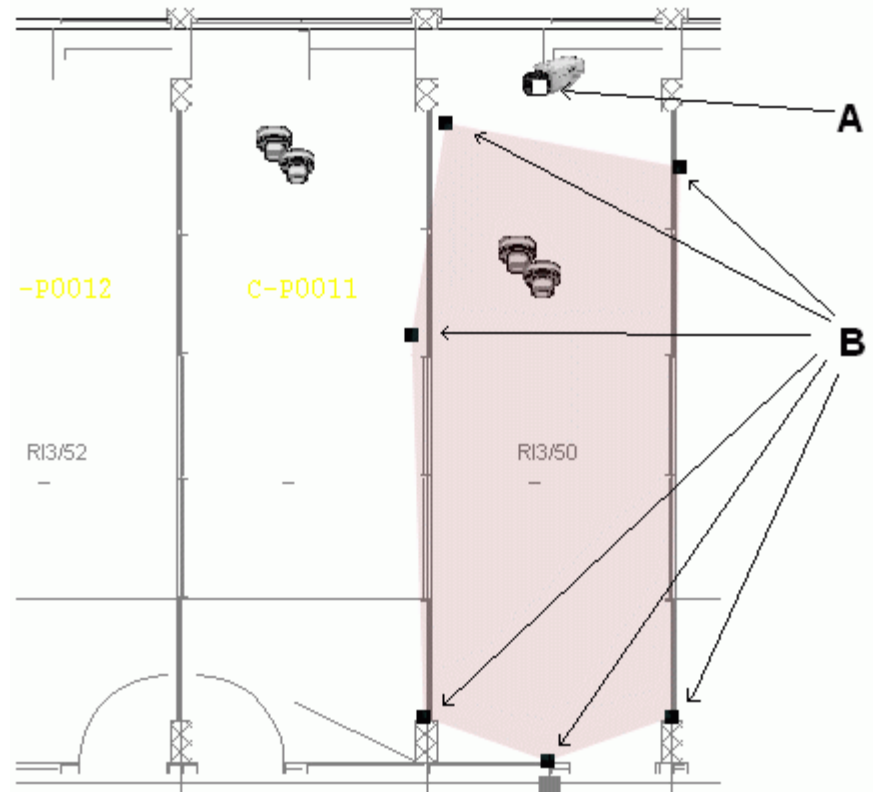


Fig. 14 Area controls

- A** Select the top squared dot to move and rotate the entire polygon
- B** Select one of the other squared dots to reshape the polygon

5. Right-click again on the camera point.
6. Select 'Set coverage area' in the menu that appears.  
*The point/camera assignment is recalculated.*
7. Right-click once more on the camera point.
8. Select 'Hide coverage area' in the menu that appears.  
**Note:** If you need to modify the area, show it again and click the coloured polygon.
9. Repeat steps 1-8 for all cameras.



### 2.3.6.1 Manually associating video cameras

Video cameras are automatically assigned to points according to the coverage area defined for the camera points allocated on the map. However, a manual assignment can replace or be added to the automatic association.

In the Camera Extensor tab (Fig. 15) you can see the camera associations and manually add one or more cameras.

