

# **SIEMENS**

**OPC Interface Specifications Version 3.0**

**FS20UL**

Document No. A6V10429325  
Edition 07-2017

# FS20UL Fire Panel

This workbook describes the objects provided by the Siemens OPC Data Access Server to represent the FS20UL fire control unit

## Legend

ID	Object Model	Description																							
<ID>	<Object Model>	<Description>																							
	<b>States</b>	<b>Commands on OPC Item Mode</b>																							
	<table border="1"> <thead> <tr> <th>OPC Item PresentValue</th> <th>OPC Item Mode</th> <th>Result State</th> </tr> </thead> <tbody> <tr> <td>0-Quiet</td> <td>1-Normal</td> <td>Normal</td> </tr> <tr> <td>1-Pre Alarm</td> <td>1-Normal</td> <td>Pre Alarm</td> </tr> <tr> <td>16-Abnormal</td> <td>1-Normal</td> <td>Anomaly</td> </tr> <tr> <td>2-Alarm</td> <td>1-Normal</td> <td>Alarm</td> </tr> </tbody> </table>	OPC Item PresentValue	OPC Item Mode	Result State	0-Quiet	1-Normal	Normal	1-Pre Alarm	1-Normal	Pre Alarm	16-Abnormal	1-Normal	Anomaly	2-Alarm	1-Normal	Alarm	<table border="1"> <thead> <tr> <th>1 - Activate</th> <th>2 -</th> <th>5 -</th> <th>6 -</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">X</td> <td></td> <td></td> <td></td> </tr> </tbody> </table>	1 - Activate	2 -	5 -	6 -	X			
OPC Item PresentValue	OPC Item Mode	Result State																							
0-Quiet	1-Normal	Normal																							
1-Pre Alarm	1-Normal	Pre Alarm																							
16-Abnormal	1-Normal	Anomaly																							
2-Alarm	1-Normal	Alarm																							
1 - Activate	2 -	5 -	6 -																						
X																									

## Notes

The Object Model defines the states and commands of all instances of that type. In particular, an Object Model virtualizes a class of physical objects (devices and points in the system) by means of specific properties.

In the OPC interface, the physical object is represented by an instance of an Object Model that contains *PresentValue* and *Mode* properties represented by two VT\_UI4 OPC Items. An appropriate combination of these two values defines the real state of the instance (result state). When a command is issued, it acts on the Mode property only. This results in changing the state of the instance.

To identify the Object Model of each object instance, open the CSV export file with a spreadsheet program and refer to the Object Model column (See also *Example of Exported CSV File* in section *OPC Server* of the online help).

ID	Object Model	Description									
FS20UL-0010	FS20UL Alarm Control	Individual entity of control logic for alarm handling.	States			Commands on OPC Item Mode					
OPC Item PresentValue			OPC Item Mode	Result State	0-Disable	1-Enable	269-Activate	2-Test	14-Normal	276-Deactivate	
0-Quiet	1-Normal	Normal	X			X	X				
268-Trouble Bypass	0-Disabled	Disabled			X	X	X		X		
267-Non Default Mode	2-Test	Test	X			X			X		
7-Active	1-Normal	Activated	X				X			X	
3-Fault	1-Normal	Fault	X			X	X				

ID	Object Model	Description							
FS20UL-0020	FS20UL Alarm Control Group	The Alarm Control Group is the means for organizing specific alarm controls .							
			States		Commands on OPC Item Mode				
			OPC Item PresentValue	OPC Item Mode	Result State	258-Controls Off	265-Controls On	259-Sounders Off	266-Sounders On
			0-Quiet	1-Normal	Normal	X	X	X	X

ID	Object Model	Description	Commands on OPC Item Mode							
FS20UL-0030	FS20UL Alert Evac Sounders	Evacuation sounders used in the Control domain.	States			0-Disable	269-Activate	1-Enable	276-Deactivate	
			OPC Item PresentValue	OPC Item Mode	Result State					
			0-Quiet	1-Normal	Normal	X	X			
			268-Trouble Bypass	0-Disabled	Disabled		X	X		
			7-Active	1-Normal	Activated	X			X	
			7-Active (Evac)	1-Normal	Activated	X			X	
			3-Fault	1-Normal	Fault	X	X			
			16-Abnormal	1-Normal	Anomaly	X	X			

