

SIEMENS

OPC Interface Specifications Version 4.1

AlgoRex CS11 and FC700A

Document No. A6V11194388
Edition 2019-09-30

ID	Object Model	Description														
CS11-0010	CS11 Unit	The CS11 system object, which holds all the device panels of the system.														
<table border="1"> <thead> <tr> <th colspan="3" data-bbox="443 296 495 312">States</th> <th colspan="4" data-bbox="1200 296 1424 312">Commands on OPC Item Mode</th> </tr> </thead> <tbody> <tr> <td data-bbox="219 373 387 389">OPC Item PresentValue</td> <td data-bbox="465 373 584 389">OPC Item Mode</td> <td data-bbox="719 373 808 389">Result State</td> <td data-bbox="1048 373 1059 389">\</td> <td data-bbox="1216 373 1227 389">\</td> <td data-bbox="1384 373 1395 389">\</td> <td data-bbox="1552 373 1563 389">\</td> </tr> </tbody> </table>			States			Commands on OPC Item Mode				OPC Item PresentValue	OPC Item Mode	Result State	\	\	\	\
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ID	Object Model	Description														
CS11-0020	CK11 Unit	The Application object represents the events related to the entire CK11 system.														
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ID	Object Model	Description														
CS11-0030	CC11 Unit	The Application object represents the events related to the entire CC11 system.														
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ID	Object Model	Description														
CS11-0040	CK11/CC11 BACnet Device	BACnet Device representing the communication characteristics of the CK11 and CC11 unit.														
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OPC Item PresentValue	OPC Item Mode	Result State	\	\	\	\										

ID	Object Model	Description												
CS11-0050	CC11 Base Object	Generic elements used mainly to handle various information about peripherals, IO devices and controllers.												
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OPC Item PresentValue	OPC Item Mode	Result State	\	\	\	\								

ID	Object Model	Description							
CS11-0060	CC11 Building Service Section	Type of section made up of zones (and in turn elements) that monitor or control devices for general services in the supervised building.							
			States		Commands on OPC Item Mode				
			OPC Item PresentValue	OPC Item Mode	Result State	0-Disable	1-Enable	\	\
			0-Quiet	1-Normal	Normal	X			
			267-Non Default Mode	0-Disabled	Disabled			X	
			2-Alarm	1-Normal	Alarm	X			
			3-Fault	1-Normal	Fault	X			
			7-Active	1-Normal	Activated	X			

ID	Object Model	Description							
CS11-0070	CC11 Building Service Zone	Type of zone, made up of elements, that monitors or controls devices for general services in the supervised building							
			States		Commands on OPC Item Mode				
			OPC Item PresentValue	OPC Item Mode	Result State	0-Disable	1-Enable	269-Activate	276-Deactivate
			0-Quiet	1-Normal	Normal	X		X	
			267-Non Default Mode	0-Disabled	Disabled		X		
			3-Fault	1-Normal	Fault	X			
			7-Active	1-Normal	Activated	X			X

ID	Object Model	Description							
CS11-0080	CC11 Digital Input	Specific sensors which handle different information from the detection devices.							
			States		Commands on OPC Item Mode				
			OPC Item PresentValue	OPC Item Mode	Result State	0-Disable	1-Enable	\	\
			0-Quiet	1-Normal	Normal	X			
			267-Non Default Mode	0-Disabled	Disabled		X		
			3-Fault	1-Normal	Fault	X			
			7-Active	1-Normal	Activated	X			
			16-Abnormal	1-Normal	Abnormal	X			
			10-Test Active	2-Test	Test	X			

ID	Object Model	Description				
CS11-0090	CC11 Digital Ouput	Specific channels used to activate different external IO devices.				
States			Commands on OPC Item Mode			
OPC Item PresentValue	OPC Item Mode	Result State	0-Disable	1-Enable	269-Activate	276-Deactivate
0-Quiet	1-Normal	Normal	X		X	
267-Non Default Mode	0-Disabled	Disabled		X		
3-Fault	1-Normal	Fault	X			
7-Active	1-Normal	Activated	X			X

