SIEMENS

OPC Interface Specifications V9

STT30-2

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STT30-2 Fire Panel

This workbook describes the objects provided by the Siemens OPC Data Access Server to represent
STT30-2 (Type A) fire control panel

Legend

ID	Object Model	Description
<ID>	**<Object Model>**	<Description>

States			Commands on OPC Item Mode			
OPC Item PresentValue	**OPC Item Mode**	**Result State**	**1 - Activate**	**2 -**	**5 -**	**6 -**
0-Quiet	**1-Normal**	**Normal**	**X**			
1-Pre Alarm	**1-Normal**	**Pre Alarm**				
16-Abnormal	**1-Normal**	**Anomaly**				
2-Alarm	**1-Normal**	**Alarm**				

Notes

The Object Model defines the states and commands of all instances of that type. In particular, an Object Model virtualizes a class of physical objects (devices and points in the system) by means of specific properties.

In the OPC inteface, the physical object is represented by an instance of an Object Model that contains *PresentValue* and *Mode* properties represented by two VT_UI4 OPC Items. An approprate combination of these two values defines the real state of the instance (result state). When a command is issued, it acts on the Mode property only. This results in changing the state of the instance.

To identify the Object Model of each object instance, open the CSV export file with a spreadsheet program and refer to the Object Model column (See also *Example of Exported CSV File* in section *OPC Server* of the online help).

ID	Object Model	Description					
STT30-2-0010	STT30-2 Control Common Input	Individual entity of the control logic, collecting multiple inputs					
	States			Commands on OPC Item Mode			
	OPC Item PresentValue	OPC Item Mode	Result State	\	\	\	\
	0-Quiet	1-Normal	Normal				
	7-Active	1-Normal	Activated				

ID	Object Model	Description
STT30-2-0020	STT30-2 Control Compartmentalisation	Individual entity of the control logic, related to compartmentalisation

States			Commands on OPC Item Mode			
OPC Item PresentValue	**OPC Item Mode**	**Result State**	**2-Test**	**14-Test End**	**269-Activate**	****
0-Quiet	1-Normal	Normal	X		X	
3-Fault	1-Normal	Fault				
7-Active	1-Normal	Activated				
10-Test Active	2-Test	Test Active				
260-Safety Position Failed	1-Normal	Safety Position Failed				
262-Safety Position	1-Normal	Safety Position				
264-Wait Position Failed	1-Normal	Wait Position Failed	X		X	
264-Wait Position Failed	2-Test	Wait Position Failed		X	X	
267-Non Default Mode	0-Disabled	Disabled	X			
267-Non Default Mode	2-Test	Test		X	X	
304-Active Playing	1-Normal	Active Playing				
305-Active Delayed	1-Normal	Active Delayed			X	
306-Active Locked	1-Normal	Active Locked			X	
307-Active Silenced	1-Normal	Active Silenced				

ID	Object Model	Description					
STT30-2-0030	STT30-2 Control Extinguishing Sector	Individual entity of the control logic, related to extinguishing sector					
	States			Commands on OPC Item Mode			
	OPC Item PresentValue	OPC Item Mode	Result State	\	\	\	\
	0-Quiet	1-Normal	Normal				
	7-Active	1-Normal	Activated				

ID	Object Model	Description					
STT30-2-0040	STT30-2 Control Power Supply	Individual entity of the control logic, monitoring power supply					
	States			Commands on OPC Item Mode			
	OPC Item PresentValue	OPC Item Mode	Result State	\	\	\	\
	0-Quiet	1-Normal	Normal				

ID	Object Model	Description
STT30-2-0050	STT30-2 Control Smoke	Individual entity of the control logic, related to smoke detection