ID	Object Model	Description	Commands on OPC Item Mode						
FS20UL-0040	FS20UL Alert Sounders	Sounders used in the Control domain.	States			0-Disable	270-Activate Alert	1-Enable	276-Deactivate
			OPC Item PresentValue	OPC Item Mode	Result State				
0-Quiet	1-Normal	Normal	X	X					
268-Trouble Bypass	0-Disabled	Disabled		X	X				
7-Active	1-Normal	Activated	X				X		
3-Fault	1-Normal	Fault	X	X					
16-Abnormal	1-Normal	Anomaly	X	X					

ID	Object Model	Description							
FS20UL-0050	FS20UL Area Off Fire Controls	This switches on or off the Fire Controls programmed in the related Area.							
			States		Commands on OPC Item Mode				
			OPC Item PresentValue	OPC Item Mode	Result State	258-Controls Off	265-Controls On	\	\
			0-Quiet	1-Normal	Normal	X			
			268-Trouble Bypass	0-Disabled	Disabled			X	

ID	Object Model	Description				
FS20UL-0060	FS20UL Area Off Rts	This switches on or off the Remote Transmissions programmed in the related Area.				
			States		Commands on OPC Item Mode	
			OPC Item PresentValue	OPC Item Mode	Result State	
			0-Quiet	1-Normal	Normal	X
			268-Trouble Bypass	0-Disabled	Disabled	X



ID	Object Model	Description				
FS20UL-0070	FS20UL Area Off Sounders	This switches on or off the Audible Souders programmed in the related Area.				
			States		Commands on OPC Item Mode	
			OPC Item PresentValue	OPC Item Mode	Result State	
			259-Sounders Off	266-Sounders On	\	\
			0-Quiet	1-Normal	Normal	X
			268-Trouble Bypass	0-Disabled	Disabled	X

ID	Object Model	Description
FS20UL-0080	FS20UL BACnet Device	BACnet device.
<b>States</b>		<b>Commands on OPC Item Mode</b>
OPC Item PresentValue	OPC Item Mode	Result State
		\ \ \ \

ID	Object Model	Description				
FS20UL-0090	FS20UL Bypassable Elem	Bypassable elements mostly used in the control domain.				
<b>States</b>			<b>Commands on OPC Item Mode</b>			
OPC Item PresentValue	OPC Item Mode	Result State	0-Disable	1-Enable	\	\
0-Quiet	1-Normal	Normal	X			
268-Trouble Bypass	0-Disabled	Disabled		X		
3-Fault	1-Normal	Fault	X			
7-Active	1-Normal	Activated	X			

ID	Object Model	Description							
FS20UL-0100	FS20UL Digital Input	Logical Channels exclusively used in the control domain. Inputs are used to trigger Controls, which in turn activate Outputs or Sounders.							
			States		Commands on OPC Item Mode				
			OPC Item PresentValue	OPC Item Mode	Result State	0-Disable	1-Enable	\	\
			0-Quiet	1-Normal	Normal	X			
			268-Trouble Bypass	0-Disabled	Disabled		X		
			3-Fault	1-Normal	Fault	X			
			16-Abnormal	1-Normal	Anomaly	X			

ID	Object Model	Description				
FS20UL-0110	FS20UL Digital Output	Logical Channels exclusively used in the control domain. Inputs are used to trigger Controls, which in turn activate Outputs or Sounders.				
			<b>States</b>			
			<b>Commands on OPC Item Mode</b>			
			0-Disable	1-Enable	269-Activate	276-Deactivate
	OPC Item PresentValue	OPC Item Mode	Result State			
	0-Quiet	1-Normal	Normal	X		X
	10-Test Active	1-Normal	Test Active	X		
	16-Abnormal	1-Normal	Anomaly	X		X
	3-Fault	1-Normal	Fault	X		X
	268-Trouble Bypass	0-Disabled	Disabled		X	
	7-Active	1-Normal	Activated	X		X

