



EBL GRAPHICS

V. 3.X

Fire alarm solutions
Technical description

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1. INTRODUCTION

This document describes a product that consists of two applications; EBL Graphics Designer and EBL Graphics.

EBL GRAPHICS DESIGNER

EBL Graphics Designer is used to create detailed drawings and to import alarm points from an EBLWin file (*.ebl). Overview drawings are also created here. This application is also used to create users and to configure the EBLnet connection for EBL Graphics.

EBL GRAPHICS

This is the monitoring application. It will use EBLnet to connect to a web-server / gateway and show all faults, disablements and so on in the deviations view. It will also present fire alarms and disablements on the drawings. The user may be granted to reset fire alarms, disable / re-enable and acknowledge faults.

1.1. LIMITATIONS

EBL Graphics version 3.X exist only in 64-bit version.

The 64-bit version should be used if the plant is large, since it is memory consuming for the PC.

2. ABBREVIATIONS

EBLWeb	Web browser interface for gateway
PC	Personal Computer
RAM	Random Access Memory

3. EBL GRAPHICS DESIGNER

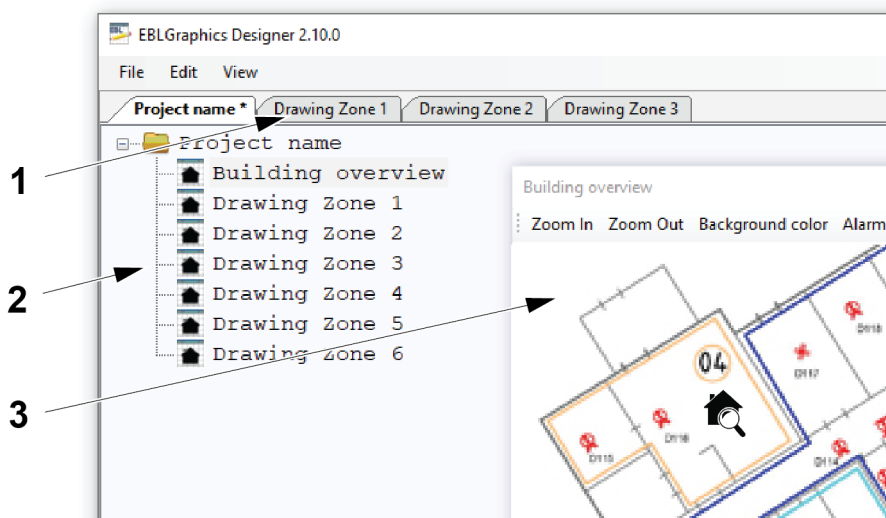
The configuration in EBL Graphics Designer will result in a XML-file, which can be opened and used locally by the end user. The end user needs to download the EBL Graphics software, and also needs the user data created in EBL Graphics Designer.

3.1. GENERAL DESCRIPTION

This application provides the functionality to:

- Create detail drawings
- Create overview drawings
- Place alarm points on the drawings
- Define the users of the EBL Graphics application
- Configure the EBLnet connection

The EBL Graphics Designer has a tree view, into which the drawings are added. The drawing will be opened as a tab. It is possible to drag the drawing tab to get a detached drawing window. Once opened, it is possible to drag and drop an image file from windows explorer to the drawing. This will be the background drawing. Onto the background drawing one can drag and drop alarm points from the Symbols window, see section [3.7.1. LOAD ALARM POINT SYMBOLS](#) on page 15.



1. Drawing tab
2. Tree view
3. Detached drawing window

Make sure the EBL Graphics application is closed when changes are made in the EBL Graphics Designer.

3.2. INSTALLATION






These applications are downloaded from www.panasonic-fire-security.com/.

When the EBL Graphics is downloaded, the EBL Graphics Designer is automatically included. An EBLnet license and an EBLnet license key are required to be able to use the applications.

- a) Download the EBL Graphics software and Drivers from www.panasonic-fire-security.com/ to the PC. Drivers_for EBL_Graphics contains for example drivers for network camera and chart handling.

Software	
Description	
S/W, EBL Graphics V2.10.0 (for 64 bit OS)	
S/W, EBL Graphics V2.9.0 (for 64 bit OS)	
S/W, EBL Graphics V2.8.0 (for 64 bit OS)	
S/W, Drivers for EBL Graphics	

- b) The installation procedure includes the following files, see below.

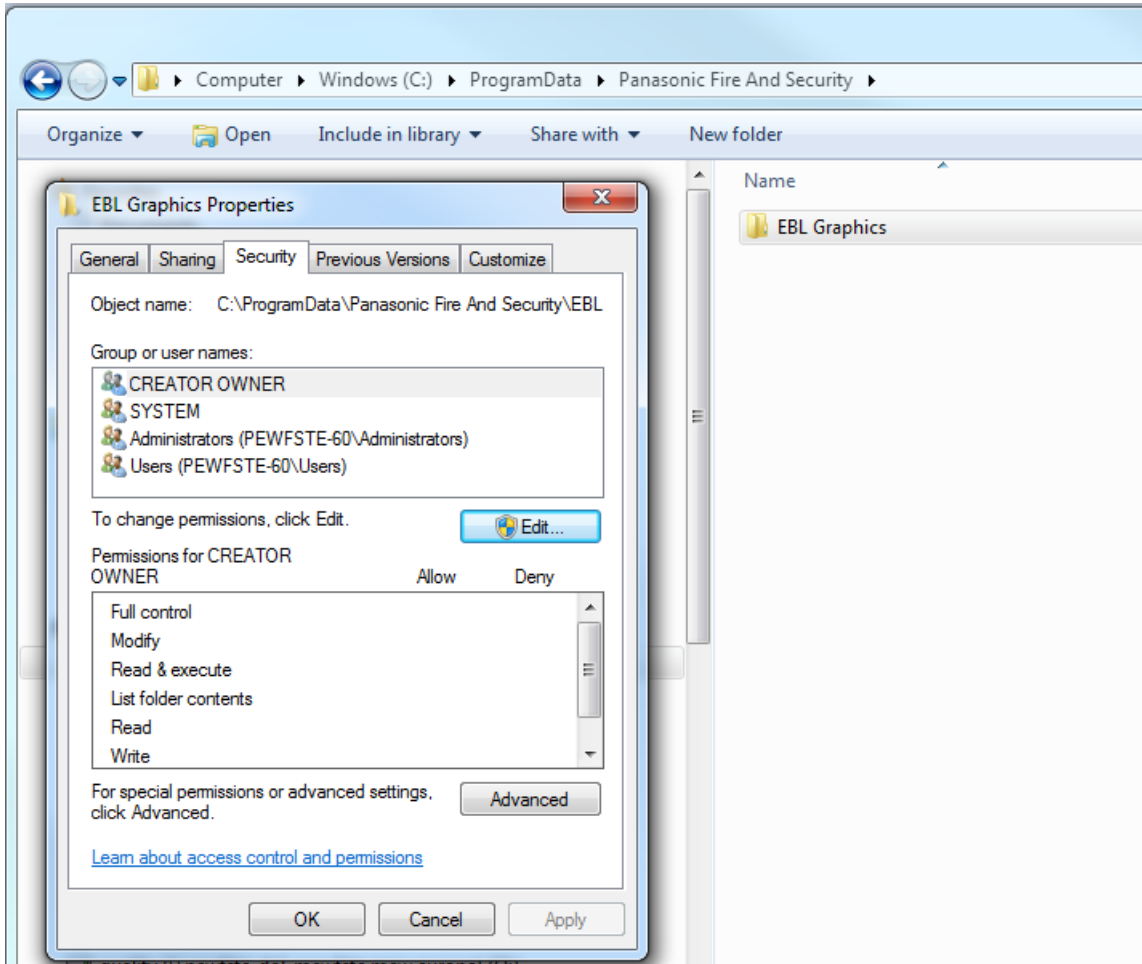
Name	Type	Size
 MSChart.exe	Application	1,809 KB
 nwc4Ssetup.exe	Application	1,932 KB
 setup.exe	Application	418 KB
 Setup.msi	Windows Installer Package	26,439 KB
 vcredist_x86.exe	Application	2,639 KB

Install the files in the following order:

- 1) vcredist_x86.exe
- 2) nwc4Ssetup.exe
- 3) MSChart.exe
- 4) setup.exe

The event log is saved in the `Panasonic Fire And Security` folder. The user of EBL Graphics Designer needs `Modify`, `Read`, and `Write` permission to this folder.

- c) Go to C:/ProgramData/Panasonic Fire And Security/
- d) Right click on the EBL Graphics folder. Select **Properties**.
- e) In the dialog window, select **Security**.
- f) Press Edit and change the settings for `Modify`, `Read`, and `Write`. Tic the checkboxes to **Allow**.
- g) Press **OK**.



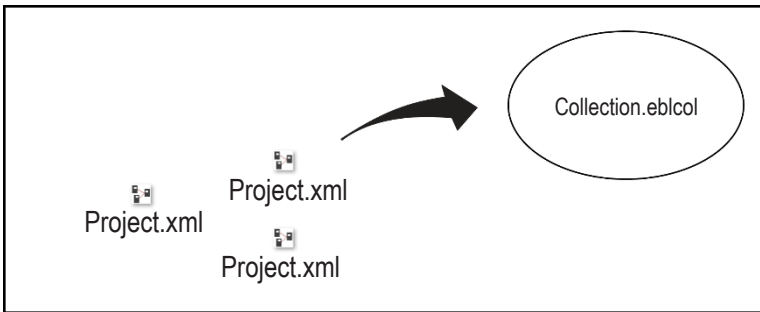
For technical requirements, see section 5. TECHNICAL DATA in this document.

3.3. CREATE A NEW PROJECT

One EBL-system corresponds to one project.

Select an empty folder for the project xml file. If the data has to be moved or a backup should be made, then it is simply a matter of moving / copying the entire root folder.

Later you must create a collection. One or several projects can be included in that collection.
See [3.11. CREATE A COLLECTION](#) on page 30.



- a) Make sure you have created a folder for the project to be saved in.
- b) Start the EBL Graphics Designer and select **create a new project**.

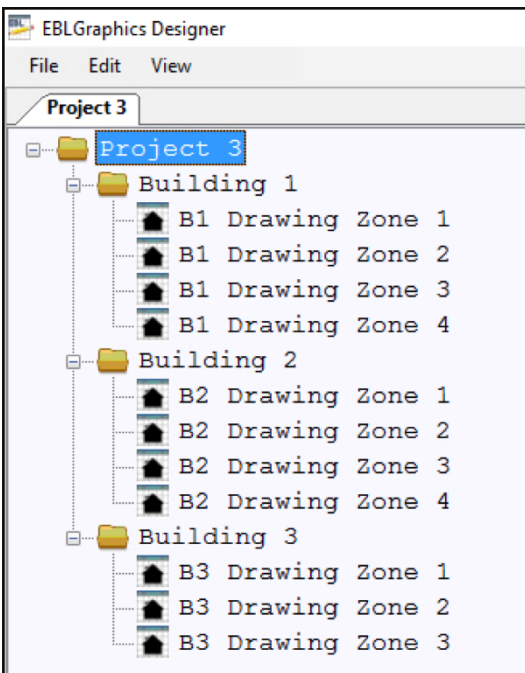
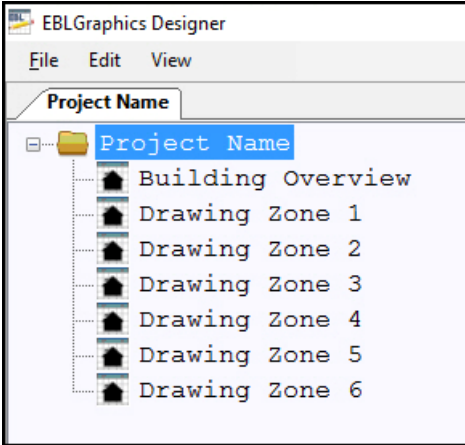


- c) Browse for the folder where the project will be saved. Press **OK**.
- d) The project filename will be the same as the folder but with the extension xml.

This folder will be the root of the project. When creating drawings, these will be saved in this folder.

3.4. DRAWING STRUCTURE

It is recommended to arrange the drawings in the tree view structure so that the structure is reflecting the actual building. See the examples below.



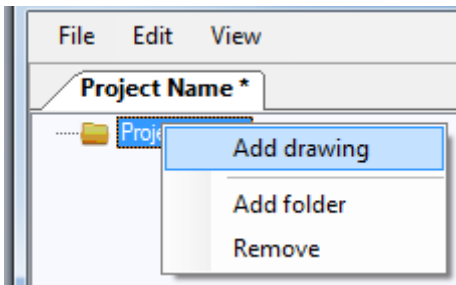
3.5. ADD A DRAWING

The appearance of the drawing view can vary depending on screen resolutions, settings, size / resolution of the drawing-image and so on.

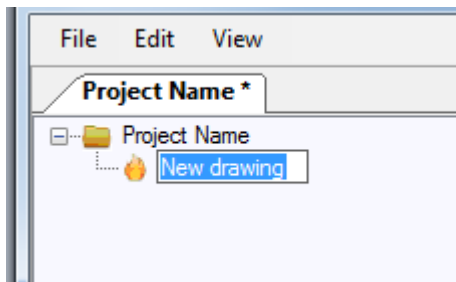
Maximum number of drawings and links (magnifying glass) in a project depends on the memory of the PC, and the size of the drawings. There is no limit set in the software.