States			Commands on OPC Item Mode			
OPC Item PresentValue	**OPC Item Mode**	**Result State**	**2-Test**	**14-Test End**	**269-Activate**	****
0-Quiet	1-Normal	Normal	X		X	
3-Fault	1-Normal	Fault				
7-Active	1-Normal	Activated				
10-Test Active	2-Test	Test Active				
260-Safety Position Failed	1-Normal	Safety Position Failed				
262-Safety Position	1-Normal	Safety Position				
264-Wait Position Failed	1-Normal	Wait Position Failed	X		X	
264-Wait Position Failed	2-Test	Wait Position Failed		X	X	
267-Non Default Mode	0-Disabled	Disabled	X			
267-Non Default Mode	2-Test	Test		X	X	
304-Active Playing	1-Normal	Active Playing				
305-Active Delayed	1-Normal	Active Delayed			X	
306-Active Locked	1-Normal	Active Locked			X	
307-Active Silenced	1-Normal	Active Silenced				

ID	Object Model	Description					
STT30-2-0060	**STT30-2 Control Subordinate Not Supervised**	Individual entity of the control logic, shared by other control. Its activation is subordinated to another control's call.					
	States			**Commands on OPC Item Mode**			
	OPC Item PresentValue	**OPC Item Mode**	**Result State**	****	****	****	****
	0-Quiet	**1-Normal**	**Normal**				
	7-Active	**1-Normal**	**Activated**				
	10-Test Active	**2-Test**	**Test Active**				

ID	Object Model	Description
STT30-2-0070	**STT30-2 Control Subordinate Sounder Not Supervised**	Individual entity of the control logic, shared by other control. Its activation is subordinated to another control's call.

States			Commands on OPC Item Mode			
OPC Item PresentValue	**OPC Item Mode**	**Result State**	\	\	\	\
0-Quiet	1-Normal	Normal				
7-Active	1-Normal	Activated				
10-Test Active	2-Test	Test Active				

ID	Object Model	Description					
STT30-2-0080	STT30-2 Control Subordinate Supervised	Individual entity of the control logic, shared by other control. Its activation is subordinated to another control's call.					
	States			Commands on OPC Item Mode			
	OPC Item PresentValue	OPC Item Mode	Result State	\	\	\	\
	0-Quiet	1-Normal	Normal				
	7-Active	1-Normal	Activated				
	10-Test Active	2-Test	Test Active				
	260-Safety Position Failed	1-Normal	Safety Position Failed				
	262-Safety Position	1-Normal	Safety Position				
	264-Wait Position Failed	1-Normal	Wait Position Failed				

ID	Object Model	Description
STT30-2-0090	STT30-2 Control Technical Auxiliary	Individual entity of the control logic, related to auxiliary technical services

States			Commands on OPC Item Mode			
OPC Item PresentValue	**OPC Item Mode**	**Result State**	**2-Test**	**14-Test End**	**269-Activate**	**276-Deactivate**
0-Quiet	1-Normal	Normal	X		X	
7-Active	1-Normal	Activated				X
10-Test Active	2-Test	Test Active				
267-Non Default Mode	0-Disabled	Disabled	X			
267-Non Default Mode	2-Test	Test		X	X	
304-Active Playing	1-Normal	Active Playing				

ID	Object Model	Description
STT30-2-0100	STT30-2 Control Technical Cmsi	Individual entity of the control logic, related to CMSI technical services (CMSI is the french acronym for Fire Protaction Panel)

States			Commands on OPC Item Mode			
OPC Item PresentValue	OPC Item Mode	Result State	2-Test	14-Test End	269-Activate	\
0-Quiet	1-Normal	Normal	X		X	
3-Fault	1-Normal	Fault				
7-Active	1-Normal	Activated				
10-Test Active	2-Test	Test Active				
260-Safety Position Failed	1-Normal	Safety Position Failed				
262-Safety Position	1-Normal	Safety Position				
264-Wait Position Failed	1-Normal	Wait Position Failed	X		X	
264-Wait Position Failed	2-Test	Wait Position Failed		X	X	
267-Non Default Mode	0-Disabled	Disabled	X			
267-Non Default Mode	2-Test	Test		X	X	
304-Active Playing	1-Normal	Active Playing				
305-Active Delayed	1-Normal	Active Delayed			X	
306-Active Locked	1-Normal	Active Locked			X	

ID	Object Model	Description
STT30-2-0110	**STT30-2 Control Threat Alert**	Individual entity of the control logic related to alerting because of threats (of various nature)