ID	Object Model	Description	Commands on OPC Item Mode								
FS20UL-0120	FS20UL Evac Control	Individual entity of the control logic related to evacuation.	States			0-Disable	1-Enable	271-ActivateEvac	276-Deactivate	2-Test	14-Normal
OPC Item PresentValue	OPC Item Mode	Result State									
0-Quiet	1-Normal	Normal	X			X	X		X		
268-Trouble Bypass	0-Off	Disabled		X		X	X		X	X	
267-Non Default Mode	2-Test	Test	X	X		X	X			X	
7-Active	1-Normal	Activate	X			X	X		X		
0-Quiet	276-Deactivate	Deactivate									

ID	Object Model	Description				
FS20UL-0130	FS20UL Evac Sounders	Evacuation sounder channel.				
<b>States</b>			<b>Commands on OPC Item Mode</b>			
<b>OPC Item PresentValue</b>	<b>OPC Item Mode</b>	<b>Result State</b>	<b>0-Disable</b>	<b>271-Activate Evac</b>	<b>1-Enable</b>	<b>276-Deactivate</b>
0-Quiet	1-Normal	Normal	X	X		
268-Trouble Bypass	0-Disabled	Disabled		X	X	
7-Active	1-Normal	Activated	X			X
3-Fault	1-Normal	Fault	X	X		
16-Abnormal	1-Normal	Anomaly	X	X		

ID	Object Model	Description	Commands on OPC Item Mode							
FS20UL-0140	FS20UL Extinguishing Zone	The Extinguishing Zone handles the raw alarm information related to extinguishing sensors.	States			0-Disable	1-Enable	2-Test	14-Normal	
			OPC Item PresentValue	OPC Item Mode	Result State					
			0-Quiet	1-Normal	Normal	X		X		
			259-Extinguishing Released	1-Normal	Extinguishing Released	X		X		
			2-Alarm	1-Normal	Alarm	X		X		
			1-Pre Alarm	1-Normal	Pre Alarm	X		X		
			7-Active	1-Normal	Activated	X		X		
			3-Fault	1-Normal	Fault	X		X		
			16-Abnormal	1-Normal	Anomaly	X		X		
			6-Not Ready	1-Normal	Not Ready	X		X		
			268-Trouble Bypass	0-Disabled	Disabled		X	X		X
			267-Non Default Mode	2-Test	Test	X				X
			267-Non Default Mode	265-Walktest	Walktest	X		X		X



ID	Object Model	Description									
FS20UL-0150	FS20UL Fire Control Group	The Fire Control Group is the means for organizing the different kinds of fire controls.									
			<b>States</b>			<b>Commands on OPC Item Mode</b>					
			<b>OPC Item PresentValue</b>	<b>OPC Item Mode</b>	<b>Result State</b>	<b>0-Disable</b>	<b>1-Enable</b>	<b>2-Test</b>	<b>14-Normal</b>	<b>269-Activate</b>	<b>276-Deactivate</b>
			<b>0-Quiet</b>	<b>1-Normal</b>	<b>Normal</b>	X		X		X	X
			<b>268-Trouble Bypass</b>	<b>0-Disabled</b>	<b>Disabled</b>		X	X	X	X	X

ID	Object Model	Description				
FS20UL-0160	FS20UL Fire Detector	Logical channels used in the detection domain for fire/smoke detection and technical alarms.				
<b>States</b>			<b>Commands on OPC Item Mode</b>			
OPC Item PresentValue	OPC Item Mode	Result State	0-Disable	1-Enable	\	\
0-Quiet	1-Normal	Normal	X			
268-Trouble Bypass	0-Disabled	Disabled		X		
267-Non Default Mode	260-Off Temporary	Off Temporary	X			
16-Abnormal	260-Off Temporary	Off Temporary	X			
3-Fault	1-Normal	Fault	X			
7-Active	1-Normal	Activated	X			
10-Test Active	1-Normal	Test Active	X			
267-Non Default Mode	2-Test	Test	X			