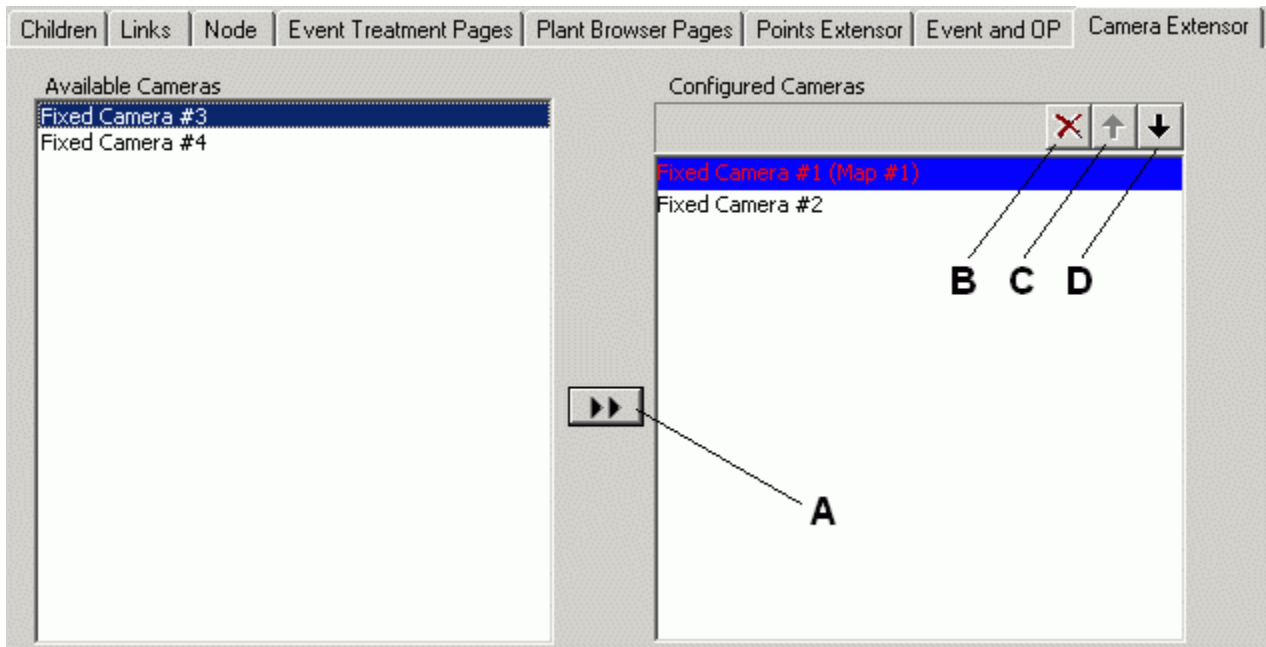


Fig. 15 Camera association

- A** Associate the selected camera on the left list (Available Cameras)
- B** De-assign manually a page (graphic assignment must be recreated in the maps)
- C** Move a page up in the assignment order (first camera shows in blue)
- D** Move a page down in the assignment order

### 2.3.7 Saving a map (and then re-opening it for editing)

At this point, save the map as illustrated in Fig. 16. You can also use the menu command File → Save, or the shortcut CTRL-S. To exit, select File → Exit.

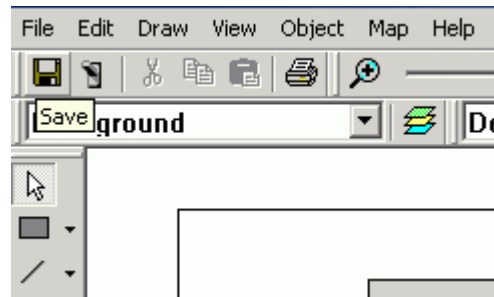


Fig. 16 Save the map

Then, if desired, continue editing, (click the 'Edit Map' button).

**Note:** If the map is very large and slow in displaying, you may want to disable the 'Map preview' checkbox located next to the 'Edit Map' button.



#### Points in maps will automatically be associated to a page

When you save a map, the points deposited on that map are automatically associated to it. In other words, it is associated to the page created with the map's depth that contains the point. You can verify this association by selecting the point on the tree and then showing the tabs named Event Treatment Pages and Plant Browser Pages.

**Note:** You also can disable (uncheck) the calculated page association. If a point is deposited in more than one map, then it will be associated with all of them, in sequence. You can also modify the map sequence order (automatic or manual pages).

→ For details on modifying sequence order see section 2.3.8.1, p. 29, "D" and "E".



The automatic association of maps to the points can be disabled in:

'Supervisor System Settings → MM8000 / MT8001 system → Logical Configuration → Point page extension'. Uncheck the Automatic Page Calculation checkbox.

## 2.3.8 Creating manual pages

In addition to the automatic association described in section 2.3.7, you can also create your own pages and then associate them manually to the individual points.

The buttons illustrated in the figure below provide the tools for creating and managing a list of pages.

