SIEMENS

MK8000 OPC Server Interface

Specification for Sigmasys

Sigmasys

Summary view

Sigmasys Model

Panel	Obj. Name: UDDEAPMN	NT ID: 1

Unidentified Event	Obj. Name: UDDEOUEL	NT ID: 4

Physical Tree	Obj. Name: UDDEUDUD	NT ID: 2

Power Supply	Obj. Name: UDDEPSGE	NT ID: 11

Fuse	Obj. Name: UDDEINEL	NT ID: 12

Door Contact	Obj. Name: UDDEINEL	NT ID: 14

Module	Obj. Name: UDDEIBPH	NT ID: 10

Line	Obj. Name: UDDEIBPH	NT ID: 20

Coupler	Obj. Name: UDDEIBPH	NT ID: 30

Alarm Actuator	Obj. Name: UDDEOUEL	NT ID: 31

Siren and Light	Obj. Name: UDDEOUEL	NT ID: 40

Peripheral	Obj. Name: UDDEDEEL	NT ID: 13

Printer	Obj. Name: UDDEOUEL	NT ID: 15

Alarm Organization	Obj. Name: UDDESEGE	NT ID: 32

Logical Tree	Obj. Name: UDDEUDUD	NT ID: 3

Fire Object	Obj. Name: FIDEARGE	NT ID: 50

Fire Area	Obj. Name: FIDESEGE	NT ID: 51

Fire Zone	Obj. Name: FIDEZOEL	NT ID: 52

Fire Detector	Obj. Name: FIDEINEL	NT ID: 53

Intrusion Object	Obj. Name: INDEARGE	NT ID: 60

Intrusion Area	Obj. Name: INDESEGE	NT ID: 61

Intrusion Zone	Obj. Name: INDEZOEL	NT ID: 62

Intrusion Detector	Obj. Name: INDEINEL	NT ID: 63

Intrusion Key Enable Area	Obj. Name: INDESEGE	NT ID: 64

Panel - (UDDEAPMN)

The Panel object is a control unit, either a D100 or a SYGMASYS.

The system (diagnostic) messages that cannot be assigned to a component are assigned by default to the Panel object

Multistate		Commands											
		1-Ack	2-Reset	4-Arm	8-Disarm	16-Test	32-Active	64-Quiet	128-Disc	256-Conn	512-Block	1024-Man	2048-Status
1000	Quiet				✓								✓

No abnormal conditions present.

1300	Disarmed			✓									✓

1370	Alignment In Progress												

The alignment fase is in progress.

1999	Fault Ack												✓

The event has been acknowledged.

2000	Fault Unack	✓											✓

The event should now be acknowledged by the operator.

Unidentified Event - (UDDEOUEL)

The undefined event objects is a dummy object that collects all the unexpected events for which does not exist a destination (e.g. for a configuration error).

Multistate	Commands											
	1-Ack	2-Reset	4-Arm	8-Disarm	16-Test	32-Active	64-Quiet	128-Disc	256-Conn	512-Block	1024-Man	2048-Status

401   Alarm & Tamper Ack

This event is the combination of the Alarm and Tamper state. The event has been acknowledged.

501   Alarm Ack

The event has been acknowledged.

511   Alarm & Fault Ack

This event is the combination of the Alarm and Fault state. The event has been acknowledged.

901   Tamper Ack

The event has been acknowledged.

911   Tamper & Fault Ack

This event is the combination of the Tamper and Fault state. The event has been acknowledged.

1000   Quiet

No abnormal conditions present.

1300   Disarmed

1351   Anomaly Ack

The event has been acknowledged.

1999   Fault Ack

The event has been acknowledged.

Module - (UDDEIBPH)

The Module object is a generic subassembly of a control unit, generally a hardware board.