ID	Object Model	Description							
FS20UL-0170	FS20UL Fire Subsystem Zone	The Fire Subsystem Zone handles the raw alarm information related to different sensor types.							
			States		Commands on OPC Item Mode				
			OPC Item PresentValue	OPC Item Mode	Result State	0-Disable	1-Enable	\	\
			0-Quiet	1-Normal	Normal	X			
			268-Trouble Bypass	0-Disabled	Disabled			X	
			1-Pre Alarm	1-Normal	Pre Alarm	X			
			7-Active	1-Normal	Activated	X			
			3-Fault	1-Normal	Fault	X			
			16-Abnormal	1-Normal	Anomaly	X			
			6-Not Ready	1-Normal	Not Ready	X			

ID	Object Model	Description									
FS20UL-0180	FS20UL Generic Control	Individual entity of the control logic. Each Control has a dedicated functionality.	States			Commands on OPC Item Mode					
OPC Item PresentValue	OPC Item Mode	Result State	0-Disable	1-Enable	269-Activate	276-Deactivate	2-Test	14-Normal			
0-Quiet	1-Normal	Normal	X		X	X	X				
268-Trouble Bypass	0-Disabled	Disabled		X	X	X	X	X			
267-Non Default Mode	2-Test	Test	X	X	X	X		X			
7-Active	1-Normal	Activate	X		X	X	X				
0-Quiet	1-Normal	Deactivate	X		X	X	X				

ID	Object Model	Description				
FS20UL-0190	FS20UL Generic Digital Input	Input Channels exclusively used in the logical domain. Specific sensors handle the different information from the detection devices and a logical input is used for technical alarms coming from other systems.				
<b>States</b>			<b>Commands on OPC Item Mode</b>			
OPC Item PresentValue	OPC Item Mode	Result State	\	\	\	\
0-Quiet	1-Normal	Normal				
3-Fault	1-Normal	Fault				
7-Active	1-Normal	Activated				
16-Abnormal	1-Normal	Anomaly				

ID	Object Model	Description				
FS20UL-0200	FS20UL Generic Element	Generic Configuration Element. This element is a member of the operation tree and is mainly used for the configuration of country-specific operations and view peripherals.				
			States		Commands on OPC Item Mode	
			OPC Item PresentValue	OPC Item Mode	Result State	\
			0-Quiet	1-Normal	Normal	
			2-Alarm	1-Normal	Alarm	
			7-Active	1-Normal	Activated	
			16-Abnormal	1-Normal	Anomaly	
			3-Fault	1-Normal	Fault	
			256-System Fault	1-Normal	Fault	
			17-Emergency Power	1 - Normal	Fault	
			268-Trouble Bypass	0-Disabled	Disabled	

ID	Object Model	Description				
FS20UL-0210	FS20UL Manual Pull Station	Logical channels used in the detection domain for fire detection.				
<b>States</b>			<b>Commands on OPC Item Mode</b>			
<b>OPC Item PresentValue</b>	<b>OPC Item Mode</b>	<b>Result State</b>	<b>0-Disable</b>	<b>1-Enable</b>	<b>\</b>	<b>\</b>
0-Quiet	1-Normal	Normal	X			
268-Trouble Bypass	0-Disabled	Disabled		X		
267-Non Default Mode	260-Off Temporary	Off Temporary	X	X		
16-Abnormal	260-Off Temporary	Off Temporary	X	X		
3-Fault	1-Normal	Fault	X			
7-Active	1-Normal	Activated	X			
6-Not Ready	1-Normal	Not Ready	X			
10-Test Active	1-Normal	Test Active	X			
267-Non Default Mode	2-Test	Test	X			

ID	Object Model	Description	Commands on OPC Item Mode								
FS20UL-0220	FS20UL Manual Zone	The Manual Zone handles the raw alarm information coming from manual call point.	States			0-Disable	1-Enable	2-Test	285-Walktest	14-Normal	
			OPC Item PresentValue	OPC Item Mode	Result State						
			0-Quiet	1-Normal	Normal	X		X	X		
			268-Trouble Bypass	0-Disabled	Disabled		X	X	X	X	
			16-Abnormal	260-Off Temporary	Off Temporary	X		X	X	X	
			16-Abnormal	1-Normal	Anomaly	X		X	X		
			267-Non Default Mode	2-Test	Test	X			X	X	
			267-Non Default Mode	285-Walktest	Walktest	X		X		X	
			2-Alarm	1-Normal	Alarm	X					