States			Commands on OPC Item Mode						
OPC Item PresentValue	**OPC Item Mode**	**Result State**	**2-Test**	**14-Test End**	**259-Off Notification**	**266-On Notification**	**269-Activate**	**271-Test Sounders**	**276-Deactivate**
0-Quiet	1-Normal	Normal	X		X	X	X	X	
3-Fault	1-Normal	Fault							
10-Test Active	2-Test	Test Active							
267-Non Default Mode	0-Disabled	Disabled	X						
267-Non Default Mode	2-Test	Test		X			X		
304-Active Playing	1-Normal	Active Playing							X
306-Active Locked	1-Normal	Active Locked					X		X
307-Active Silenced	1-Normal	Active Silenced					X		

ID	Object Model	Description					
STT30-2-0120	STT30-2 Digital Input	These Logical Channels are exclusively used in the control domain. Inputs are used to trigger Controls which in turns activate Outputs or Sounders					
	States			Commands on OPC Item Mode			
	OPC Item PresentValue	OPC Item Mode	Result State	\	\	\	\
	0-Quiet	1-Normal	Normal				
	3-Fault	1-Normal	Fault				
	7-Active	1-Normal	Activated				
	260-Safety Position Failed	1-Normal	Safety Position Failed				
	262-Safety Position	1-Normal	Safety Position				
	264-Wait Position Failed	1-Normal	Wait Position Failed				

ID	Object Model	Description					
STT30-2-0130	STT30-2 Digital Output	These Logical Channels are exclusively used in the control domain. Outputs are used to activate something external to Panel					
	States			Commands on OPC Item Mode			
	OPC Item PresentValue	OPC Item Mode	Result State	\	\	\	\
	0-Quiet	1-Normal	Normal				
	3-Fault	1-Normal	Fault				
	7-Active	1-Normal	Activated				

ID	Object Model	Description
STT30-2-0140	STT30-2 Control Evac ERP	Individual entity of the control logic related to evacuation procedures Focus is on Emergenct Response Plan

States			Commands on OPC Item Mode								
OPC Item PresentValue	OPC Item Mode	Result State	2-Test	11-Normal Mode	13-Restricted Mode	14-Test End	259-Notification Off	266-Notification On	269-Activate	271-Test Sounders	314-Abort
0-Quiet	1-Normal	Normal	X		X		X	X	X	X	
3-Fault	1-Normal	Fault									
10-Test Active	2-Test	Test Active									
16-Abnormal	1-Normal	Anomaly	X		X		X		X	X	
16-Abnormal	13-Automatic Release Disabled	Anomaly in Restricted Mode	X	X	X		X		X	X	
267-Non Default Mode	0-Disabled	Disabled									
267-Non Default Mode	2-Test	Test				X			X		
267-Non Default Mode	13-Automatic Release Disabled	Restricted Mode	X	X			X	X	X	X	
304-Active Playing	1-Normal	Active Playing									
305-Active Delayed	1-Normal	Active Delayed									X
306-Active Locked	1-Normal	Active Locked							X		
307-Active Silenced	1-Normal	Active Silenced							X		
304-Active Playing	13-Automatic Release Disabled	Active Playing in Restricted Mode			X						
305-Active Delayed	13-Automatic Release Disabled	Active Delayed in Restricted Mode			X						
306-Active Locked	13-Automatic Release Disabled	Active Locked in Restricted Mode			X				X		
307-Active Silenced	13-Automatic Release Disabled	Active Silenced in Restricted Mode			X				X		

ID	Object Model	Description
STT30-2-0150	STT30-2 Control Evac IGH	Individual entity of the control logic related to evacuation procedures Focus is on high-rise buildings like skyscrapers (IGH, Immeuble de Grande Hauteur)

