User Manual

Administration
XGate

18 November 2010/ Ver. E

Contents

1 XGate User Interface

To open the XGate User Interface, enter the IP address of the XGate in the web browser address field, http://xxx.xxx.xxx.xxx/

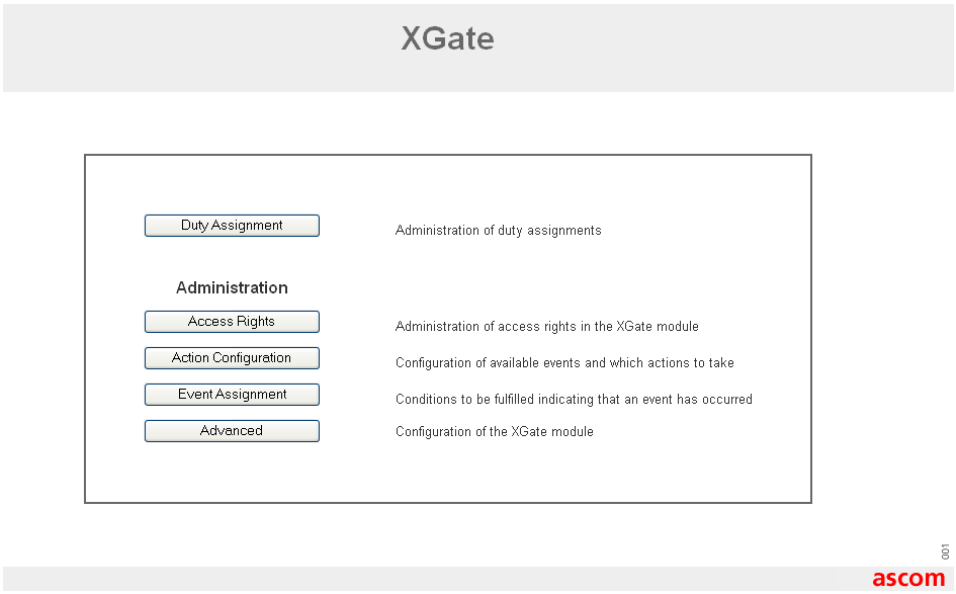


Figure 1. The default start page of an XGate.

The XGate's home page is an html page, which makes it possible to customize the appearance – pictures and text can be added and changed. If the default home page is used the appearance will look like the home page in the figure above.

Information about how to change the html page, is found in the *Installation and Operation Manual, XGate, TD 92338GB*.

Links in the home page

To enter the pages, User ID and Password is required. The users are, admin, sysadmin or a defined user. The defined user logs in with own User ID and password that is set up by the administrator.

- The "Duty Assignment", is a link to the Duty Assignment where the layout is set up, and addresses are set up for actions. See also, 3.7 *Layout Setup* on page 33.

Administration:

- The "Access Rights", is a link to the Access Right Administration page, where access rights to the GUIs are set up. See also, 3.8 *Set up Access Rights* on page 39.
- The "Action Configuration", is a link to the Action Configuration page, where actions for the events are configured. See also, 3.5 *Action Configuration* on page 7.
- The "Event Assignment", is a link to the Event Assignment page, where Event Elements are defined and assigned Events are administrated.
- The "Advanced", is a link to the XGate configuration and administration page. It is only possible to log in as admin or sysadmin. All links can also be reached from this page. See also, 2 *Introduction* on page 2.

2 Introduction

An overview picture over the XGate Runtime is found in the Appendix A: *Overview Picture* on page 44.

1 Click "Advanced", see figure 1 on page 1.

2 Enter User ID and Password.

The following page is opened when the correct User ID and Password is entered.

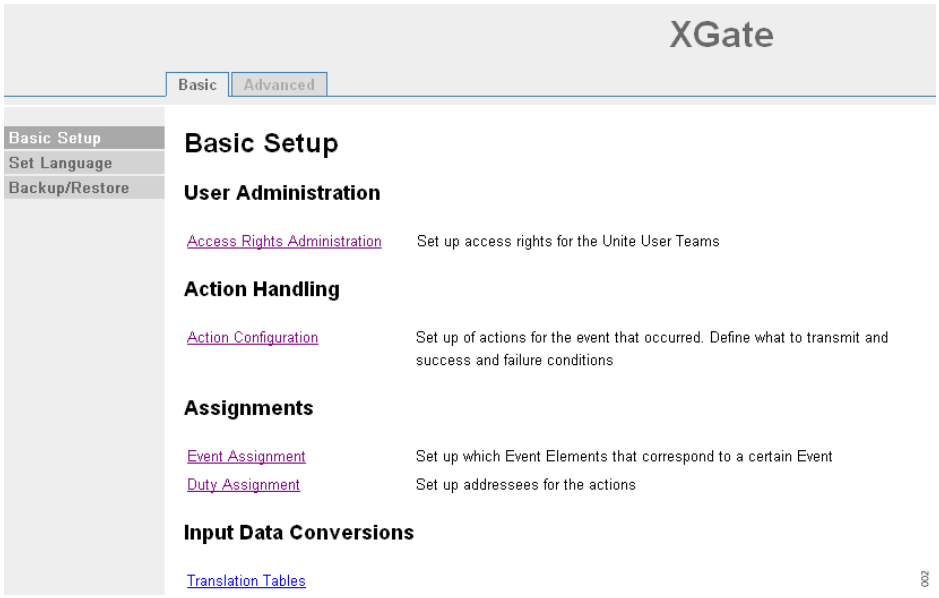


Figure 2. The XGate Basic Setup GUI.

This document will only describe the administrational part of the Basic Setup, which is used for administrators where; events and actions are defined, and access rights for the users are set up for the XGate functions. The Duty Assignment describes how to set up locations in for example a hospital, and how to define conditions for Event Elements. A description of how to assign users to specific locations and associated events is found in the *User Manual, Duty Assignment, TD 92374GB*.

How to change the language, making backup/restore, and information about the Advanced Setup is described in the *Installation and Operation Manual, XGate, TD 92338GB*.

The Basic Setup consist of different Graphical User Interfaces, Runtime Environment, which are used to configure the XGate module. Event and Actions has to be set up in a certain order in the XGate when it is configured for the first time, or when new Event and Actions are going to be implemented, see 3.1 *Work Flow of the Configuration* on page 3.

Fields that always need to be filled in are marked with a "*", remaining fields are optional.

It is also necessary to install the Java, JVM 4.2.1 or later, to run the Java applications. To find the program, go to www.java.com.

TIP: during the configuration there are many GUIs to log in to, and all of them prompt for User ID and Password. During the configuration it is possible to keep the main GUI applet open, i.e. the first page that opens after you have logged in, in case you need to go back to make changes. It is only possible to log in to one GUI at the time, i.e. if you already have one "Action Configuration" opened it is not possible to log in to another one.

3 Administration

3.1 Work Flow of the Configuration

It is recommended to follow the work flow that is shown in the figure below, when the XGate module is set up for the first time.

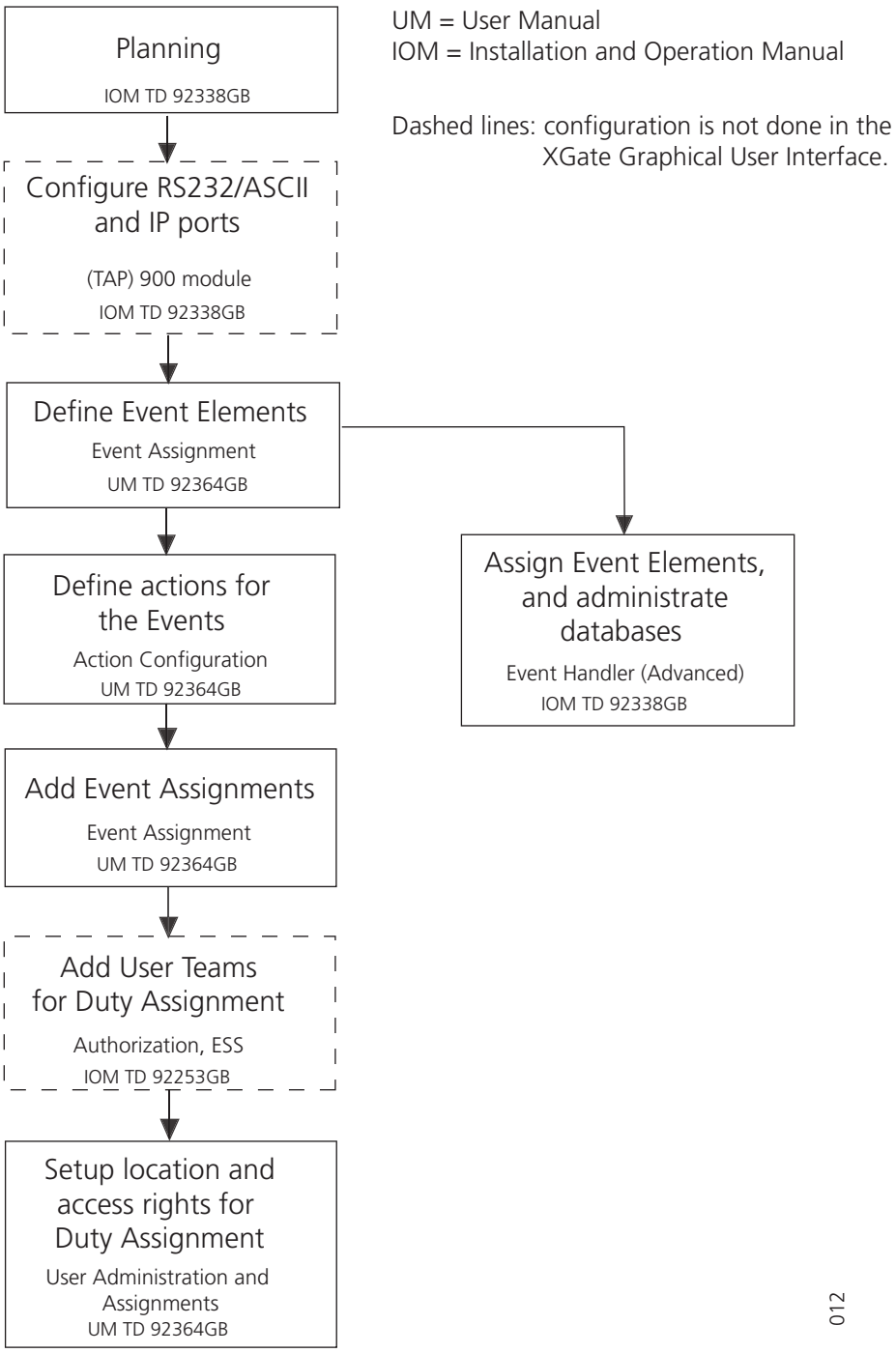


Figure 3. The work flow when a new configuration is set up.

3.2 Planning

This is done by the system administrators. A step-by-step guide is found in the *Installation and Operation Manual, XGate, TD 92338GB*.

3.3 Configuration of Input/Output Interfaces

Information about the configuration is found in the *Installation and Operation Manual XGate, TD 92238GB*.

3.4 Define Event Elements

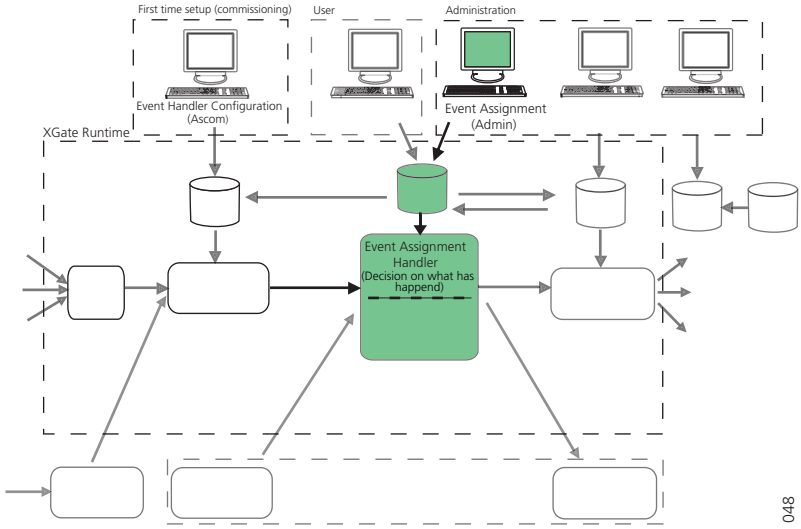


Figure 4. The figure is showing the part that is to be configured. See Appendix A: Overview Picture on page 44 for more details.

This is where new Event Elements are defined. This is also where to add, edit or delete assigned Events, which is described in chapter 3.6 *Add Event Assignment* on page 30.

Event Elements contain information about an Event. Examples of Event Elements are:

- alarm type
- alarm type description
- room
- bed

Go to the Event Assignments to set up which Event Elements that correspond to a certain Event.

1 Click "Event Assignment".

2 Log in with User ID and Password.

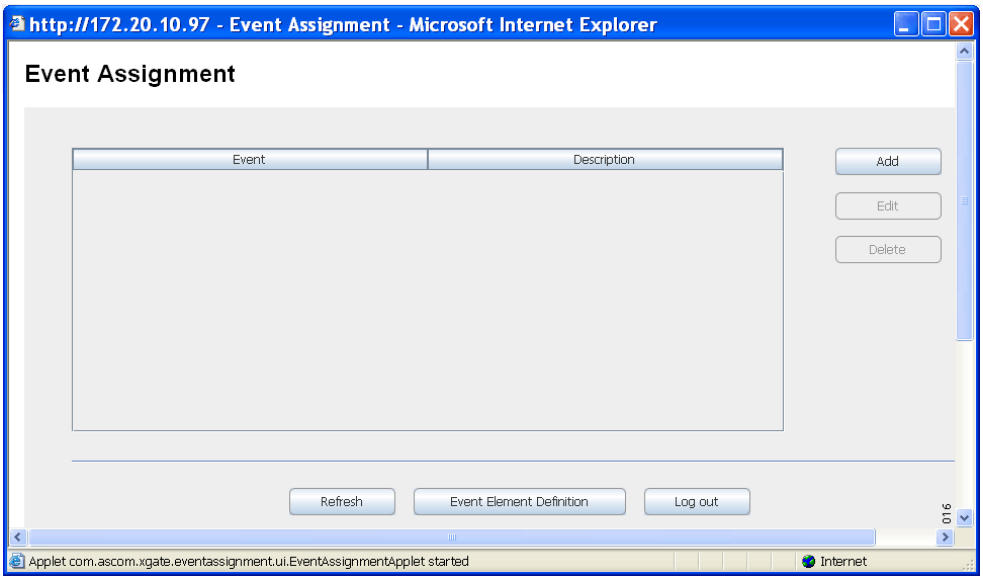


Figure 5. Event Assignment is displayed, no Events have been assigned.

3 Click "Event Element Definition" to define new Event Elements.
("Add" is used later on to create the connection between defined Event Elements and Events.)

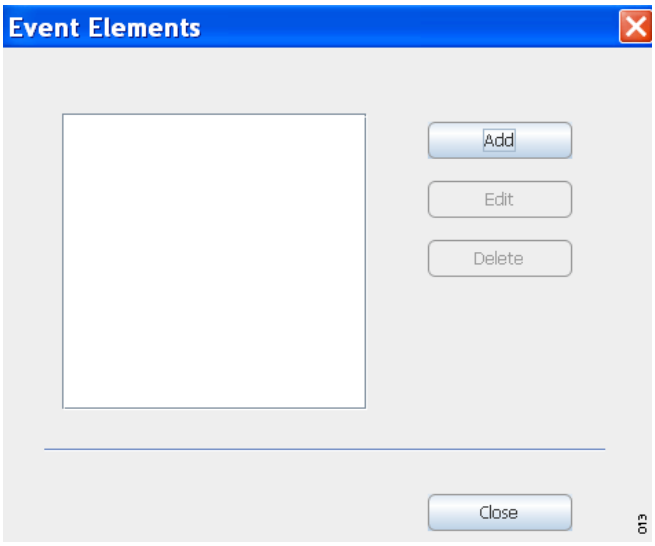


Figure 6. "Event Elements" is displayed, no Event Elements have been defined.