ID	Object Model	Description				
CS11-0100	CC11 Ext. Release Disable	Logical unit used to enable/disable different extinguishing releaser modes.				
States			Commands on OPC Item Mode			
OPC Item PresentValue	OPC Item Mode	Result State	11-Enable	12-Disable	13-Disable Automatic	277-Disable Manual
0-Quiet	1-Normal	Normal		X	X	X
267-Non Default Mode	12-Disabled	Disabled	X		X	X
267-Non Default Mode	13-Automatic Release Disabled	Disabled Automatic	X	X		X
267-Non Default Mode	277-Manual Release Disabled	Disabled Manual	X	X	X	
259-Extinguishing Released	1-Normal	Released		X	X	X
259-Extinguishing Released	13-Automatic Release Disabled	Released Manual	X	X		X
259-Extinguishing Released	277-Manual Release Disabled	Released Automatic	X	X	X	

ID	Object Model	Description														
CS11-0110	CC11 Ext. Release Fault	Logical unit used to monitor fault events for the extinguishing releaser device.														
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OPC Item PresentValue	OPC Item Mode	Result State	\	\	\	\										

ID	Object Model	Description	Commands on OPC Item Mode								
CS11-0120	CC11 Extinguishing Section	Type of section made up of zones (and in turn elements) that provides and controls the extinguishing release in the supervised building.	States			0-Disable	1-Enable	1-Normal	2-Test	9-Fast	
			OPC Item PresentValue	OPC Item Mode	Result State						
			0-Quiet	1-Normal	Normal	X				X	X
			267-Non Default Mode	0-Disabled	Disabled		X			X	X
			258-Extinguishing Warning	1-Normal	Extinguishing Alarm	X				X	X
			2-Alarm	1-Normal	Alarm	X				X	X
			20-Local Alarm	1-Normal	Automatic Extinguishing Alarm	X				X	X
			21-General Alarm	1-Normal	Manual Extinguishing Alarm	X				X	X
			1-Pre Alarm	1-Normal	Warning	X				X	X
			267-Non Default Mode	9-Fast	Fast	X		X		X	
10-Test Active	2-Test	Test	X		X			X			

ID	Object Model	Description	Commands on OPC Item Mode				
CS11-0130	CC11 Ext. Sprinkler Zone	Type of zone, made up of elements, mainly sprinklers, that monitors and controls the extinguishing release via sprinkler in the supervised building.					
States			Commands on OPC Item Mode				
OPC Item PresentValue	OPC Item Mode	Result State	0-Disable	1-Enable	1-Normal	2-Test	9-Fast
0-Quiet	1-Normal	Normal	X			X	X
258-Extinguishing Warning	1-Normal	Extinguishing Warning	X			X	X
267-Non Default Mode	0-Disabled	Disabled		X		X	X
6-Not Ready	0-Disabled	Not Ready		X		X	X
267-Non Default Mode	2-Test	Test	X		X		X
267-Non Default Mode	9-Fast	Fast	X		X	X	
2-Alarm	1-Normal	Alarm	X			X	X
1-Pre Alarm	1-Normal	Warning	X			X	X
20-Local Alarm	1-Normal	Extinguishing Alarm	X			X	X
3-Fault	1-Normal	Fault	X			X	X

ID	Object Model	Description														
FC700A-0140	FC700A Unit	The Application object represents the events related to the entire FC700A system.														
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OPC Item PresentValue	OPC Item Mode	Result State	\	\	\	\										

ID	Object Model	Description														
FC700A-0150	FC700A System	The FC700A system object which holds all the device panels of the system.														
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States			Commands on OPC Item Mode													
OPC Item PresentValue	OPC Item Mode	Result State	\	\	\	\										

ID	Object Model	Description														
FC700A-0160	FG700A	The Application object represents the events related to the entire FG700A system.														
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States			Commands on OPC Item Mode													
OPC Item PresentValue	OPC Item Mode	Result State	\	\	\	\										

ID	Object Model	Description				
CS11-0170	CC11 Fire Area	The main logical unit which collects all the events coming from its sections and manages the operational mode (day/night).				
			States		Commands on OPC Item Mode	
			OPC Item PresentValue	OPC Item Mode	Result State	
						3-Manned
						4-Unmanned
						\
						\
			0-Quiet	4-Unmanned	Normal	X
			20-Local Alarm	4-Unmanned	Local Alarm	X
			21-General Alarm	4-Unmanned	General Alarm	X
			267-Non Default Mode	3-Manned	Manned	X
			20-Local Alarm	3-Manned	Manned and Local Alarm	X
			21-General Alarm	3-Manned	Manned and General Alarm	X