The image formats that are supported by EBL Graphics are:

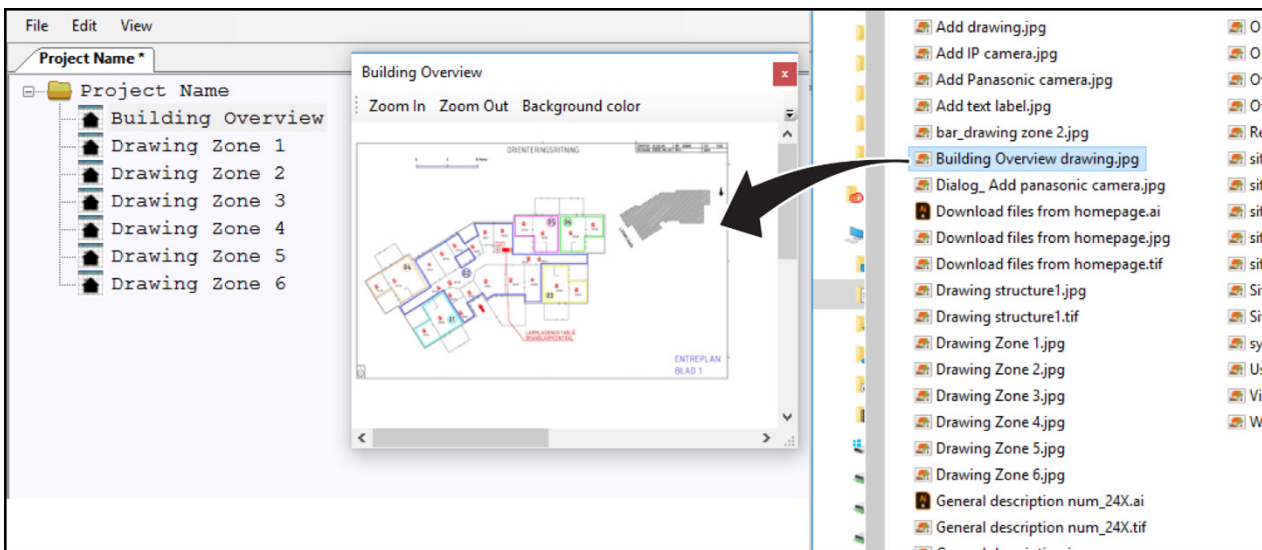
- BMP
- GIF
- JPEG
- PNG
- TIFF



- a) Right-click the **map** symbol in the tree view and select 'Add drawing'.
A drawing node (house symbol) named "New drawing" will appear.
- b) Rename the drawing node by clicking on "New drawing" twice. Write the new name and press **Enter**.



- c) Double click a **drawing node** to open an empty drawing window.
- d) Drag and drop an image file into the drawing window. It is now possible to zoom and scroll the drawing.



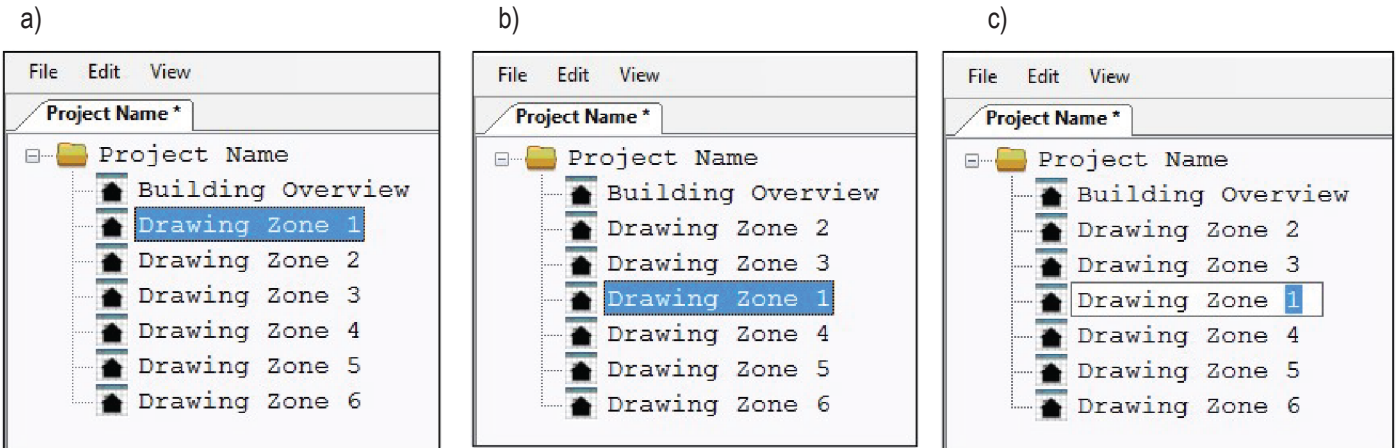
- e) Save the drawing: File / **Save**.
- f) To close the drawing, click the **close** symbol in the upper right corner.

Zoom in the drawing: CTRL+MouseWheel
Pan in the drawing: CTRL+MouseLeft

3.5.1. MOVE DRAWING IN STRUCTURE

It is possible to change the position of a drawing in the tree view.

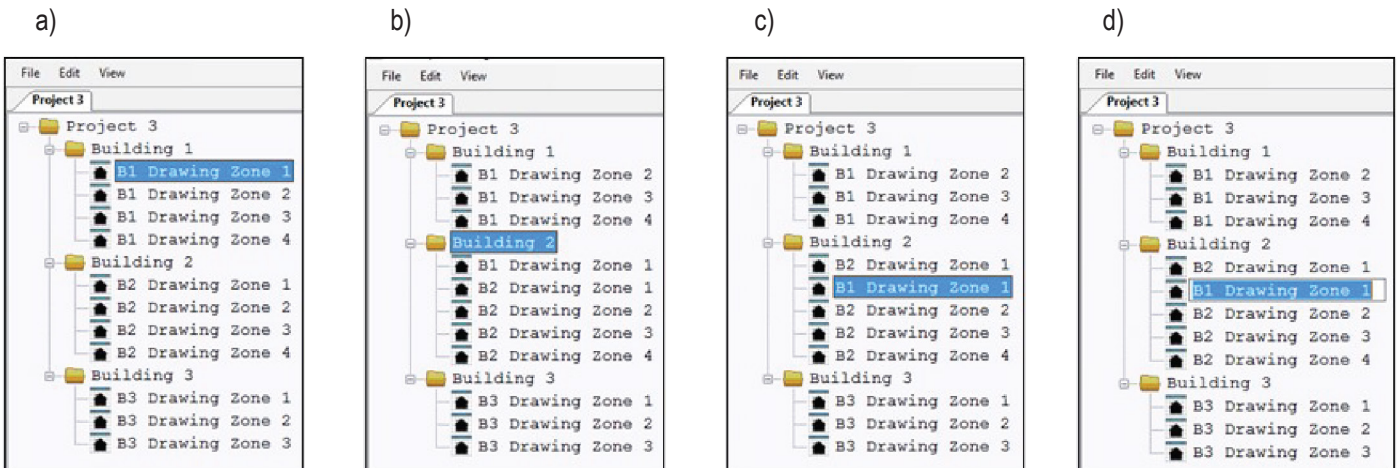
- Drag the drawing.
- Drop the drawing on the node above the desired position.
- Rename the drawing.
- Save project.



It is also possible to move drawings between different folders in a project structure like below.

In the following example the 'B1 Drawing Zone 1' will be moved to position 2 in 'Building 2' folder.

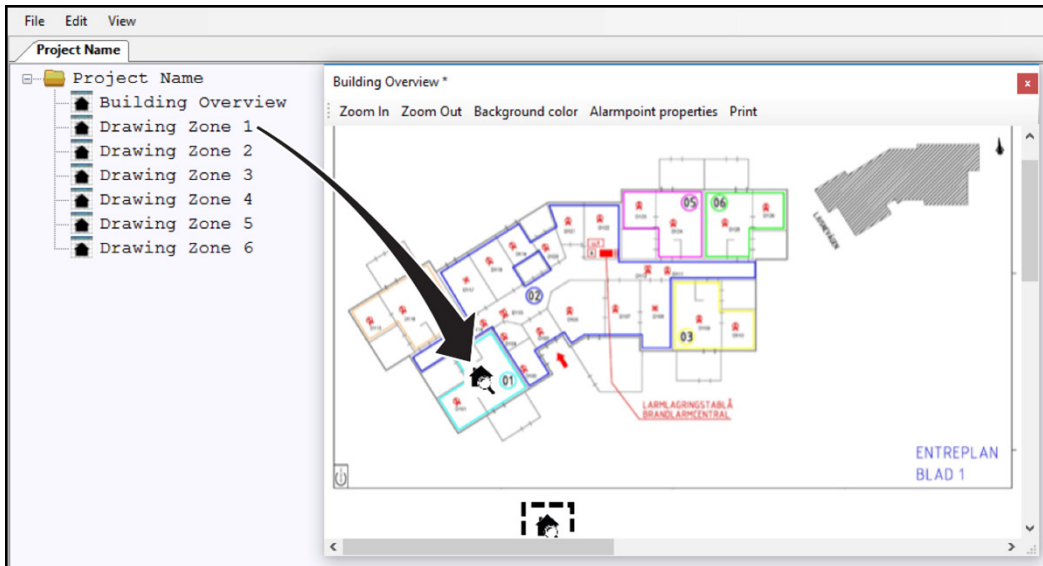
- Drag the drawing.
- Drop the drawing on to the 'Building 2' folder. The drawing will automatically be given position 1 in 'Building 2' folder.
- Drag and drop the drawing 'B1 Drawing Zone 1' one step down.
- Rename all affected drawings in 'Building 1' and 'Building 2' folders.
- Save project.



3.6. OVERVIEW DRAWING

It is recommended to have an overview drawing over the building or building area. This drawing can be provided with links to the different detailed drawings. The link symbols will also indicate deviations in the EBL system. The links will only function in EBL Graphics.

- a) Double click on the drawing node to open the overview drawing.
- b) Drag and drop the detailed drawing from the tree view, into the overview drawing. The link will appear as a “magnifying glass” symbol.



The symbol might be “dropped” outside the drawing area, and hidden if the window is not maximized.

- c) To change size of the symbol, double click the “magnifying glass” symbol. A dialog window will appear.

The `Maintain aspect ratio` checkbox is selected by default.



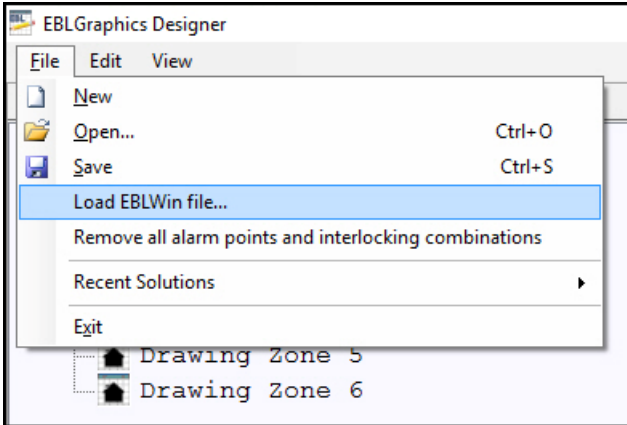
- d) To delete the link, click on the “magnifying glass” symbol to select it. Press Delete.

3.7. DETAILED DRAWING

The detailed drawing will show the position of all the alarm points for that chosen area. The alarm point symbols will indicate deviations in the system. It is also possible to insert links to network cameras.

3.7.1. LOAD ALARM POINT SYMBOLS

- a) In the File menu, select 'Load EBLWin file...' and browse to the project EBLWin file (*.ebl). Open.



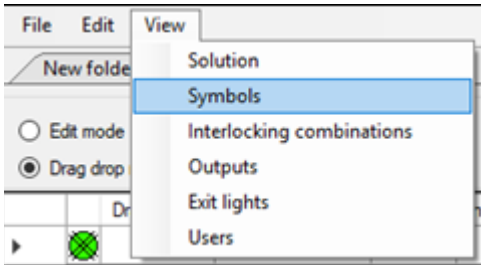
- b) The Symbols window will appear in a new tab.

File Edit View					
Project Name *		Symbols			
<input checked="" type="radio"/> Edit mode <input type="radio"/> Drag drop mode					
	Drawing	Zone-address	Text	Instructions	Camera
▶		001-01	Manual Call Point 3333		
		001-02	Analog Heat Detector 3308		
		002-01			
		002-02	Analog Multi Detector (smoke) 4300		
		002-03	Analog Multi Detector (heat) 4300		
		010-01	Analog photoelectric smoke detector 4301		
		010-02	Analog heat detector 3309		
		020-01	Smoke detector 2304 / base 2312		
		030-01	Multi detector, Advanced mode		
		100-01	3361 zone line input		
		101-01	Manual Call Point 3333		
		101-02	Analog Heat Detector 3308		
		102-01	Analog Multi Detector 4401 Advanced mode		
		102-02	Analog Multi Detector 4400 Advanced mode		
		110-01	Mounted on sounder base		
		110-02	Analog heat detector 3309		
		200	DET8 zone line input		
		333	DET8 zone line input		
		700-01	Aspect Grizzle 01		
		700-02	Aspect Grizzle 02		
		800-01	Wireless detector 4611		
		800-02			

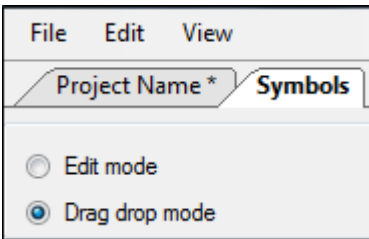
- c) The symbols can be sorted by any of the columns headings.

3.7.2. ADD ALARM POINT SYMBOLS

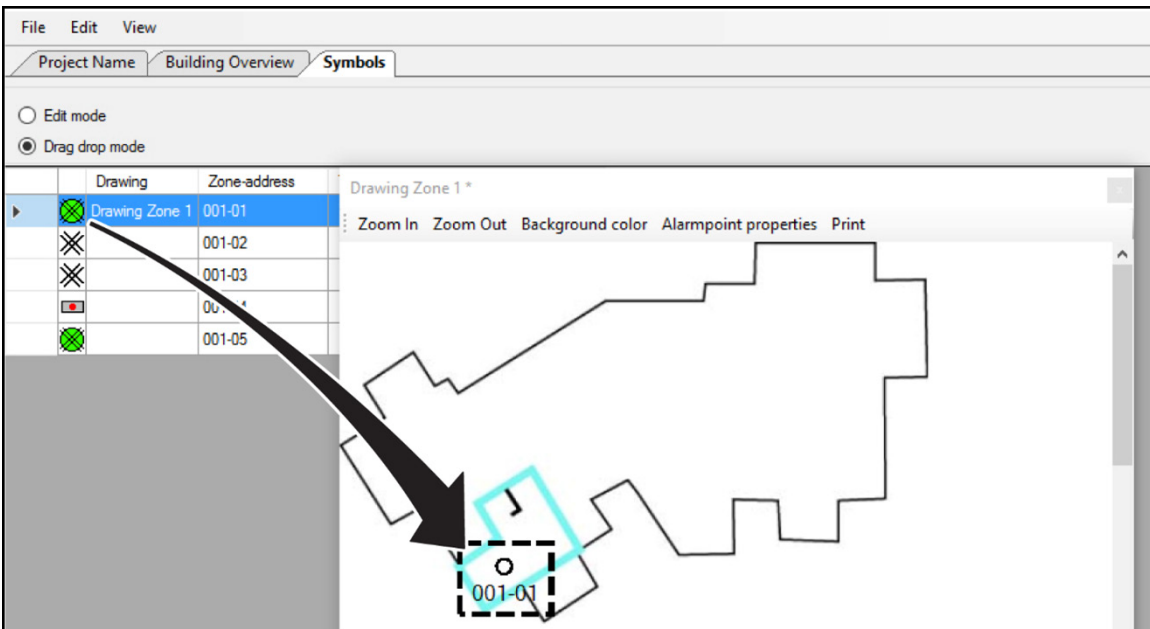
Before adding symbols to the drawing; save the drawing.