4 Click "Add".

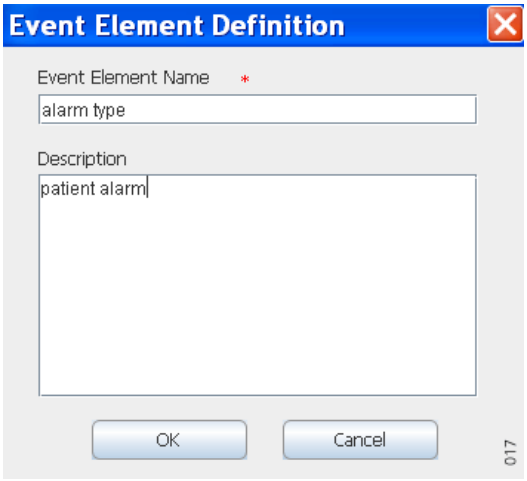


Figure 7. Define Event Element.

5 Enter the name and a description of the Event Element.

6 Click "OK".

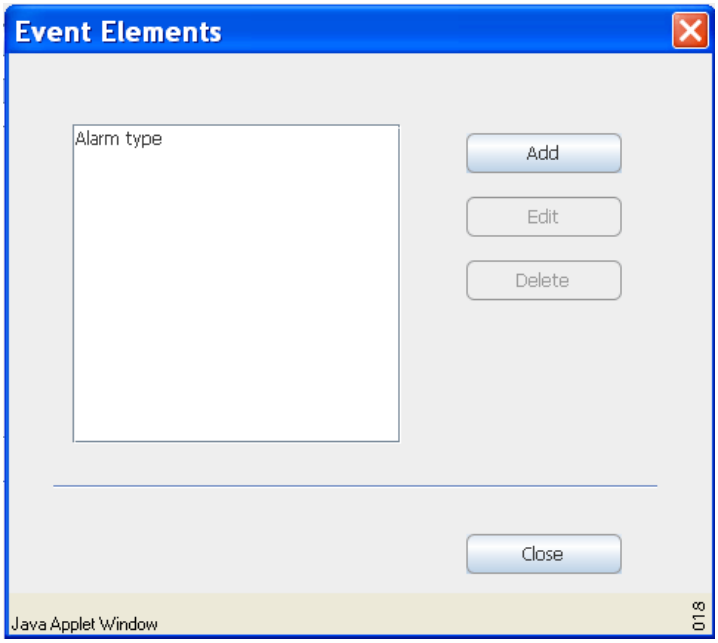


Figure 8. An Event Element has been added.

7 Click "Close" to return to the *Event Assignment* page, or click "Add" to define additional Event Elements.

8 Click "Log out", and then "Cancel", to shut down the Event Assignment window.

9 Go to the Action Configuration, see 3.5 *Action Configuration* on page 7.

It is now also possible to assign Event Elements and administrate databases, see Event Handler (Advanced) in the *Installation and Operation Manual XGate, TD 92238GB.*

Edit Defined Events

1 Click "Event Element Definition".

2 Mark the event, and click "Edit".

3 Change the name of the Event Element and/or the description.

4 Click "OK".

Delete Defined Events

1 Click "Event Element Definition".

2 Mark the event, and click "Delete".

3 Click "OK".

3.5 Action Configuration

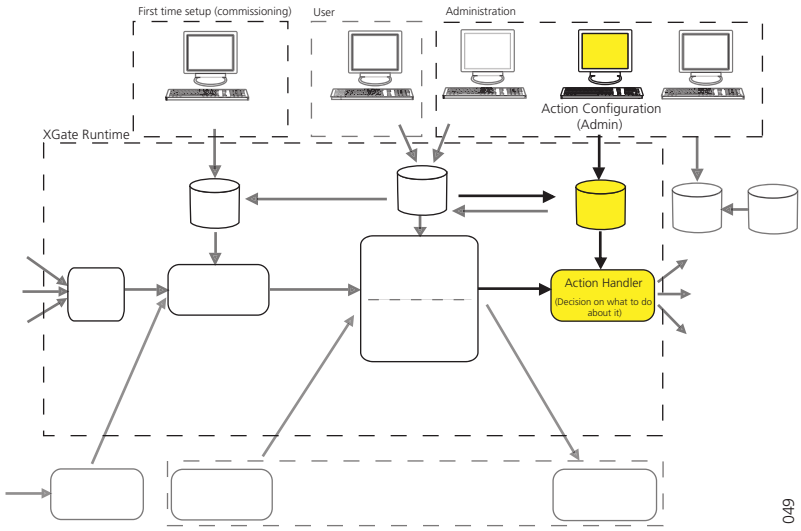


Figure 9. The figure is showing the part that is to be configured. See Appendix A: Overview Picture on page 44 for more details.

Set up actions for the event that occurred. Define; what to transmit, success and failure conditions.

1 Click "Action Configuration".

2 Log in with User ID and Password.

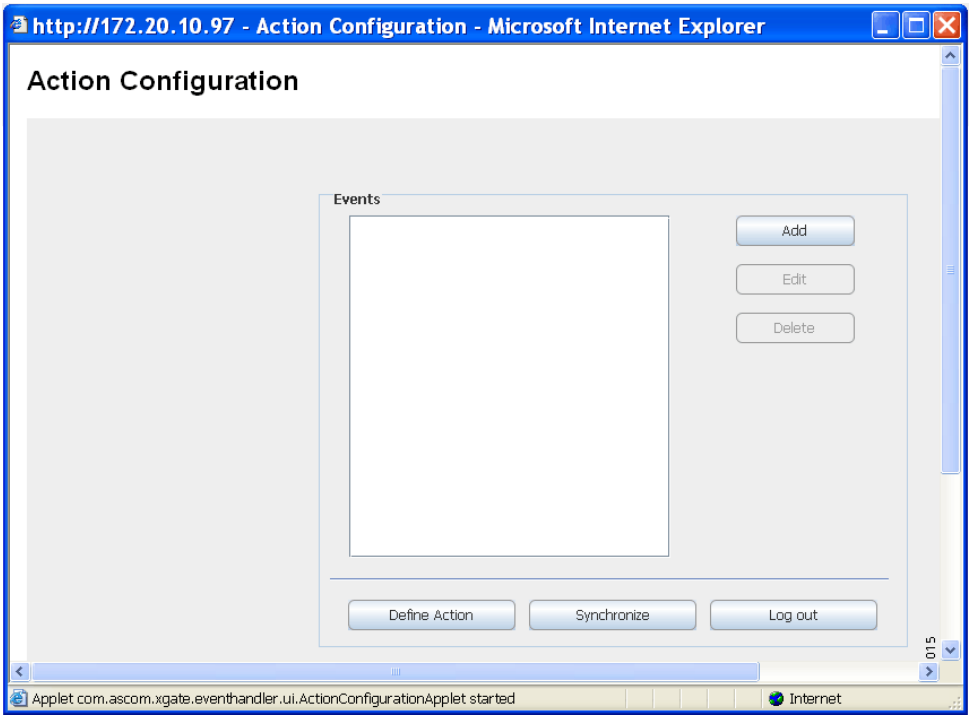


Figure 10. The Action Configuration page, no Events have been defined.

3 Click "Synchronize", to get defined Event Elements, see chapter 3.4 *Define Event Elements* on page 4. This is needed later on when inserting predefined Event Elements, see *Message* on page 10.

4 Click "Add".

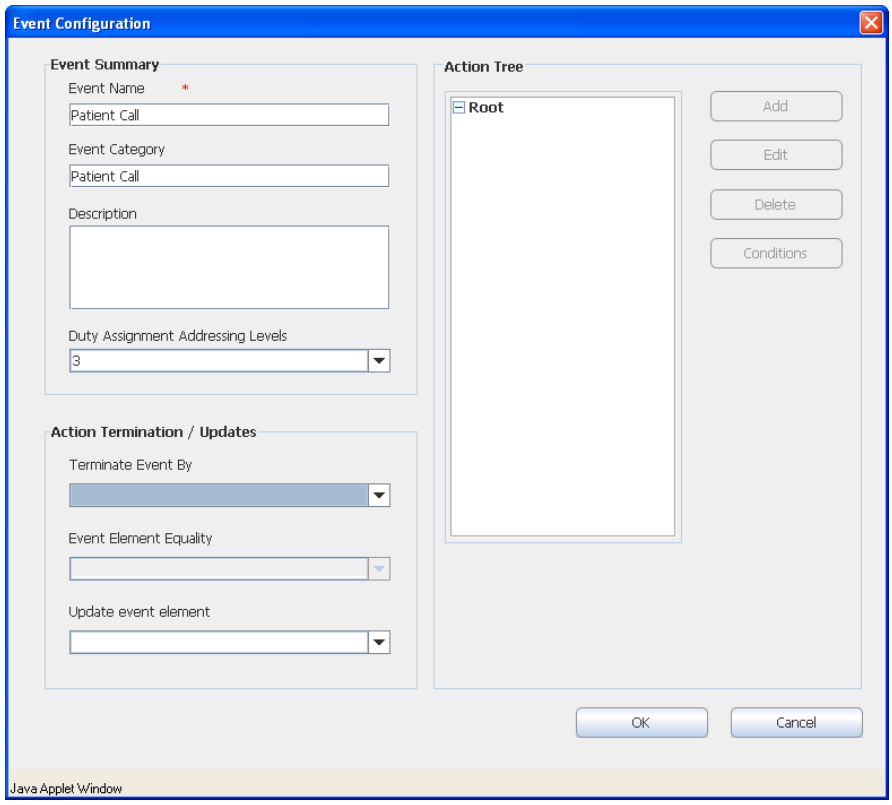


Figure 11. Event Configuration is displayed.

5 Enter a name of the Event, and a description, see figure 11 on page 8.

6 Optionally, enter a category for the Event. The category will be set for all actions within this Event and is a help in the search and sorting function for system activity logs.

7 Select from the drop-down list *Duty assignment addressing levels*, if Duty assignment is to be used, see figure 11 on page 8. The levels are:

- None: Events will not be visible in the Duty Assignment.
- 1-5: up to five addressing can be selected.

8 Mark *Root* in the *Action Tree (*figure 11 on page 8), and click "Add" to configure actions for an Event.

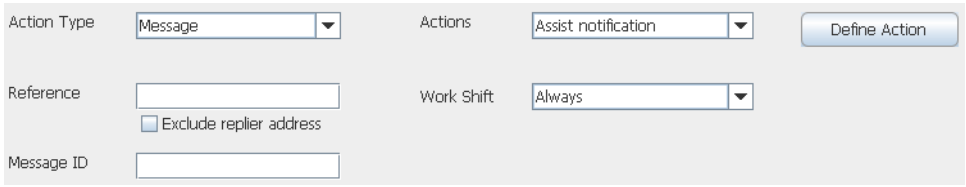


Figure 12. Configure the actions.

9 Select *Action Type* from the drop-down list:

- Message
  To send messages to a specific destination and with a confirmation request.
- Interactive Message
  To send messages with different response options included. The response is sent back with chosen option.
- Output Activity
  To set or reset an output, for example to remotely turn on a siren or close a door.
- Erase Message
  To erase a sent message.

10 Select *Actions* from the drop-down list.
If it says "No Items" in the drop-down list, click "Define Action" to add items to the action list. See *Define Action* to add new actions.

11 Enter a *Reference*. In a "Message" a reference is set for the message that is going to be sent, and the same reference is used when you are going to erase that message.

12 When the Action Type *Erase Message* is selected, the *Exclude replier address* check box appears below the *Reference* drop-down list.

If this check box is checked, the message will be kept in the device that most recently fulfilled a success condition.

13 Select *Work Shift*. Defined in the ESS, see *Installation and Operation Manual, Enhanced System Services, TD 92253GB*.

14 Enter a Message ID. This enables a possibility to update messages in a handset by sending a new message with the same Message ID.
If this field is left empty it is not possible to update that message later.

Define Action

1 Click "Define Action", and click "Add".

2 Select *Action Type* from the drop-down list (information about the action types is found in point 8 above):

- Message
- Interactive Message
- Output Activity

In this example, *Interactive Message* has been selected.

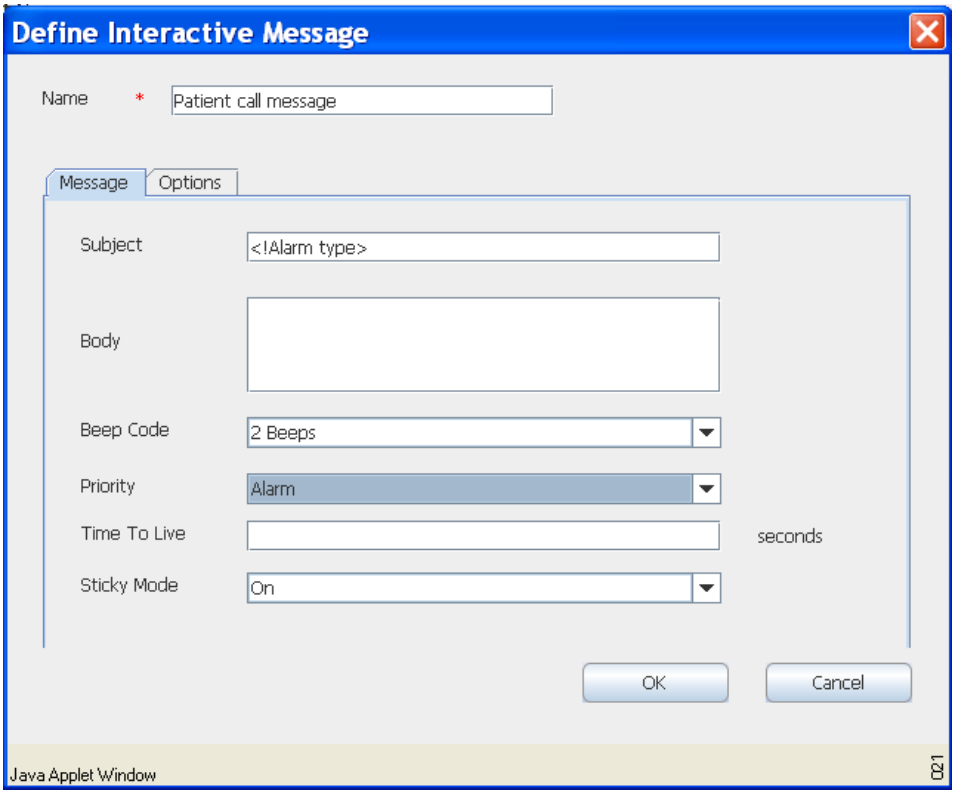


Figure 13. Define actions is shown.

Message

3 Enter a *Name* for the action in the text field.

4 Enter a *Subject*, for the message.
Tip: It is possible to right click in the text fields for *Subject* and *Body*, to insert predefined Event Elements. This is only possible if a synchronization has been done, see *3.5 Action Configuration*, point 3.

Body, Beep Code, Priority, Time To Live and Sticky mode are optional. Time to live, is the time for the message to remain in the portable[1]. The *Sticky mode* is used to lock the display for a specific message. When receiving that message the display will lock and remain locked until the sticky mode is turned off.

Options are set for Message and Interactive Message response. The information in the Option folder will look different depending on which Action Type that has been selected.

1.The function, Time To Live, does not exist in all portables.

Options – Message

When sending a message it is possible to add message response. It can be with acknowledgement accept only where you will know that the user has acknowledge the message, or acknowledgement with accept and reject where the user also will have the possibility to reject the message. If nothing is chosen it will be with no message response, which is the default type.

- Click the folder *Options,* to add type of message.

