

# **SIEMENS**

## **OPC Interface Specifications V7**

### **AlgoRex CS11 and FC700A**

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Edition 2023-09-29



ID	Object Model	Description
CS11-0010	CS11 Unit	The CS11 system object, which holds all the device panels of the system.
States		
OPC Item PresentValue	OPC Item Mode	Result State
Commands on OPC Item Mode		

ID	Object Model	Description
CS11-0020	CK11 Unit	The Application object represents the events related to the entire CK11 system.
States		
OPC Item PresentValue	OPC Item Mode	Result State
Commands on OPC Item Mode		

ID	Object Model	Description
CS11-0030	CC11 Unit	The Application object represents the events related to the entire CC11 system.
States		
OPC Item PresentValue	OPC Item Mode	Result State
Commands on OPC Item Mode		

ID	Object Model	Description																			
CS11-0040	CK11/CC11 BACnet Device	BACnet Device representing the communication characteristics of the CK11 and CC11 unit.																			
<table border="1"> <thead> <tr> <th data-bbox="411 354 464 370">States</th> <th colspan="4" data-bbox="1094 354 1304 370">Commands on OPC Item Mode</th> </tr> </thead> <tbody> <tr> <td data-bbox="205 423 380 440">OPC Item PresentValue</td> <td data-bbox="432 423 548 440">OPC Item Mode</td> <td data-bbox="663 423 758 440">Result State</td> <td data-bbox="957 423 978 440">\</td> <td data-bbox="1104 423 1125 440">\</td> <td data-bbox="1272 423 1293 440">\</td> <td data-bbox="1419 423 1440 440">\</td> </tr> <tr> <td data-bbox="205 493 254 509">0-Quiet</td> <td data-bbox="432 493 485 509">1-Normal</td> <td data-bbox="663 493 716 509">Normal</td> <td></td> <td></td> <td></td> <td></td> </tr> </tbody> </table>			States	Commands on OPC Item Mode				OPC Item PresentValue	OPC Item Mode	Result State	\	\	\	\	0-Quiet	1-Normal	Normal				
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0-Quiet	1-Normal	Normal																			

ID	Object Model	Description																																																																																		
CS11-0050	CC11 Base Object	Generic elements used mainly to handle various information about peripherals, IO devices and controllers.																																																																																		
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ID	Object Model	Description																																																	
CS11-0060	CC11 Building Service Section	Type of section made up of zones (and in turn elements) that monitor or control devices for general services in the supervised building.																																																	
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3-Fault	1-Normal	Fault	X																																																
7-Active	1-Normal	Activated	X																																																

ID	Object Model	Description				
CS11-0070	CC11 Building Service Zone	Type of zone, made up of elements, that monitors or controls devices for general services in the supervised building				
			<b>States</b>			
			<b>Commands on OPC Item Mode</b>			
			0-Disable	1-Enable	269-Activate	276-Deactivate
	<b>OPC Item PresentValue</b>	<b>OPC Item Mode</b>	<b>Result State</b>			
	0-Quiet	1-Normal	Normal	X	X	
	267-Non Default Mode	0-Disabled	Disabled		X	
	3-Fault	1-Normal	Fault	X		
	7-Active	1-Normal	Activated	X		X

ID	Object Model	Description							
CS11-0080	CC11 Digital Input	Specific sensors which handle different information from the detection devices.							
			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	
			3-Fault	1-Normal	Fault	X			
			7-Active	1-Normal	Activated	X			
			16-Abnormal	1-Normal	Abnormal	X			
			10-Test Active	2-Test	Test	X			

ID	Object Model	Description				
CS11-0090	CC11 Digital Output	Specific channels used to activate different external IO devices.				
<b>States</b>			<b>Commands on OPC Item Mode</b>			
OPC Item PresentValue	OPC Item Mode	Result State	0-Disable	1-Enable	269-Activate	276-Deactivate
0-Quiet	1-Normal	Normal	X		X	
267-Non Default Mode	0-Disabled	Disabled		X		
3-Fault	1-Normal	Fault	X			
7-Active	1-Normal	Activated	X			X
16-Abnormal	1-Normal	Abnormal	X			X