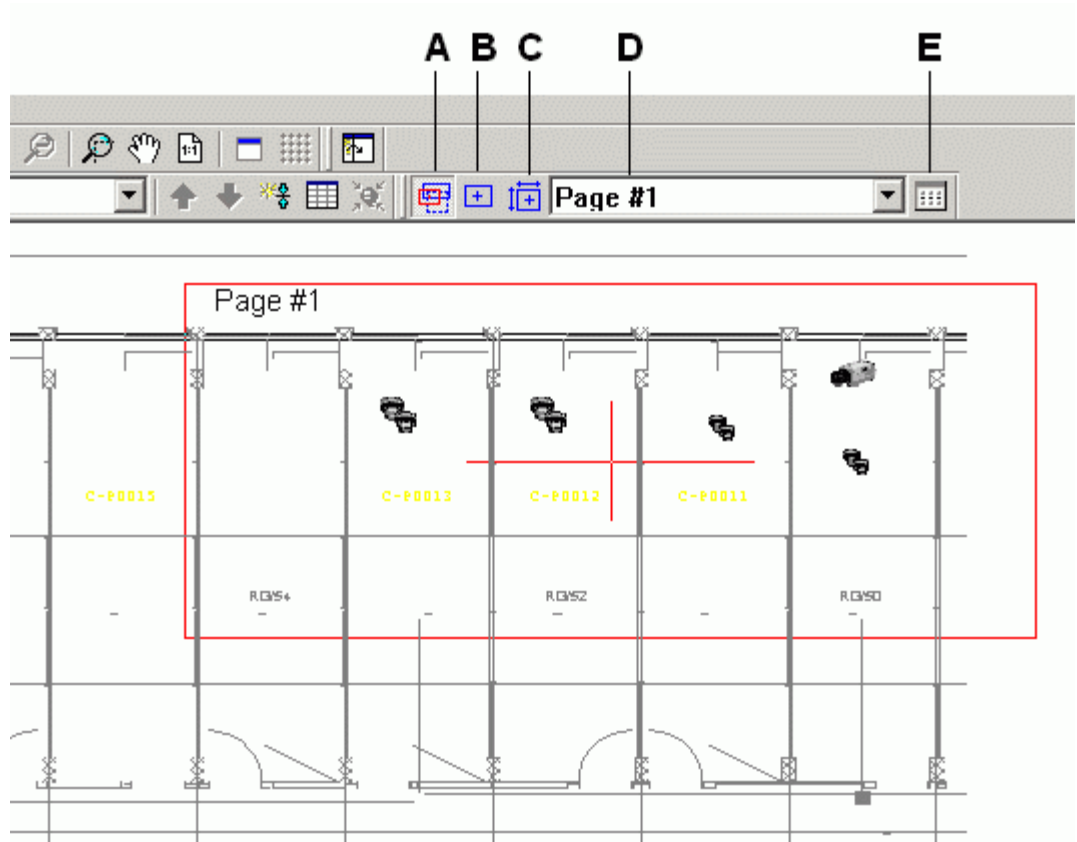


Fig. 17 Manually creating pages

- A Toggle to page mode
- B Create a new page with fixed proportions (MT8001 only)
- C Create a new page
- D Select a configured page
- E Open the list of configured pages

### To manually create pages, perform the following steps:

1. Open a map.
2. Click the Toggle page icon to open page mode. (See “A” in Fig. 17.)
3. Create the page.  
Select the Create icon, and then select an area on the page by dragging the rectangle. (See “B” in Fig. 17.)  
*The ‘Personalise Preset Page Name’ dialog box appears.*

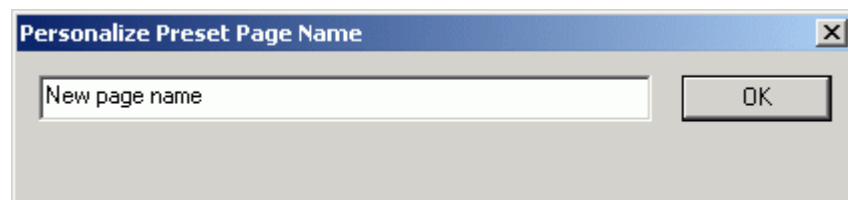


Fig. 18 Set new page name

4. Type in the page name and select ‘OK’.

**To edit or delete pages, do the following:**

- Click the Open list icon to display the list of configured pages. (See “D” in Fig. 17.)  
*The pages window appears.*

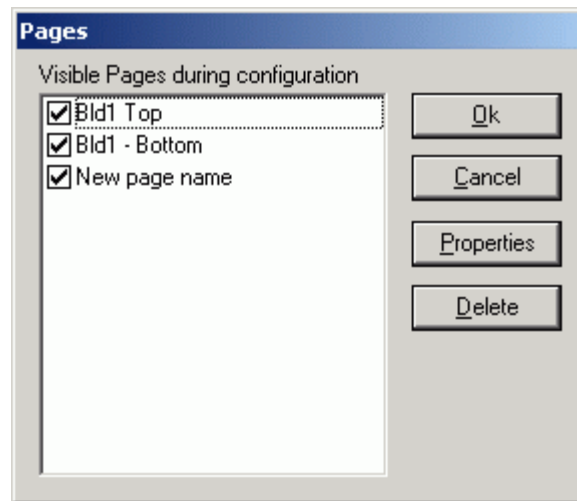


Fig. 19 Edit/delete pages

### 2.3.8.1 Associating a manual page to a data point

Once manual pages are defined, you should associate them to points. In the 'Event treatment Pages' and 'Plant browser Pages' tabs (Fig. 20) you can see the graphic map associations and manually add one or more associated page.

Map views (automatic pages) are assigned to points according to the point allocation on the maps themselves. However, a manual assignment can replace or be added to the automatic association (Fig. 21).