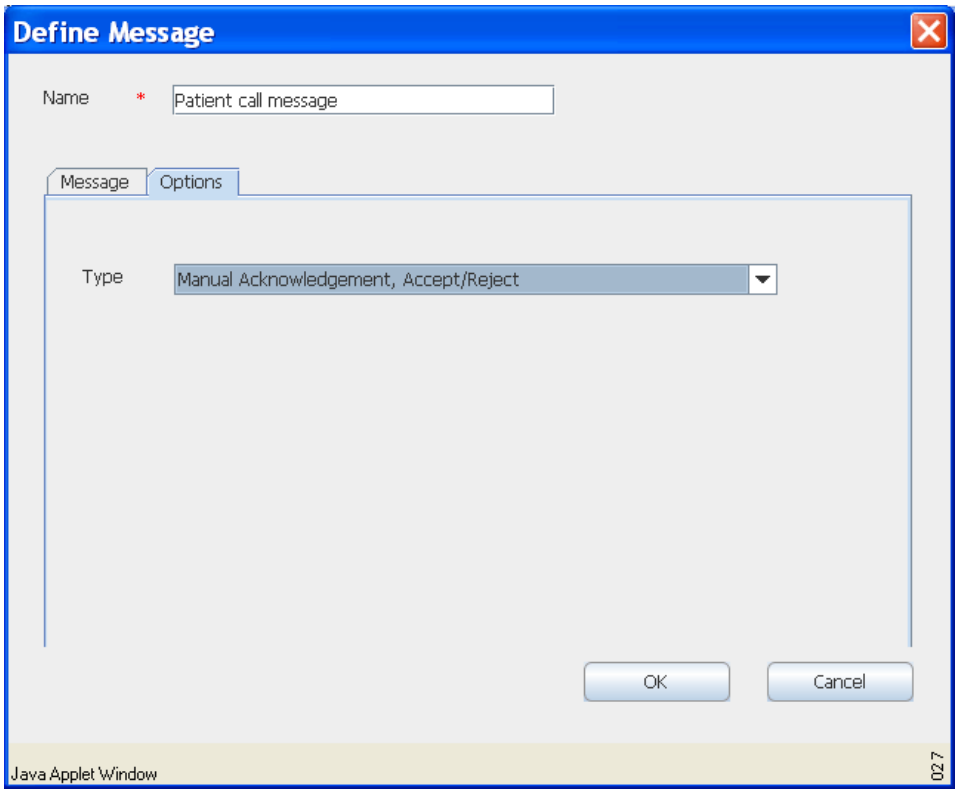


Figure 14. The type Manual Acknowledgement, Accept, is chosen as option to the action.

- Select Type from the drop-down list:
  - Normal
    Default, no message response.
  - Manual Acknowledgement, Accept
    if you want acknowledgement with only accept.
  - Manual Acknowledgement, Accept/Reject
    if you want acknowledgement with the possibility to accept and reject.
- Click "OK".

Options – Interactive Message

When sending an Interactive message and using options, Option ID and Option text must be filled in. The Function Key ID shall only be used for certain portables when adding option text for soft keys. By marking the check-box it is possible to enter an ID for the Function Key.

It is possible to set a layer that the option belongs to and to add extra layers to be displayed. This is used to group the options in different layers for quicker and easier usability, for example you can have all main actions in one layer and all sub action data in another layer. It is also possible to change the priority and the time to live for sent messages.

1 Click the folder *Options*.

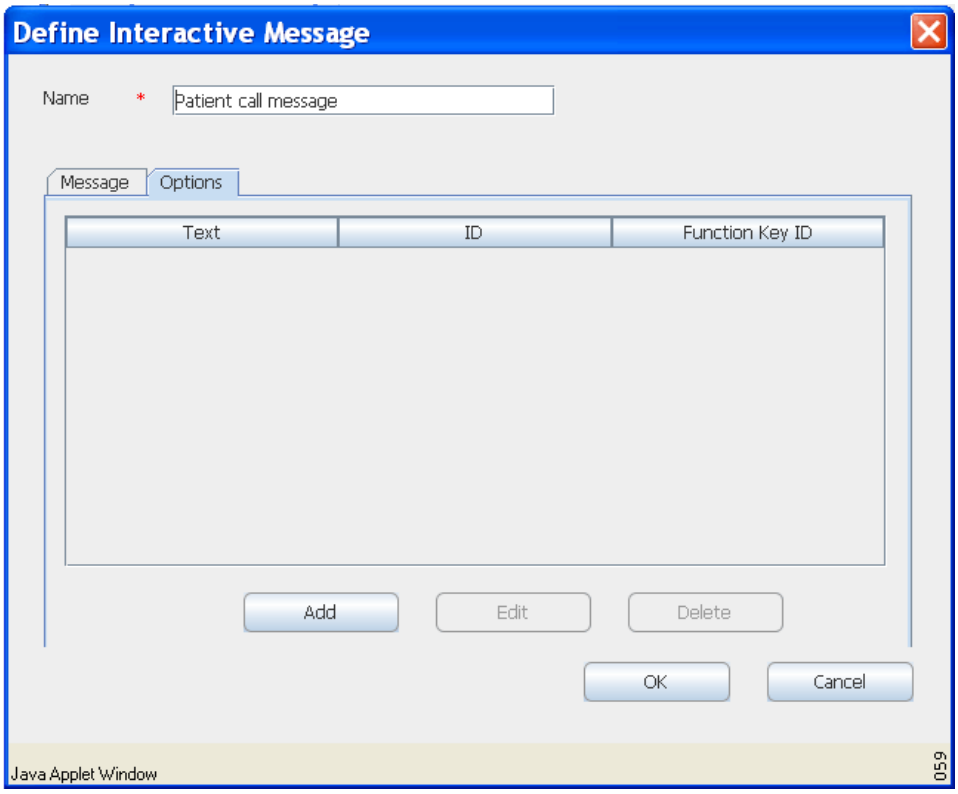


Figure 15. No added options.

2 Click "Add".

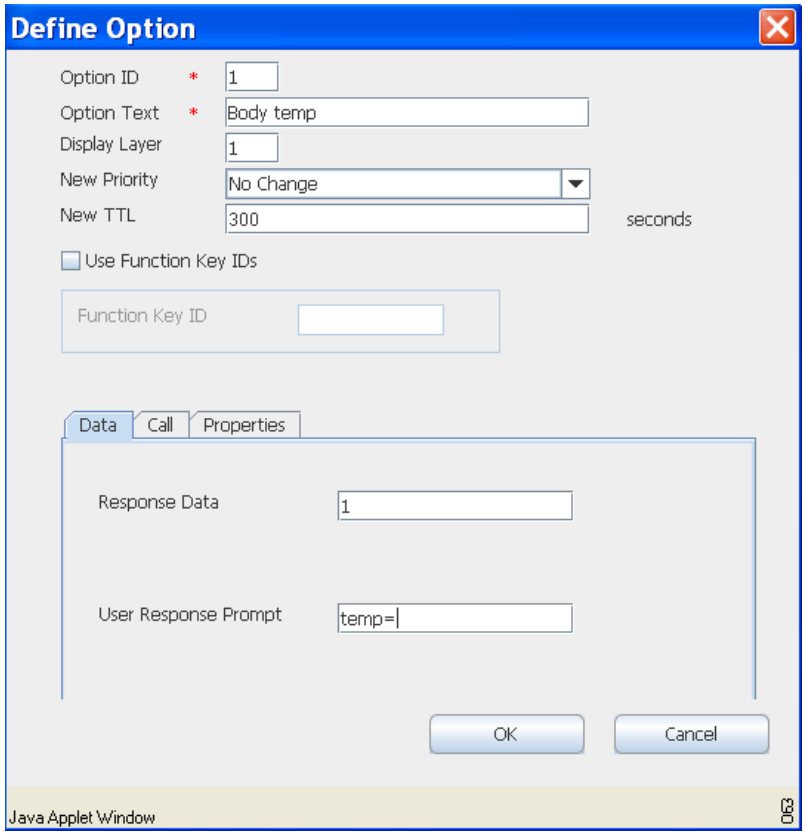


Figure 16. An example of common data for the Interactive Message.

General options	**Description**
Option ID:	1-99, XGate will provide a default value.
Option Text:	Enter text for the option.
Display Layer[a]:	1-99, the layer that the option belongs to.
New Priority:	The previous priority can be changed.
New TTL:	The time to live can be changed.
Use Function Key IDs[a]:	When marked, enter Function Key ID. This is used when adding an option text for a soft key (only for some Portables).

a.Not all portables support the use of Display Layers and Function Key IDs in combination.

Data >

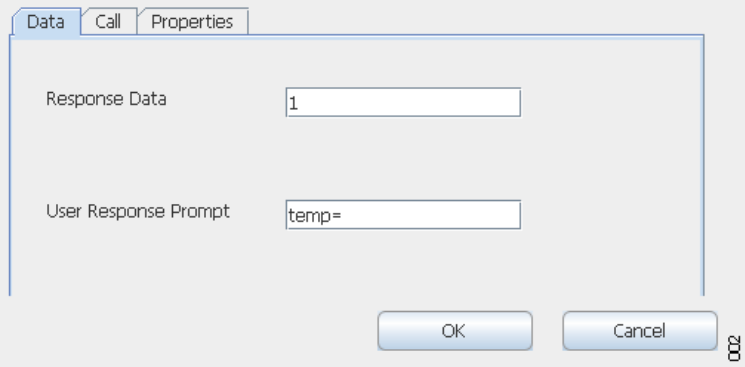


Figure 17. An example of Option settings, "Data"

Data options	**Description**
Response Data:	Data entered here will be replied by the portable when the call is connected. Enter a number or a short text.
User Response Prompt:	Data entered here will be viewed in the display of the Handset. Enter a short text.

Call >

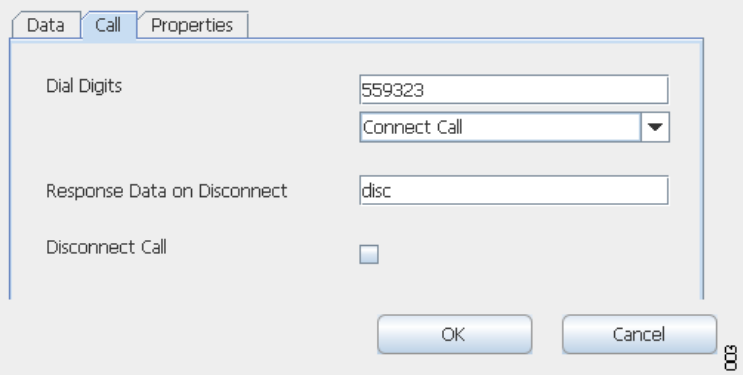


Figure 18. An example of Option settings, "Call".

Call options	**Description**
Dial Digits:	Enter telephone number, e.g. 123456. - Connect Call A new call is connected to the number. - Call and Disconnect A new call is connected to the number and then disconnected. - DTMF during an ongoing call. - DTMF during an ongoing call and then disconnected.
Response Data on Disconnect:	Data entered here will be replied by the portable when the call is disconnected. Enter a number or a short text.
Disconnect call:	When marked, the ongoing call is disconnected. This option shall not be used in combination with the Dial Digits.

Properties >

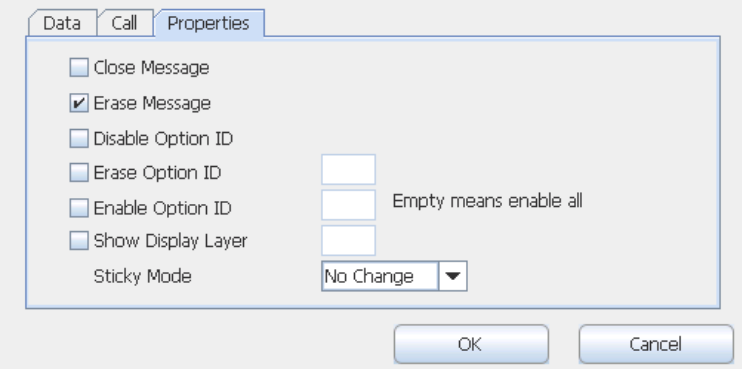


Figure 19. An example of Option settings, "Options".

Property options	**Description**
Close Message:	The message will be closed.
Erase Message:	The message will be erased.
Disable Option ID:	This Option ID will be disabled.
Erase Option ID:	Entered Option ID will be erased.
Enable Option ID:	Entered Option ID will be in use again.
Show Display Layer:	Entered layer will be displayed in the portable.
Sticky mode:	The message is locked in the display when set to On. It will remain locked until the Sticky mode is turned off or message is deleted. - No Change: keeps the old settings. - On: the display becomes locked. - Off: the display becomes unlocked.

Addressing

This is where destination is set up for the actions. It can be addressed to a User, Call ID, and to a user via the Duty Assignment. Note that Users and Call IDs are defined in the Enhanced System Services, ESS.

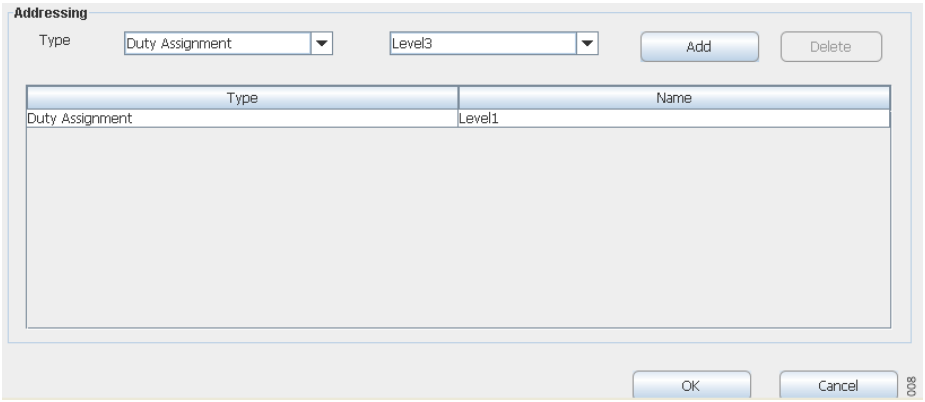


Figure 20. Destinations are taken from assigned users at level 1 in Duty Assignment

1 Select Type from the drop-down list:

- Duty Assignment
  send to users via Duty Assignment.
- User
  send to users.
- Call ID
  send to Call IDs, typically a telephone number.
- Replier, only updates
  send updates for this event to the device that most recently fulfilled a success condition.
- Replier
  send to the device that most recently fulfilled a success condition.
- Reference, keep old
  send to the devices that has previously received a message with this reference. The reference for the previous message is left unchanged.
- Reference, set new
  send to the devices that has previously received a message with this reference. The reference for the previous message is replaced with the reference set for this message.

Depending on which Type that is selected, the next box will change:

Addressing types	**Description**
Duty Assignment >	None, or Level 1 to Level 5 – if defined in the Event Configuration, see figure 11 on page 8.
User >	Defined Users
Call ID >	Enter Call ID – Call IDs are defined in the ESS
Reference, keep old >	Select reference in the drop-down list
Reference, set new >	Select reference in the drop-down list

2 For *Duty Assignment* and *User*, select from the drop-down list.
For Call ID, enter the Call ID.

If the types *Replier, updates only* and *Replier* are selected, the next box disappears. These types have no selections, they are just added.

3 Click "Add" to add the addressing type. See figure 20.

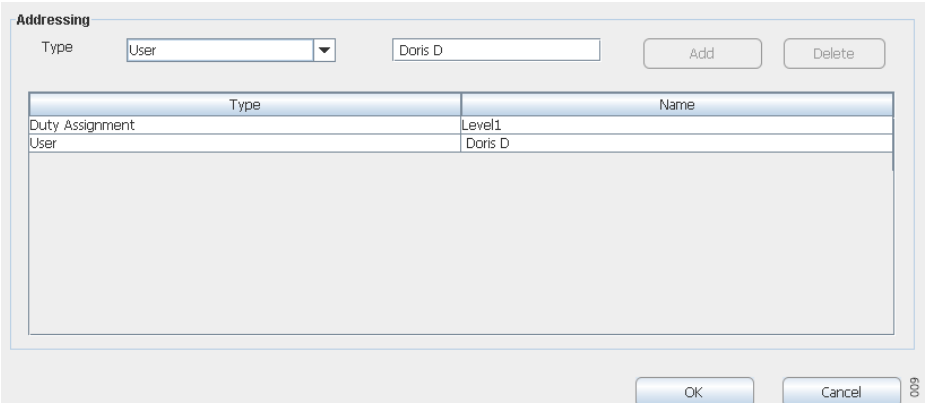


Figure 21. Example where Duty Assignment and User have been added.

Delete Addressing Type

Addressing types can be deleted if you mark the added type and then either click "Delete" button, or right click on marked "type" and then click on the displayed "Delete". In both cases you will be asked if you want to delete or not.