ID	Object Model	Description				
CS11-0100	CC11 Ext. Release Disable	Logical unit used to enable/disable different extinguishing releaser modes.				
<b>States</b>			<b>Commands on OPC Item Mode</b>			
<b>OPC Item PresentValue</b>	<b>OPC Item Mode</b>	<b>Result State</b>	<b>11-Enable</b>	<b>12-Disable</b>	<b>13-Disable Automatic</b>	<b>277-Disable Manual</b>
0-Quiet	1-Normal	Normal		X	X	X
267-Non Default Mode	12-Disabled	Disabled	X		X	X
267-Non Default Mode	13-Automatic Release Disabled	Disabled Automatic	X	X		X
267-Non Default Mode	277-Manual Release Disabled	Disabled Manual	X	X	X	
259-Extinguishing Released	1-Normal	Released		X	X	X
259-Extinguishing Released	13-Automatic Release Disabled	Released Manual	X	X		X
259-Extinguishing Released	277-Manual Release Disabled	Released Automatic	X	X	X	

ID	Object Model	Description				
CS11-0110	CC11 Ext. Release Fault	Logical unit used to monitor fault events for the extinguishing releaser device.				
			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					
CS11-0120	CC11 Extinguishing Section	Type of section made up of zones (and in turn elements) that provides and controls the extinguishing release in the supervised building.					
			<b>Commands on OPC Item Mode</b>				
<b>States</b>							
OPC Item PresentValue	OPC Item Mode	Result State	0-Disable	1-Enable	1-Normal	2-Test	9-Fast
0-Quiet	1-Normal	Normal	X			X	X
267-Non Default Mode	0-Disabled	Disabled		X		X	X
258-Extinguishing Warning	1-Normal	Extinguishing Alarm	X			X	X
2-Alarm	1-Normal	Alarm	X			X	X
20-Local Alarm	1-Normal	Automatic Extinguishing Alarm	X			X	X
21-General Alarm	1-Normal	Manual Extinguishing Alarm	X			X	X
1-Pre Alarm	1-Normal	Warning	X			X	X
267-Non Default Mode	9-Fast	Fast	X		X	X	
10-Test Active	2-Test	Test	X		X		X

ID	Object Model	Description	Commands on OPC Item Mode								
CS11-0130	CC11 Ext. Sprinkler Zone	Type of zone, made up of elements, mainly sprinklers, that monitors and controls the extinguishing release via sprinkler in the supervised building.	States			0-Disable	1-Enable	1-Normal	2-Test	9-Fast	
			OPC Item PresentValue	OPC Item Mode	Result State						
			0-Quiet	1-Normal	Normal	X				X	X
			258-Extinguishing Warning	1-Normal	Extinguishing Warning	X				X	X
			267-Non Default Mode	0-Disabled	Disabled		X			X	X
			6-Not Ready	0-Disabled	Not Ready		X			X	X
			267-Non Default Mode	2-Test	Test	X		X			X
			267-Non Default Mode	9-Fast	Fast	X		X		X	
			2-Alarm	1-Normal	Alarm	X				X	X
			1-Pre Alarm	1-Normal	Warning	X				X	X
			20-Local Alarm	1-Normal	Extinguishing Alarm	X				X	X
			3-Fault	1-Normal	Fault	X				X	X

ID	Object Model	Description
FC700A-0140	FC700A Unit	The Application object represents the events related to the entire FC700A system.
States		
OPC Item PresentValue	OPC Item Mode	Result State
Commands on OPC Item Mode		

ID	Object Model	Description												
FC700A-0150	FC700A System	The FC700A system object, which holds all the device panels of the system.												
<table border="1"> <thead> <tr> <th data-bbox="415 355 499 371">States</th> <th colspan="4" data-bbox="1098 355 1308 371">Commands on OPC Item Mode</th> </tr> </thead> <tbody> <tr> <td data-bbox="205 423 394 440">OPC Item PresentValue</td> <td data-bbox="436 423 604 440">OPC Item Mode</td> <td data-bbox="667 423 793 440">Result State</td> <td data-bbox="961 423 1003 440">\</td> <td data-bbox="1108 423 1150 440">\</td> <td data-bbox="1266 423 1308 440">\</td> <td data-bbox="1423 423 1465 440">\</td> </tr> </tbody> </table>			States	Commands on OPC Item Mode				OPC Item PresentValue	OPC Item Mode	Result State	\	\	\	\
States	Commands on OPC Item Mode													
OPC Item PresentValue	OPC Item Mode	Result State	\	\	\	\								