ID	Object Model	Description				
CS11-0180	CC11 Fire Detector	Logical channels used in the detection domain for fire detection.				
			States		Commands on OPC Item Mode	
	OPC Item PresentValue	OPC Item Mode	Result State	0-Disable	1-Enable	\
0-Quiet	1-Normal	Normal		X		
3-Fault	1-Normal	Fault		X		
10-Test Active	2-Test	Test		X		
16-Abnormal	1-Normal	Abnormal		X		
267-Non Default Mode	0-Disabled	Disabled			X	
6-Not Ready	0-Disabled	Not Ready			X	
7-Active	1-Normal	Activated		X		

ID	Object Model	Description				
CS11-0190	CC11 Fire Manual Zone	The Manual Zone handles the raw alarm information coming from manual call point.				
			States			
			Commands on OPC Item Mode			
			0-Disable	1-Enable	1-Normal	2-Test
	OPC Item PresentValue	OPC Item Mode	Result State			
	0-Quiet	1-Normal	Normal	X		X
	267-Non Default Mode	0-Disabled	Disabled		X	X
	6-Not Ready	0-Disabled	Not Ready		X	X
	267-Non Default Mode	2-Test	Test	X	X	
	20-Local Alarm	1-Normal	Local Alarm	X		X
	3-Fault	1-Normal	Fault	X		X
	2-Alarm	1-Normal	Alarm	X		X

ID	Object Model	Description	Commands on OPC Item Mode										
CS11-0200	CC11 Fire Section	Type of section made up of zones (and in turn elements) that provides and controls fire detection in the supervised building.	States			0-Disable	1-Enable	2-Test	9-Fast	1-Normal	256-Manual Off	257-Automatic Off	
			OPC Item PresentValue	OPC Item Mode	Result State								
			0-Quiet	1-Normal	Normal	X		X	X	X		X	X
			267-Non Default Mode	0-Disabled	Disabled		X	X	X			X	
			267-Non Default Mode	2-Test	Test	X			X	X	X	X	X
267-Non Default Mode	9-Fast	Fast	X		X		X	X	X	X			

ID	Object Model	Description	Commands on OPC Item Mode								
CS11-0210	CC11 Flow Switch Hong Kong	Country-specific zone.	States			0-Disable	1-Enable	1-Normal	2-Test	9-Fast	
			OPC Item PresentValue	OPC Item Mode	Result State						
			0-Quiet	1-Normal	Normal	X				X	X
			7-Active	1-Normal	Activated	X			X	X	
			267-Non Default Mode	0-Disabled	Disabled		X		X	X	
			6-Not Ready	0-Disabled	Not Ready		X		X	X	
			267-Non Default Mode	2-Test	Test	X		X		X	
			267-Non Default Mode	9-Fast	Fast	X		X	X		
			1-Pre Alarm	1-Normal	Warning	X			X	X	

ID	Object Model	Description				
CS11-0220	CC11 Legacy Ext. Sprinkler Zone	Type of zone, made up of elements, mainly sprinklers, that monitors and controls the extinguishing release via sprinkler in the supervised building.				
			States		Commands on OPC Item Mode	
			OPC Item PresentValue	OPC Item Mode	Result State	
						0-Disable
						1-Enable
						1-Normal
						2-Test
			0-Quiet	1-Normal	Normal	X
			267-Non Default Mode	0-Disabled	Disabled	X
			258-Extinguishing Warning	1-Normal	Extinguishing Alarm	X
			2-Alarm	1-Normal	Alarm	X
			6-Not Ready	0-Disabled	Not Ready	X
			267-Non Default Mode	2-Test	Test	X
			1-Pre Alarm	1-Normal	Warning	X
			3-Fault	1-Normal	Fault	X
			267-Non Default Mode	9-Fast	Fast	X
			20-Local Alarm	1-Normal	Local Alarm	X