4 Click "OK" when finished.

Options – Output Activity

Output activity is used to remotely activate or deactivate an output, for example turn on a siren, or open a door. When Output Activity is going to be used, a name of the output activity must be entered, and an output name must be selected. It can be triggered on activation or on deactivation, and it can also be set to how long the activation should stay active.

Outputs >

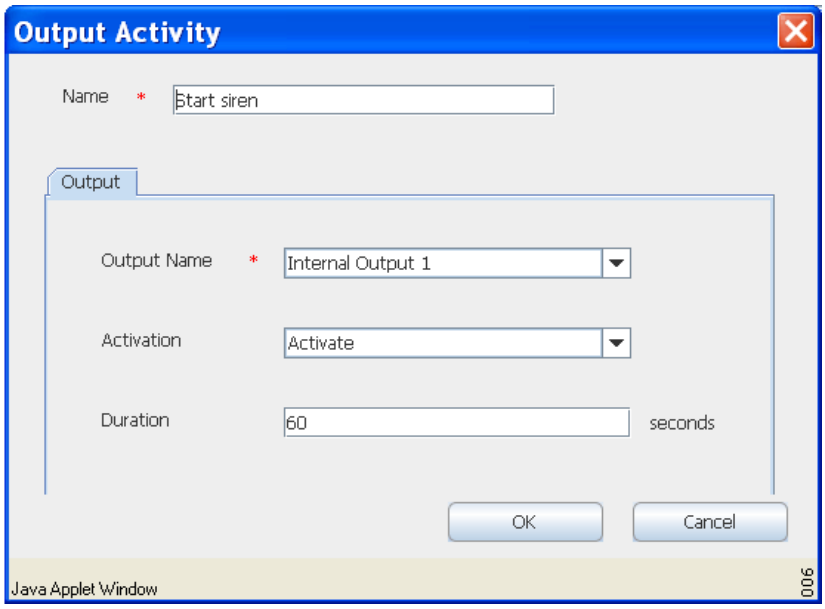


Figure 22. An example of Option settings, "Outputs".

Output options	**Description**
Name:	Enter the name of the output activity.
Output >	
Output name:	Select one of the outputs.
Activation:	Select between, Activate/Deactivate
Duration:	The time for how long the activation should stay active. 0 = unlimited.

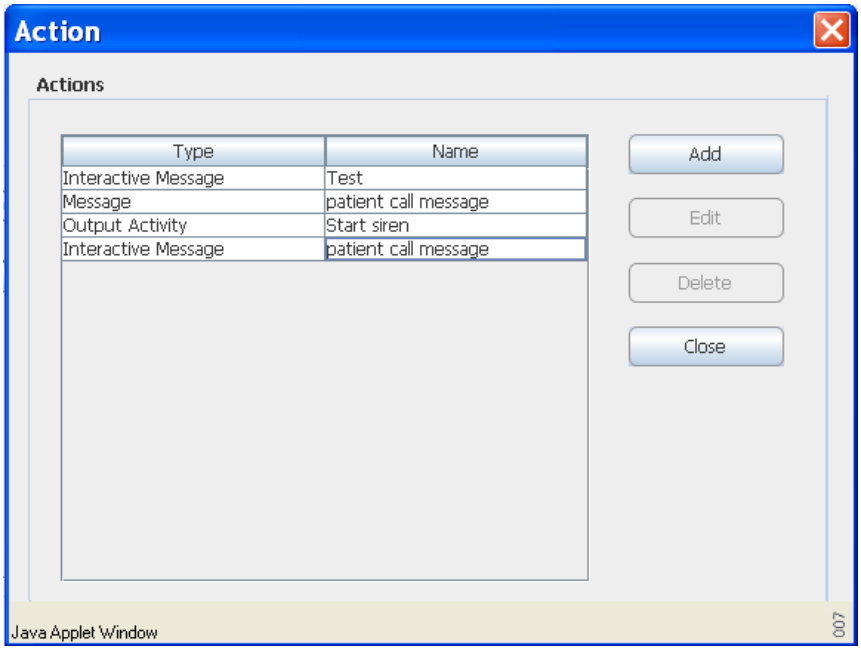


Figure 23. Added Action Types and options.

- Click "Close", to return to the Event Configuration Actions page.

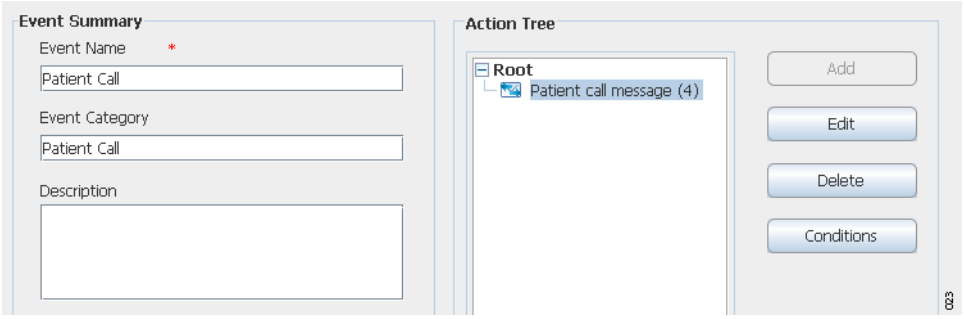


Figure 24. A new action has been added. (4) is the reference that was set when the action was configured for the Event.

Add Success/Failure Conditions

To get delivery and status response on a sent message, success and/or failure conditions are set up.

1 Mark the action under *Root*, and click "Conditions" to add success/failure conditions. See figure 24.

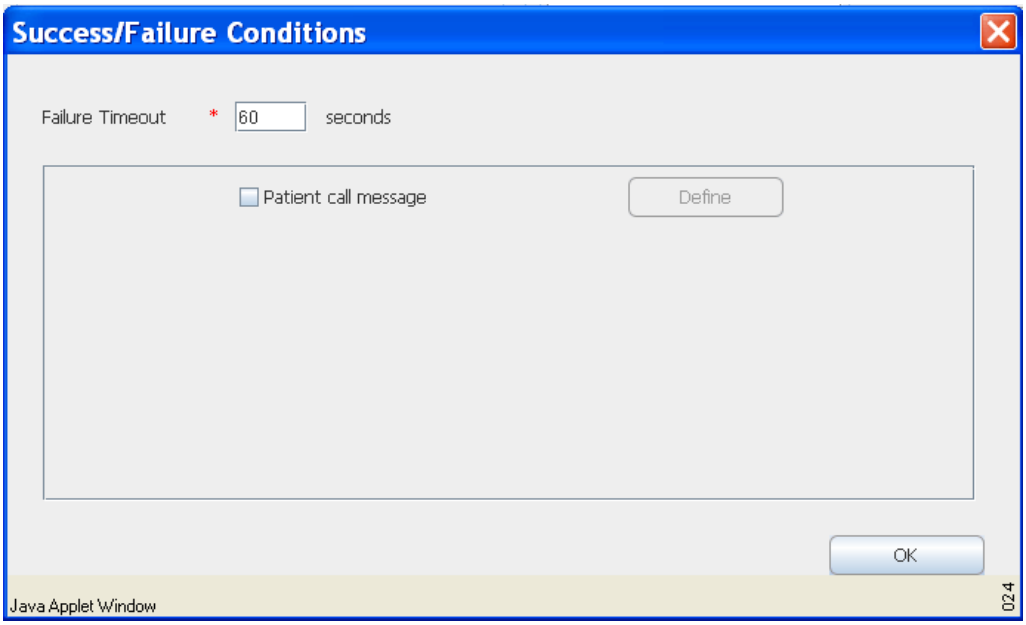


Figure 25. The failure time-out is set to 60 seconds.

2 Enter the time for the *Failure Timeout*. At expire of this time the action fails.

3 Select the check box for the action, in this example "*patient call message*", and click "Define".

OnSuccess occurs as soon as one receiver of one action fulfils the specified success conditions. This means that OnFailure occurs when every action has failed for every address sent to, or after the specified failure timeout.

Delivery

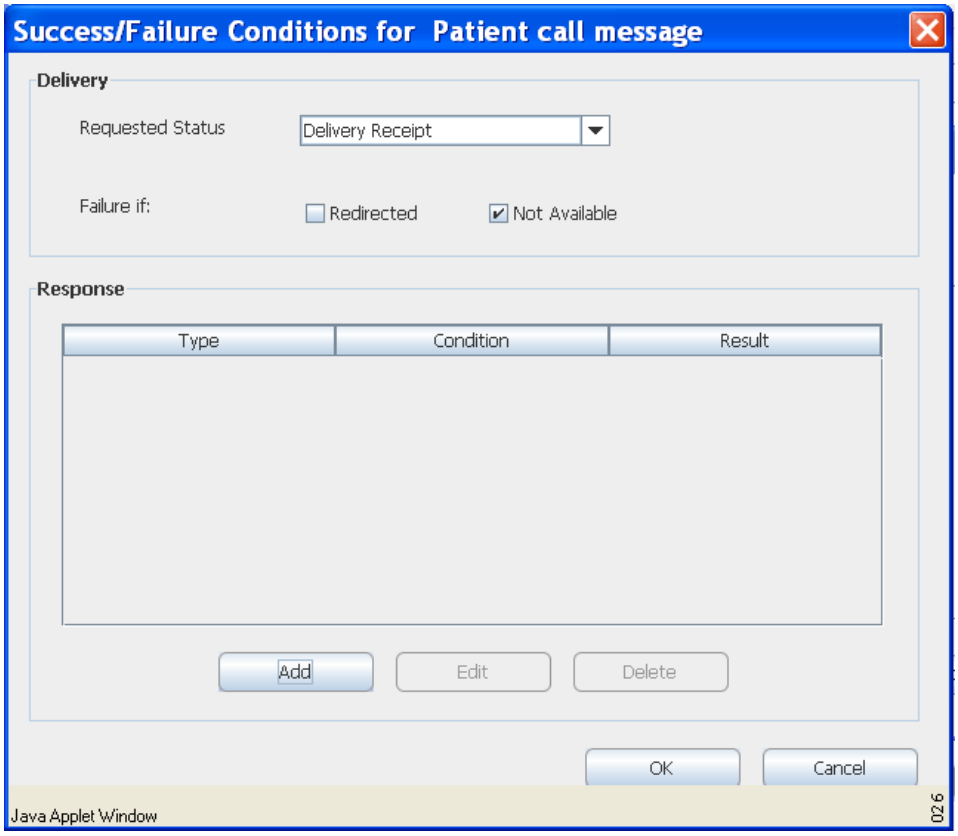


Figure 26. Add delivery and status response for the action.

4 Select Requested Status from the drop-down list.

Status	**Description**
Don't Care:	-
In progress:	Message valid.
Sent:	Message sent
Delivery Receipt:	Reached final destination.
Failure if:	Redirected – when message diversion has occurred in the ESS and it is important for the message to reach a specific person. Not available – absent

5 Mark one or both of the *Failure if* boxes, when "Redirected" or/and "Not Available" should be handle as a fault.

Add Response

6 Click "Add".

Add Response Condition

7 Click "Add".

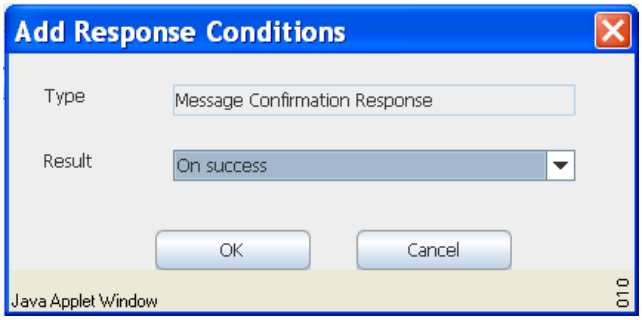


Figure 27. Success or failure response on the message.

8 Select, *On success* or *On failure* from the drop-down list.

9 Click "OK".

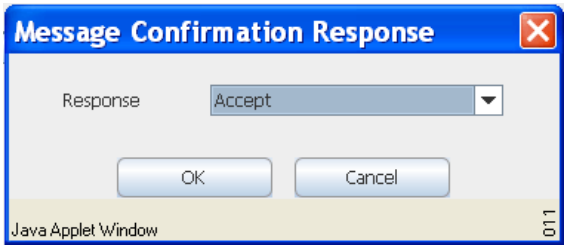


Figure 28. Accept is selected as response condition.

10 Select, *Accept* or *Reject* from the drop-down list.

11 Click "OK".

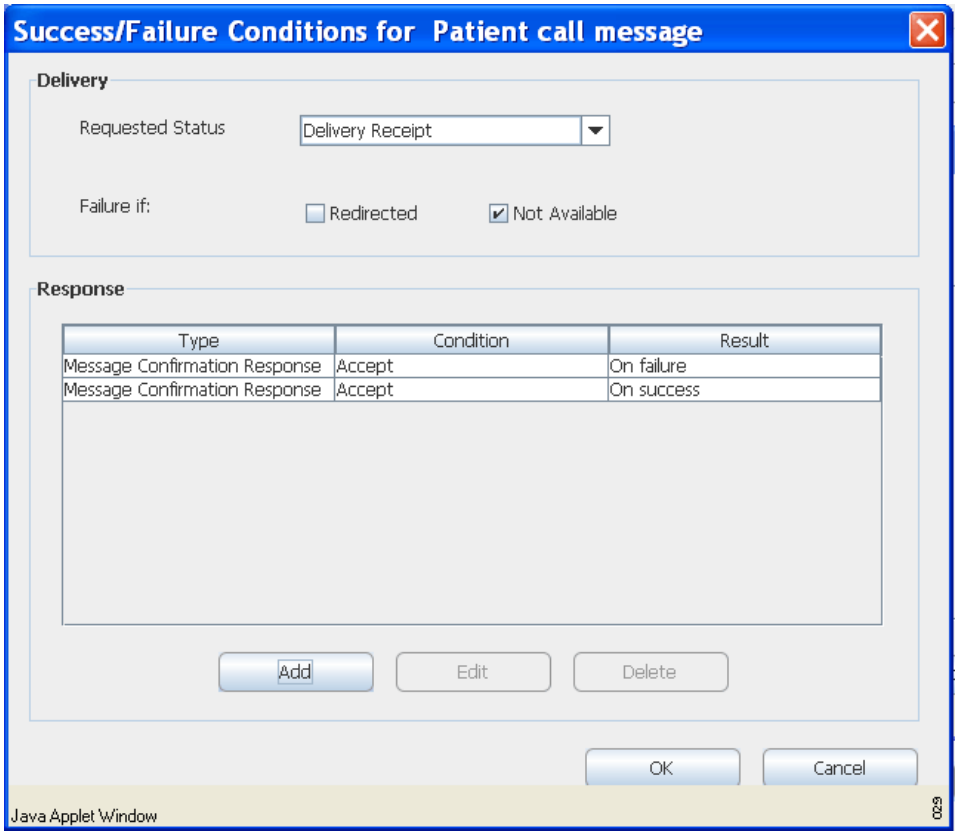


Figure 29. Response type, condition and result have been defined with success and failure result.

12 Click "Add" to add other conditions, or click "OK", and "OK" again in the next window that opens, to return to the *Action Configuration* page.

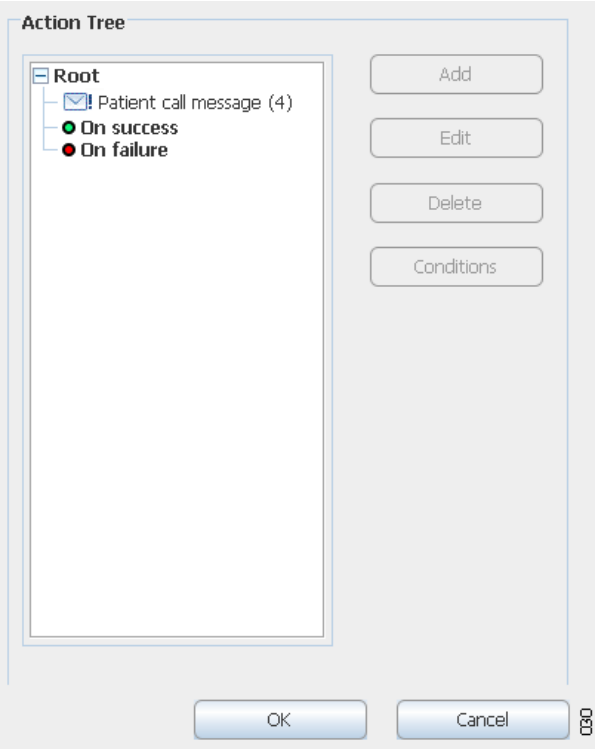


Figure 30. Action conditions have been added to the action tree.