- a) Select **View** menu / **Symbols** to open the symbols window.
- b) Select 'Drag drop mode' in the Symbols window.

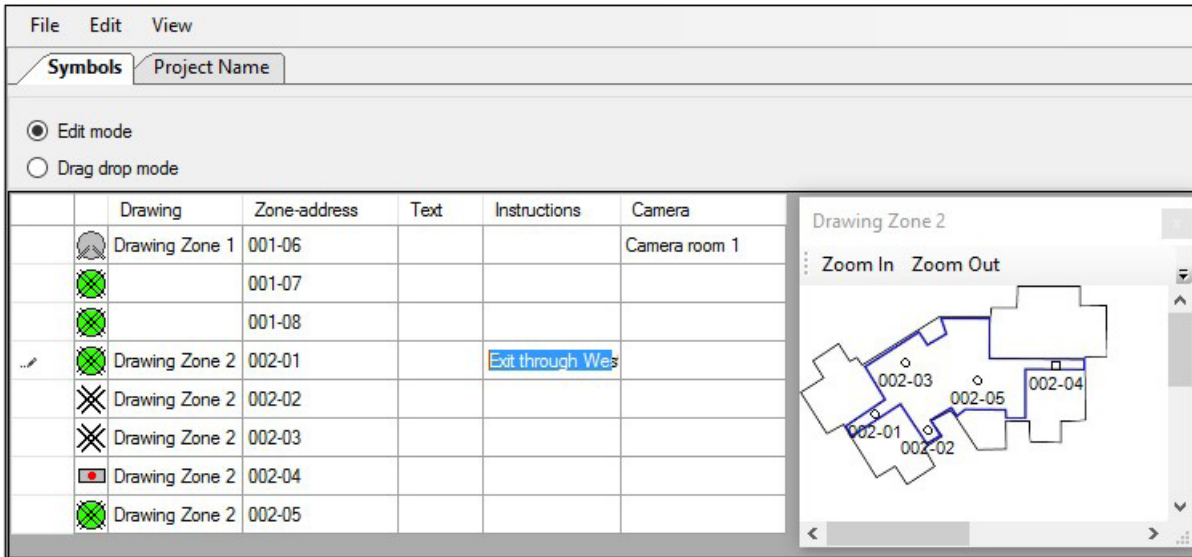


- c) Drag and drop the symbols from the symbol window onto the drawing. In the column 'Drawing' a reference will appear; the name of the drawing in which the symbol is used.



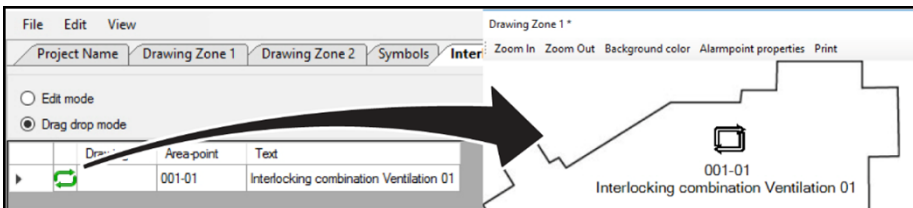
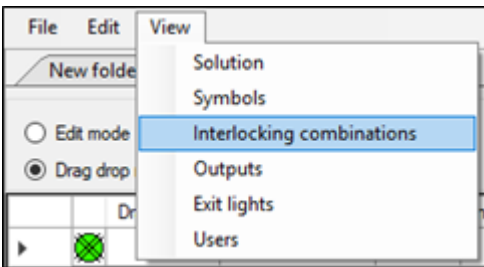
- d) To edit the size of the symbol, see section [3.8. GRAPHIC EFFECTS](#) on page 24.

e) To add instructions, set the Symbols window to 'Edit mode'. Enter instructions.



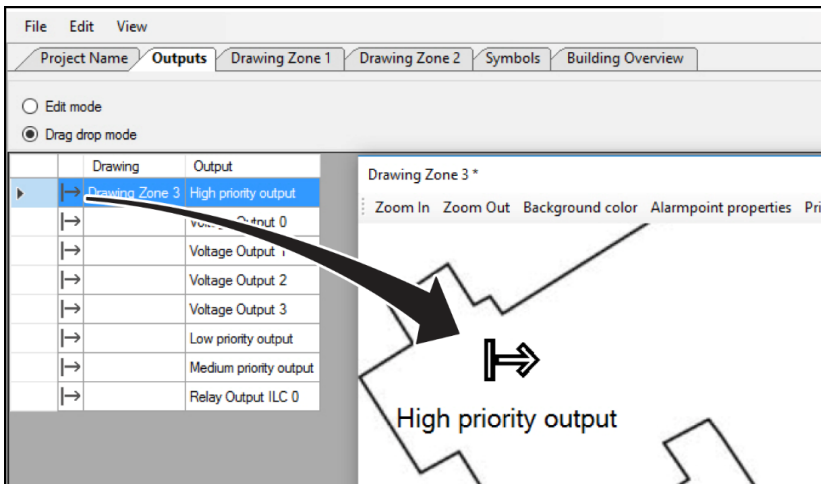
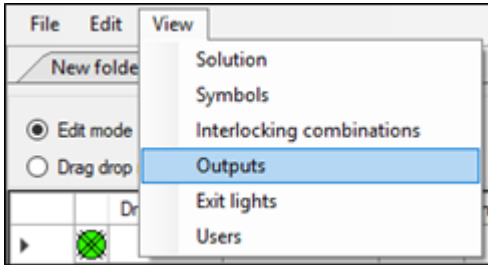
3.7.3. ADD INTERLOCK SYMBOL

Add the interlocking symbol on the drawing to be able to view activation of corresponding interlocking combination.
See also section [4.4.7. INTERLOCKING COMBINATION IN DRAWING VIEW](#).



3.7.4. ADD OUTPUT SYMBOL

Add the output symbol on the drawing to be able to view activation of corresponding output.
 See also section [4.4.8. OUTPUT IN DRAWING VIEW](#) on page 41.

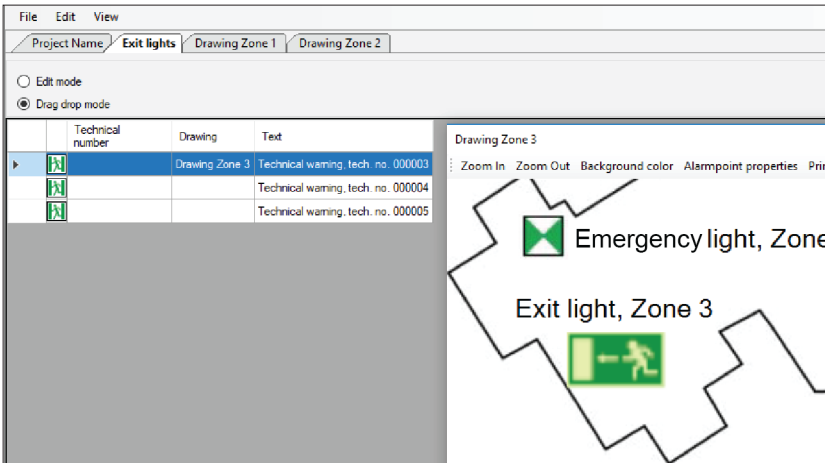
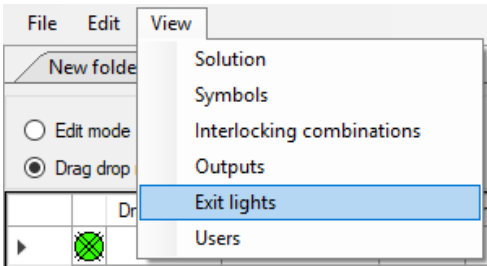


3.7.5. ADD EXIT LIGHTS

Add the exit lights or emergency light on the drawing to be able to view activation of corresponding exit /emergency lights.

The alarm points are configured in EBLWin to be exit light or emergency light. They will have the same symbol in the symbols window.

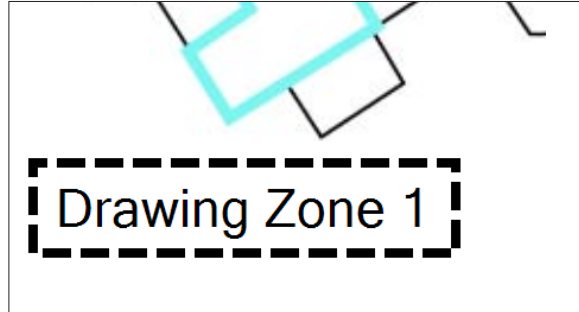
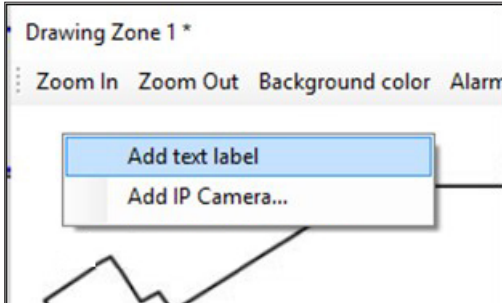
See also section [4.4.9. EXIT LIGHT IN DRAWING VIEW](#) on page 42.



3.7.6. ADD TEXT LABEL

Add a descriptive text on the drawing.

- a) Right click in the drawing and choose "Add text label".
- b) Drag the text label into position.



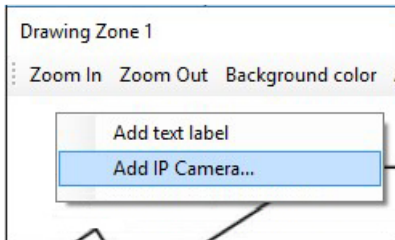
3.7.7. ADD IP CAMERA

It is possible to add an IP camera to EBL Graphics. The IP camera will be "connected" to one or several alarm points. When the properties of an alarm point are displayed, the view of the network camera will also be displayed.

The IP camera must be ONVIF compliant.

For information on configuration data, contact the site system administrator.

- a) Right click in the drawing and choose "Add IP Camera".



IP Camera properties

<p>General</p> <p>Name: <input type="text"/></p> <p>IP or host name: <input type="text"/></p> <p>ONVIF</p> <p>User name: <input type="text" value="admin"/> <input type="button" value="Discover"/></p> <p>Password: <input type="password" value="....."/></p> <p>Camera: <input type="text" value="10.254.54.540 [10.254.54.540]"/> <input type="button" value="Use"/></p> <p>Profiles: <input type="text" value="mainStream"/> <input type="button" value="Get"/></p> <p>Information: Found 2 profile(s).</p>	<p>Rotation (Symbol)</p> <p><input checked="" type="radio"/> 0</p> <p><input type="radio"/> 90</p> <p><input type="radio"/> 180</p> <p><input type="radio"/> 270</p> <p><input type="radio"/> Custom <input type="text" value="0"/></p>
--	--

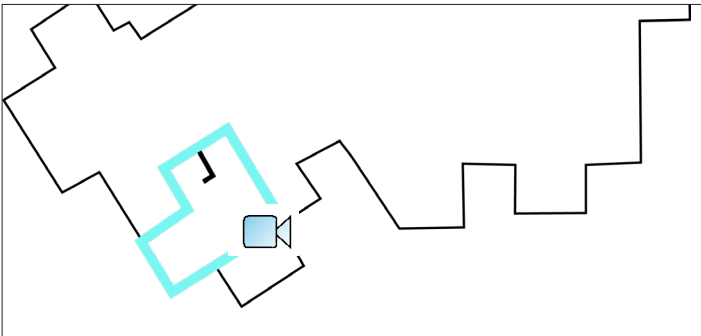
- b) Press **Discover** to search for connected IP cameras.
- c) Available IP cameras will be shown in the camera drop-down list. Select a camera.
- d) Press **Use**. The camera IP address or host name will be shown in the General section.
- e) Enter a name for the IP camera. It must be a unique name.
- f) There is a possibility to change the angle of the camera symbol.

IF USED WITH EBL SERVICE AND DISPLAY UNIT 5054

- g) Enter username and password.
- h) Press **Get** to search for available profiles.
- i) Choose a profile in the profiles drop-down list.

PLACE SYMBOL AND CONNECT TO AN ALARM POINT

- j) Press **OK**.
- k) The network camera symbol appears. Drag the camera symbol into position.



- l) In the symbol window, click in the camera column and choose the network camera. The network camera is now connected to the alarm point on that row.

<input checked="" type="radio"/> Edit mode <input type="radio"/> Drag drop mode						
	Drawing	Zone-address	Text	Instructions	Camera	
▶	Drawing Zone 1	001-01				
		001-02				
		001-03				

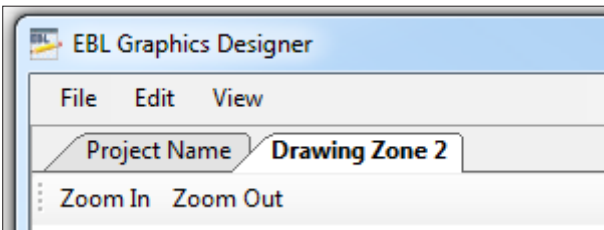
- m) Repeat for all other alarm points that shall be connected to the camera. To remove the camera, select “blank” in the drop-down list.

3.7.8. PLACE SYMBOLS

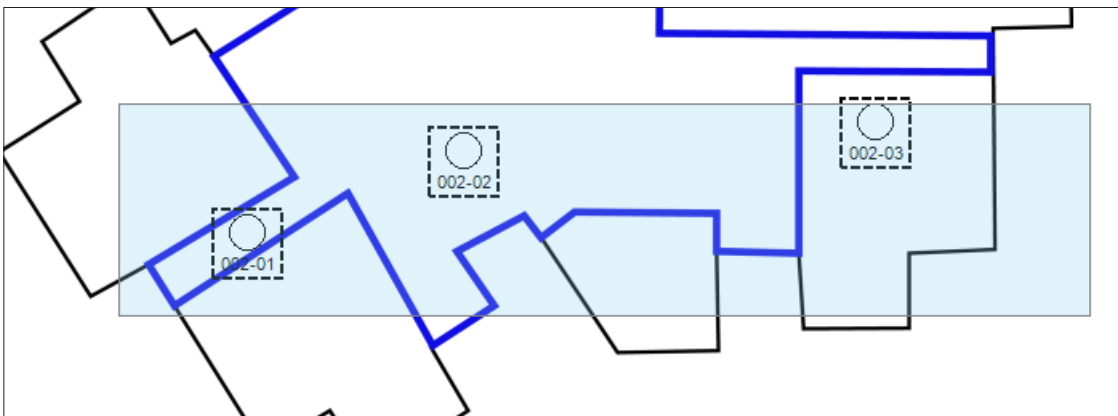
This function is useful if the symbols on the drawing should be placed on a straight line.