ID	Object Model	Description												
FC700A-0160	FG700A	The Application object represents the events related to the entire FG700A system.												
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States	Commands on OPC Item Mode													
OPC Item PresentValue	OPC Item Mode	Result State	\	\	\	\								

ID	Object Model	Description				
CS11-0170	CC11 Fire Area	The main logical unit which collects all the events coming from its sections and manages the operational mode (day/night).				
			<b>States</b>			
			<b>Commands on OPC Item Mode</b>			
			<b>3-Manned</b>	<b>4-Unmanned</b>	<b>\</b>	<b>\</b>
			<b>OPC Item PresentValue      OPC Item Mode      Result State</b>			
<b>0-Quiet</b>			<b>4-Unmanned</b>	<b>Normal</b>	<b>X</b>	
<b>20-Local Alarm</b>			<b>4-Unmanned</b>	<b>Local Alarm</b>	<b>X</b>	
<b>21-General Alarm</b>			<b>4-Unmanned</b>	<b>General Alarm</b>	<b>X</b>	
<b>267-Non Default Mode</b>			<b>3-Manned</b>	<b>Manned</b>	<b>X</b>	
<b>20-Local Alarm</b>			<b>3-Manned</b>	<b>Manned and Local Alarm</b>	<b>X</b>	
<b>21-General Alarm</b>			<b>3-Manned</b>	<b>Manned and General Alarm</b>	<b>X</b>	

ID	Object Model	Description							
CS11-0180	CC11 Fire Detector	Logical channels used in the detection domain for fire detection.							
			<b>States</b>		<b>Commands on OPC Item Mode</b>				
			OPC Item PresentValue	OPC Item Mode	Result State	0-Disable	1-Enable	\	\
			0-Quiet	1-Normal	Normal	X			
			3-Fault	1-Normal	Fault	X			
			10-Test Active	2-Test	Test	X			
			16-Abnormal	1-Normal	Abnormal	X			
			267-Non Default Mode	0-Disabled	Disabled		X		
			6-Not Ready	0-Disabled	Not Ready		X		
			7-Active	1-Normal	Activated	X			

ID	Object Model	Description				
CS11-0190	CC11 Fire Manual Zone	The Manual Zone handles the raw alarm information coming from manual call point.				
			<b>States</b>			
			<b>Commands on OPC Item Mode</b>			
<b>OPC Item PresentValue</b>	<b>OPC Item Mode</b>	<b>Result State</b>	<b>0-Disable</b>	<b>1-Enable</b>	<b>1-Normal</b>	<b>2-Test</b>
0-Quiet	1-Normal	Normal	X			X
267-Non Default Mode	0-Disabled	Disabled		X		X
6-Not Ready	0-Disabled	Not Ready		X		X
267-Non Default Mode	2-Test	Test	X		X	
20-Local Alarm	1-Normal	Local Alarm	X			X
3-Fault	1-Normal	Fault	X			X
2-Alarm	1-Normal	Alarm	X			X

ID	Object Model	Description	Commands on OPC Item Mode									
CS11-0200	CC11 Fire Section	Type of section made up of zones (and in turn elements), which provides and controls fire detection in the supervised building.	States			0-Disable	1-Enable	2-Test	9-Fast	1-Normal	256-Manual Off	257-Automatic Off
OPC Item PresentValue	OPC Item Mode	Result State										
0-Quiet	1-Normal	Normal	X			X	X			X	X	
267-Non Default Mode	0-Disabled	Disabled		X		X	X			X		
267-Non Default Mode	2-Test	Test	X				X	X		X	X	
267-Non Default Mode	9-Fast	Fast	X			X		X		X	X	