States			Commands on OPC Item Mode					
OPC Item PresentValue	**OPC Item Mode**	**Result State**	**2-Test**	**14-Test End**	**259-Notification Off**	**266-Notification On**	**269-Activate**	**271-Test Sounders**
0-Quiet	1-Normal	Normal	X		X	X	X	X
3-Fault	1-Normal	Fault						
10-Test Active	2-Test	Test Active						
267-Non Default Mode	0-Disabled	Disabled	X					
267-Non Default Mode	2-Test	Test		X				
304-Active Playing	1-Normal	Active Playing						
305-Active Delayed	1-Normal	Active Delayed						
306-Active Locked	1-Normal	Active Locked						
307-Active Silenced	1-Normal	Active Silenced						

ID	Object Model	Description
STT30-2-0160	STT30-2 Control Fan Reset	Individual entity of the control logic used to reset smoke fans

States			Commands on OPC Item Mode			
OPC Item PresentValue	**OPC Item Mode**	**Result State**	**269-Activate**	****	****	****
0-Quiet	1-Normal	Normal	X			
7-Active	1-Normal	Activated				

ID	Object Model	Description					
STT30-2-0170	STT30-2 Control Fan Shutdown	Individual entity of the control logic used to start and stop smoke fans					
	States			Commands on OPC Item Mode			
	OPC Item PresentValue	OPC Item Mode	Result State	269-Activate	276-Deactivate	\	\
	0-Quiet	1-Normal	Normal	X			
	7-Active	1-Normal	Activated		X		

ID	Object Model	Description					
STT30-2-0180	STT30-2 Generic Element	Generic Configuration Element. This element is (mostly) a member of the operation tree and is mainly used for the configuration of country-specific operations and view peripherals. In few cases is used also for elements in control tree					
	States			Commands on OPC Item Mode			
	OPC Item PresentValue	OPC Item Mode	Result State	\	\	\	\
	0-Quiet	1-Normal	Normal				
	2-Alarm	1-Normal	Alarm				
	3-Fault	1-Normal	Fault				
	7-Active	1-Normal	Activated				
	16-Abnormal	1-Normal	Anomaly				
	17-Emergency Power	1-Normal	Fault				
	256-System Fault	1-Normal	Fault				
	267-Non Default Mode	0-Disabled	Disabled				

ID	Object Model	Description					
STT30-2-0190	**STT30-2 MD Line**	Protaction sumbomule interface representing MD30 lines withing an MD30 device It is used in the Hardware tree					
	States			**Commands on OPC Item Mode**			
	OPC Item PresentValue	**OPC Item Mode**	**Result State**	\	\	\	\
	0-Quiet	**1-Normal**	**Normal**				
	3-Fault	**1-Normal**	**Fault**				
	16-Abnormal	**1-Normal**	**Anomaly**				

ID	Object Model	Description					
STT30-2-0200	STT30-2 Panel Service	Entity used to indicate few service states of an STT30-2 panel It has a resettable latching state used to clear all Protection Controls					
	States			Commands on OPC Item Mode			
	OPC Item PresentValue	OPC Item Mode	Result State	\	\	\	\
	0-Quiet	1-Normal	Normal				
	16-Abnormal	1-Normal	Anomaly				
	267-Non Default Mode	2-Test	Test				

ID	Object Model	Description					
STT30-2-0210	STT30-2 Physical Device	Entity used to represent specific functions of a device. Usually these are linked to logical channels of Protaction controls					
	States			Commands on OPC Item Mode			
	OPC Item PresentValue	OPC Item Mode	Result State	\	\	\	\
	0-Quiet	1-Normal	Normal				
	3-Fault	1-Normal	Fault				

ID	Object Model	Description					
STT30-2-0220	STT30-2 Panel	An entire STT30-2 host. In addition, a BACnet Device object is associated so that each host can be addressed as an individual node in the BACnet inter-network.					
	States			Commands on OPC Item Mode			
	OPC Item PresentValue	OPC Item Mode	Result State	2-Test	14-Test End	\	\
	0-Quiet	1-Normal	Normal	X	X		
	3-Fault	1-Normal	Fault				
	16-Abnormal	1-Normal	Anomaly				
	256-System Fault	1-Normal	Fault				