This function can only be used when the drawing window is attached to the main window, as a tab.

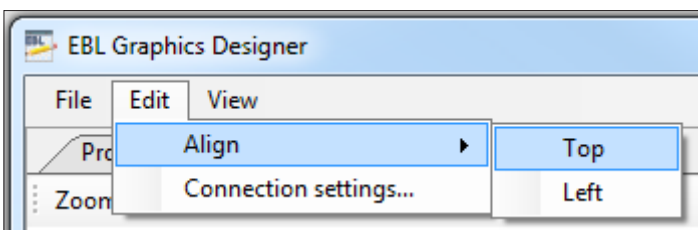
- a) To attach the drawing window to the main window, drag the drawing window and drop it onto another, existing tab. In this example 'Project Name' tab.



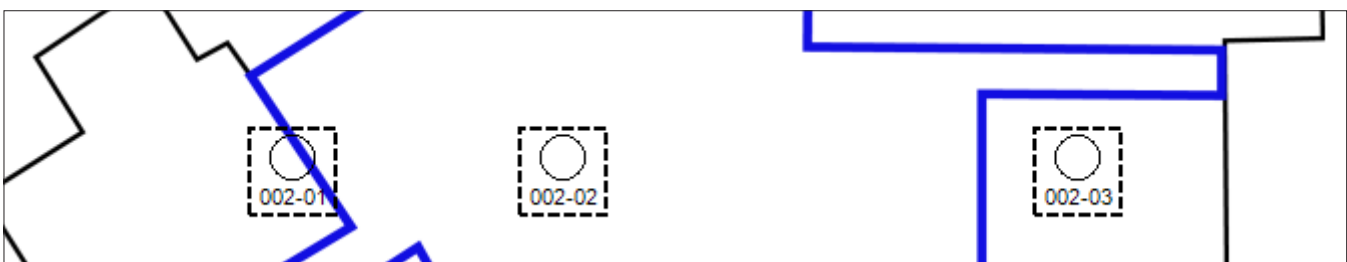
- b) Select all the symbols that should be placed on a straight line. To select several symbols, left click and select the entire area around the symbols.



- c) Go to **Edit** menu / **Align** and choose **Top** or **Left**.



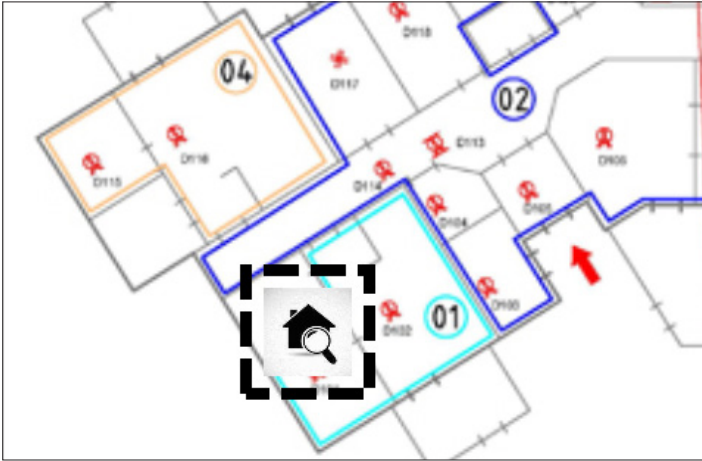
- d) If Top is chosen, the selected symbols will move and be positioned on a horizontal line. The symbols will adjust to the same height as the highest positioned symbol.



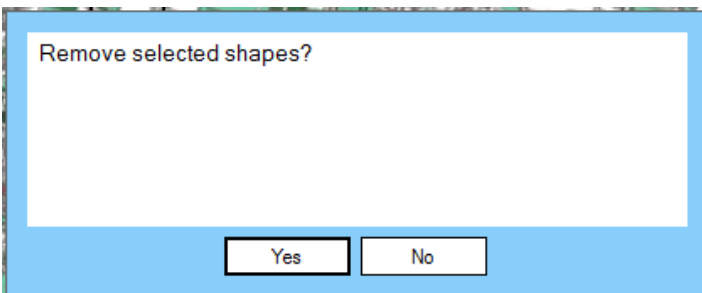
3.7.9. DELETE SYMBOLS

This procedure is valid for network camera symbols, alarm point symbols, interlocking combinations, outputs and text labels.

- a) To delete a symbol, select the symbol. The symbol will get a dashed frame. Press Delete.

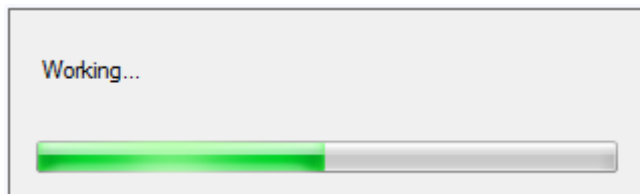
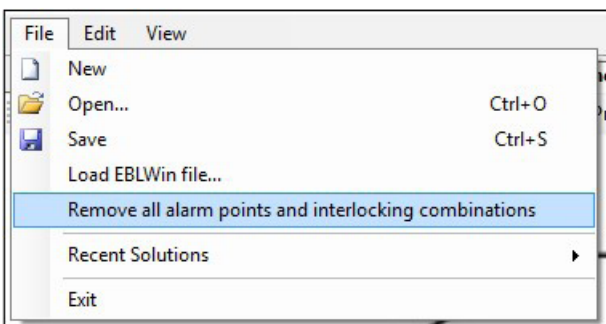


- b) In the dialog window, press **Yes**.



3.7.10. REMOVE ALL ALARM POINTS

- a) Go to File menu / Remove all alarm points and interlocking combinations. (Including outputs).
- b) All alarm points, interlocking combinations, and outputs in all drawings will be deleted. Also the Symbols window will be deleted.



3.8. GRAPHIC EFFECTS

There is a possibility to customize the drawings in EBL Graphics Designer. It can be used to distinguish different zones or different drawings from each other by colour.

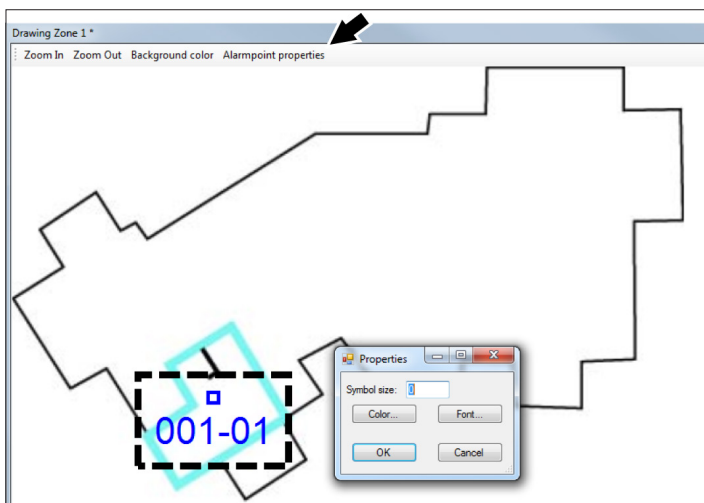
3.8.1. EDIT ALARM POINT SYMBOLS

Click on "Alarm point properties" in the drawing window or double click the alarm point symbol. Set:

- Symbol size (measured in points)
- Font size (measured in points)
- Symbol / Font color

This procedure will change the properties only for the selected alarm point.

This color setting is visible for the alarm point in normal state.

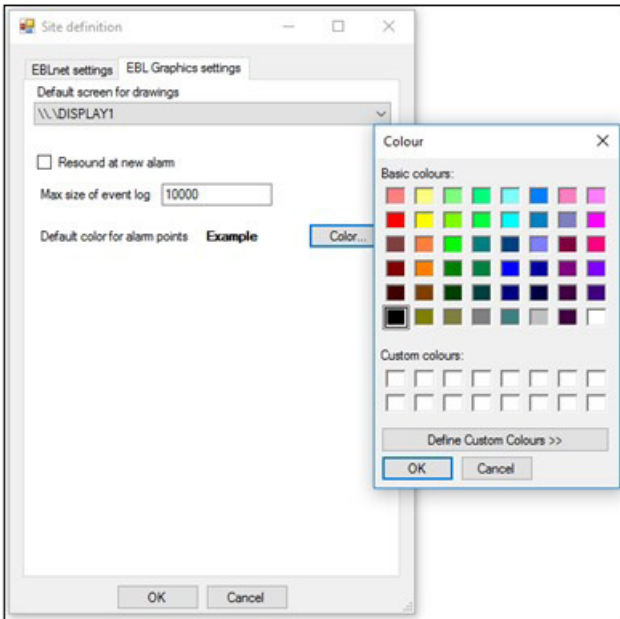


3.8.2. EDIT DEFAULT COLOR FOR ALARM POINT SYMBOLS

Go to Edit/Connection settings/EBL Graphics settings/Default color for alarm points.

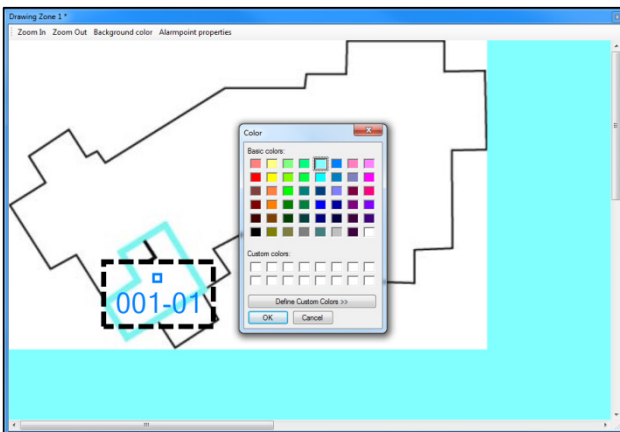
First choose a color, then add the alarm points. All the added alarm points will get the chosen color, until another color is chosen in the dialog.

This color setting is visible for the alarm point in normal state.



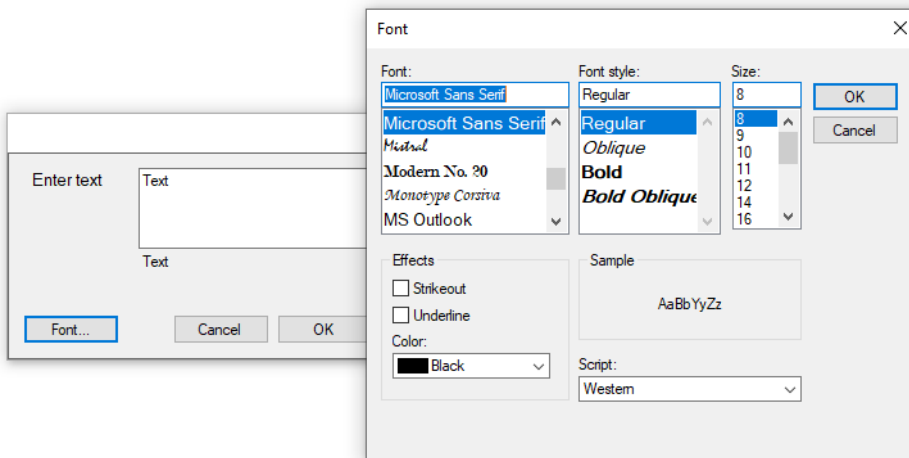
3.8.3. EDIT BACKGROUND COLOR

Click on "Background color" in the drawing window.



3.8.4. DESIGN TEXT LABEL

When adding the text label, enter the text, then click on “Font...”



3.8.5. ADD CUSTOM ICONS

EBL Graphics can use custom icons from a folder "icons" in the applications install folder.

Find the "icons" folder here: C:\ProgramData\Panasonic Fire and Security\EBL Graphics\Icons.