ID	Object Model	Description	Commands on OPC Item Mode									
CS11-0230	CC11 Multi Fire Zone	The Multi Fire Zone handles the raw alarm information coming from various fire/smoke detectors.	States			0-Disable	1-Enable	1-Normal	2-Test	9-Fast	8-Slow	
			OPC Item PresentValue	OPC Item Mode	Result State							
			0-Quiet	1-Normal	Normal	X				X	X	X
			267-Non Default Mode	0-Disabled	Disabled		X			X	X	X
			267-Non Default Mode	2-Test	Test	X		X			X	X
			267-Non Default Mode	9-Fast	Fast	X		X		X		X
			267-Non Default Mode	8-Slow	Slow	X		X		X	X	
			1-Pre Alarm	1-Normal	Warning	X				X	X	X
			2-Alarm	1-Normal	Alarm	X				X	X	X
			6-Not Ready	0-Disabled	Not Ready		X			X	X	X
			258-Extinguishing Warning	1-Normal	Extinguishing Warning	X				X	X	X
			21-General Alarm	1-Normal	Extinguishing Alarm	X				X	X	X
			20-Local Alarm	1-Normal	Isolated Alarm	X				X	X	X

ID	Object Model	Description				
CS11-0240	CC11 RT Controller Alarm	Logical channel exclusively used in the control domain to enable/disable controls.				
			States		Commands on OPC Item Mode	
			OPC Item PresentValue	OPC Item Mode	Result State	269-Activate
			0-Quiet	1-Normal	Normal	X
			267-Non Default Mode	0-Disabled	Disabled	

ID	Object Model	Description				
CS11-0250	CC11 VDS Key Cabinet	Logical unit which holds information and alarms related to the VDS key cabinet.				
			States		Commands on OPC Item Mode	
			OPC Item PresentValue	OPC Item Mode	Result State	
			\	\	\	\

ID	Object Model	Description				
CS11-0260	CS11/FC700A Event commands	This is not an Object Model but provides the read-only information about the event states. The event related to the point can require the acknowledge, silence/unsilence, and reset commands.				
			States	Commands on OPC Item Acked Transitions		Commands on OPC Item Operation Expected
			OPC Item Acked Transitions	OPC Item Operation Expected	Result State	
			1-Ack to offnormal		2-Ack to fault	4-Reset
			7 - Normal	0 - None	Normal	
			6 - Ack to offnormal	1 - Silence	Alarm	X
			5 - Ack to fault	0 - None	Fault	X
			7 - Normal	4 - Reset	To reset	X

ID	Object Model	Description	Commands on OPC Item Mode				
CS11-0270	CC11 Digital Zone	Type of zone, made up of elements, mainly sprinklers, that monitors and controls the extinguishing release via sprinkler in the supervised building.					
States			Commands on OPC Item Mode				
OPC Item PresentValue	OPC Item Mode	Result State	0-Disable	1-Enable	1-Normal	2-Test	9-Fast
0-Quiet	1-Normal	Normal	X			X	X
258-Extinguishing Warning	1-Normal	Extinguishing Warning	X			X	X
267-Non Default Mode	0-Disabled	Disabled		X		X	X
6-Not Ready	0-Disabled	Not Ready		X		X	X
267-Non Default Mode	2-Test	Test	X		X		X
267-Non Default Mode	9-Fast	Fast	X		X	X	
2-Alarm	1-Normal	Alarm	X			X	X
1-Pre Alarm	1-Normal	Warning	X			X	X
20-Local Alarm	1-Normal	Extinguishing Alarm	X			X	X
3-Fault	1-Normal	Fault	X			X	X

ID	Object Model	Description				
CS11-0280	CC11 Line Module	Detection line which holds and manages several detectors				
States			Commands on OPC Item Mode			
OPC Item PresentValue	OPC Item Mode	Result State	1-Enable	\	\	\
0-Quiet	1-Normal	Normal				
267-Non Default Mode	0-Disabled	Disabled	X			
3-Fault	1-Normal	Fault				
2-Alarm	1-Normal	Alarm				

ID	Object Model	Description							
CS11-0290	CC11 Line Module Full Control	Detection line which holds and manages several detectors							
			States		Commands on OPC Item Mode				
			OPC Item PresentValue	OPC Item Mode	Result State	1-Enable	2-Disable	\	\
			0-Quiet	1-Normal	Normal		X		
			267-Non Default Mode	0-Disabled	Disabled	X			
			3-Fault	1-Normal	Fault		X		
			2-Alarm	1-Normal	Alarm		X		

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