ID	Object Model	Description	Commands on OPC Item Mode							
CS11-0210	CC11 Flow Switch Hong Kong	Country-specific zone.	States			0-Disable	1-Enable	1-Normal	2-Test	9-Fast
			OPC Item PresentValue	OPC Item Mode	Result State					
			0-Quiet	1-Normal	Normal	X			X	X
			7-Active	1-Normal	Activated	X			X	X
			267-Non Default Mode	0-Disabled	Disabled		X		X	X
			6-Not Ready	0-Disabled	Not Ready		X		X	X
			267-Non Default Mode	2-Test	Test	X		X		X
			267-Non Default Mode	9-Fast	Fast	X		X	X	
			1-Pre Alarm	1-Normal	Warning	X			X	X

ID	Object Model	Description	Commands on OPC Item Mode			
CS11-0220	CC11 Legacy Ext. Sprinkler Zone	Type of zone, made up of elements, mainly sprinklers, which monitors and controls the extinguishing release through sprinkler in the supervised building.				
States			Commands on OPC Item Mode			
OPC Item PresentValue	OPC Item Mode	Result State	0-Disable	1-Enable	1-Normal	2-Test
0-Quiet	1-Normal	Normal	X			X
267-Non Default Mode	0-Disabled	Disabled		X		X
258-Extinguishing Warning	1-Normal	Extinguishing Alarm	X			X
2-Alarm	1-Normal	Alarm	X			X
6-Not Ready	0-Disabled	Not Ready		X		X
267-Non Default Mode	2-Test	Test	X		X	
1-Pre Alarm	1-Normal	Warning	X			X
3-Fault	1-Normal	Fault	X			X
267-Non Default Mode	9-Fast	Fast	X		X	X
20-Local Alarm	1-Normal	Local Alarm	X			X

ID	Object Model	Description									
CS11-0230	CC11 Multi Fire Zone	The Multi Fire Zone handles the raw alarm information coming from various fire/smoke detectors.									
			States			Commands on OPC Item Mode					
			OPC Item PresentValue	OPC Item Mode	Result State	0-Disable	1-Enable	1-Normal	2-Test	9-Fast	8-Slow
			0-Quiet	1-Normal	Normal	X			X	X	X
			267-Non Default Mode	0-Disabled	Disabled		X		X	X	X
			267-Non Default Mode	2-Test	Test	X		X		X	X
			267-Non Default Mode	9-Fast	Fast	X		X	X		X
			267-Non Default Mode	8-Slow	Slow	X		X	X		
			1-Pre Alarm	1-Normal	Warning	X			X	X	X
			2-Alarm	1-Normal	Alarm	X			X	X	X
			6-Not Ready	0-Disabled	Not Ready				X	X	X
			258-Extinguishing Warning	1-Normal	Extinguishing Warning	X			X	X	X
			21-General Alarm	1-Normal	Extinguishing Alarm	X			X	X	X
			20-Local Alarm	1-Normal	Isolated Alarm	X			X	X	X

ID	Object Model	Description
CS11-0240	CC11 RT Controller Alarm	Logical channel exclusively used in the control domain to enable/disable controls.
<div style="display: flex; justify-content: space-between;"> <div style="width: 40%; text-align: center;">States</div> <div style="width: 60%; text-align: center;">Commands on OPC Item Mode</div> </div>		
OPC Item PresentValue	OPC Item Mode	Result State
0-Quiet	1-Normal	Normal
267-Non Default Mode	0-Disabled	Disabled
X		
269-Activate	\	\
	\	