Place the image files in the "icons" folder and name them as follows:

- | | | |
|-------------------------|-----------------------|---------------------|
| SystemNormal.X | ExitLightMXERNormal.X | MCPNormal.X |
| SystemPreWarning.X | ExitLightMXERActive.X | MCPPreWarning.X |
| SystemFire.X | HeatNormal.X | MCPFire.X |
| SystemDisabled.X | HeatPreWarning.X | MCPDisabled.X |
| SystemFireDisabled.X | HeatFire.X | MCPFireDisabled.X |
| SmokeNormal.X | HeatDisabled.X | MCPAcknowledged.X |
| SmokePreWarning.X | HeatFireDisabled.X | OtherNormal.X |
| SmokeFire.X | HeatAcknowledged.X | OtherPreWarning.X |
| SmokeDisabled.X | MultiNormal.X | OtherFire.X |
| SmokeFireDisabled.X | MultiPreWarning.X | OtherDisabled.X |
| SmokeFireAcknowledged.X | MultiFire.X | OtherFireDisabled.X |
| EmergencyLightNormal.X | MultiDisabled.X | OtherAcknowledged.X |
| EmergencyLightActive.X | MultiFireDisabled.X | |
| ExitLightNormal.X | MultiAcknowledged.X | |
| ExitLightActive.X | | |

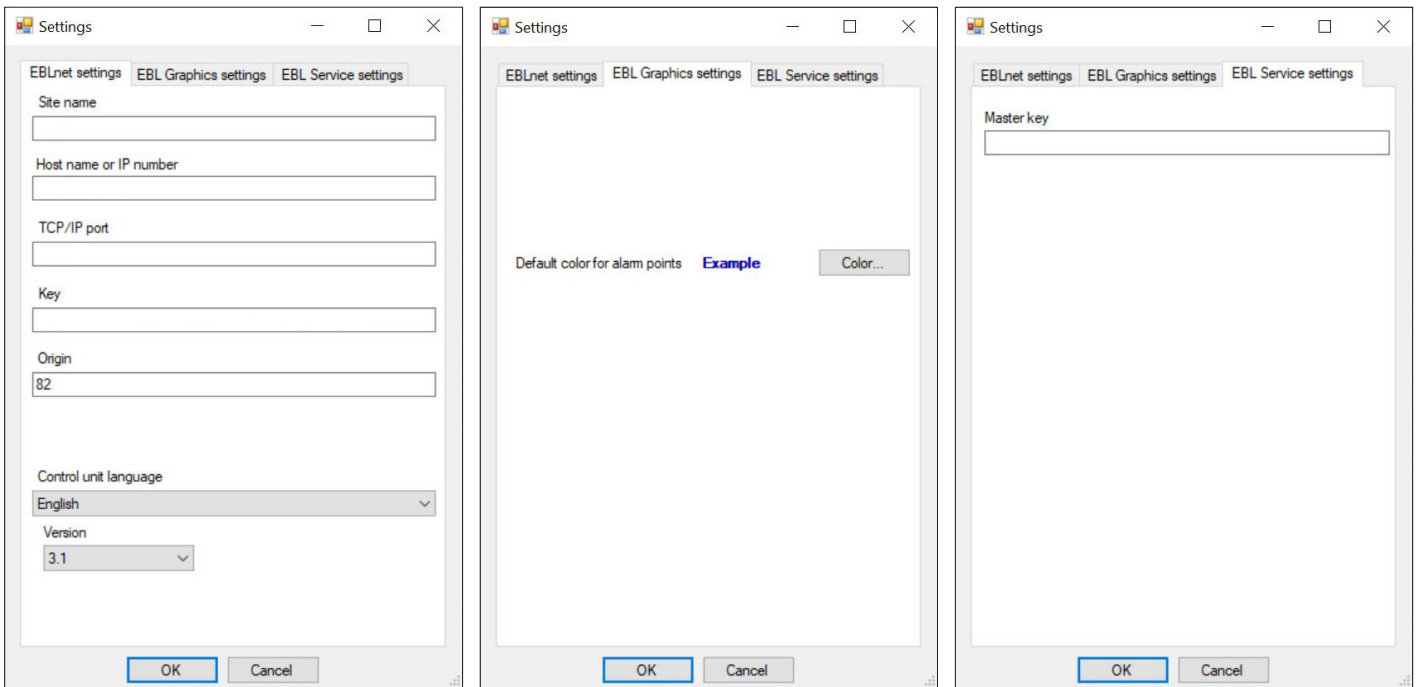
X = BMP, GIF, JPEG, PNG, or TIFF

If any of the custom images are missing in the folder, the system will use the default shapes.

3.9. EBLNET CONFIGURATION

For information on configuration data, contact the site system administrator.

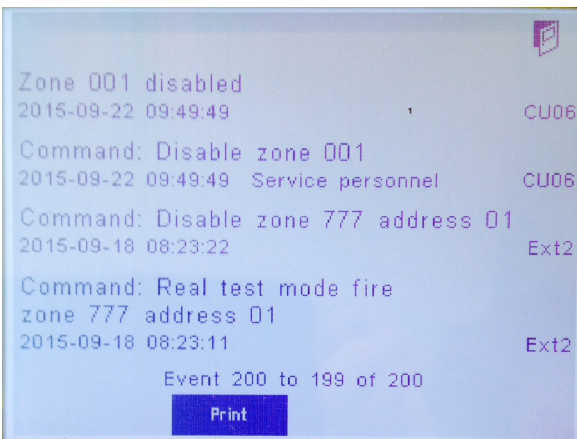
- a) Go to **Edit** menu / **Connection settings**...The web configuration must be done to be able to connect to the actual EBL system.



- b) Fill out the dialog window `Site definition`.
- c) In the EBL Service settings tab, create a Master key for connection of the IP camera to Display unit 5054 via EBLService, see Technical description MEW02901 for more information.

3.9.1. EBLNET SETTINGS

- **Site name** – Where the actual EBL system is situated
- **Host or IP number** – Web-server / gateway connected to the EBL system
- **TCP / IP Port** – Is found in EBLWin, EBLnet settings for the gateway. Make sure “Use EBL net” in EBLWin is checked.
- **Key** – Valid EBLnet license key number.
- **Origin** – 80 to 89. Defines the origin code for the event log in the Control Unit.
80 will generate origin code Ext0 in menu U7 Event log
81 will generate origin code Ext1 in menu U7 Event log, and so on.
In the example below, 82 is chosen.



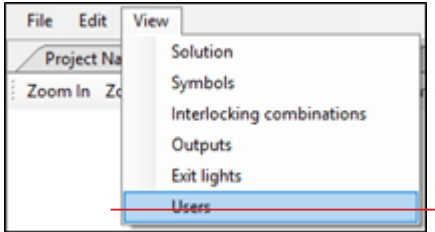
- **Control unit language** – Choose same as in the EBL system
- **Version** – The version used in the EBL system

3.9.2. EBL GRAPHICS SETTINGS

Default color for alarm points - see section [3.8.2. EDIT DEFAULT COLOR FOR ALARM POINT SYMBOLS](#) on page 25.

3.10. USER CONFIGURATION

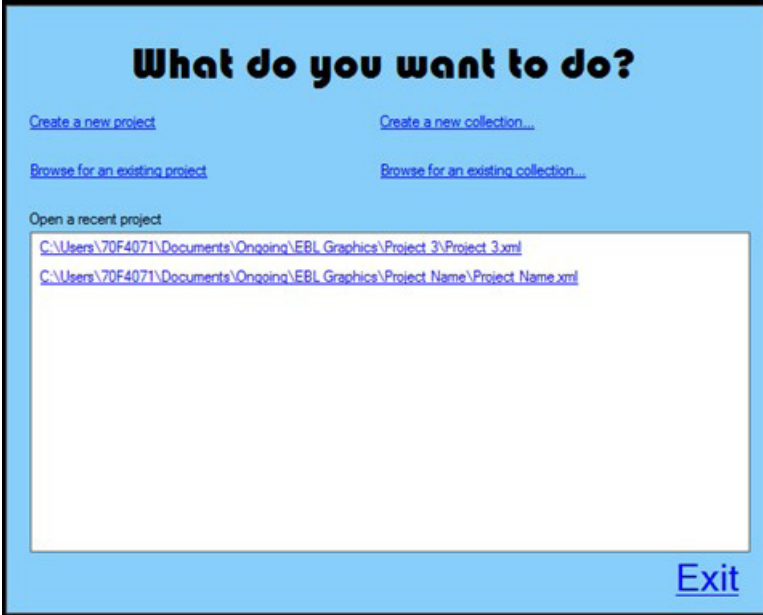
From version 2.4.x of EBL Graphics, it is not necessary to add user configuration for the projects. This information is added in the Collection Manager for the entire collection. Only the user information in the Collection Manager is used. See [3.11. CREATE A COLLECTION](#) on page 30.



3.11. CREATE A COLLECTION

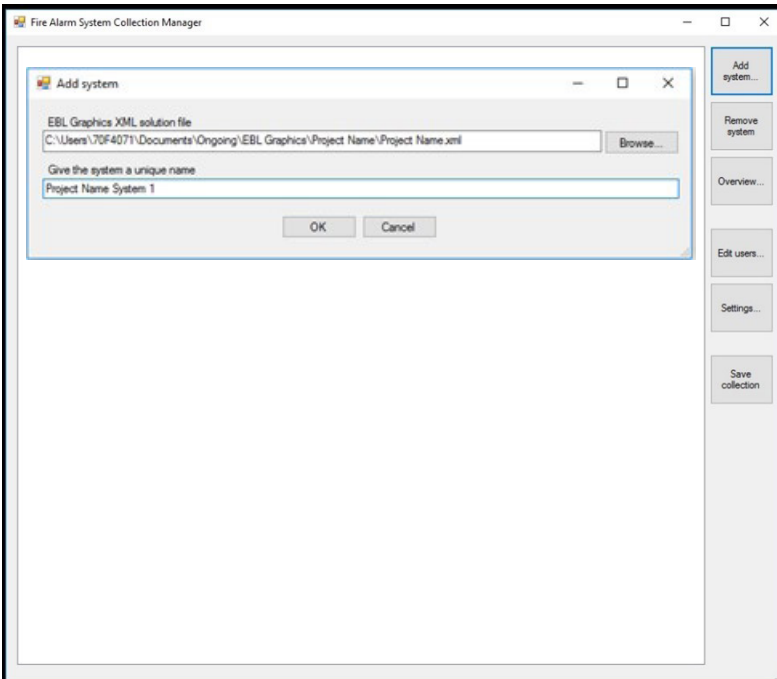
When the project(s) is created, it must be added into a collection. Close the project(s).

- a) Select "Create a new collection".

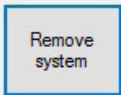


Fire Alarm System Manager window will open.

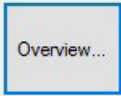
- b) Press "Add system...". Browse for the .xml files of the projects that shall be included in the collection.



c) To delete a project from the list, select the project row and press “Remove system”.



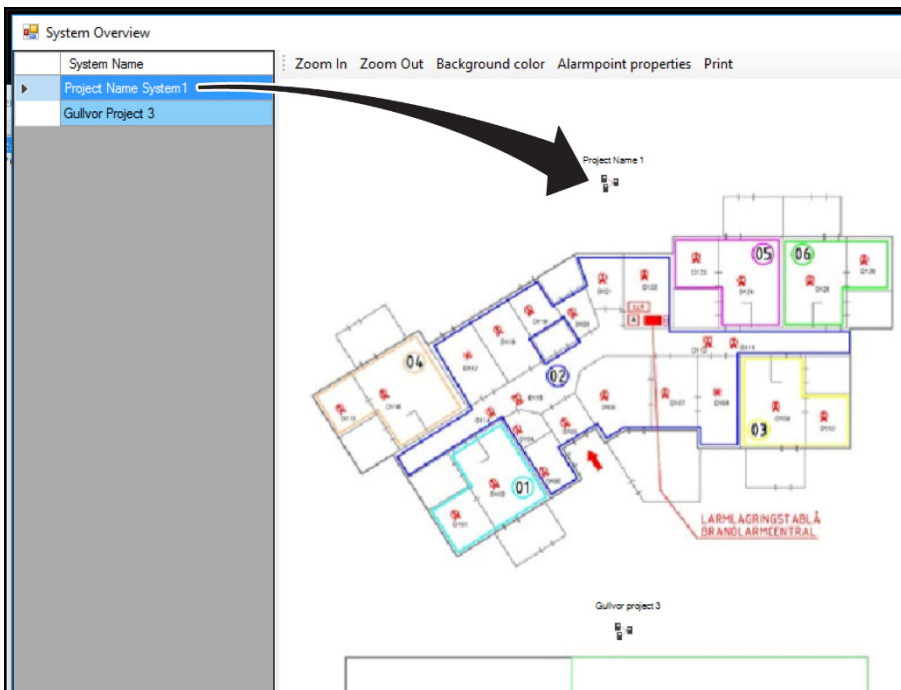
d) Press “Overview...”.



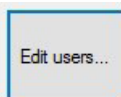
e) Insert an overview drawing into the “System Overview” window. “Drag and drop”.

f) “Drag and drop” the project(s) into the drawing.

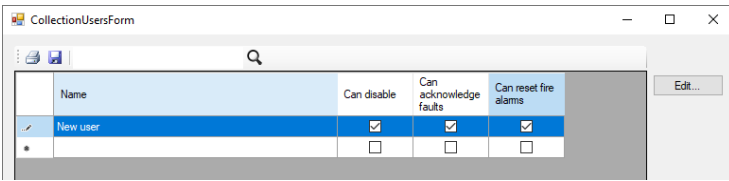
g) It is also possible to add text labels into the system overview drawing.



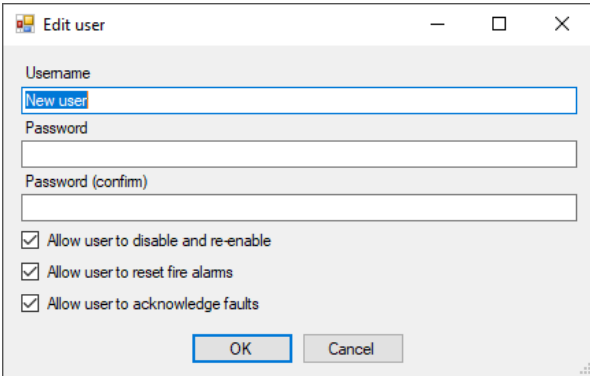
h) Press “Edit users...”.



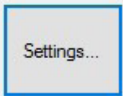
- i) Click in the field `New user`. Write the user name. Press **Enter**.
- j) Click on the left edge of the row (cell with a small arrow) to make the entire row blue. See the picture below.



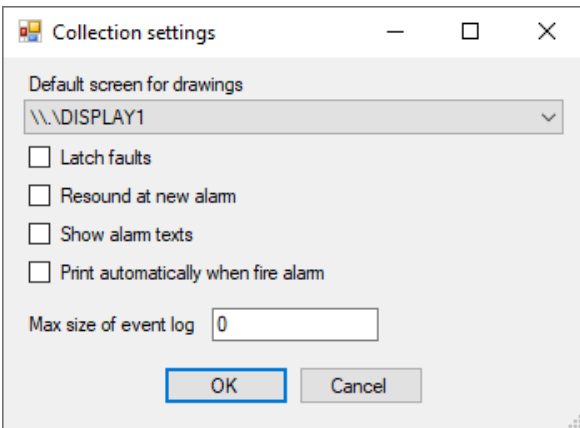
- k) Press **Edit...**
- l) Fill out the dialog window. Press **OK**.



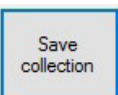
- m) Press "Settings...".



- n) Fill out the "Collection settings" dialog.



- o) Press "Save collection" and save as....



- p) Close the Collection manager with X in upper right corner.

4. EBL GRAPHICS

4.1. GENERAL DESCRIPTION

This application provides the functionality to:

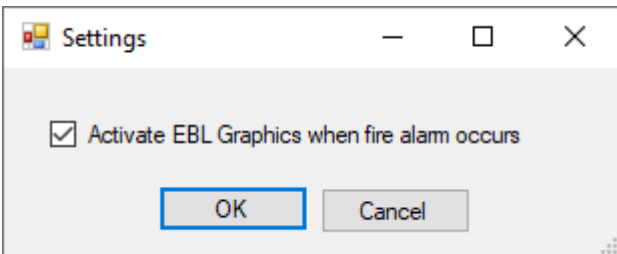
- Monitor alarms and disablements on drawings
- Monitor all deviations in the deviations view
- Perform alarm reset and disablement / re-enablement in drawings
- Perform alarm reset, re-enablement, acknowledge faults in the deviations view.