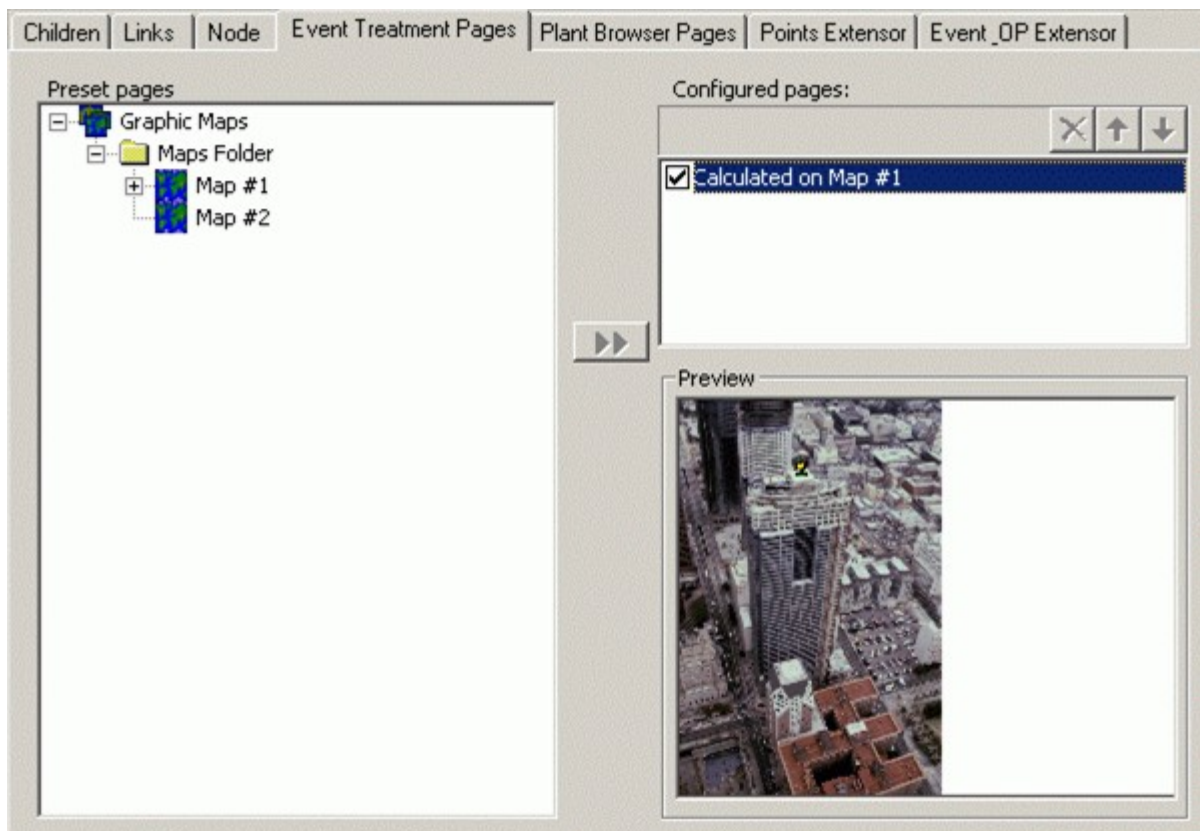



Fig. 20 Event Treatment Pages tab

**To associate a page to a data point, do the following:**

1. Select the desired point node in the tree.
2. Select the 'Event Treatment Pages' tab.  
**Note:** To associate the page to the point in the Plant browser, select the 'Plant Browser Pages' tab.
3. Select the manual page in the 'Preset pages' pane.
4. Select the assign icon .