Multistate		Commands											
		1-Ack	2-Reset	4-Arm	8-Disarm	16-Test	32-Active	64-Quiet	128-Disc	256-Conn	512-Block	1024-Man	2048-Status
1000	Quiet				✓								

No abnormal conditions present.

| 1300 | Disarmed | | | ✓ | | | | | | | | | |

| 1351 | Anomaly Ack | | | | | | | | | | | | |

The event has been acknowledged.

| 1352 | Anomaly Unack | ✓ | | | | | | | | | | | |

The event should now be acknowledged by the operator.

| 1999 | Fault Ack | | | | | | | | | | | | |

The event has been acknowledged.

| 2000 | Fault Unack | ✓ | | | | | | | | | | | |

The event should now be acknowledged by the operator.

Power Supply - (UDDEPSGE)

The Power Supply object represents the power supply of a control unit. It is a physical input that produces system messages

Multistate	Commands											
	1-Ack	2-Reset	4-Arm	8-Disarm	16-Test	32-Active	64-Quiet	128-Disc	256-Conn	512-Block	1024-Man	2048-Status

1000   Quiet

No abnormal conditions present.

1300   Disarmed

1999   Fault Ack

The event has been acknowledged.

2000   Fault Unack   ✓

The event should now be acknowledged by the operator.

Fuse - (UDDEINEL)

The Fuse object represents a hardware component, which we are interested in only for its diagnostics.
Like the Power Supply object, the Fuse object is a physical input that produces system messages

Multistate	Commands											
	1-Ack	2-Reset	4-Arm	8-Disarm	16-Test	32-Active	64-Quiet	128-Disc	256-Conn	512-Block	1024-Man	2048-Status

1000　　Quiet

No abnormal conditions present.

1300　　Disarmed

1999　　Fault Ack

The event has been acknowledged.

2000　　Fault Unack	✓											

The event should now be acknowledged by the operator.

Peripheral - (UDDEDEEL)

The Peripheral object is a generic hardware component that is used to represent a Device or a Control, which we are interested in only for its diagnostics

Multistate		Commands											
		1-Ack	2-Reset	4-Arm	8-Disarm	16-Test	32-Active	64-Quiet	128-Disc	256-Conn	512-Block	1024-Man	2048-Status

1000　Quiet

No abnormal conditions present.

1300　Disarmed

1999　Fault Ack

The event has been acknowledged.

2000　Fault Unack　　　　✓

The event should now be acknowledged by the operator.

Door Contact - (UDDEINEL)

The Door Contact object is a physical input component that represents the cabinet Door

Multistate		Commands											
		1-Ack	2-Reset	4-Arm	8-Disarm	16-Test	32-Active	64-Quiet	128-Disc	256-Conn	512-Block	1024-Man	2048-Status
900	Tamper Unack	✓											

The event should now be acknowledged by the operator.

902	Tamper Unreset		✓										

The event should now be reset by the operator.

1000	Quiet												

No abnormal conditions present.

Printer - (UDDEOUEL)

The Printer object represents the diagnostics of a printing device

Multistate	Commands											
	1-Ack	2-Reset	4-Arm	8-Disarm	16-Test	32-Active	64-Quiet	128-Disc	256-Conn	512-Block	1024-Man	2048-Status
1000 Quiet												

No abnormal conditions present.

1300 Disarmed												

1351 Anomaly Ack												

The event has been acknowledged.

1352 Anomaly Unack	✓											

The event should now be acknowledged by the operator.

1999 Fault Ack												

The event has been acknowledged.

2000 Fault Unack	✓											

The event should now be acknowledged by the operator.

Line - (UDDEIBPH)

The Line object is a generic hardware line (or a loop) that connects the detectors (inputs) or the actuators (outputs) to the parent Module of a control unit

Multistate		Commands											
		1-Ack	2-Reset	4-Arm	8-Disarm	16-Test	32-Active	64-Quiet	128-Disc	256-Conn	512-Block	1024-Man	2048-Status
1000	Quiet				✓								

No abnormal conditions present.

1300	Disarmed			✓									

1999	Fault Ack												

The event has been acknowledged.

2000	Fault Unack	✓											

The event should now be acknowledged by the operator.