Additional actions can be made by marking the *Root* in the action tree, and press "Add". An action can also be edited or deleted by clicking the action and click "Edit" or "Delete". In the example above the action is, *patient call message*.

Additional success and failure conditions can be made by marking one of the conditions in the action tree. It is also possible to delete conditions.

You can add an action on the success and/or failure conditions, for example start a siren on failure. This is done by marking one of the conditions and then clicking "Add". See 3.5 *Action Configuration* on page 7 on how to make the configuration.

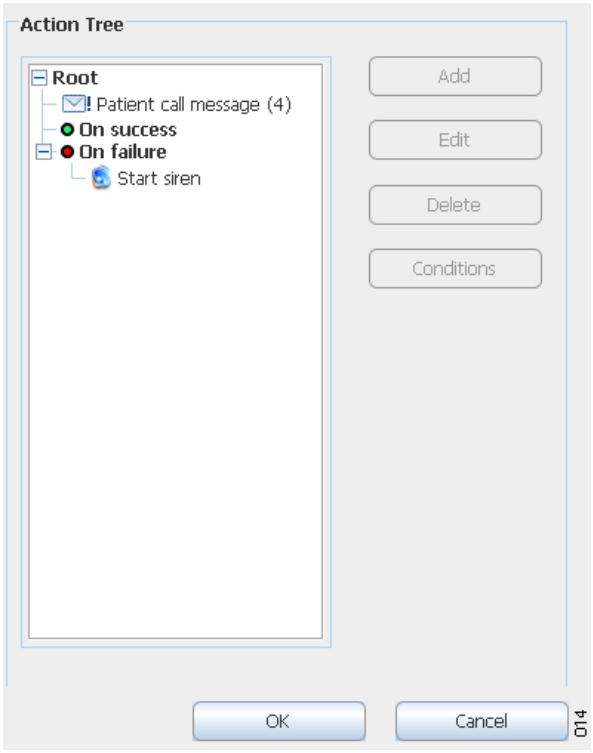


Figure 31. A siren has been selected as an Output Activity.

All actions in the action tree that are on the same node will be sent at the same time.

13 Click "OK", to return to the Action Configuration page for Events.

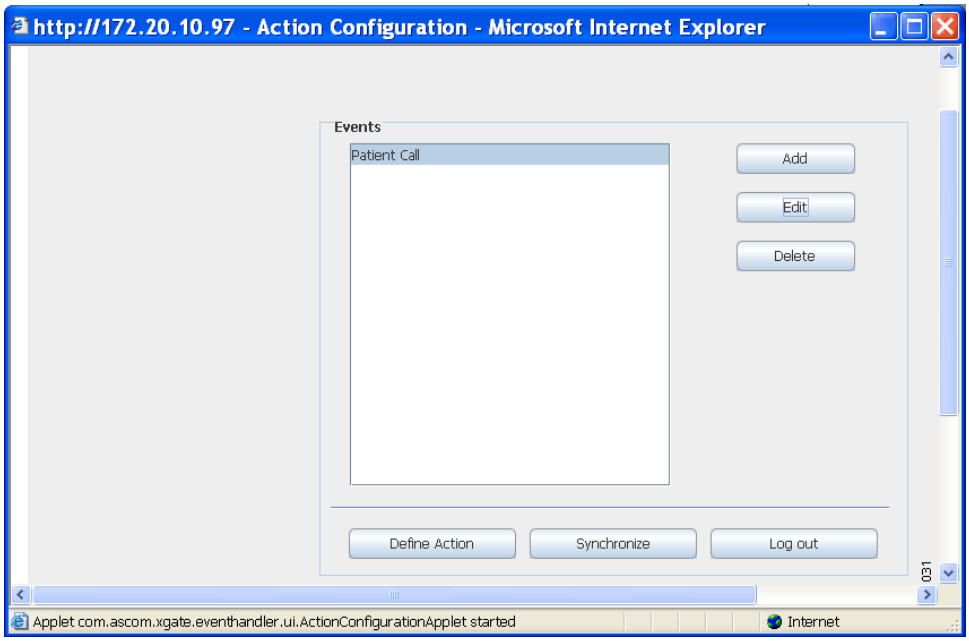


Figure 32. A new Event is added to the Action Configuration page.

Synchronize

14 Click “Synchronize”, to save, and to be able to add all the Events that have been created and configured into to the Event Assignment User interface. See figure 32 on page 26.

15 Click "Log out" and then "Cancel", to shut down the Action Configuration page.

16 Go to the Assignments to add Event Assignments. See *3.6 Add Event Assignment*.

Edit an Event

1 Mark the Event that is going to be edited, click "Edit".

2 The Event Configuration page is opened where the name of the Event can be changed. It is also possible to edit the action for the Event from the same page.

Delete an Event

1 Mark the Event that is going to be deleted, click "Delete".

2 A dialogue window opens, click "Yes" to delete the Event.

Action Termination / Updates

This is used to stop an ongoing Event when a certain new Event is activated or to update an ongoing event.

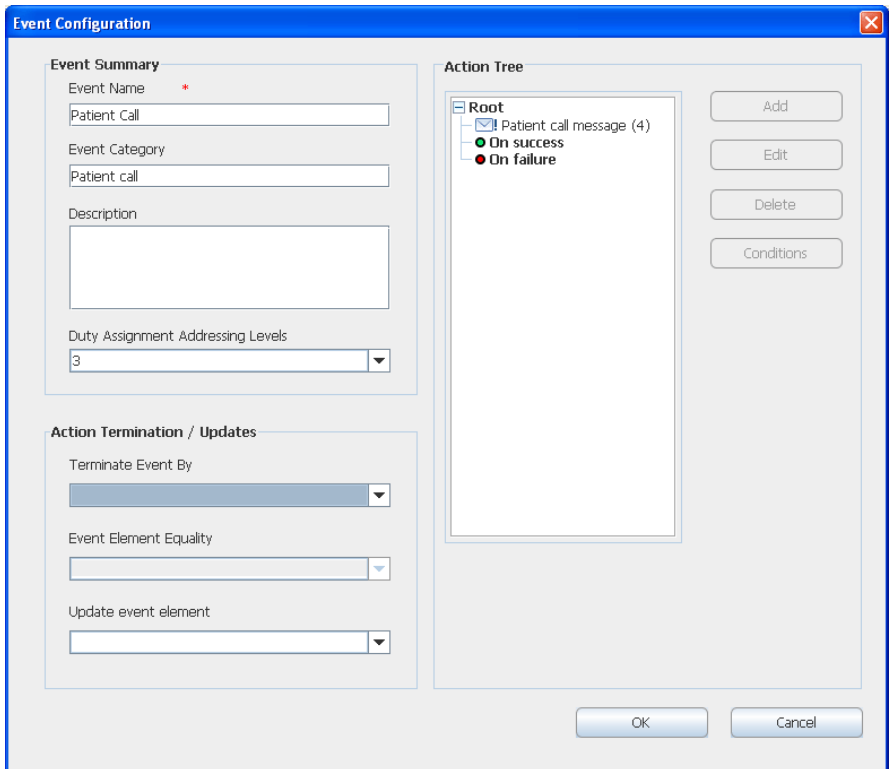


Figure 33. This is where termination of actions is set.

The *Terminate Event By* field contains which event that shall terminate the current event. Any already defined event can be used in this field. When the selected event is activated all ongoing instances of the current event will be terminated. If no terminating event is wanted the field should be left empty.

It is also possible to put extra restriction on which event instances that should be terminated, based on the content of an Event Element. This is done by selecting an Event Element in the *Event Element Equality* field. If set, only instances where the chosen Event Element's value is equal to the value of the same Event Element in the "Terminate Event" instance will be terminated.

The *Update event element* field specifies (based on the content of an Event Element) if an update to a currently active instance of this event shall be done instead of creating a new instance. Select event element to compare to decide if this is an update, in the *Update event element* drop-down list.

Termination example scenario:

Configuration: For the created event *Patient Call*, the *Terminate Event By* field is set to the already configured Event, *Terminate Patient Call* and *Alarm type* is selected in the field *Event Element Equality*.

1 The Event "Patient Call" is activated, with the "Alarm type" Event Element containing "high".

2 The Event "Patient Call" is activated again, this time with the "Alarm type" Event Element containing "medium". Now two instances of "Patient Call" are running.

3 The Event "Terminate Event" is activated, with the "Alarm type" Event Element containing "medium". This will terminate the second instance since the values of the Event Elements match, but will leave the first instance running.

Note: If nothing was selected in the "Event Element Equality" field both instances would have been terminated.

Add Termination Event Names

1 Go to the opening page of *Action Configuration*.

2 Click "Add".

3 Enter the Termination Event name in the *Event Name* field.

4 Click "OK".

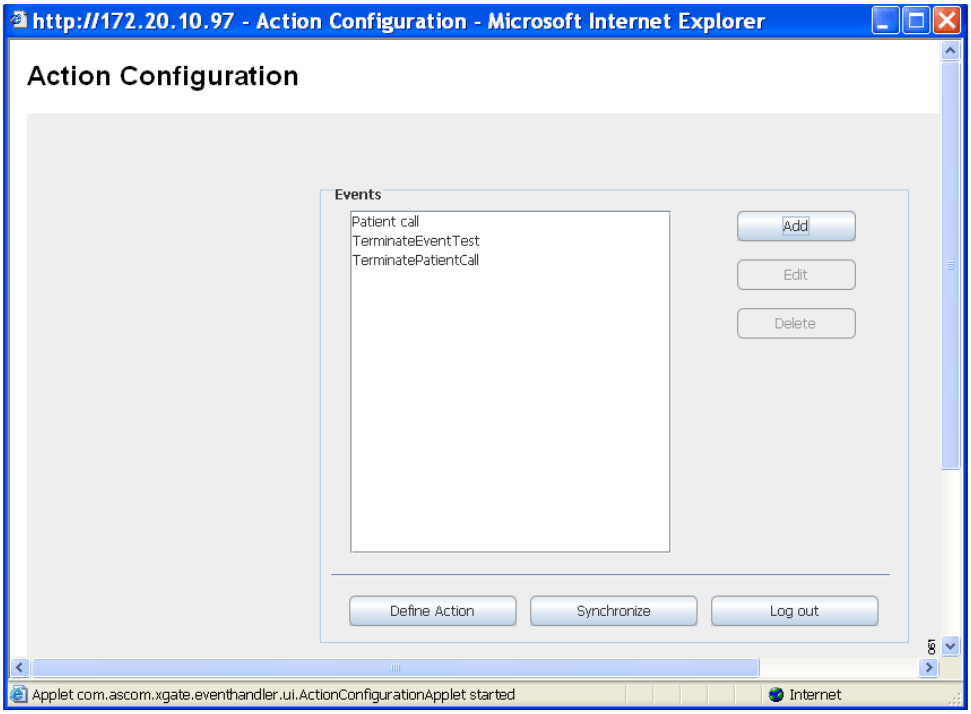


Figure 34. In this example there are some added terminate event names.

Set Termination Actions

1 Mark the Event that should be terminated, see figure 34, and click "Edit".

2 Select event that shall terminate the current event in the *Terminate Event By* drop-down list, see figure 35.

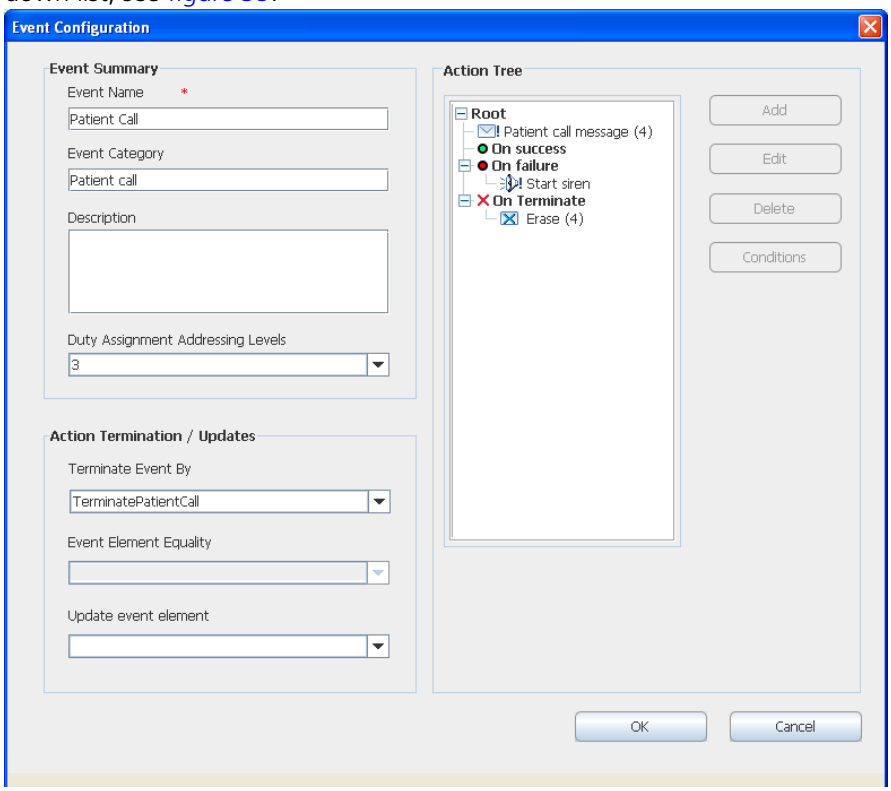


Figure 35. A terminate action has been added with an extra condition on an Event Element.

3 Select event element to be an extra condition for an Event Element from the *Event Element Equality* drop-down list.

4 Click "OK".

It is possible to add an action to the termination by marking the *On Terminate* in the action tree and then click "Add". It could for example be that you want to erase the message, or have a notification sent when a termination of an Event has started. It is only possible to have one action termination per Event, see figure 35 on page 29. When "Patient call" is terminated the terminate action "Erase (4)" is executed, which will erase the "Patient call message (4)" that was sent earlier.

Delete an Action Termination

This is done by opening the drop-down list under *Terminate Event By* and select the empty row first in the list. You will then be asked if you want to loose the termination node or not.

3.6 Add Event Assignment

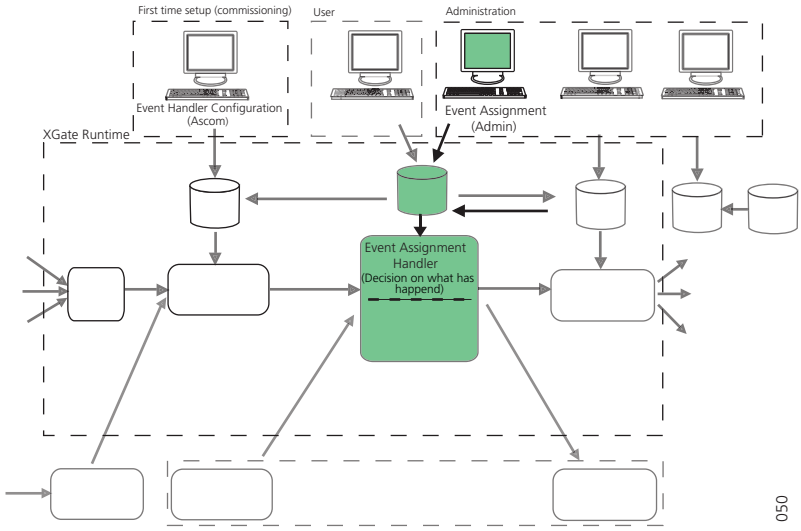


Figure 36. The figure is showing the part that is to be configured. See Appendix A: Overview Picture on page 44 for more details.

It is now time to make the connection between the Event Elements and the Events that have been defined in the Action Handler. This is done by adding different conditions on the Event Elements. For example, if the Event Element, alarm type is defined, you can add condition so that if for example the alarm type has the value "4" a specific action will start.