ID	Object Model	Description				
FS20UL-0230	FS20UL Multi State Value	Panel and Area multistate objects for block commands.				
<b>States</b>			<b>Commands on OPC Item Mode</b>			
OPC Item PresentValue	OPC Item Mode	Result State	2-Block Ack	3-Block Reset	4-Block Silence	5-Block Unsilence
<b>2-Acknowledge</b>			X	X	X	X
<b>3-Reset</b>			X	X	X	X
<b>4-Silence</b>			X	X	X	X
<b>5-Unsilence</b>			X	X	X	X

ID	Object Model	Description														
FS20UL-0240	FS20UL Notification Class	BACnet notification class.														
<table border="1"> <thead> <tr> <th colspan="3" data-bbox="436 363 485 380">States</th> <th colspan="4" data-bbox="1178 363 1394 380">Commands on OPC Item Mode</th> </tr> </thead> <tbody> <tr> <td data-bbox="212 444 380 461">OPC Item PresentValue</td> <td data-bbox="457 444 575 461">OPC Item Mode</td> <td data-bbox="709 444 800 461">Result State</td> <td data-bbox="1031 444 1041 461">\</td> <td data-bbox="1192 444 1203 461">\</td> <td data-bbox="1360 444 1371 461">\</td> <td data-bbox="1528 444 1539 461">\</td> </tr> </tbody> </table>			States			Commands on OPC Item Mode				OPC Item PresentValue	OPC Item Mode	Result State	\	\	\	\
States			Commands on OPC Item Mode													
OPC Item PresentValue	OPC Item Mode	Result State	\	\	\	\										

ID	Object Model	Description				
FS20UL-0250	FS20UL Output	Logical Channels exclusively used in the control domain. Inputs are used to trigger Controls, which in turn activate Outputs or Sounders.				
<b>States</b>			<b>Commands on OPC Item Mode</b>			
OPC Item PresentValue	OPC Item Mode	Result State	269-Activate	276-Deactivate	0-Disable	1-Enable
0-Quiet	1-Normal	Normal	X	X	X	X
16-Abnormal	1-Normal	Anomaly	X		X	
3-Fault	1-Normal	Fault	X		X	
7-Active	1-Normal	Activated		X	X	
267-Non Default Mode	0-Disabled	Disabled				X

ID	Object Model	Description				
FS20UL-0280	FS20UL Panel	An entire FS20 host (panel or terminal) with respect to the process information. In addition, a BACnet Device object is associated so that each host can be addressed as an individual node in the BACnet inter-network.				
			States		Commands on OPC Item Mode	
			OPC Item PresentValue	OPC Item Mode	Result State	\
			0-Quiet	1-Normal	Normal	
			3-Fault	1-Normal	Fault	
			16-Abnormal	1-Normal	Anomaly	
			256-System Fault	1-Normal	Fault	

ID	Object Model	Description							
FS20UL-0270	FS20UL Pmi Visibility	The Pmi Visibility elements are attached to the Pmi Config element which models the local Pmi of an FS20 station. The subordinate Visibility elements are mainly used for configuration purposes (manual activation).							
			States		Commands on OPC Item Mode				
			OPC Item PresentValue	OPC Item Mode	Result State	269-Active	276-Deactivate	\	\
			0-Quiet	1-Normal	Normal	X			
			3-Fault	1-Normal	Fault				
			7-Active	1-Normal	Activated	X			
			16-Abnormal	1-Normal	Anomaly				
			256-System Fault	1-Normal	Fault				

ID	Object Model	Description							
FS20UL-0280	FS20UL Pmi Standby Visibility	The PMI Visibility elements are attached to the PMI Config element which models the local PMI of an FS20 station. The subordinate Visibility elements are mainly used for configuration purposes (automatic fallback).							
			States		Commands on OPC Item Mode				
			OPC Item PresentValue	OPC Item Mode	Result State	276-Deactivate	\	\	\
			0-Quiet	1-Normal	Normal				
			3-Fault	1-Normal	Fault				
			7-Active	1-Normal	Activated	X			
			16-Abnormal	1-Normal	Anomaly				
			256-System Fault	1-Normal	Fault				