Coupler - (UDDEIBPH)

The Coupler object represents a hardware component that is used to connect two or more outputs to a line

Multistate	Commands											
	1-Ack	2-Reset	4-Arm	8-Disarm	16-Test	32-Active	64-Quiet	128-Disc	256-Conn	512-Block	1024-Man	2048-Status

1000   Quiet

No abnormal conditions present.

1999   Fault Ack

The event has been acknowledged.

2000 Fault Unack	✓											

The event should now be acknowledged by the operator.

Alarm Actuator - (UDDEOUEL)

The Alarm Actuator object is used to represent the output subtypes like MGS

Multistate		1-Ack	2-Reset	4-Arm	8-Disarm	16-Test	32-Active	64-Quiet	128-Disc	256-Conn	512-Block	1024-Man	2048-Status
								Commands					
950	Active												
1000	Quiet				✓								

No abnormal conditions present.

1300	Disarmed			✓									
1999	Fault Ack												

The event has been acknowledged.

2000	Fault Unack	✓											

The event should now be acknowledged by the operator.

Alarm Organization - (UDDESEGE)

The Alarm Organization object represents the day/night operating conditions, which an area or a zone could be set in.

Multistate	Commands											
	1-Ack	2-Reset	4-Arm	8-Disarm	16-Test	32-Active	64-Quiet	128-Disc	256-Conn	512-Block	1024-Man	2048-Status

1000   Quiet

No abnormal conditions present.

1300 Disarmed			✓									

Siren and Light - (UDDEOUEL)

The Siren and Light object represent the actuators (output device) relevant to all the SIGMASYS outputs and the D100 output subtypes STE, ALA, TA, AZ1 etc

Multistate		Commands											
		1-Ack	2-Reset	4-Arm	8-Disarm	16-Test	32-Active	64-Quiet	128-Disc	256-Conn	512-Block	1024-Man	2048-Status
900	Tamper Unack	✓											

The event should now be acknowledged by the operator.

902	Tamper Unreset		✓										

The event should now be reset by the operator.

950	Active												

1000	Quiet				✓								

No abnormal conditions present.

1300	Disarmed				✓								

Fire Object - (FIDEARGE)

The Fire Object object represents an Object constituted by Fire Areas

Multistate		1-Ack	2-Reset	4-Arm	8-Disarm	16-Test	32-Active	64-Quiet	128-Disc	256-Conn	512-Block	1024-Man	2048-Status
							Commands						
500	Alarm Unack	✓			✓								

The event should now be acknowledged by the operator.

502	Alarm Unreset		✓										

The event should now be reset by the operator.

1000	Quiet				✓								

No abnormal conditions present.

1300	Disarmed			✓									

1351	Anomaly Ack												

The event has been acknowledged.

1999	Fault Ack												

The event has been acknowledged.

2000	Fault Unack	✓											

The event should now be acknowledged by the operator.

Fire Area - (FIDESEGE)

The Fire Area object represents an area constituted by Fire Zones

Multistate		1-Ack	2-Reset	4-Arm	8-Disarm	16-Test	32-Active	64-Quiet	128-Disc	256-Conn	512-Block	1024-Man	2048-Status
								Commands					
500	Alarm Unack	✓			✓								

The event should now be acknowledged by the operator.

		1-Ack	2-Reset	4-Arm	8-Disarm	16-Test	32-Active	64-Quiet	128-Disc	256-Conn	512-Block	1024-Man	2048-Status
502	Alarm Unreset		✓		✓								

The event should now be reset by the operator.

		1-Ack	2-Reset	4-Arm	8-Disarm	16-Test	32-Active	64-Quiet	128-Disc	256-Conn	512-Block	1024-Man	2048-Status
1000	Quiet				✓	✓							

No abnormal conditions present.

		1-Ack	2-Reset	4-Arm	8-Disarm	16-Test	32-Active	64-Quiet	128-Disc	256-Conn	512-Block	1024-Man	2048-Status
1100	Test				✓			✓					
1300	Disarmed			✓		✓							
1351	Anomaly Ack												

The event has been acknowledged.