1 Click "Event Assignment", and log in with User ID and Password.

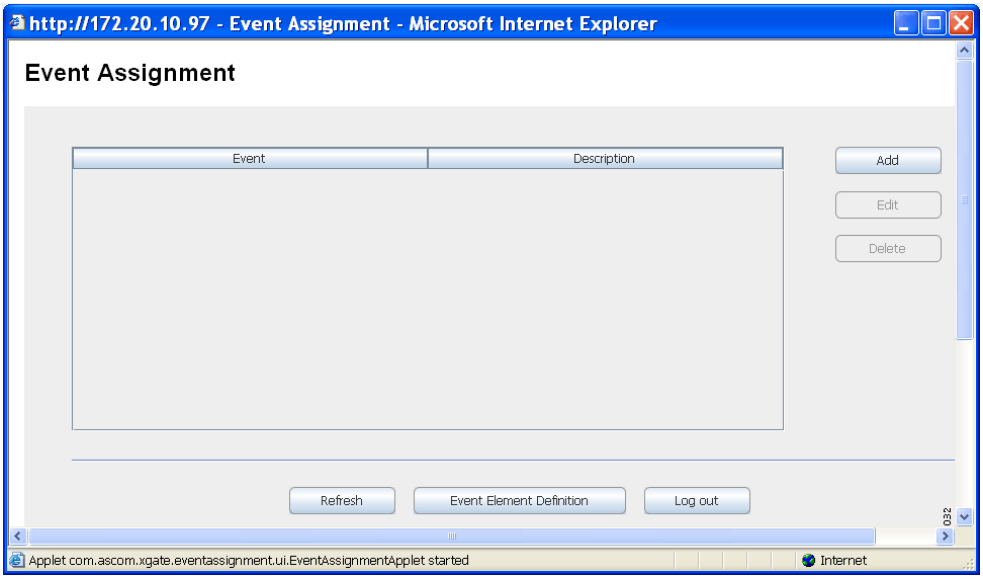


Figure 37. The Event Assignment page is opened.

2 Click "Add" to create a connection between the Event Elements and the Events.

3 Select *Event* from the drop-down list, and enter a description if needed.

Figure 38. Example of an Event with its description.

If the event that you are looking for is not in the list, go back to the Event Assignment page and click "Refresh". If it is still not there, log in to the Action Configuration GUI and click "synchronize". Go back to the Event Assignment GUI, click "Refresh" and then click "Add". It should now be found in the list.

4 Click "Add", to add conditions.

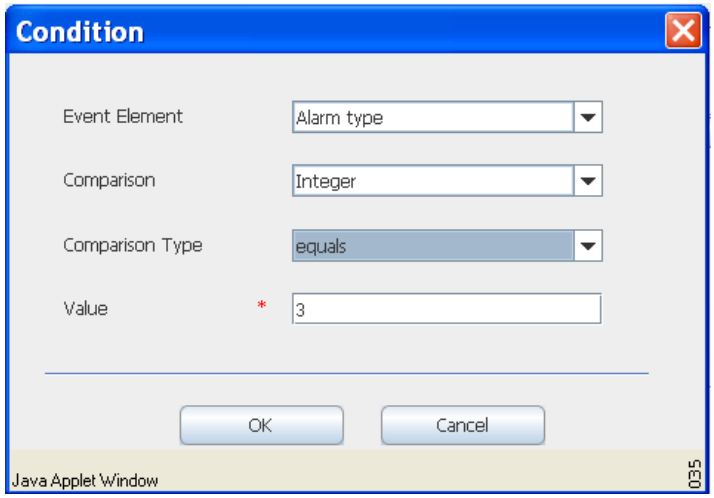


Figure 39. Event Elements conditions have been added.

5 Select *Event Element* from the drop-down list.

6 Select *Comparison* from the drop-down list. These are expression types:

Expression types	**Description**
Integer:	Numerical comparison.
String:	Alphanumerical comparison.
Regular Expression:	Special syntax for advanced comparisons.
Part of string:	Alphanumerical comparison.

7 Select *Comparison Type* from the drop-down list, see figure 39 on page 31.

Comparison types	**Description**
Equal:	The Event Element shall be equal the set value.
Not Equal:	The Event Element shall not be equal the set value.
Greater Than:	The Event Element shall be greater than the set value for integer.
Less Than:	The Event Element shall be less than the set value for integer.

8 Click "OK".

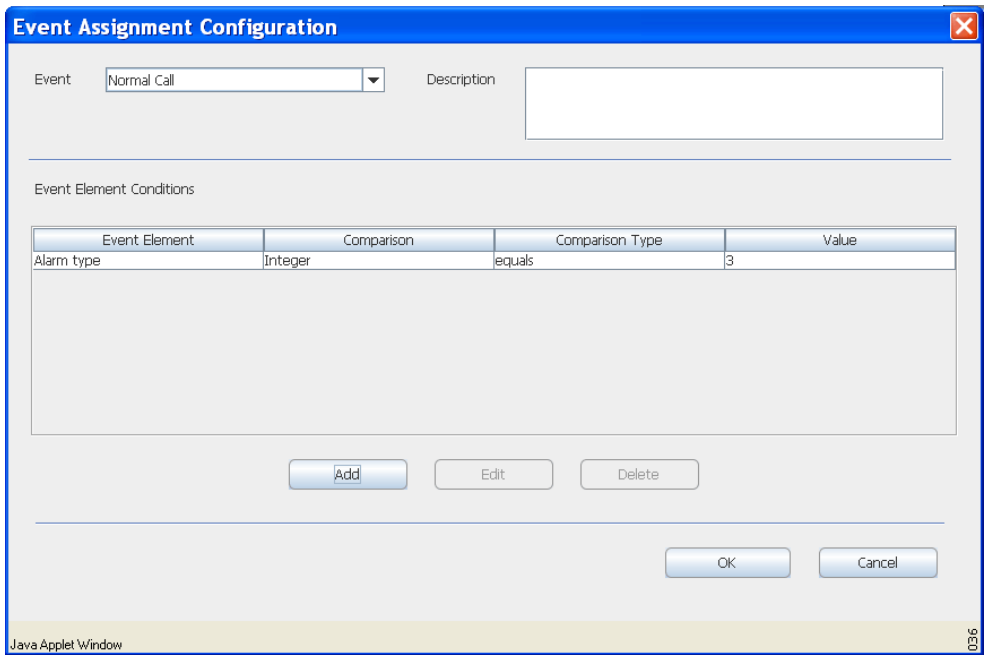


Figure 40. Conditions on the Event Element have been added.

9 Click "Add", to add more conditions, or click "OK", to save the settings and return to the Event Assignment page. When more than one condition is used, all of them must match.

It is also possible to edit or delete the Event Element conditions by marking the Event Element and then clicking either, "Edit" or "Delete".

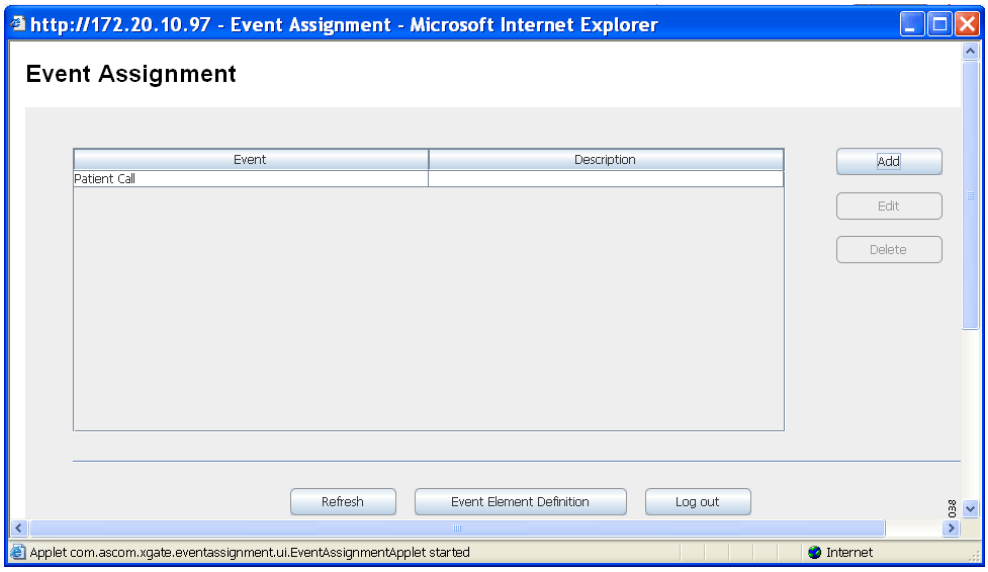


Figure 41. Add Event Assignments.

10 Log out and click "Cancel" to return to the XGate Interface.

3.7 Layout Setup

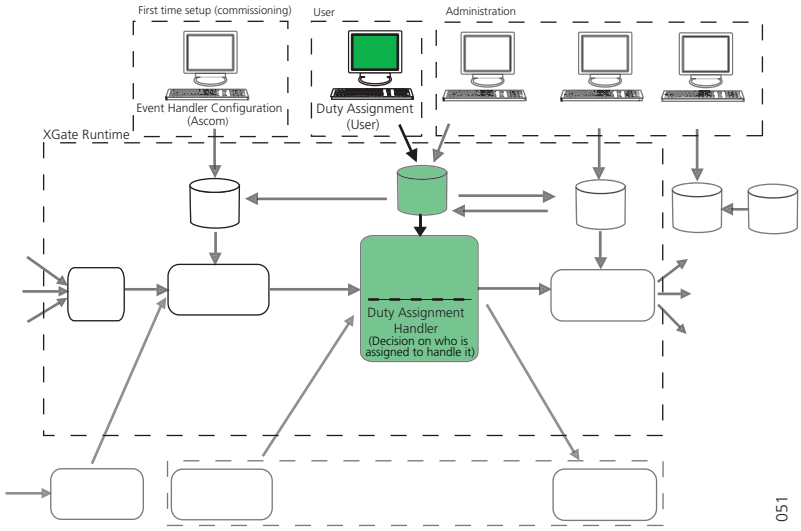


Figure 42. The figure is showing the part that is to be configured. See Appendix A: Overview Picture on page 44 for more details.

The Duty Assignment part of this document describes how to set up the layout structure with locations and User Teams, and to set up who should be available for duty and on which location. It is only the administrator that will be able to do this. There is a separate document for users and administrators which describes how to assign events and levels for users, see *User Manual, Duty Assignment, TD 92374GB.* The document can be reached from the link on the top right corner of the entry page *Duty Assignment*.

1 Click "Duty Assignment" and log in with User ID and Password.

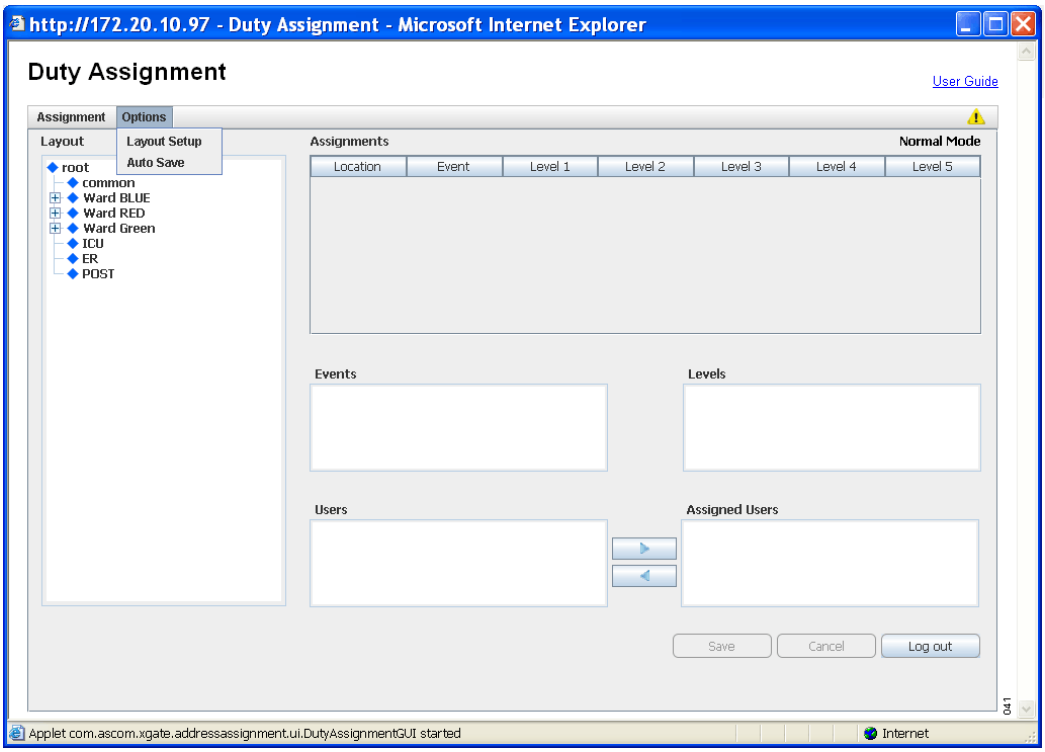


Figure 43. The Duty Assignment page is displayed. An example of a layout with User Teams and locations.

The layout setup is created in the *Options* menu:

Menu	Description
Layout Setup:	Add new location and define conditions for each location. Decide who should be available for duty and on which location.
Auto Save:	Saves the configuration periodically - the time is set in seconds. Disabled as default.

The *root* and *common* are default locations, they can not be deleted, though the default names can be changed to something applicable for the business. The location *common* is used for assignments that all locations have in common.

User Teams and users are defined in the ESS, see *Installation and Operation Manual, Enhanced System Services, ESS, TD 92253GB*.

Add Locations

2 Click *Option*, and select *Layout Setup, see* figure 43.

3 Mark *root* and click "Add"

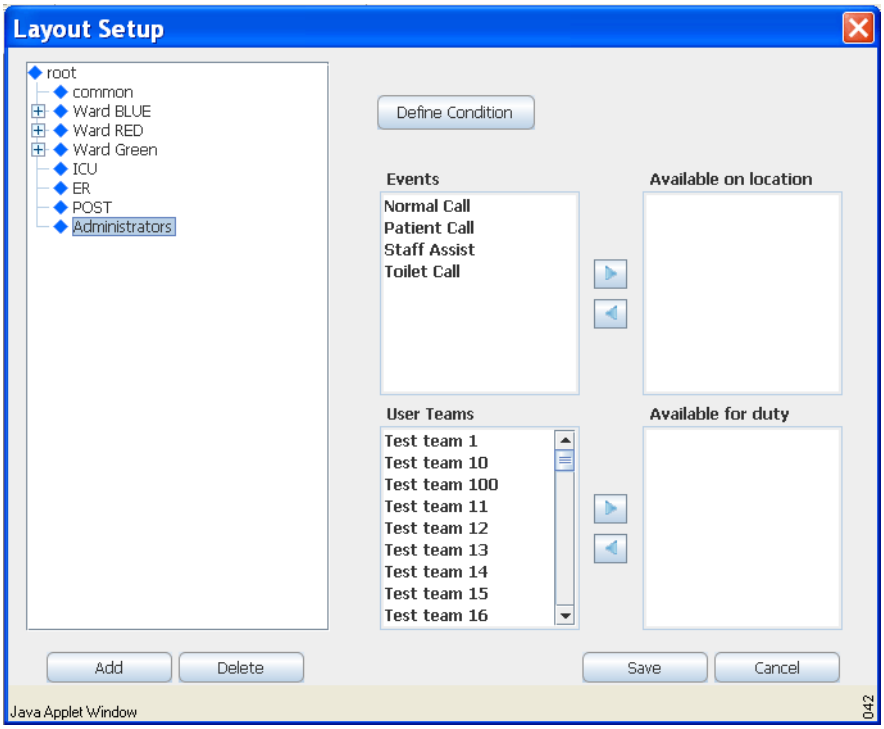


Figure 44. A new location has been added.

4 Enter a name for the location and click enter on the keyboard, a new field for a location will be added every time you click enter after entered location name. When all locations are added you can click somewhere outside the editing frame to stop more added fields.