ID	Object Model	Description	Commands on OPC Item Mode							
FS20UL-0290	FS20UL Sounders	Sounder output logical channel.	States			0-Disable	1-Enable	269-Activate	276-Deactivate	
			OPC Item PresentValue	OPC Item Mode	Result State					
			0-Quiet	1-Normal	Normal	X		X		
			3-Fault	1-Normal	Fault	X		X		
			16-Abnormal	1-Normal	Anomaly	X		X		
			268-Trouble Bypass	0-Disabled	Disabled		X	X		
			7-Active	1-Normal	Activated	X			X	
			10-Test Active	1-Normal	Normal	X		X		

ID	Object Model	Description				
FS20UL-0300	FS20UL Physical Device	Device in the hardware domain used in the detection loop.				
<b>States</b>			<b>Commands on OPC Item Mode</b>			
OPC Item PresentValue	OPC Item Mode	Result State	\	\	\	\
0-Quiet	1-Normal	Normal				
268-Trouble Bypass	0-Disabled	Disabled				



ID	Object Model	Description				
FS20UL-0310	FS20UL Verification Elem	Counter which influences the alarm equipment and remote transmission.				
<b>States</b>			<b>Commands on OPC Item Mode</b>			
OPC Item PresentValue	OPC Item Mode	Result State	\	\	\	\
0-Quiet	1-Normal	Normal				
7-Active	1-Normal	Activated				

ID	Object Model	Description																																			
FS20UL-0320	FS20UL Voice Control Group	The means for organizing the different kind of voice controls.																																			
<table border="1"> <thead> <tr> <th colspan="3" data-bbox="436 363 485 380">States</th> <th colspan="4" data-bbox="1178 363 1394 380">Commands on OPC Item Mode</th> </tr> <tr> <th data-bbox="212 444 380 461">OPC Item PresentValue</th> <th data-bbox="457 444 575 461">OPC Item Mode</th> <th data-bbox="709 444 800 461">Result State</th> <th data-bbox="1031 444 1041 461">\</th> <th data-bbox="1192 444 1203 461">\</th> <th data-bbox="1360 444 1371 461">\</th> <th data-bbox="1528 444 1539 461">\</th> </tr> </thead> <tbody> <tr> <td data-bbox="212 526 268 542">0-Quiet</td> <td data-bbox="457 526 527 542">1-Normal</td> <td data-bbox="709 526 764 542">Normal</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td data-bbox="212 553 352 570">268-Trouble Bypass</td> <td data-bbox="457 553 541 570">0-Disabled</td> <td data-bbox="709 553 772 570">Disabled</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td data-bbox="212 581 373 597">267-Non Default Mode</td> <td data-bbox="457 581 512 597">2-Test</td> <td data-bbox="709 581 743 597">Test</td> <td></td> <td></td> <td></td> <td></td> </tr> </tbody> </table>			States			Commands on OPC Item Mode				OPC Item PresentValue	OPC Item Mode	Result State	\	\	\	\	0-Quiet	1-Normal	Normal					268-Trouble Bypass	0-Disabled	Disabled					267-Non Default Mode	2-Test	Test				
States			Commands on OPC Item Mode																																		
OPC Item PresentValue	OPC Item Mode	Result State	\	\	\	\																															
0-Quiet	1-Normal	Normal																																			
268-Trouble Bypass	0-Disabled	Disabled																																			
267-Non Default Mode	2-Test	Test																																			

ID	Object Model	Description						
FS20UL-0330	FS20UL Event commands	This is not an Object Model but provides the read-only information about the event state. The event related to the point can require the acknowledge, silence/unsilence and reset commands.						
<b>States</b>			<b>Commands on OPC Item Acked Transitions</b>		<b>Commands on OPC Item Silence</b>		<b>Command on OPC Item Operation Expected</b>	
OPC Item Acked Transitions	OPC Item Operation Expected	OPC Item Silence	1-Ack to offnormal	2-Ack to fault	1-Silence	7-Unsilence	4-Reset	
7-Normal	0-None	3 - All Silenced						
6-Ack to offnormal	1-Silence	0 - Unsilenced	X		X			
6-Ack to offnormal	7-Unsilence	3 - All Silenced	X			X		
5-Ack to fault	0-None	3 - All Silenced		X				
7-Normal	4-Reset	0 - Unsilenced			X		X	
7-Normal	4-Reset	3 - All Silenced				X	X	