ALERT AT FIRE ALARM

When a fire alarm occurs, the EBL Graphics will alert on the main display of the PC.

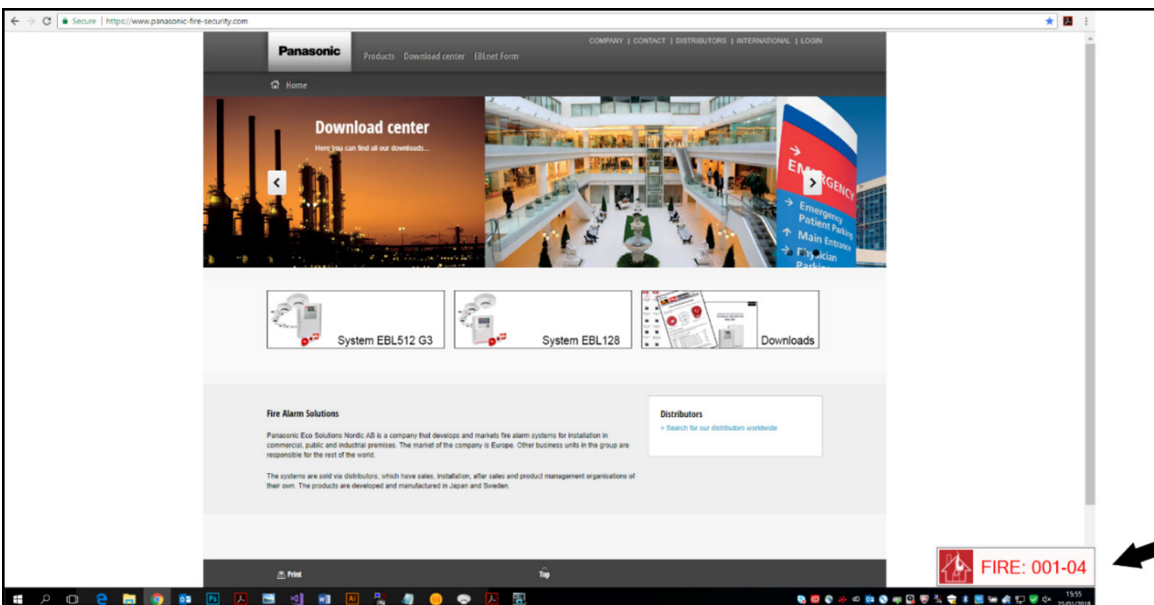
No matter what program or webpage is displayed at the moment, the EBL Graphics will become the main window and a message will be displayed in the lower right corner.

The main window pop-up function is selected by default. To turn off the pop-up function, go to View menu / Settings.



EBL Graphics will generate sound for fire alarm and faults.

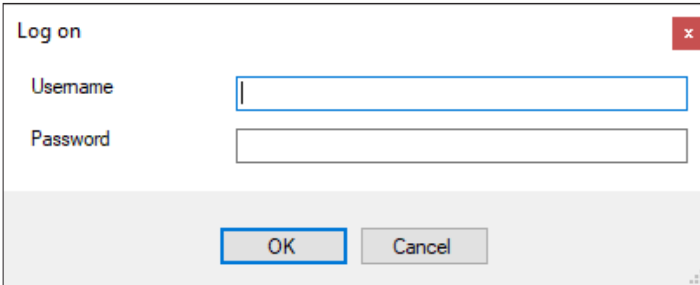
If the PC is connected to a printer, EBL Graphics will automatically print a drawing with an alarm point set into fire alarm state.



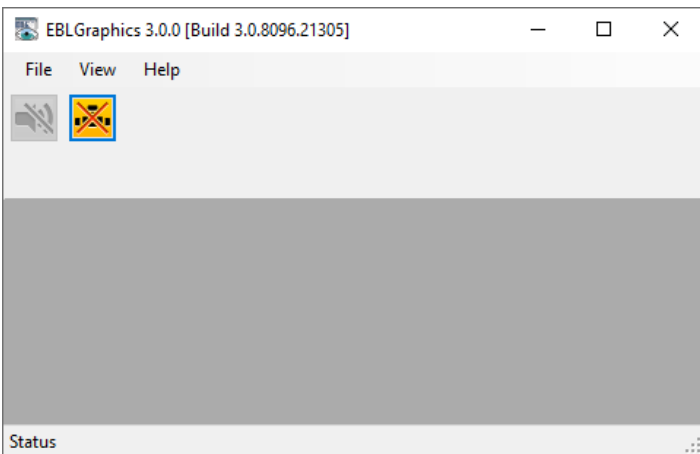
4.2. STARTING UP

When starting EBL Graphics you are requested to open a collection.eblcol file created in EBL Graphics Designer

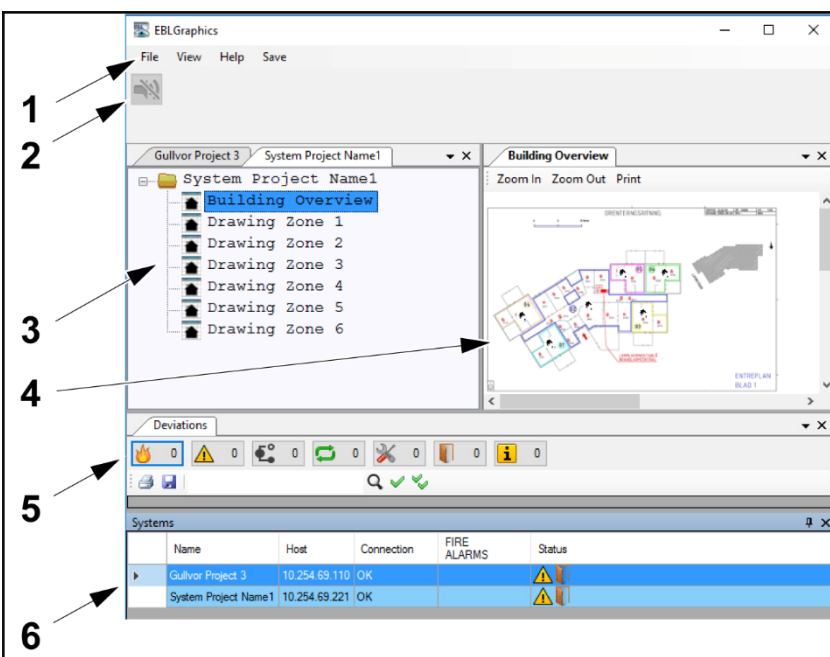
- a) Choose a collection file. Press **Open**.
- b) Log on. The user name and password has been set in EBL Graphics Designer. See section [3.11. CREATE A COLLECTION](#) on page 30.



- c) The default window layout appears. See below.



- d) To open the projects and make functions visible, select View menu.



1. Menu bar
2. Tool strip
3. Tree view
4. Drawing view
5. Deviations view
6. System list

4.3. TOOL STRIP



NO SOUND

Press this symbol to silence an active fire alarm. The symbol turns yellow when activated. It is possible to configure it to re-sound at a new incoming fire alarm.



NO CONNECTION

The symbol indicates if the web server connection has failed. The symbol turns yellow when activated.

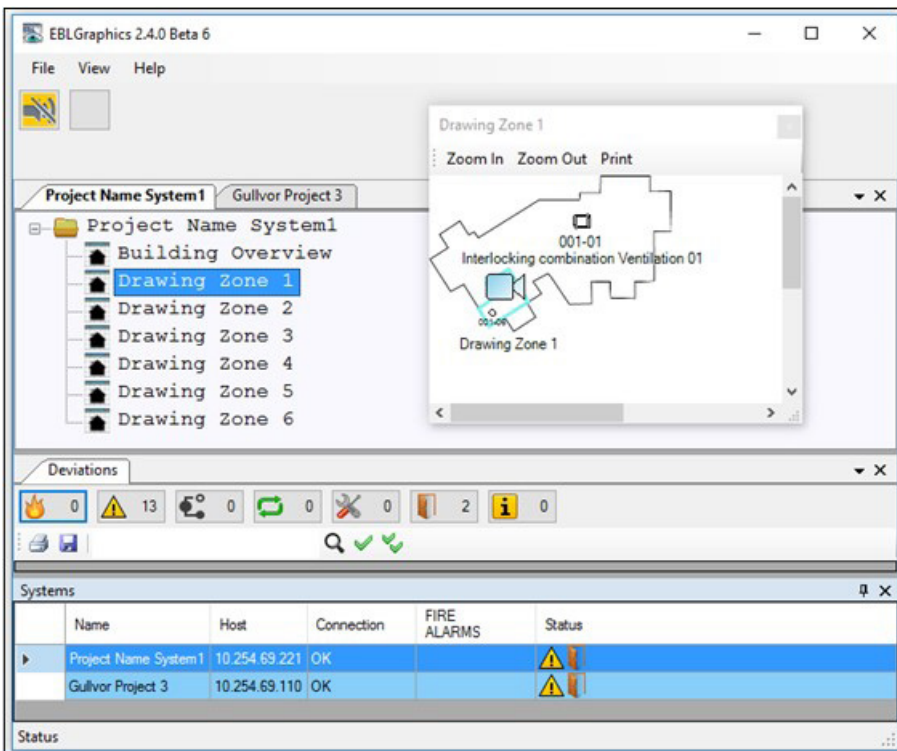


FIRE ALARM

This symbol indicates fire alarm state. It is only visible during fire alarm.

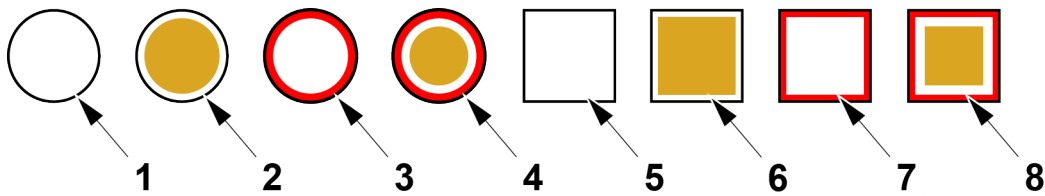
4.4. DRAWING VIEW

Double click a **drawing node** in the tree view to open a drawing. It is possible to zoom in and out and scroll in a drawing. The drawing is dockable. It is possible to drag a drawing into another screen, if there are multiple screens.



4.4.1. ALARM POINT SYMBOLS

The alarm point symbols on the drawing change their appearance depending on their state. See below.



1. Detector – Not activated
2. Detector – Disabled
3. Detector –Pre-warning (steady) or Alarm state (flashing intermittent)
4. Detector – Disabled and Alarm state (flashing intermittent)
5. Manual Call Point – Not activated
6. Manual Call Point – Disabled
7. Manual Call Point – Alarm state (flashing intermittent)
8. Manual Call Point – Disabled and Alarm state (flashing intermittent)

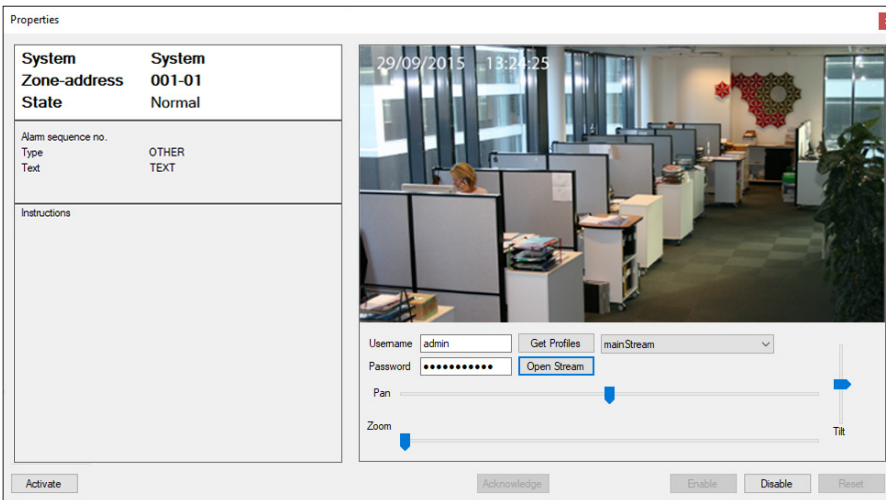
This is valid unless customized icon are used. Customized symbols must be named according to [3.8.5. ADD CUSTOM ICONS](#) to show different states.

4.4.2. ALARM POINT PROPERTIES

Double-click an alarm point symbol on the drawing to display the Properties window for that alarm point.

If there is a network camera connected to this alarm point, enter username and password. Press **Open Stream** to open the camera view. There is support to pan, zoom, or tilt a camera.

- System
- Zone-address
- State – Normal / Disabled / Fire Alarm
- Alarm sequence number – displayed during fire alarm
- Type – Smoke /Heat / Multi / MCP / Others
- Text – configured in EBLWin
- Instructions – configured in EBL Graphics Designer



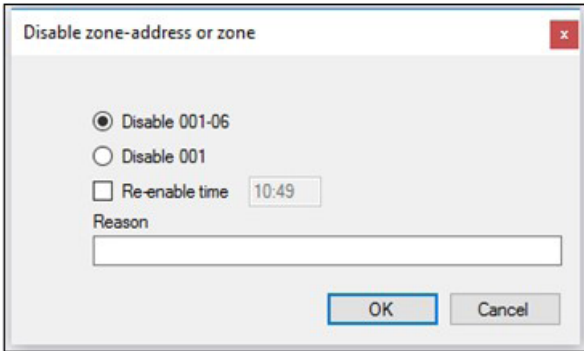
4.4.3. SENSOR VALUES

Press **Sensor values...** in the Properties window, and the tab `Sensor log, technical number...` will show. The sensor value is logged every 7:th second.