To get rid of an empty field that you do not want you can click somewhere outside the editing frame, click the enter tab on the keyboard or click "Esc" on the keyboard.

5 To add levels below the location, keep the location marked and click "add".

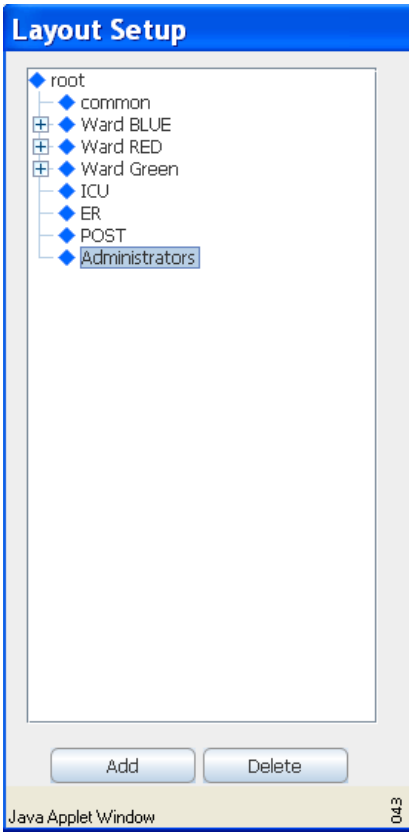


Figure 45. A level below "Ward Green" has been added.

6 Enter a name for the location.

Rename Locations

1 Mark the location you want to rename.

2 Enter a new name for the location.

Delete Locations

1 Mark the location you want to delete.

2 Click "Delete".

Define Conditions

Conditions can be defined for each location, except *common* which is always active for assignments. By selecting a predefined Event Element and enter a value for it, an incoming event can be connected to a location.

The Event Elements are defined in the Event Assignment Handler, see 3.4 *Define Event Elements* on page 4.

To set up a condition do as follow.

1 Click "Define Condition", see figure 44 on page 34.

2 Click "Add".

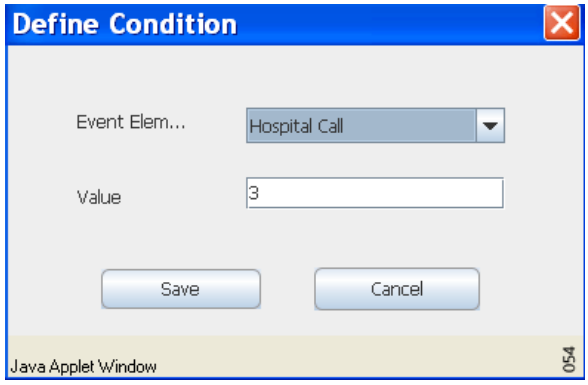


Figure 46. Event Element and a value is chosen

3 Select Event Element.

4 Enter a value.

.

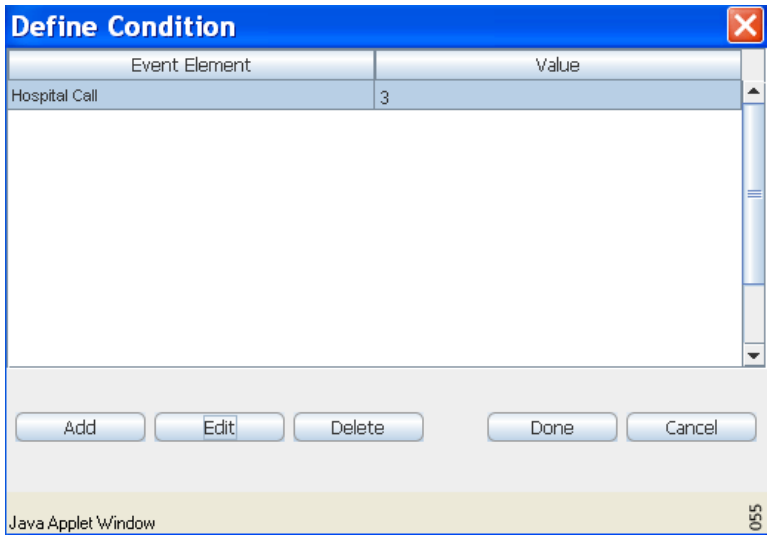


Figure 47. A condition is added.

More conditions can be defined by clicking "Add". At least one condition must be fulfilled.

If one location has conditions matching a received event, all locations on the path between the top location and this location in the tree is selected as well, even if they have conditions themselves that do not match.

You can edit or delete a condition that has been defined. When finished either click "Done" to save the configuration, or "Cancel" if you do not want to save the configuration.

Available on Locations

This is where you define what event that should be available on a location.

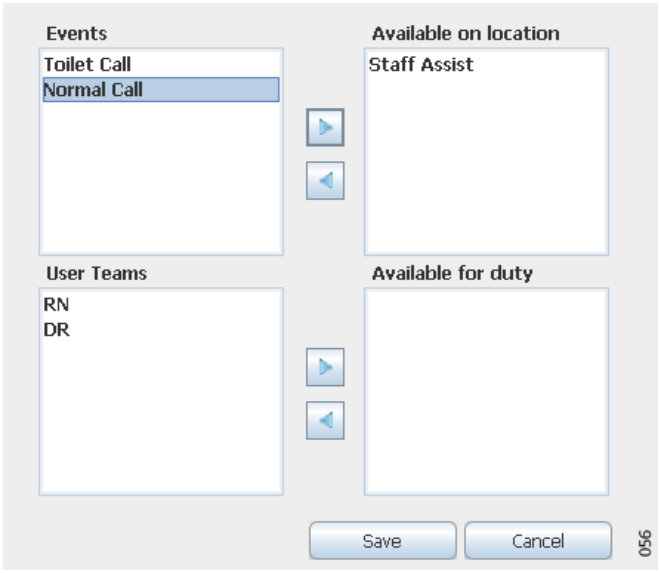


Figure 48. Available on location.

1 Mark the Event that should be available on a location, and then move it to the *Available on location* box by clicking "right arrow".
It is also possible to double click on the Event, it will then automatically be moved to the *Available on location* box.

Available for Duty

This is where you define which User Team that should be available for duty.

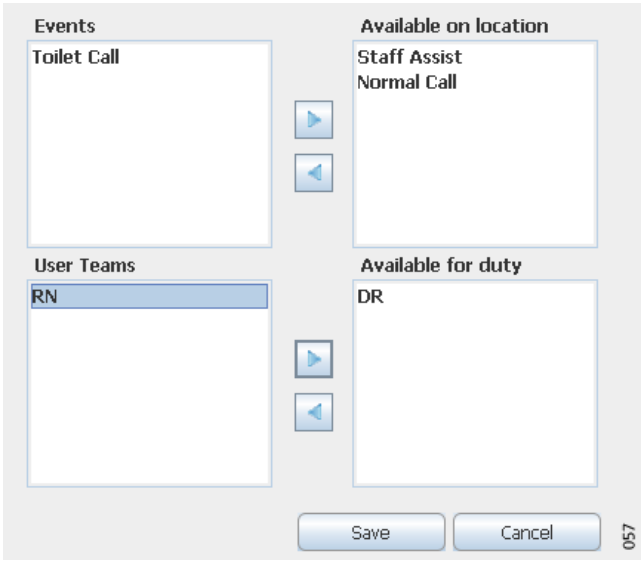


Figure 49. Available for duty.

2 Double click on the User Team that should be available for duty.

3 Click "Save".

When this configuration is saved the events and user teams will be displayed in the main page of *Duty Assignment* and the location is marked. You will also see which users that belong to the User Team.

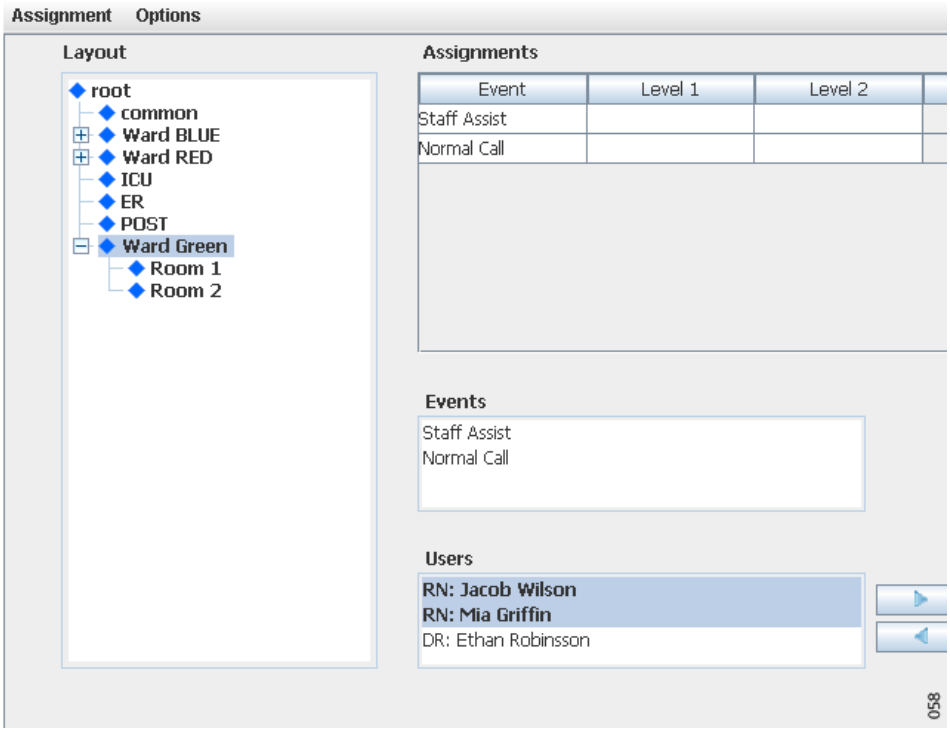


Figure 50. The layout configuration.

3.8 Set up Access Rights

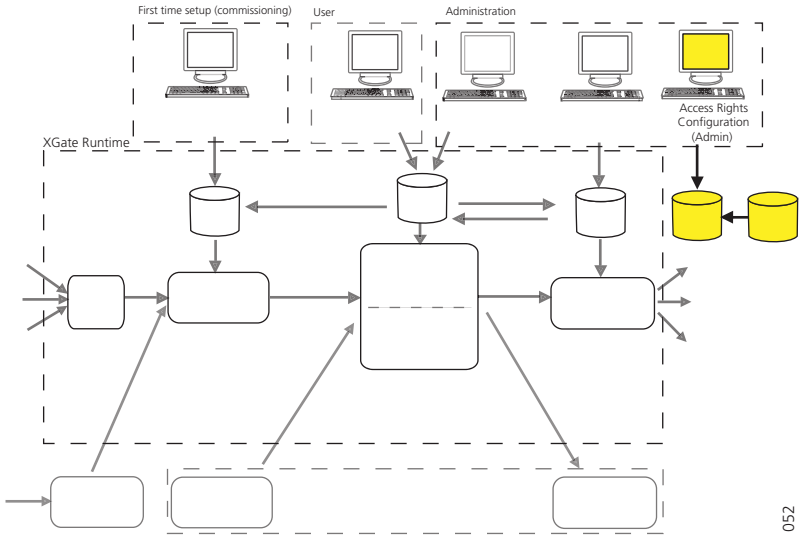


Figure 51. The figure is showing the part that is to be configured. See Appendix A: Overview Picture on page 44 for more details.

In *User Administration*, access rights are given to User Teams to be able to log in to the Graphical User Interface (GUI); *Access Rights Administration*, *Event Assignment*, *Duty Assignment, and Action Configuration*.

For the Duty Assignment, it is possible to choose if user teams should have; Admin, User, or None access to the GUI.

Authority	**Description**
Admin:	rights to administrate Duty Assignments
User:	rights to make assignments
None:	no access rights to the GUIs

User teams are set up in the ESS, see *Installation and Operation Manual, Enhanced System Services, ESS, TD 92253GB*.

1 Click "Access Rights".

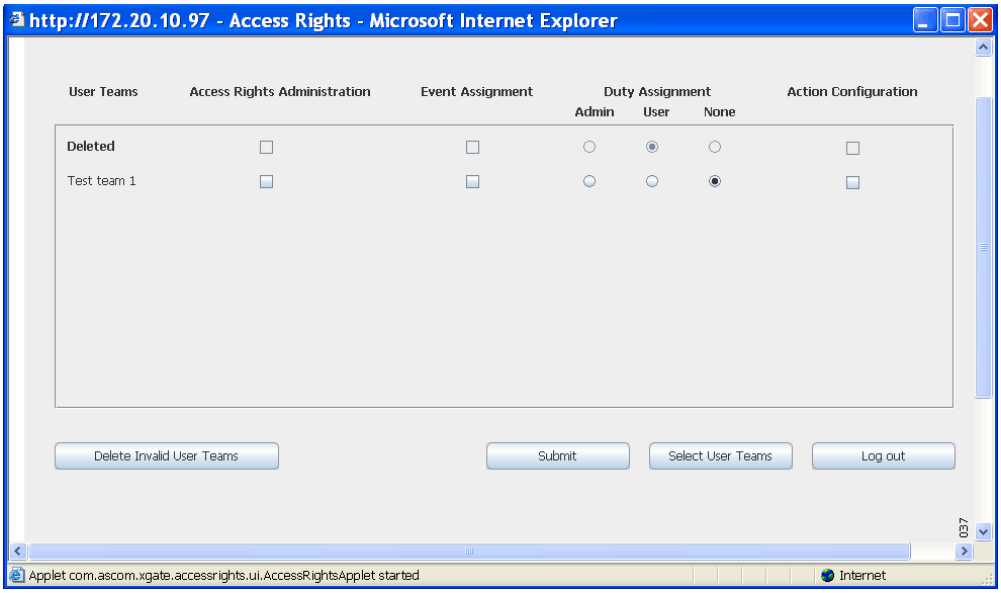


Figure 52. Access rights have been set up for default User Team.

2 Click "Select User Teams" to add User Teams.

3 Mark the User Team that access rights should be given to. Move the user team from the *All User Teams* list box, by clicking on the arrow pointing to the right. The User Team will be moved to the *Selected User Teams*.

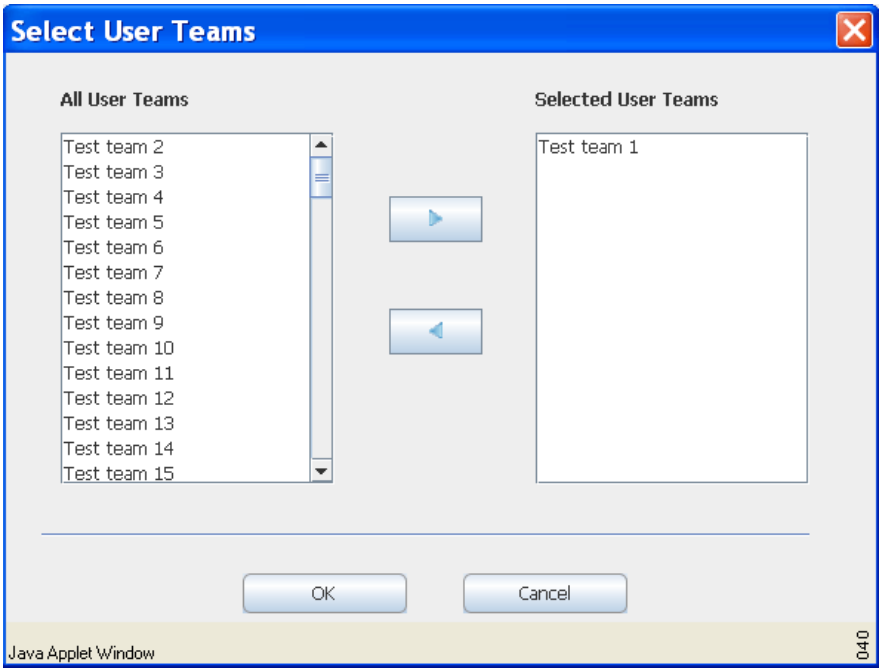


Figure 53. Add User Teams.

4 Click "OK".

5 Select which User Interface the User Team should have access to by marking the check boxes.

6 Select between, *Admin*, *User*, or *None* for the *Duty Assignment*.

7 Click "Submit" to save the access rights.

Remove Access Rights

1 Click "Access Rights".

2 Click "Select User Teams".

3 Mark the User Team that access rights should be taken away from. Move the User Team from the *Selected User Team,* by clicking on the arrow pointing to the left. The user team will be moved to the *All User Teams*.