ID	Object Model	Description	Commands on OPC Item Mode									
			0-Disable	1-Enable	9-Fast	2-Test	285-Walktest	14-Normal				
FS20UL-0340	FS20UL Zone	The Zone handles the raw alarm information coming from one or more detectors. Different zones (Automatic, Technical, Gas, Multi, Extinguishing, and so on) can be used depending on purpose.	States									
			OPC Item PresentValue	OPC Item Mode	Result State							
			0-Quiet	1-Normal	Normal	X		X	X	X		
			288-Trouble Bypass	0-Disabled	Disabled		X	X	X	X		X
			287-Non Default Mode	9-Fast	Fast	X			X	X	X	X
			287-Non Default Mode	8-Slow	Slow	X		X	X	X		X
			287-Non Default Mode	2-Test	Test	X		X		X		X
			287-Non Default Mode	285-Walktest	Walktest	X		X	X			X
			16-Abnormal	280-Off Temporary	Off Temporary	X		X	X	X		X
			1-Pre Alarm	1-Normal	Pre Alarm	X		X	X	X		X
			2-Alarm	1-Normal	Alarm	X		X	X	X		X
			6-Not Ready	1-Normal	Not Ready	X		X	X	X		X
			16-Abnormal	1-Normal	Abnormal	X		X	X	X		X

ID	Object Model	Description															
FS20UL-0350	FS20UL Area	The Area controls the alarm organization.															
			States				Commands on OPC Item Mode										
	OPC Item PresentValue	OPC Item Mode	Result State	256-Controls Off	265-Controls On	0-Disable	1-Enable	266-Manual Off	263-Manual On	257-Non Manual Off	264-Non Manual On	14-Normal Mode	259-Sounders Off	268-Sounders On	2-Test	285-Walktest	9-Fast
	0-Quiet	1-Normal	Normal	X	X	X	X	X	X	X	X	X	X	X	X	X	X

ID	Object Model	Description	Commands on OPC Item Mode														
FS20UL-0380	FS20UL Area Propagation	This switches on or off the Sections and Zones programmed in the related Area.	States			0-Disable	1-Enable	256-Manual Off	263-Manual On	257-Non Manual Off	264-Non Manual On	14-Normal Mode	267-Test Manual	268-Test Non Manual	286-Walktest Manual	285-Walktest Non Manual	9-Fast
			OPC Item PresentValue	OPC Item Mode	Result State												
			0-Quiet	1-Normal	Normal	X		X	X	X	X	X	X	X	X	X	X
			268-Trouble Bypass	0-Disabled	Disabled	X	X	X	X	X	X	X	X	X	X	X	X
			267-Non Default Mode	9-Fast	Fast	X		X	X	X		X	X	X	X	X	X
			267-Non Default Mode	2-Test	Test	X		X	X	X	X	X	X	X	X	X	X
			267-Non Default Mode	285-Walktest	Walktest	X		X	X	X	X	X	X	X	X	X	X

ID	Object Model	Description										
FS20UL-0370	FS20UL Section	The Section can be used to operate a collection of zones in a safe and easy way. It provides the functionality for switching to on, off, fast, and test.										
<b>States</b>			<b>Commands on OPC Item Mode</b>									
OPC Item PresentValue	OPC Item Mode	Result State	0-Disable	1-Enable	256-Manual Off	263-Manual On	257-Non Manual Off	264-Non Manual On	14-Normal Mode	2-Test	285-Walktest	9-Fast
0-Quiet	1-Normal	Normal	X		X	X	X	X	X	X	X	X
268-Trouble Bypass	0-Disabled	Disabled		X	X	X	X	X	X	X	X	X
267-Non Default Mode	2-Test	Test	X		X	X	X	X	X	X	X	X
267-Non Default Mode	285-Walktest	Walktest	X		X	X	X	X	X	X	X	X

Siemens Industry Inc.  
Building Technologies Division  
1000 Deerfield Pkwy  
Buffalo Grove IL 60089  
Tel. +1 847-215-1000

© Siemens Industry Inc. 2017  
Technical specifications and availability subject to change without notice.