



Reactions

Updated:	2018-05-02
Latest edition always at:	https://goo.gl/RBuFLW *

General Information Reaction setup Reaction methods	
Conditions setup	4
Recognition	4
Checkpoint	4
Parking	5
Frequency violation	5
Traffic rules	6
Average speed	7

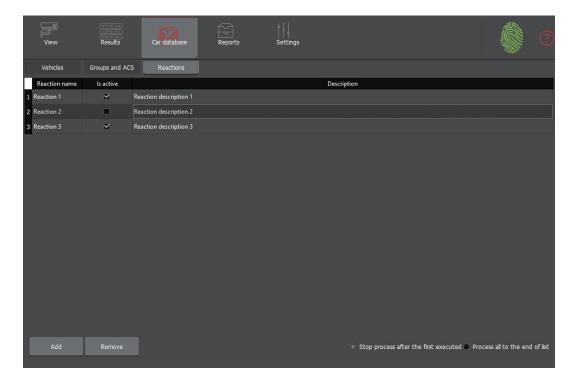
General Information

Reactions can be employed to manage access, have standalone visual and audio alerts, and/or to supplement Checkpoint and Parking modes with alerts.

When supplementing Checkpoint or Parking modes with Reactions, please, prefer managing barrier/gate via checkpoint settings. In this case you may employ relay via Reactions to fire additional devices, e.g. traffic lights.

You may want to setup multiple reactions. There are two modes of active reactions execution:

- run all active reactions, where conditions match;
- execute first matching reaction only.



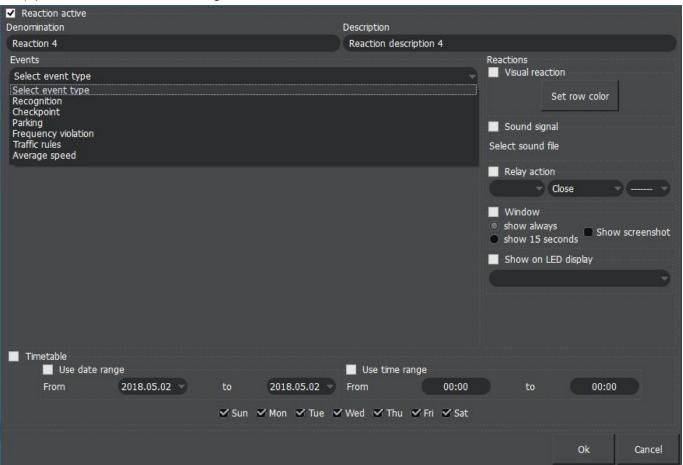




Reaction setup

Under Car database > Reaction click Add and

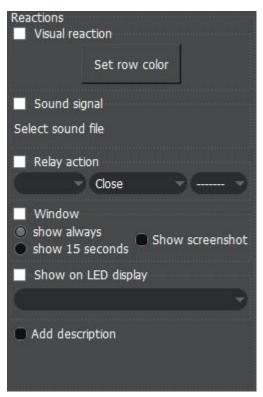
- (a) name the reaction and describe it;
- (b) select event type and set conditions the reaction would fire on (details are in the following sections);
- (c) assign one or more reaction methods;
- (d) optionally assign a time schedule for the reaction;
- (e) click **Ok** to save the settings.







Reaction methods



Method	Designation	Specific settings
Visual reaction	Mark the event in report	
Sound signal	Get audio alert	
Relay action	Manage relay via I/O module	Select a connected I/O module (https://goo.gl/FTPc1d *). Choose action: Close circuit, Open circuit, Switch circuit state. Select command duration.
Window	Get pop-up window alert	
Show on LED display	Send LP to an external LED display	Select a connected LED display (https://goo.gl/ZYemeB *)
Add description	Add reaction description to reports	

Some methods are not available for specific event types.

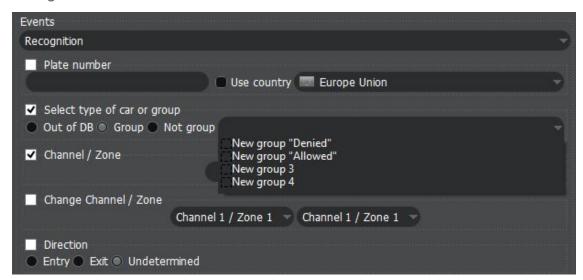




Conditions setup

Certain conditions are only available when relevant operation mode is activated under **Settings > General**.

Recognition



The reaction will fire if every checked condition is fulfilled.

