

## Simplex 4100 Configuration – Some notes

Wait passively for events to be sent from the panel.

These Map descriptors each capture event data from different Cards.

```

Map_Descriptors
,
Map_Descriptor_Name, Data_Array_Name, Data_Array_Offset, Function, Node_Name, sim4100_func, sim4100_card, sim4100_point, sim4100_sub, protocol, length,
Card 1 Mags, DA_C_001, 1, Passive_Client, Simplex_01, xpoint, 1, 0, 3, sim4100, 300,
Card 2 Mags, DA_C_002, 2, Passive_Client, Simplex_01, xpoint, 2, 0, 2, sim4100, 300,
Pseudo Point Mags, DA_C_128, 4, Passive_Client, Simplex_01, xpoint, 128, 0, 1, sim4100, 200,
  
```

A single point can report 8 states. We store these 8 states as bits inside a storage word. The word can be served on BACnet (or Modbus) as a number or it can be unpacked into individual bits and served bit by bit.

For example. 1-0-0 reports an alarm. We store the value 1 in the word allocated for this point.

For example. 1-0-0 reports an trouble. We store the value 16 in the word allocated for this point.

Thus if 1-0-0 was in an alarm and trouble at the same time, we would store the value 17 = 1 + 16.

### **Bit Identifier Description**

0 F Fire Alarm

1 P Priority 2

2 S Supervisory

3 T Trouble

4 U Utility

5 C Control

6 D Disable

7 A Primary state (based on point type - F if smoke detector, C if signal circuit, etc.)

In the example

Bacnet Object AI(101) contains the number

```
CPS=1-0-0 State No , Server , DA_C_001 , 0 , Virtual_Panel , AI ,  
Present_Value,00101 , 1 ,No_Units
```

Bacnet Object BI(101) contains the alarm state. You can see the server map descriptor references DA\_C\_001b (a bit array). The bit array gets its data from a Move. The Move unpacks bits from the number values into individual bits.

```
CPS=1-0-0 Alarm , Server , DA_C_001b , 0 , Virtual_Panel , BI ,  
Present_Value,00101 , 1 ,Alarm ,Normal
```

Each BACnet object must have a unique (Type,Object\_ID) pair.