		1-Ack	2-Reset	4-Arm	8-Disarm	16-Test	32-Active	64-Quiet	128-Disc	256-Conn	512-Block	1024-Man	2048-Status
1999	Fault Ack												

The event has been acknowledged.

		1-Ack	2-Reset	4-Arm	8-Disarm	16-Test	32-Active	64-Quiet	128-Disc	256-Conn	512-Block	1024-Man	2048-Status
2000	Fault Unack	✓											

The event should now be acknowledged by the operator.

Fire Zone - (FIDEZOEL)

The Fire Zone object represents a zone constituted by Fire Detectors

Multistate		Commands											
		1-Ack	2-Reset	4-Arm	8-Disarm	16-Test	32-Active	64-Quiet	128-Disc	256-Conn	512-Block	1024-Man	2048-Status
500	Alarm Unack	✓		✓	✓								

The event should now be acknowledged by the operator.

502	Alarm Unreset		✓	✓	✓								

The event should now be reset by the operator.

800	Prealarm Unack	✓											

The event should now be acknowledged by the operator.

802	Prealarm Unreset		✓										

The event should now be reset by the operator.

1000	Quiet					✓	✓						

No abnormal conditions present.

1100	Test					✓			✓				

1140	Test-Active												

1300	Disarmed			✓			✓						

1999	Fault Ack				✓								

The event has been acknowledged.

2000   Fault Unack   ✓   ✓

The event should now be acknowledged by the operator.

Fire Detector - (FIDEINEL)

The Fire Detector object represents an input connected with some type of fire detector

Multistate		Commands											
		1-Ack	2-Reset	4-Arm	8-Disarm	16-Test	32-Active	64-Quiet	128-Disc	256-Conn	512-Block	1024-Man	2048-Status
500	Alarm Unack	✓											

The event should now be acknowledged by the operator.

| 502 | Alarm Unreset | | ✓ | | | | | | | | | | |

The event should now be reset by the operator.

| 800 | Prealarm Unack | ✓ | | | | | | | | | | | |

The event should now be acknowledged by the operator.

| 802 | Prealarm Unreset | | ✓ | | | | | | | | | | |

The event should now be reset by the operator.

| 1000 | Quiet | | | | | | ✓ | | | | | | |

No abnormal conditions present.

| 1100 | Test | | | | | | | ✓ | | | | | |

| 1140 | Test-Active | | | | | | | ✓ | | | | | |

| 1300 | Disarmed | | | ✓ | | | | | | | | | |

| 1999 | Fault Ack | | | | | | | | | | | | |

The event has been acknowledged.

2000   Fault Unack   ✓

The event should now be acknowledged by the operator.

Intrusion Object - (INDEARGE)

The Intrusion Object object represents an object constituted by Intrusion Areas

Multistate		Commands											
		1-Ack	2-Reset	4-Arm	8-Disarm	16-Test	32-Active	64-Quiet	128-Disc	256-Conn	512-Block	1024-Man	2048-Status
500	Alarm Unack	✓											

The event should now be acknowledged by the operator.

502	Alarm Unreset		✓										

The event should now be reset by the operator.

1000	Quiet				✓								

No abnormal conditions present.

1300	Disarmed			✓									

1351	Anomaly Ack												

The event has been acknowledged.

1999	Fault Ack												

The event has been acknowledged.

2000	Fault Unack	✓											

The event should now be acknowledged by the operator.

Intrusion Area - (INDESEGE)

The Intrusion Area object represents an area constituted by Intrusion Zones

Multistate		1-Ack	2-Reset	4-Arm	8-Disarm	16-Test	32-Active	64-Quiet	128-Disc	256-Conn	512-Block	1024-Man	2048-Status
									Commands				
500	Alarm Unack	✓											

The event should now be acknowledged by the operator.

502	Alarm Unreset		✓										

The event should now be reset by the operator.

1000	Quiet				✓	✓							

No abnormal conditions present.

1100	Test							✓					

1300	Disarmed			✓									

1351	Anomaly Ack												

The event has been acknowledged.