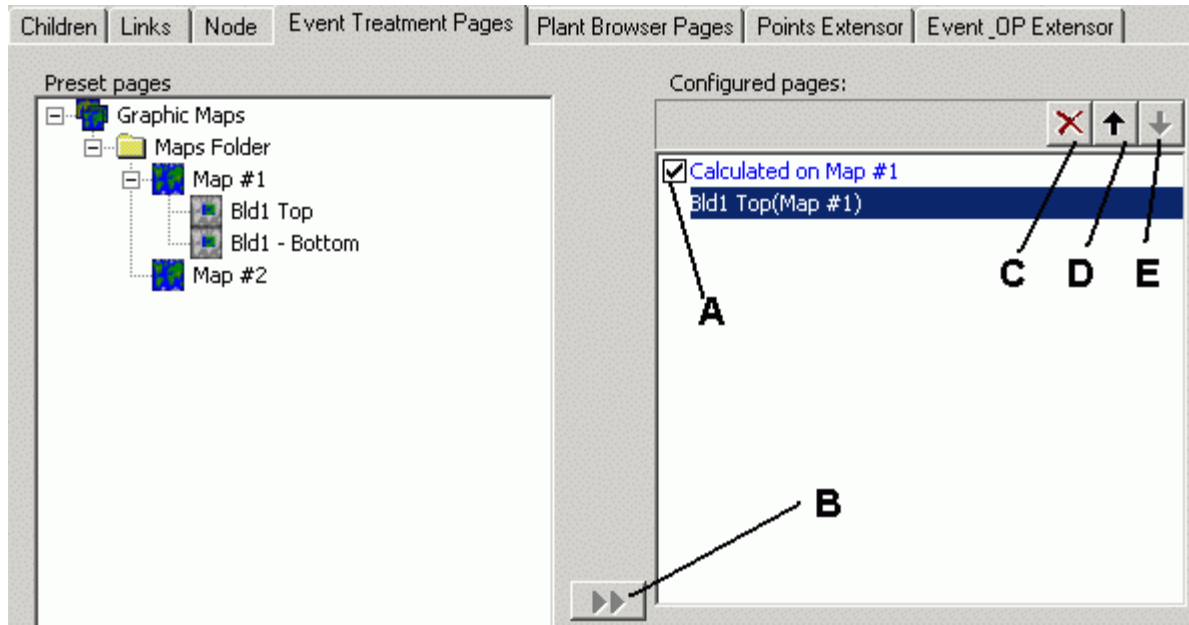


Fig. 21 Associate a page manually

- A Enable / disable assignment of an automatic page
- B Assign manually a page
- C De-assign manually a page
- D Move a page up in the sequence order
- E Move a page down in the sequence order

### 2.3.9 Creating a default page

You can also define a default page so that a graphic or text will appear for all data points that have no map associated with them.

Proceed as follows:

1. Insert a new map node into Graphic Maps.
  2. Select the map node, then the Node tab, then 'Edit Map'.
  3. Import the desired graphic using the graphical editor.
  4. Name the page ('Default' recommended).
  5. Save the map page and close the editor.
- Note:** You can also create a manual map page to use as a default page.
6. Select the Point Page Extension node: 'Supervisor System Settings → MM8000 / MT8001 System → Logical Configuration → Point Page Extension'.
  7. Select the default map page in the 'Preset pages' area.
  8. Select 'Set as Default' (see Fig. 22).