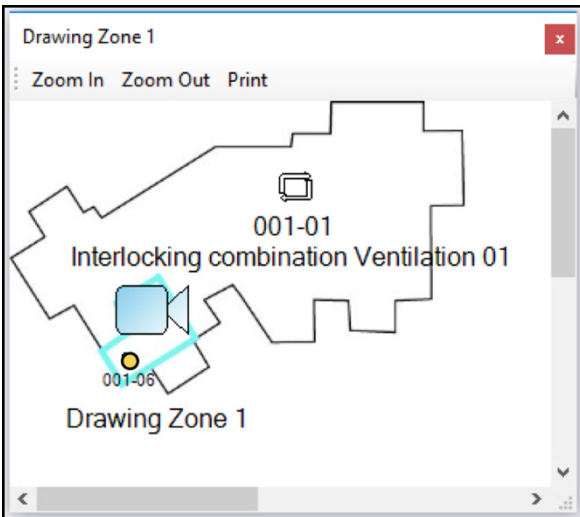
Sensor log [001-03], technical number 001062					
Time	Technical number	Momentary (heat)	Min (heat)	Max (heat)	
26/01/2018 08:27:02	001062	22.5	22	23	
26/01/2018 08:27:09	001062	22.5	22	23	
26/01/2018 08:27:16	001062	22.5	22	23	
26/01/2018 08:27:24	001062	22.5	22	23	
26/01/2018 08:27:30	001062	22.5	22	23	
26/01/2018 08:27:37	001062	22.5	22	23	

4.4.4. DISABLE ALARM POINT IN DRAWING VIEW

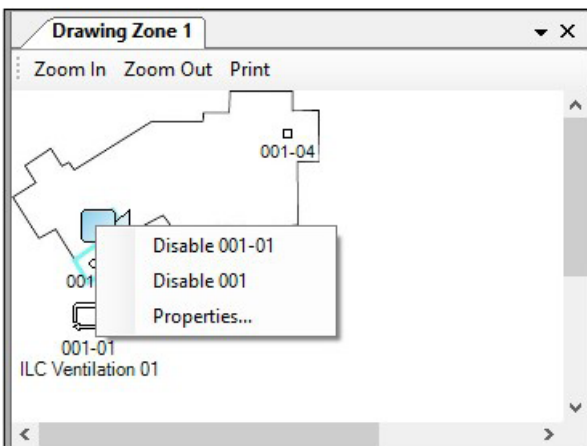
- a) Press **Disable** in the Properties window.
- b) In the dialog window, choose to disable the alarm point or the entire zone.
- c) Enter a reason text for the disablement (optional). The reason text will be logged into the event log of EBL Graphics.
- d) Press **OK**.



- e) The appearance of the alarm point symbol on the drawing has changed. The Properties window has changed the state to Disabled.

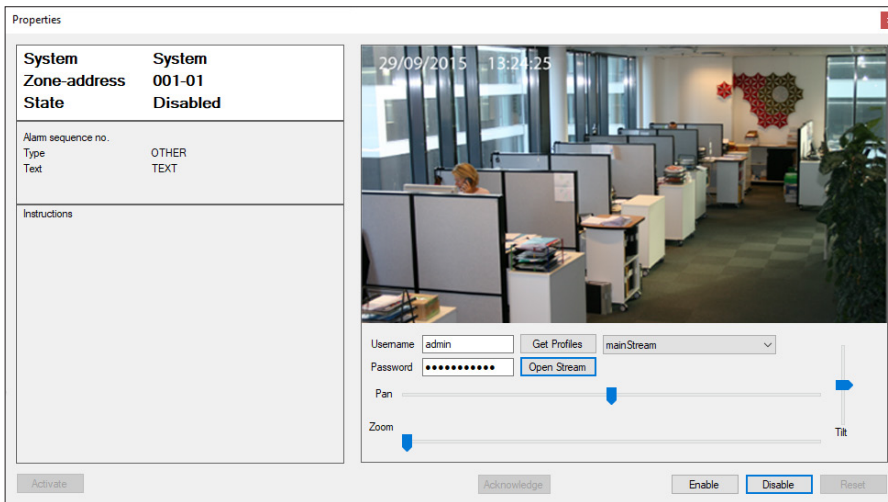


It is possible to right-click on an alarm point symbol to access Disabled and Properties. It is also possible to reset an alarm point if it is in fire alarm mode.



4.4.5. RE-ENABLE ALARM POINT IN DRAWING VIEW

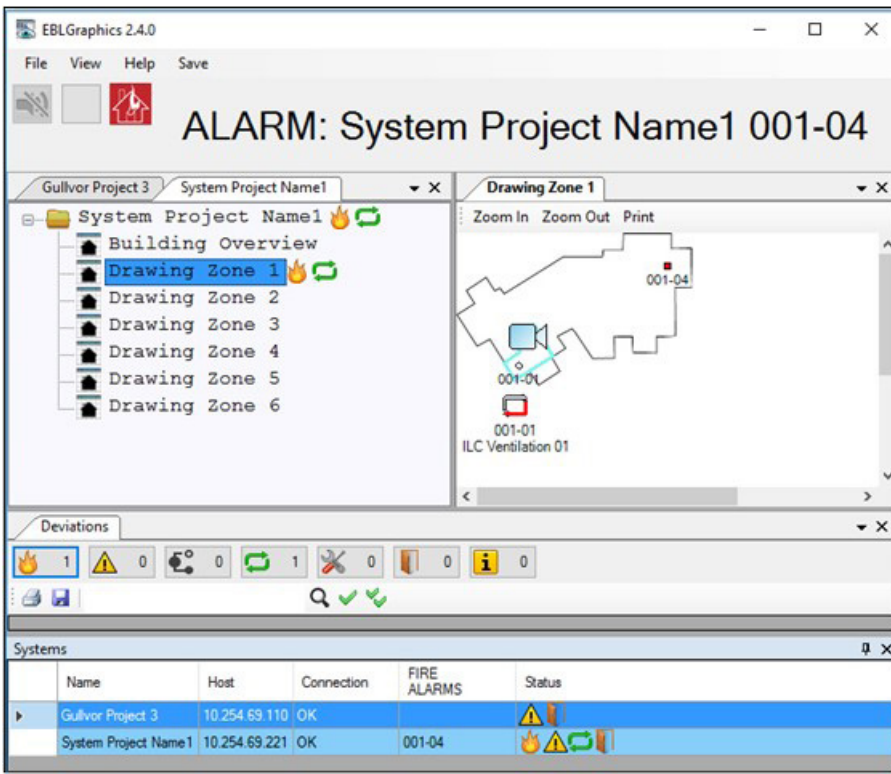
To re-enable the alarm point, press Enable. Press OK in the dialog window.



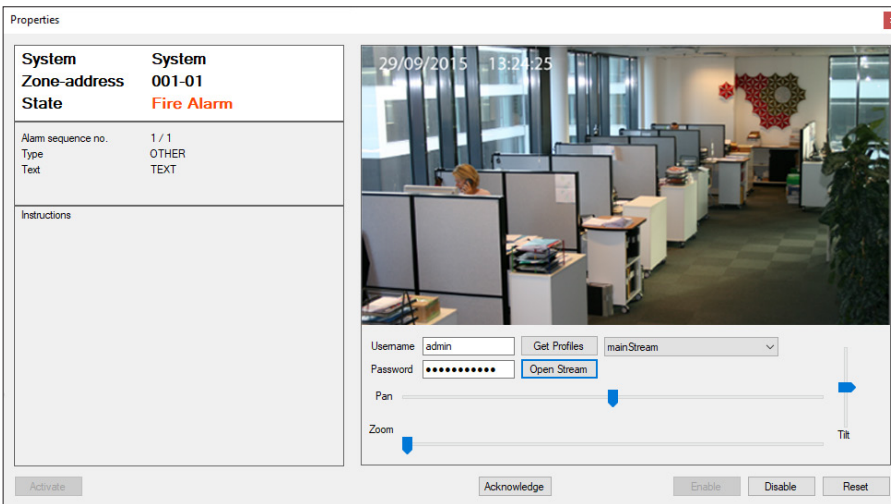
4.4.6. RESET ALARM IN DRAWING VIEW

When a fire alarm has occurred, the alarm point that is in alarm state changes appearance.

- a) Double-click the **alarm point** symbol on the drawing to display the **Properties** window for that alarm point.



- b) Press **Reset**. Press **YES** to confirm.

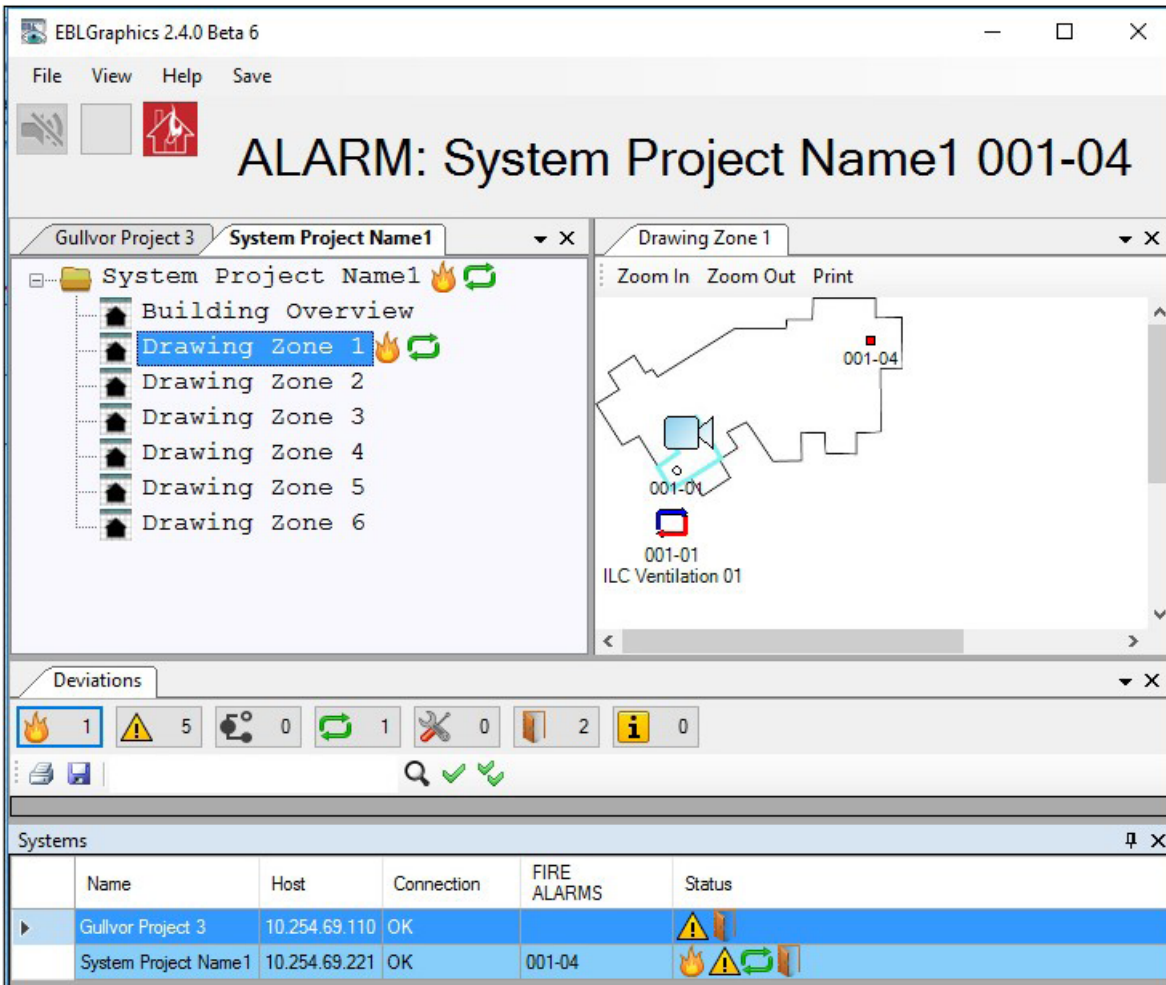


4.4.7. INTERLOCKING COMBINATION IN DRAWING VIEW

An interlocking combination in a drawing, will change colour and start to flash when activated.

Lower arrow turns red: The output is activated.

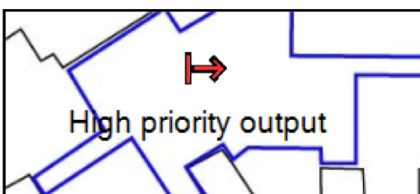
Upper arrow turns blue: The input is activated.



4.4.8. OUTPUT IN DRAWING VIEW

An output in a drawing will change color during forced activation, such as test of alarm devices. **Right-click** on the output symbol to **activation / deactivation** the output.

The arrow turns red and starts to flash: The output is activated.



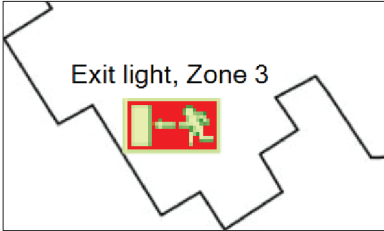
4.4.9. EXIT LIGHT IN DRAWING VIEW

An exit light or emergency light in a drawing, will change color when activated.

The exit light (MXE) sign turns red: The exit light is activated

The exit light (MXER) sign turns yellow: The exit light is activated

The emergency sign turns red: The emergency light is activated



4.5. EVENT LOG

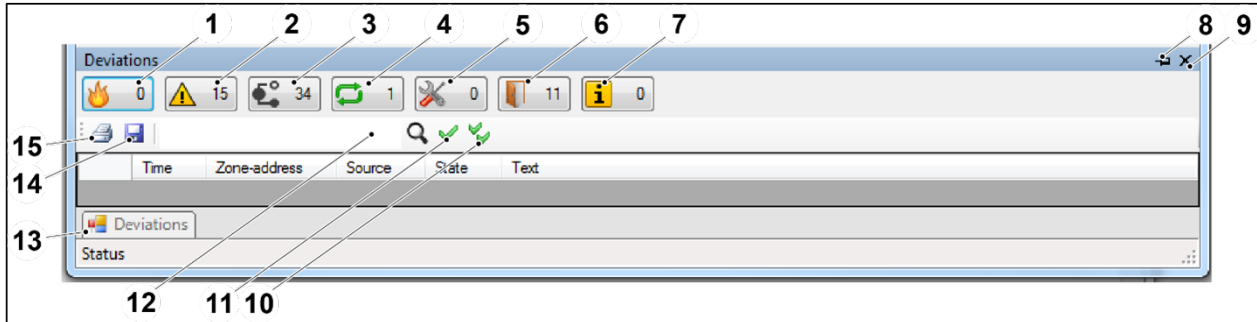
Go to **View** menu / **Event log** to see a list with all events in the system. The number of events shown in the list is configured in EBL Graphics Designer.