1999	Fault Ack												

The event has been acknowledged.

2000	Fault Unack	✓											

The event should now be acknowledged by the operator.

Intrusion Zone - (INDEZOEL)

The Intrusion Zone object represents a zone constituted by Intrusion Detectors

Multistate		Commands											
		1-Ack	2-Reset	4-Arm	8-Disarm	16-Test	32-Active	64-Quiet	128-Disc	256-Conn	512-Block	1024-Man	2048-Status
500	Alarm Unack	✓			✓								

The event should now be acknowledged by the operator.

502	Alarm Unreset		✓		✓								

The event should now be reset by the operator.

800	Prealarm Unack	✓			✓								

The event should now be acknowledged by the operator.

802	Prealarm Unreset		✓		✓								

The event should now be reset by the operator.

900	Tamper Unack	✓			✓								

The event should now be acknowledged by the operator.

902	Tamper Unreset		✓		✓								

The event should now be reset by the operator.

1000	Quiet				✓								

No abnormal conditions present.

1300	Disarmed			✓									

1351	Anomaly Ack												

The event has been acknowledged.

1999	Fault Ack	

The event has been acknowledged.

2000	Fault Unack	✓

The event should now be acknowledged by the operator.

Intrusion Detector - (INDEINEL)

The Intrusion Detector object represents an input connected with some type of intrusion detector

Multistate		1-Ack	2-Reset	4-Arm	8-Disarm	16-Test	32-Active	64-Quiet	128-Disc	256-Conn	512-Block	1024-Man	2048-Status
500	Alarm Unack	✓											

The event should now be acknowledged by the operator.

		1-Ack	2-Reset	4-Arm	8-Disarm	16-Test	32-Active	64-Quiet	128-Disc	256-Conn	512-Block	1024-Man	2048-Status
502	Alarm Unreset		✓										

The event should now be reset by the operator.

| 800 | Prealarm Unack | ✓ | | | | | | | | | | | |

The event should now be acknowledged by the operator.

| 802 | Prealarm Unreset | | ✓ | | | | | | | | | | |

The event should now be reset by the operator.

| 900 | Tamper Unack | ✓ | | | | | | | | | | | |

The event should now be acknowledged by the operator.

| 902 | Tamper Unreset | | ✓ | | | | | | | | | | |

The event should now be reset by the operator.

| 1000 | Quiet | | | | ✓ | | | | | | | | |

No abnormal conditions present.

| 1100 | Test | | | | | | | | | | | | |

| 1144 | Test-Active Unreset | | ✓ | | | | | | | | | | |

The event should now be reset by the operator.

1146	Test-Active Unack	✓	

The event should now be acknowledged by the operator.

1300	Disarmed		✓

1351	Anomaly Ack		

The event has been acknowledged.

1999	Fault Ack		

The event has been acknowledged.

2000	Fault Unack	✓	

The event should now be acknowledged by the operator.

Intrusion Key Enable Area - (INDESEGE)

The Intrusion Key Enable Area object represents the day/night operating key.

Multistate		1-Ack	2-Reset	4-Arm	8-Disarm	16-Test	32-Active	64-Quiet	128-Disc	256-Conn	512-Block	1024-Man	2048-Status
								Commands					
900	Tamper Unack	✓											

The event should now be acknowledged by the operator.

		1-Ack	2-Reset	4-Arm	8-Disarm	16-Test	32-Active	64-Quiet	128-Disc	256-Conn	512-Block	1024-Man	2048-Status
902	Tamper Unreset		✓										

The event should now be reset by the operator.

		1-Ack	2-Reset	4-Arm	8-Disarm	16-Test	32-Active	64-Quiet	128-Disc	256-Conn	512-Block	1024-Man	2048-Status
950	Active							✓					
1000	Quiet				✓		✓						

No abnormal conditions present.

		1-Ack	2-Reset	4-Arm	8-Disarm	16-Test	32-Active	64-Quiet	128-Disc	256-Conn	512-Block	1024-Man	2048-Status
1300	Disarmed			✓									

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