4 Click "OK".

5 A dialogue window opens, click "Yes" to remove the User Team from the *Access Rights Administration* page.

Delete invalid User Teams

By clicking on the " Delete invalid User Teams", all User Teams that are not available in the system will be deleted.

3.9 Conversion Tables

Note: The example in this chapter is based on the XGate database configuration example included in XGate delivery. The sample database can be loaded from "Database Administration" on the *Advanced Setup* page.

- The link "Translation Table" under the heading *Input Data Conversions* in the *Basic Setup* menu, leads to the Event Handler Configuration. For information about Conversion Tables refer to *Programming Guide, Event Handler TD 92329GB.*

1 In the default start page, click "Advanced", and log in as admin or sysadmin.

2 Click "Translation Tables" in the *Basic Setup* menu.

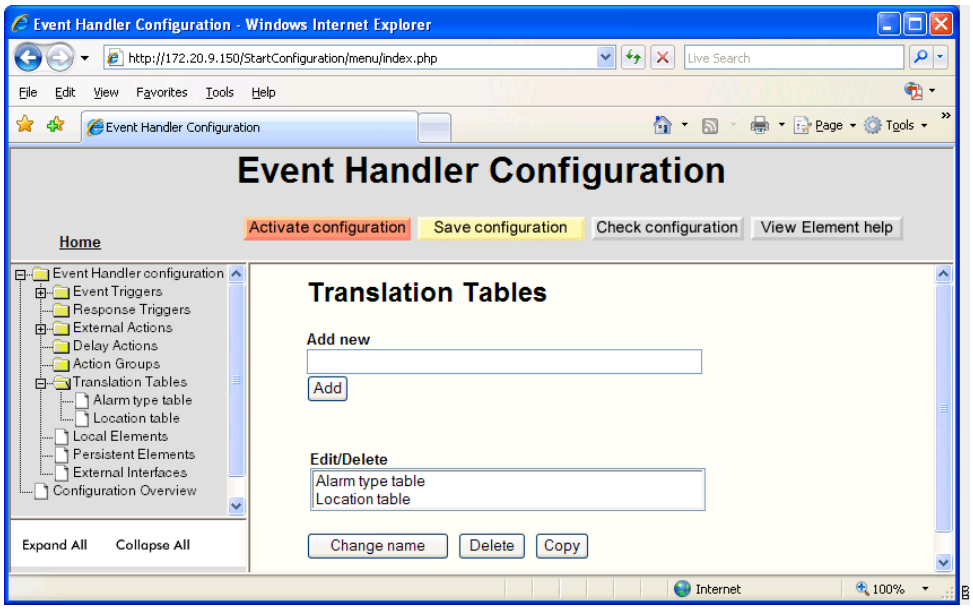


Figure 54. The Conversion Tables in the Event Handler Configuration.

Every time a new location is added, for example a "Bed", it has to be added into the *Location table*.

1 Click Translation Tables > Location table in the *Basic Setup* menu.

2 Enter text to translate, and the translations, and click "Add".

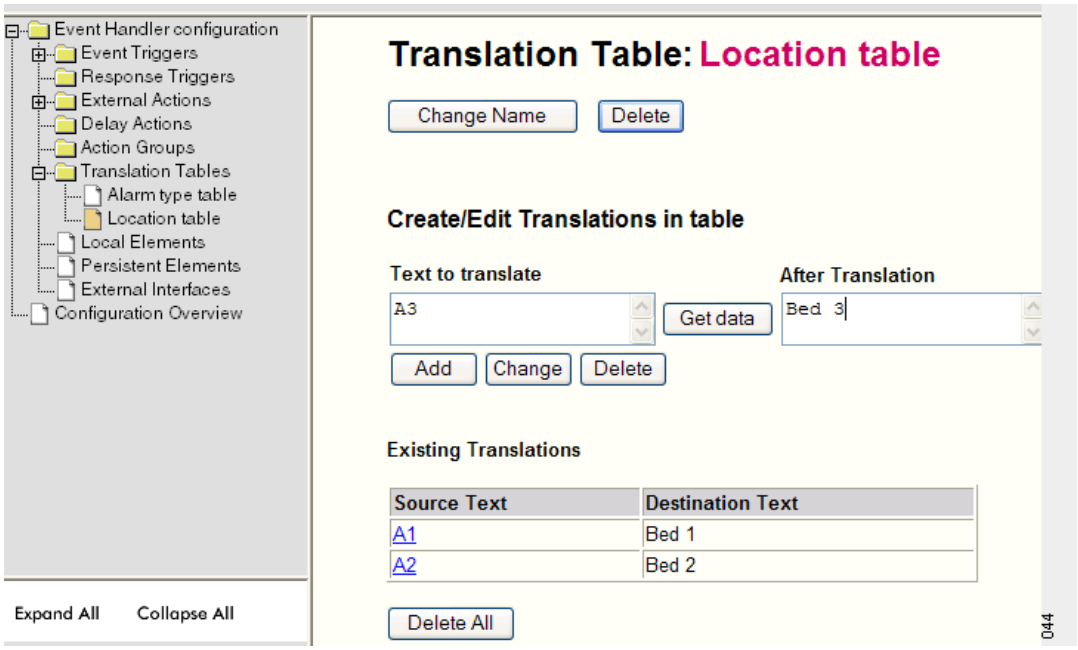


Figure 55. Bed 1 and bed 2 has been added.

Every time a new alarm type is added, for example "Patient Call", it has to be added into the *Alarm type table*.

1 Click Translation Tables > Alarm type table in the *Basic Setup* menu.

2 Enter text to translate, and the translations, and click "Add"..

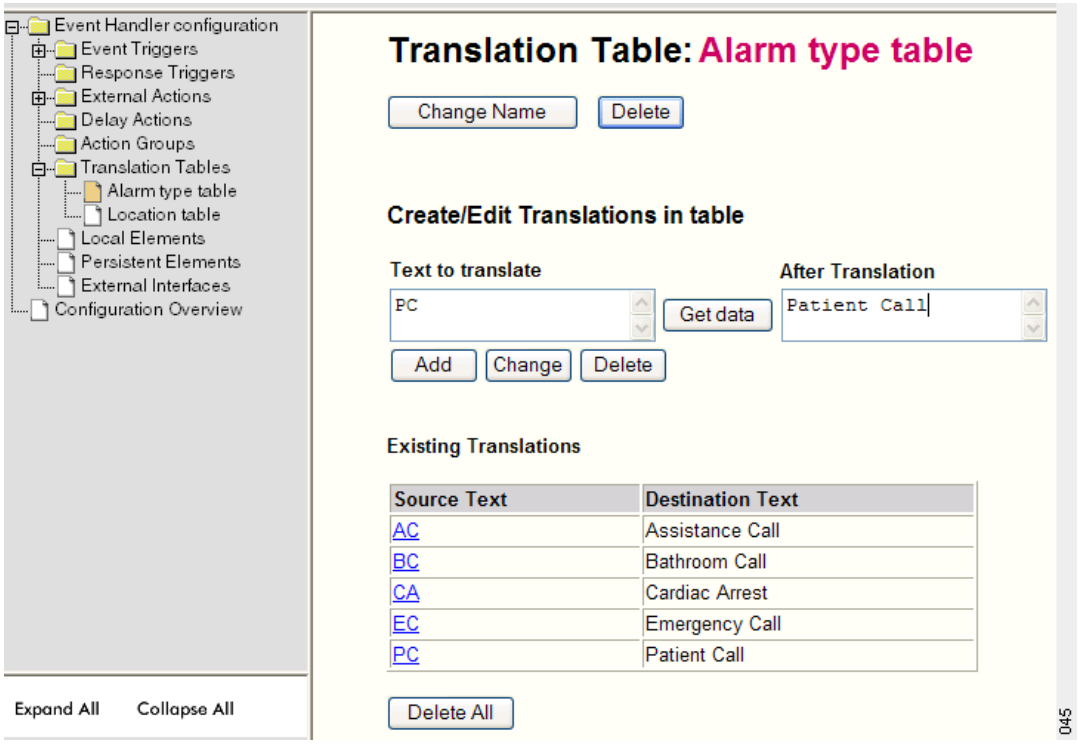


Figure 56. Example of alarm types that have been added.

4 Related Documents

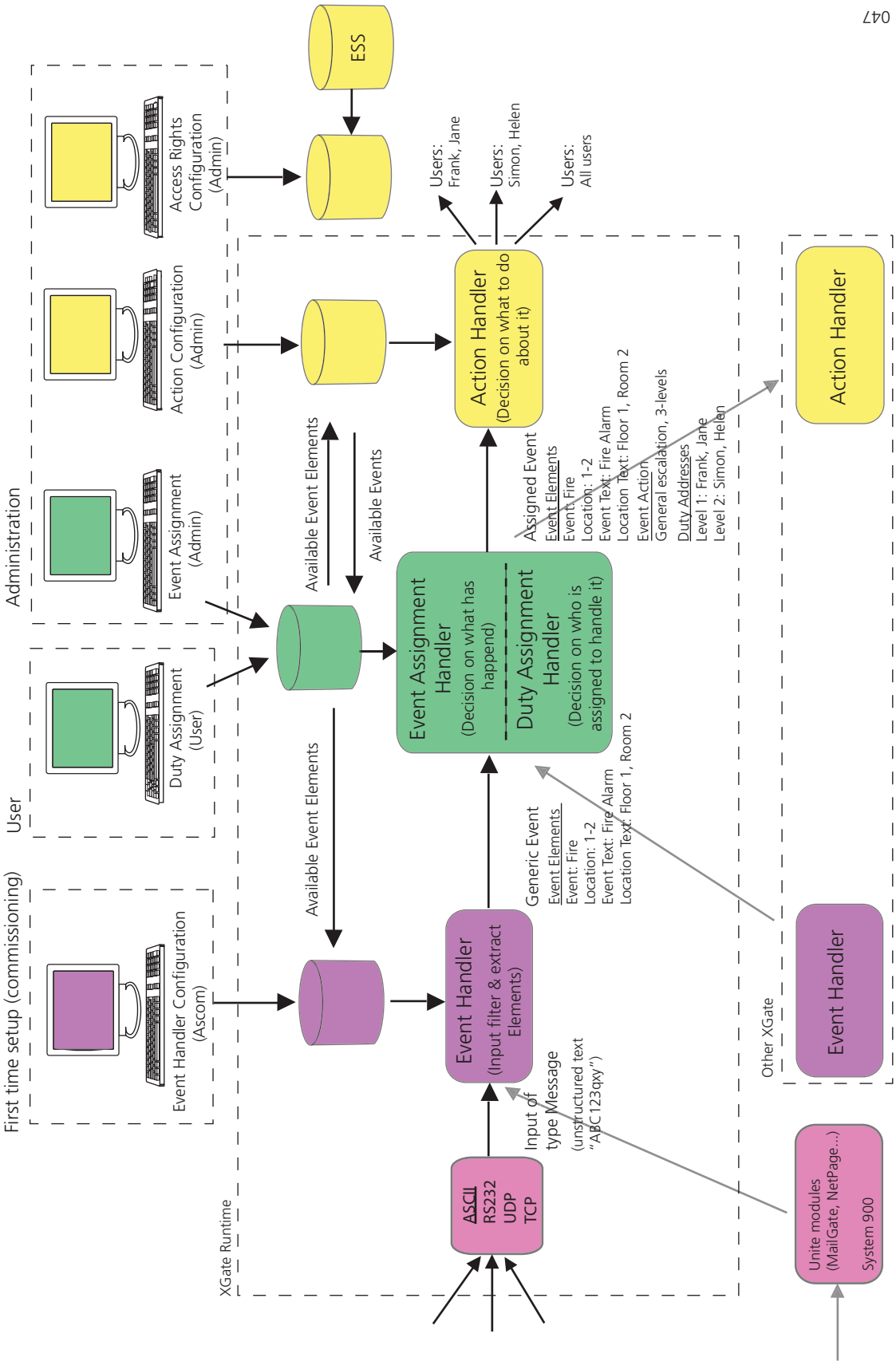
Function Description, Interactive Messaging (IM)	TD 92168GB
Installation and Operation Manual, XGate	TD 92338GB
Installation and Operation Manual, Enhanced System Services, ESS	TD 92253GB
Installation Guide ELISE2	TD 92232GB
Programming Guide, Event Handler	TD 92329GB
System Description, Unite	TD 92243GB
System Planning, Unite	TD 92258GB
User Manual, Duty Assignment	TD 92374GB

5 Document History

For details in the latest version, see change bars in the document.

Version	Date	Description
D	2008-04-09	Added parameters; *Exclude replier address, Replier, only updates, Replier,* and *Update event element,* to chapter 3.5 *Action Configuration* on page 7. Updated chapter 3.9 *Conversion Tables* on page 41. Other minor changes.
E	2010-11-18	Added info. about Message ID on page 9. Added new *Addressing types*, "Reference, keep old" and "Reference, set new" on page 17.

Appendix A: Overview Picture



Appendix B: Action Nomenclatures

Terms are listed in alphabetical order.

Activation

Which state the output should get when the Output Action is triggered.

- Activate = Opposite to Initial State
- Deactivate = Initial state

The Initial State is set in the I/O Setup menu of the XGate. See *Installation and Operation Manual, XGate, TD 92338GB*.

Beep Code

To set the alert signal for the sent message, 1 - 5 beeps, 10 beeps, Silent and Siren.

Body

The message text.

Dial Digits

A telephone call is connected to defined number when the option is selected.

Disable Option ID

The Option ID will be disabled when selected.

Disconnect Call

The ongoing call will be disconnected when the option is selected.

Display Layer

The layers are used to group the Interactive Message options into a hierarchy similar to a portable's menu tree. Each layer is identified with a number between 1 and 99.

Duration

The time for how long the output should be activated. If the time is set to 0, the output activation is valid until next activation.

Enable Option ID

Specified Option ID will no longer not be disabled. If no Option ID is specified, all disabled options will be enabled.

Erase Message

An erase message requests a portable to delete a specific, previously sent, message.

Erase Option ID

The specified Option ID will be erased.

Function Key ID

The Function Key ID is used to specify that the option should be connected to a specific key on the receiving portable.

Interactive Message

Interactive Messaging (IM) is an enhancement of basic messaging. An IM enables two-way communication between a portable and the messaging system. When responding to an interactive message, the user can choose among a list of options sent along with the message.

Manual Acknowledge

It is possible to request a reply to a message. The reply is called acknowledge in messaging systems. Observe that not all portables support acknowledge.

If a manual acknowledge is received, it guarantees that the user of the portable has acted upon the message.

- Accept
  Positive manual acknowledge, accept, is triggered when the user pushes the accept button on the portable as an answer to a message. The message must have been generated with a request for manual acknowledge.
- Reject
  A user can respond with a negative acknowledge, reject, to messages that request manual acknowledge. The message must have been generated with a request for manual acknowledge that also allow reject.

Message

A message is an event sent within the messaging system and consists of a simple text message. A user can easily respond to the message, for example, acknowledge that the message was received, or accept or decline a meeting invitation.

Option ID

Each option in an IM is identified with a numerical Option ID between 1 and 99. The ID is used when you want to disable, enable or erase an Option ID.

Option Text

Text that describes the option to the user. The option text should be as short as possible.

Output Name

Outputs are defined in XGate and are possible to use when defining actions.

The Output Name is set in the I/O Setup menu of the XGate. See *Installation and Operation Manual, XGate, TD 92338GB*.

Priority

This will affect transmission priority and might also affect how the message is displayed in the portable.

Response Data

Predefined data that is sent to the system when the option is selected. The response data should be numerical or written as a short text.

Response Data on Disconnect

When the call is disconnected, this response data is sent to the system.

Show Display Layer

Used to navigate in the hierarchy of options.

Subject

The subject for the sent message that will be displayed in the portable.

Time To Live

This is the time that the message remains in the portable. This function does not exist on all portables. If omitted no limitation will be set.

User Response Prompt

Used to request the receiver of the IM to define data and send it as a response to the system. The defined text will be displayed in the portable.