Event Id	System	Username	Time	Description	Reason
1293	System Project ...	00	29/01/2018 07:...	Alarm devices r...	
1292	System Project ...	All	29/01/2018 07:...	Control outputs ...	
1291	System Project ...	All	29/01/2018 07:...	Fire alarm routin...	
1290	System Project ...	00	29/01/2018 07:...	Interlocking out...	
1289	System Project ...	00	29/01/2018 07:...	Zone 001 addre...	
1288	System Project ...	Ext2	29/01/2018 07:...	Command: Res...	
1287	Gullvor Project 3	Documentation	29/01/2018 07:...	Connection clos...	
1286	Gullvor Project 3	Documentation	29/01/2018 07:...	Connection failed	

4.6. DEVIATIONS VIEW

Go to **View** menu / **Deviations** to open the Deviations view. The functionality of the Deviations window is similar to the one in EBLWin. (See the Planning Instructions for your system.)

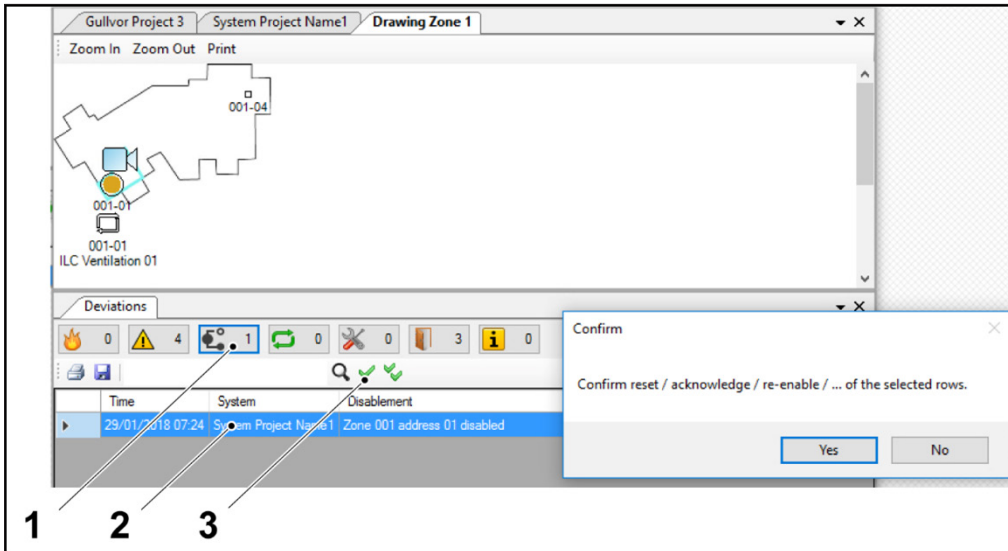
In the Deviations view, it is possible to double click on a row with an alarm point in the list to open the corresponding drawing.



1. Fire Alarm
2. Fault
3. Disabling
4. Activated interlocking combinations
5. Service signal
6. Open doors
7. Technical warning
8. Auto Hide – Closes automatically the Deviations view
9. Close
10. Acknowledge / reset / re-enable all
11. Acknowledge / reset / re-enable selected
12. Search
13. Deviations tab (Used in Auto Hide mode)
14. Save
15. Print

4.6.1. RE-ENABLE ALARM POINT IN DEVIATIONS VIEW

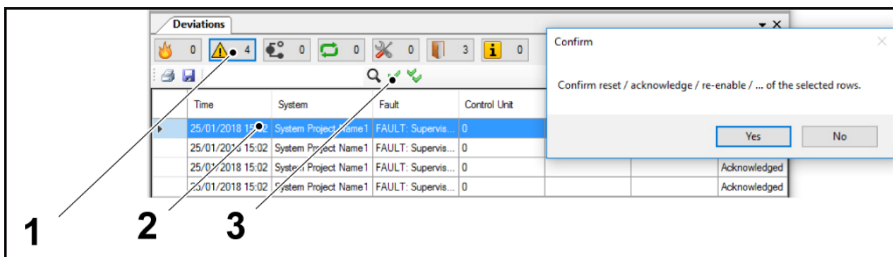
- Select **Disablesments** (1).
- Select the disabled alarm point in the **list** (2).
- Press **re-enable** (3).
- Press **YES** in the dialog window to confirm.



- Disablesments
- List
- Acknowledge / reset / re-enable

4.6.2. ACKNOWLEDGE FAULTS IN DEVIATIONS VIEW

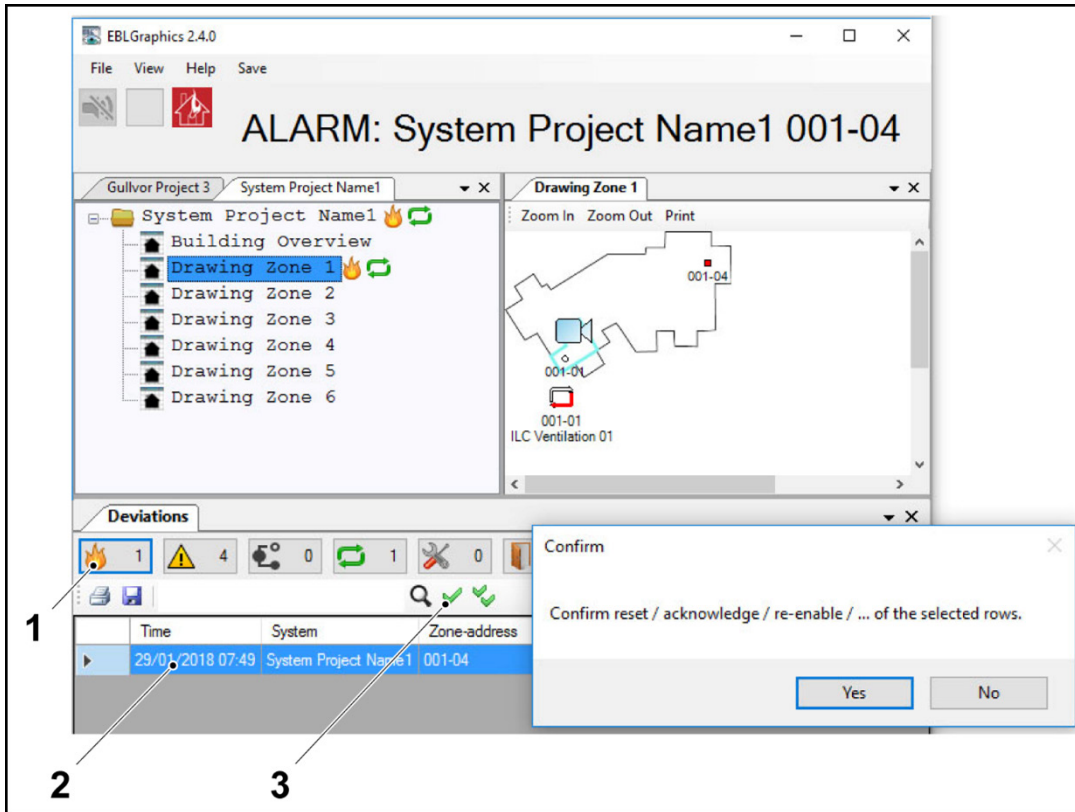
- Select **Faults** (1).
- Select the alarm point which is in alarm state in the **list** (2).
- Press **Acknowledge** (3).
- Press **YES** in the dialog window to confirm.



- Faults
- List
- Acknowledge / reset / re-enable

4.6.3. RESET ALARM IN DEVIATION VIEW

- a) Select **Fire Alarm** (1).
- b) Select the alarm point which is in alarm state in the **list** (2).
- c) Press **reset** (3).
- d) Press **YES** in the dialog window to confirm.



1. Fire Alarm
2. List
3. Acknowledge / reset / re-enable

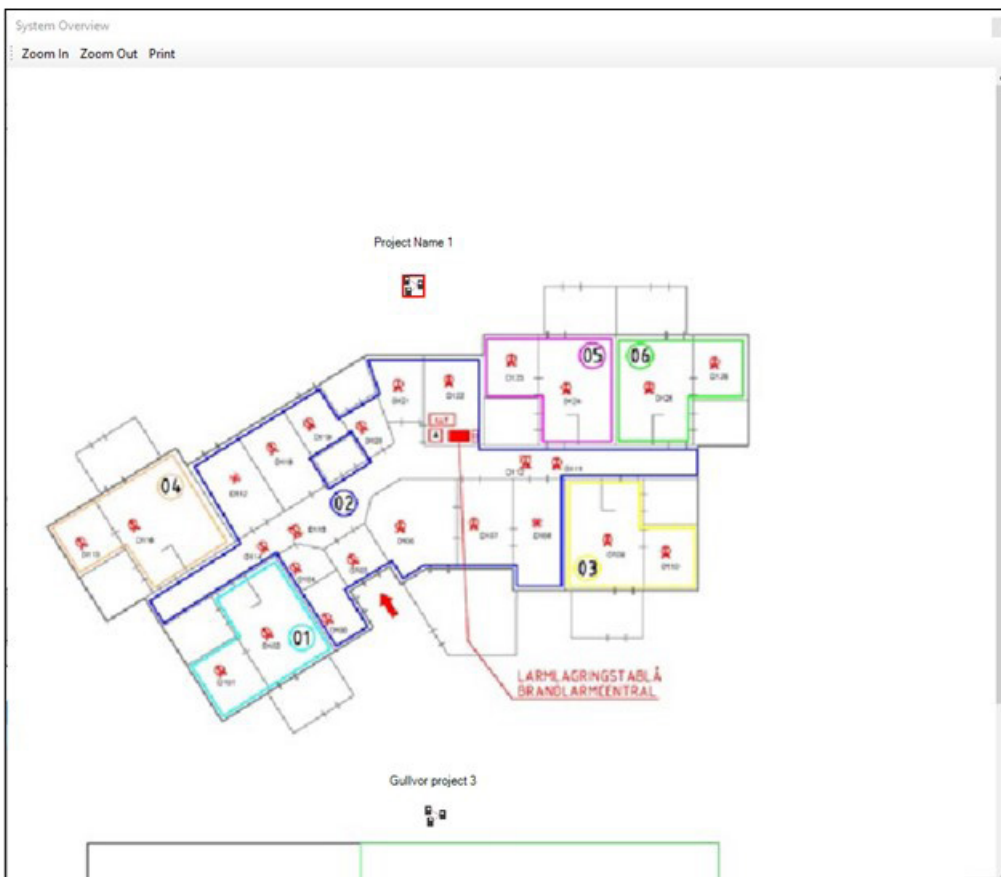
4.7. SYSTEM LIST

Go to **View** menu / **System list** to open the System list view.

Systems					
	Name	Host	Connection	FIRE ALARMS	Status
▶	System Project Name 1	10.254.69.221	OK		
	Gullvor Project 3	10.254.69.110	FAULT		

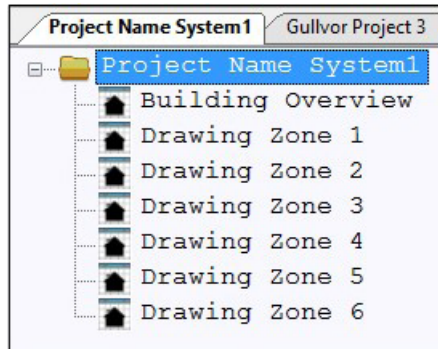
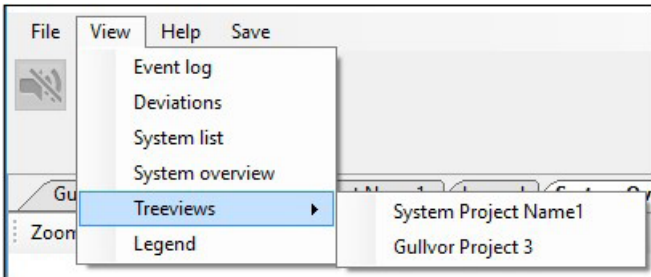
4.8. SYSTEM OVERVIEW

Go to **View** menu / **System overview** to open the System Overview drawing. The system symbol turns red to indicate fire alarm state.



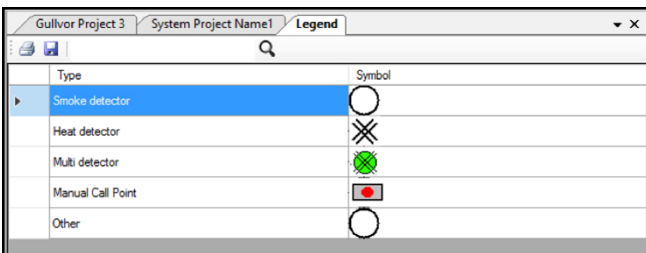
4.9. TREEVIEWS

Go to **View** menu / **Treeviews** to open the tree views of the different projects. Double click a node to open a drawing.



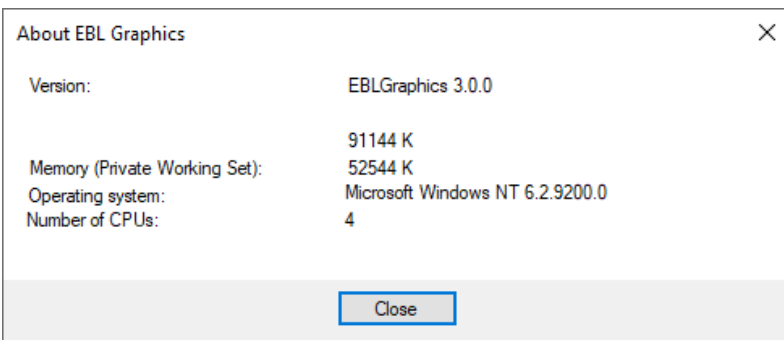
4.10. LEGEND

Go to **View** menu / **Legend** to view the symbols used in the collection. If no customized symbols are used, only circles and squares are showed here.



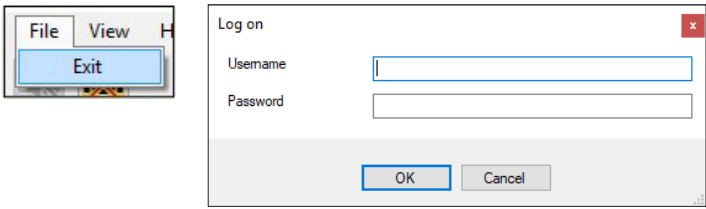
4.11. ABOUT EBL GRAPHICS

Go to **Help** menu / **About...**The dialog window show information about EBL Graphics.



4.12. EXIT EBL GRAPHICS

To exit EBL Graphics, the user must enter Log on credentials. This is to prevent EBL Graphics to accidentally be closed.



5. TECHNICAL DATA

Hardware	5088 - Gateway
Hardware	1594 - EBLWin key (Used during configuration)
Gateway software	≥ v. 2.9
Configuration	EBL Graphics Designer
Operating System	Windows ≥ Vista

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DATE OF ISSUE: 2023-02-01
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