



AN-305

Trouble Input Alarm and Restore Speeds

Application Note



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Introduction

For physical inputs, it is possible to set an alarm input speed and restore input speed. This prevents the controller from registering the input as open or closed until it has been in that state for a specified length of time. Longer alarm and restore speeds are often used to prevent false alarms: for example, adjusting the alarm speed on a PIR can prevent false activations from triggering the area alarm.

Using commands, you can also set alarm and restore speeds for trouble inputs. This can be used to delay or prevent unnecessary system alarms. For example, increased trouble input alarm and restore speeds can prevent alarms from being constantly triggered by 'flapping' connections that lose communication or power for brief periods of time.

Prerequisites

This feature is supported by the following controllers and firmware versions.

Component	Firmware Version
Protege GX Controllers	
PRT-CTRL-DIN	2.08.1143
PRT-CTRL-DIN-3G	
PRT-CTRL-DIN-1D	
PRT-CTRL-DIN-1D-POE	
Protege WX Controllers	
PRT-WX-DIN	4.00.591
PRT-WX-DIN-1D	
PRT-WX-DIN-1D-POE	

Configuration

The alarm speed for a trouble input allows the trouble input to be opened briefly without generating an alarm or any reporting. For example, if the alarm speed is 500ms, the trouble input must be open for 500ms before the controller will consider it alarmed. Similarly, configuring the trouble input restore speed requires the trouble input to be closed for a specified length of time before it will be considered restored.

These functions are equivalent to the **Alarm input speed** and **Restore input speed** in the input programming (**Programming | Inputs**).

To configure the alarm and restore speed for a trouble input, enter the following commands into the **Commands** field in **Programming | Trouble inputs**:

- **AlarmSpeed = X**
- **RestoreSpeed = X**

In these commands, **X** is a time in milliseconds. The available times are 10, 50, 100, 250, 500, 1000, 2000, 3000, 4000, 5000, 10000, 30000, 60000, 120000, 600000, 1800000 and 3600000 milliseconds. If an invalid value is entered, it is automatically matched to the closest valid value.

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