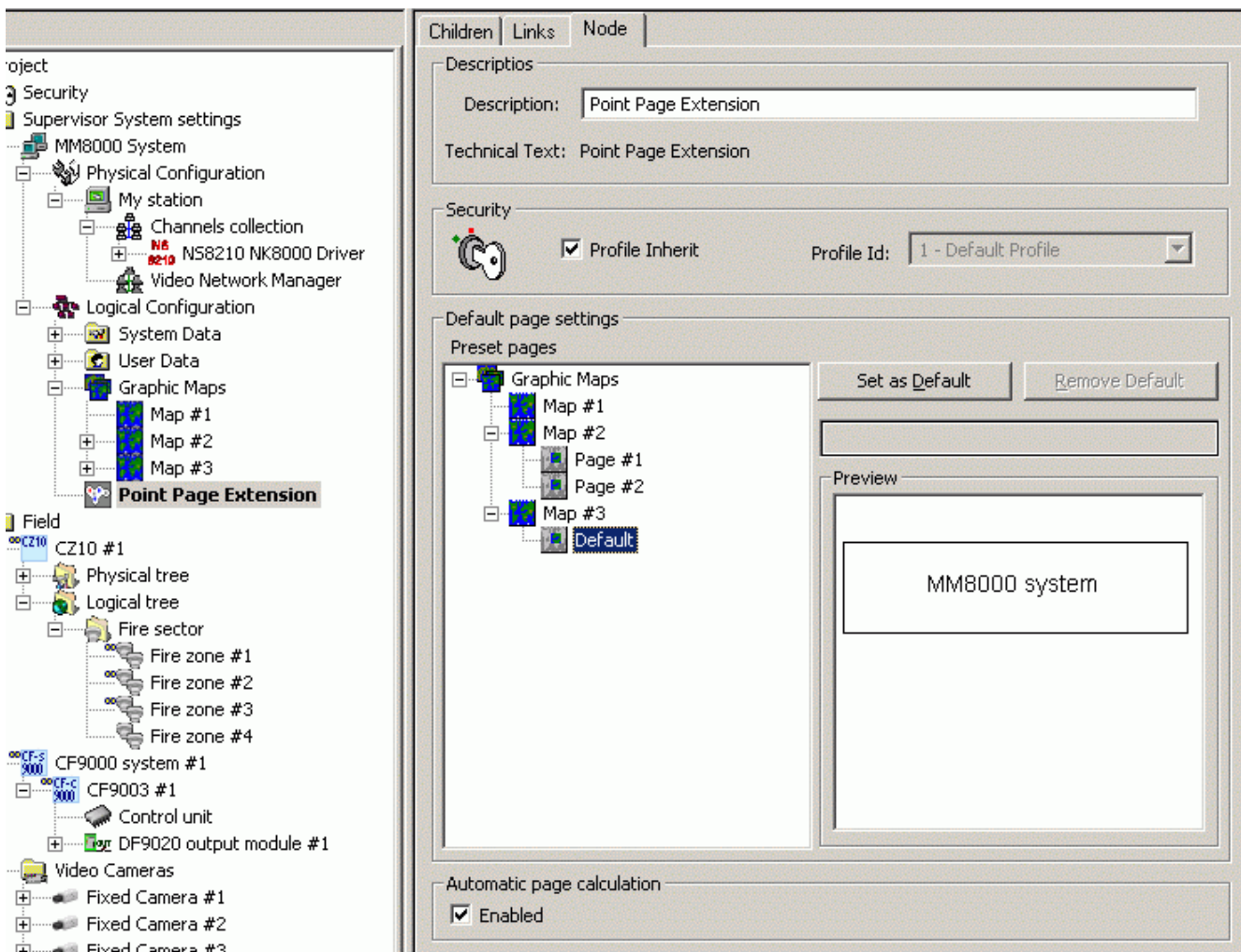


Fig. 22 Setting the default page

**Note:** To remove the default map page, select the Point Page Extension node and then select 'Remove Default'.

### 2.3.10 Testing a map

---

Pressing the button shown in the following figure allows you to test a graphical map as if it were active in MM8000 / MT8001. This can be used to test the depth navigation, the visibility effects, and any other map characteristics as if it were running in MM8000 / MT8001.

Remember to toggle the test button back when you wish to go back into editing mode.

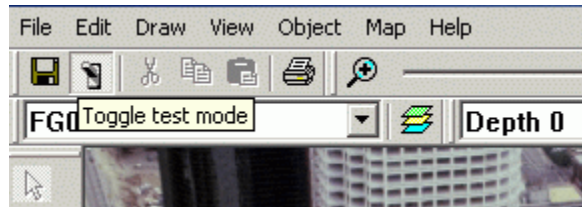


Fig. 23 Test a map

### 2.3.11 Using the graphical editor

The graphical editor contains a number of tools to use when creating maps. This section describes the editing tools to enable you to create maps more efficiently and/or to customise them.

#### 2.3.11.1 Using drawing tools

Standard graphic tools are available, as shown in Fig. 24.

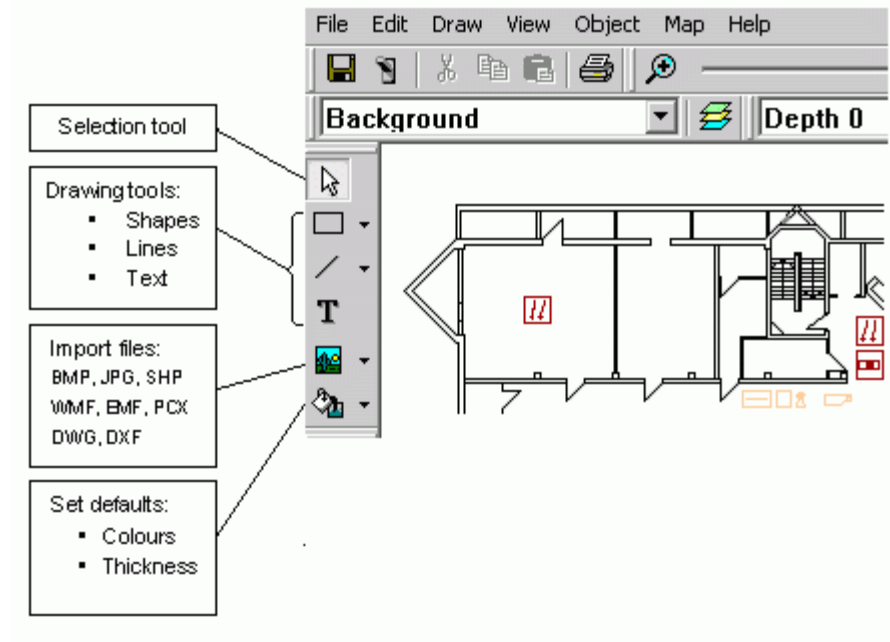



Fig. 24 Drawing and import tools

#### Selecting objects

The tool  allows a single or multiple object selection using by single-clicking on an object, or drawing a rectangular shape around multiple objects. Note that:


- Keeping CTRL key pressed during selection allows you to select an object even though it is not completely visible on a given zoom factor (such as large images);
- Keeping ALT key pressed during selection allows you to select objects on different layers.