ID	Object Model	Description					
STT30-2-0230	STT30-2 Pmi Visibility	The PMI Visibility elements are attached to the PMI Config element which models the local PMI of an STT30-2 station. The subordinate Visibility elements are mainly used for configuration purposes (manual activation).					
	States			Commands on OPC Item Mode			
	OPC Item PresentValue	OPC Item Mode	Result State	269-Activate	276-Deactivate	\	\
	0-Quiet	1-Normal	Normal	X			
	3-Fault	1-Normal	Fault				
	7-Active	1-Normal	Activated		X		
	16-Abnormal	1-Normal	Anomaly				
	256-System Fault	1-Normal	Fault				

ID	Object Model	Description					
STT30-2-0240	STT30-2 Pmi Standby Visibility	The PMI Visibility elements are attached to the PMI Config element which models the local PMI of an STT30-2 station. The subordinate Visibility elements are mainly used for configuration purposes (manual activation).					
	States			Commands on OPC Item Mode			
	OPC Item PresentValue	OPC Item Mode	Result State	276-Deactivate	\	\	\
	0-Quiet	1-Normal	Normal				
	3-Fault	1-Normal	Fault				
	7-Active	1-Normal	Activated	X			
	16-Abnormal	1-Normal	Anomaly				
	256-System Fault	1-Normal	Fault				

ID	Object Model	Description
STT30-2-0250	**STT30-2 Event commands**	This is not an Object Model but provides the read-only information about the event states. The event related to the point can require the acknowledge, silence/unsilence, and reset commands.

States			Commands on OPC Item Acked Transitions		Commands on OPC Item Operation Expected
OPC Item Acked Transitions	**OPC Item Operation Expected**	**Result State**	**1-Ack to offnormal**	**2-Ack to fault**	**4-Reset**
7 - Normal	0 - None	Normal			
6 - Ack to offnormal	0 - None	Alarm	X		
5 - Ack to fault	0 - None	Fault		X	
7 - Normal	4 - Reset	To reset			X

ID	Object Model	Description					
STT30-2-0260	STT30-2 Sub-Control Protection Sounder	Individual entity of the control logic, specifically oriented in handling sounders It is a sub-control of a given control					
	States			Commands on OPC Item Mode			
	OPC Item PresentValue	OPC Item Mode	Result State	\	\	\	\
	0-Quiet	1-Normal	Normal				
	3-Fault	1-Normal	Fault				
	16-Abnormal	1-Normal	Anomaly				
	267-Non Default Mode	0-Disabled	Disabled				

ID	Object Model	Description					
STT30-2-0270	STT30-2 Protaction Control Group	The Control Group of the Protaction Controls					
	States			Commands on OPC Item Mode			
	OPC Item PresentValue	OPC Item Mode	Result State	2-Test	14-Test End	\	\
	0-Quiet	1-Normal	Normal	X			
	267-Non Default Mode	0-Disabled	Disabled				
	267-Non Default Mode	2-Test	Test		X		

ID	Object Model	Description					
STT30-2-0280	STT30-2 Line Elem	P2 Line Element for field devices connection					
	States			Commands on OPC Item Mode			
	OPC Item PresentValue	OPC Item Mode	Result State	0-Disable	1-Enable	\	\
	0-Quiet	1-Normal	Normal	X			
	267-Non Default Mode	0-Disabled	Disabled		X		

ID	Object Model	Description
STT30-2-0290	STT30-2 Multi State Value Panel	Panel multistate objects for block commands.

States			Commands on OPC Item Present Value						
OPC Item PresentValue	OPC Item Mode	Result State	2-Block Ack	3-Block Reset	4-Block Silence	5-Block Unsillence	7-Block Ack Except Areas	8-Block Reset Except Areas	9-Silence Buzzer
2-Acknowledge			X	X	X	X	X	X	X
3-Reset			X	X	X	X	X	X	X
4-Silence			X	X	X	X	X	X	X
5-Unsilence			X	X	X	X	X	X	X
7-Ack Except Areas			X	X	X	X	X	X	X
8-Reset Except Areas			X	X	X	X	X	X	X
9-Silence Buzzer			X	X	X	X	X	X	X

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