Plate number: exact match required

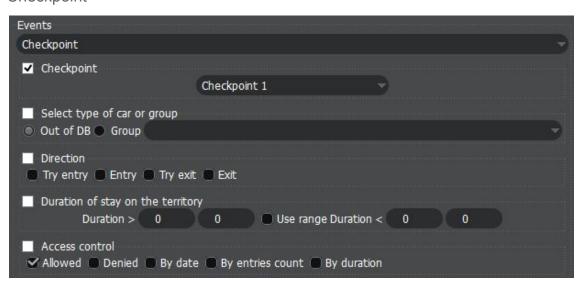
Type of car or group options: LP is not in database *or* LP belongs to a specified group(s) *or* LP doesn't belong to a specified group(s).

Channel / **Zone**: LP is recognised in a specified zone of a particular channel.

Change Channel / Zone: LP is recognized in first specified Channel / Zone and then in the second specified Channel / Zone.

Direction: when LP movement direction is either Entry or Exit or Undetermined.

Checkpoint



The reaction will fire if every checked condition is fulfilled.

Checkpoint: event is associated with a particular checkpoint.

Type of car or group options: LP is not in database *or* LP belongs to a specified group.



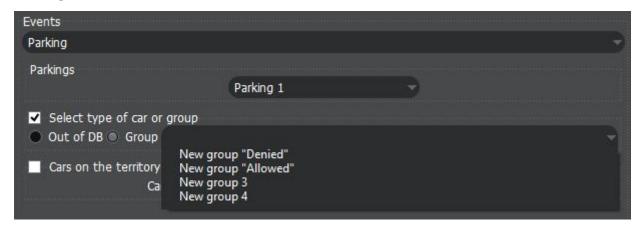


Direction: Try entry (attempt to enter) or Entry (confirmed drive-in) or Try exit (attempt to leave) or Exit (confirmed drive-out).

Duration of stay: longer than H hours and M minutes and optionally shorter than X hours and Y minutes

Access control: Allowed or Denied; if Denied then additional filtering is available: denied since LP wasn't allowed at the time given; denied for visits limit exceeded; denied for duration condition violation.

Parking



Select a parking to apply the reaction to.

The reaction will fire if every checked condition is fulfilled.

Type of car or group options: LP is not in database *or* LP belongs to a specified group.

Cars on the territory: more than X cars and optionally less than Y cars.

Frequency violation

Events		
Frequency violation		
Repetition frequency	2	
Time interval	00:10	
Channel	Channel Channel Channel 1 Channel 2	

Reaction will fire if any LP appears on specified Channel at least specified number of times within time interval specified.

Reaction scheduling is not available for this type of reaction.

Time interval is periodic interval of execution routine that checks the cars on specified channel.



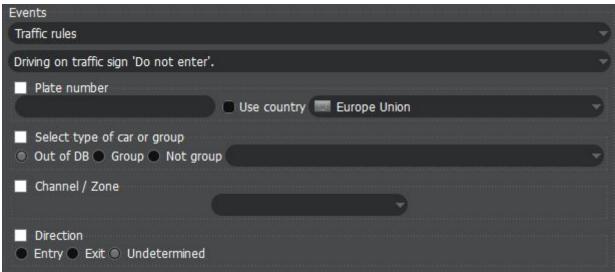


Traffic rules



Available only in NumberOK Enterprise edition.

Select specific violation to apply reaction to.



The reaction will fire if every checked condition is fulfilled.

Plate number: exact match required

Type of car or group options: LP is not in database *or* LP belongs to a specified group *or* LP doesn't belong to a specified group.

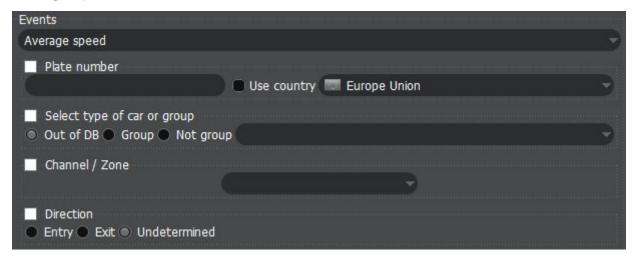
Channel / Zone: LP is recognised in a specified zone of a particular channel.

Direction: when LP movement direction is either Entry or Exit or Undetermined.





Average speed



The reaction will fire if every checked condition is fulfilled and speed limit set under **Settings > Traffic** rules > **Average speed** is exceeded.

Plate number: exact match required

Type of car or group options: LP is not in database *or* LP belongs to a specified group *or* LP doesn't belong to a specified group.

Channel / Zone: LP is recognised in a specified zone of a particular channel. **Direction:** when LP movement direction is either Entry or Exit or Undetermined.