When an object is selected, it appears covered by a greyed grid, delimited by few black, squared dots.

#### Object properties

Each graphic object owns a number of properties that can be modified. The menu option to view the property window is in the right-click menu of any selected object. For easier and faster operations, the property window can be left open on your screen while you work. Each time you select a different object on the screen, data in the properties window will be updated to reflect the properties of that object.

You may also find it more convenient to work with the Auto-hide feature activated.

To activate and deactivate auto-hide, select this icon: . When auto-hide is active, the properties window will collapse when you are working showing only the bar on your screen (this keeps it from blocking your view). To view the properties window, simply move the mouse over the bar and it will expand to show the entire properties window.



The property list varies depending on the nature of objects, the global list includes:

- Visualisation: Define Graphic and Text characteristics.
- Identifier: Foreground object's path in the Composer tree.
- Name: Not used by default. It can be used to name objects for advanced functions.
- Mouse event: Not used by default. It can be used to program advanced functions.
- Tool-tip: Blank by default. Enter text to appear as a tool-tip in runtime if pointing with the mouse on it.
- Position: Contains X, Y coordinates. It can be used for fine position adjustments.
- Size: Contains the X, Y dimensions and the checkboxes to lock size and X/Y proportion. It can be used for fine size adjustments.
- Visibility: Object visibility by zooming factor range. It can be used for letting different images and texts appear when operator zooms in/out on the graphics.
- Layer: Foreground object's layer.
- Pen: Contains the style and thickness of lines.
- Colour: Contains filling colour, blinking option, and blending controls for creating transparency effects.
- Rotation (on some objects).
- Font (text only).
- Image effects: Special effects on imported files.
- Filename: Imported file location.
- CAD Layers: Contains the AutoCAD layers that can be enabled/disabled and changed in colour.

**Note:** Use the menu command 'View → Property Page' to enable/disable the tabs in the property page that appears right-clicking on any object.

### Graphic tools

The available graphic tools are:

- Rectangles and Ellipses:



- Lines and polygons:



- Texts:



- Set default colours / thickness / font:



**Note:** The same drawing tools are also available from the menu Draw.

### 2.3.11.2 Using size and positioning tools

#### Adjusting object size and position

A number of tools are available for adjusting size and position of objects.

**Note:** The same tools are available from the menu Object.

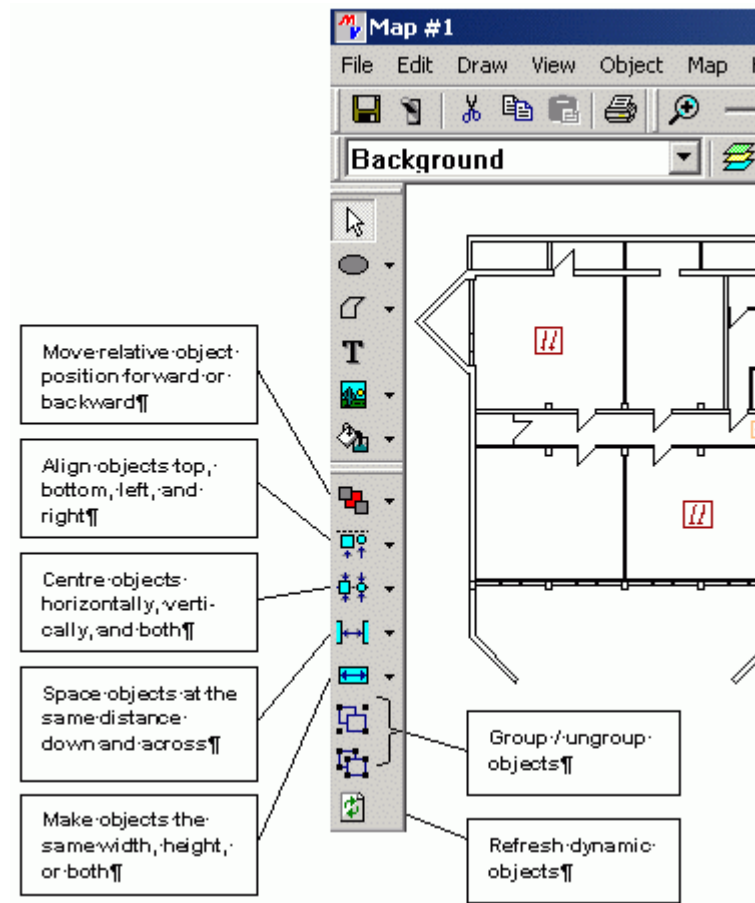


Fig. 25 Size and position tools

#### Adjusting views

The following tools allow for controlling the map display:

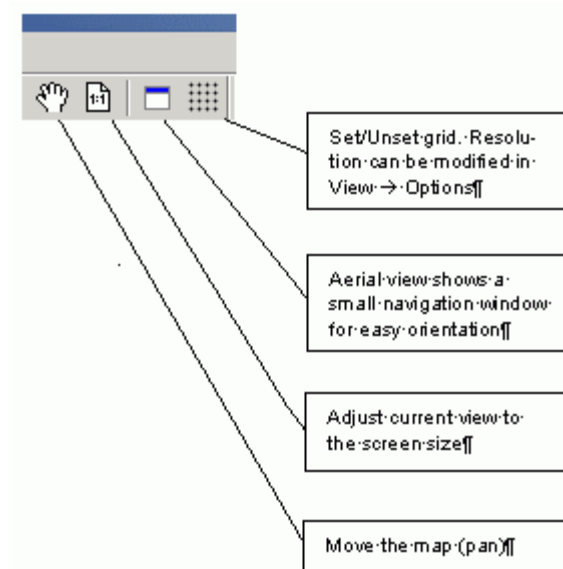


Fig. 26 View tools

## 2.3.12 General commands

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### **User interface**

Use the menu command 'View → Toolbars' to enable/disable the toolbars in the MapMaker interface.

The command 'View → Status Bar' can enable/disable the information bar at the bottom on the MapMaker screen.

## Appendix A – Recommendations about AutoCad® maps

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For an easy integration of AutoCad maps in MM8000 / MT8001 a number of rules must be taken into account.

### Limit the size of the map

- Split maps with too large a surface into 2 or more pieces.
- Limit the number of active symbols (detectors, push-buttons) on the same map to about a maximum of 200 elements.
- Parts belonging together must be present on the same map. All detection zones of a section belong on the same map.

### Remove all unused layers

- Remove all irrelevant layers. Keep the layer with the implementation of the detectors.
  1. Lock all layers you do NOT want to remove.
  2. Put all layers ON.
  3. Make a 'Select All'.
  4. Follow with a 'Delete' command  
*All unused/unwanted layers are now removed.*
  5. Unlock all layers.

### Explode all block definitions

- Use the 'Burst' command (not available under AutoCad LT) or eventually the 'Explode' command. You probably have to execute this command more times to explode blocks within blocks.

### Remove everything outside of the wanted view

1. Use the 'Erase' command.
2. Select everything with the command 'Select All'.
3. Using the command 'Remove' you can now keep the part you want to keep, by selecting only that part.

### Verify the map and remove all irrelevant pieces

- Attention: With 'Explode', text attributes are most probably changed to attribute text and no longer the customer text. (There are tools to change this).
- Adapt eventually the colour of lines or surfaces.

### Make sure there is enough room for placing the active symbols

- Eventually move (text) items to make room for the placement of the active detection symbols.
  - Move text to the sides of the room. Detectors are usually placed in the centre of the room.
  - Remove all unwanted items, like furniture, plants, electrical appliances, etc.

### Clean up the map

- Use the 'Purge' command to ensure removal of all unused layers.
- Use the 'Audit' command to resolve eventual faults on the drawing.

### **Create an “extents view”**

- From the original plan, make an extents view, exactly as you want it to appear in MM8000 / MT8001.
  1. Draw a rectangle on a new layer ‘MM8000 / MT8001\_Extents’, with the desired drawing size.
  2. Perform a ‘Zoom extents’ to view the result and note the values of the drawing extents with the command:  
EXTMIN = reference of the lower left side.  
EXTMAX = reference of the upper right side.
  3. Round these values and note them on the layer ‘MM8000 / MT8001\_Extents’
  4. Remove the rectangle.
  5. Draw a new rectangle based on the EXTMIN and EXTMAX values that you have chosen.
  6. Switch off the layer ‘MM8000 / MT8001\_Extents’.

### **Save the drawing**

- Save and close the drawing.  
Note that MP3.15 can support AutoCAD format 2005 and earlier. In case of troubles with the native format of your version, you may try to “Save as” the file in another format. Keep the original as reference drawing for future changes.
- Never change the extents view. This way you will never have to redo the placement of active symbols.

### **Adding CAD fonts**

- Additional CAD fonts can be manually added in the folder:  
<installation folder>\Resources\CADfonts

e.g. C:\MM8000\ Resources\CADfonts

If not already existing, the ‘CADfonts’ subfolder must be created.

Siemens Switzerland Ltd  
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