ID	Object Model	Description																																																						
CS11-0250	CC11 VDS Key Cabinet	Logical unit, which holds information and alarms related to the VDS key cabinet.																																																						
<table border="1"> <thead> <tr> <th data-bbox="411 354 453 370">States</th> <th colspan="4" data-bbox="1098 354 1297 370">Commands on OPC Item Mode</th> </tr> <tr> <th data-bbox="205 423 359 440">OPC Item PresentValue</th> <th data-bbox="432 423 537 440">OPC Item Mode</th> <th data-bbox="663 423 747 440">Result State</th> <th data-bbox="957 423 978 440">\</th> <th data-bbox="1104 423 1125 440">\</th> <th data-bbox="1251 423 1272 440">\</th> <th data-bbox="1419 423 1440 440">\</th> </tr> </thead> <tbody> <tr> <td data-bbox="205 493 254 509">0-Quiet</td> <td data-bbox="432 493 495 509">1-Normal</td> <td data-bbox="663 493 716 509">Normal</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td data-bbox="205 521 254 537">2-Alarm</td> <td data-bbox="432 521 495 537">1-Normal</td> <td data-bbox="663 521 705 537">Alarm</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td data-bbox="205 548 254 565">7-Active</td> <td data-bbox="432 548 495 565">1-Normal</td> <td data-bbox="663 548 726 565">Activated</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td data-bbox="205 576 285 592">16-Abnormal</td> <td data-bbox="432 576 495 592">1-Normal</td> <td data-bbox="663 576 726 592">Abnormal</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td data-bbox="205 604 243 620">3-Fault</td> <td data-bbox="432 604 495 620">1-Normal</td> <td data-bbox="663 604 695 620">Fault</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td data-bbox="205 631 264 647">8-Tamper</td> <td data-bbox="432 631 506 647">11-Enabled</td> <td data-bbox="663 631 747 647">Tamper alarm</td> <td></td> <td></td> <td></td> <td></td> </tr> </tbody> </table>			States	Commands on OPC Item Mode				OPC Item PresentValue	OPC Item Mode	Result State	\	\	\	\	0-Quiet	1-Normal	Normal					2-Alarm	1-Normal	Alarm					7-Active	1-Normal	Activated					16-Abnormal	1-Normal	Abnormal					3-Fault	1-Normal	Fault					8-Tamper	11-Enabled	Tamper alarm				
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ID	Object Model	Description																																				
CS11-0260	CS11/FC700A 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.																																				
<table border="1"> <thead> <tr> <th colspan="3" data-bbox="415 354 457 370">States</th> <th colspan="2" data-bbox="1058 354 1339 370">Commands on OPC Item Acked Transitions</th> <th data-bbox="1514 354 1808 370">Commands on OPC Item Operation Expected</th> </tr> <tr> <th data-bbox="205 423 394 440">OPC Item Acked Transitions</th> <th data-bbox="436 423 632 440">OPC Item Operation Expected</th> <th data-bbox="667 423 751 440">Result State</th> <th data-bbox="982 423 1108 440">1-Ack to offnormal</th> <th data-bbox="1310 423 1394 440">2-Ack to fault</th> <th data-bbox="1633 423 1696 440">4-Reset</th> </tr> </thead> <tbody> <tr> <td data-bbox="205 493 275 509">7 - Normal</td> <td data-bbox="436 493 499 509">0 - None</td> <td data-bbox="667 493 716 509">Normal</td> <td></td> <td></td> <td></td> </tr> <tr> <td data-bbox="205 521 338 537">6 - Ack to offnormal</td> <td data-bbox="436 521 506 537">1 - Silence</td> <td data-bbox="667 521 709 537">Alarm</td> <td data-bbox="1037 521 1058 537">X</td> <td></td> <td></td> </tr> <tr> <td data-bbox="205 548 302 565">5 - Ack to fault</td> <td data-bbox="436 548 499 565">0 - None</td> <td data-bbox="667 548 709 565">Fault</td> <td></td> <td data-bbox="1346 548 1367 565">X</td> <td></td> </tr> <tr> <td data-bbox="205 574 275 591">7 - Normal</td> <td data-bbox="436 574 499 591">4 - Reset</td> <td data-bbox="667 574 730 591">To reset</td> <td></td> <td></td> <td data-bbox="1654 574 1675 591">X</td> </tr> </tbody> </table>			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	1 - Silence	Alarm	X			5 - Ack to fault	0 - None	Fault		X		7 - Normal	4 - Reset	To reset			X
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ID	Object Model	Description	Commands on OPC Item Mode								
CS11-0270	CC11 Digital Zone	Type of zone, made up of elements, mainly sprinklers, which monitors and controls the extinguishing release through sprinkler in the supervised building.	States			0-Disable	1-Enable	1-Normal	2-Test	9-Fast	
			OPC Item PresentValue	OPC Item Mode	Result State						
			0-Quiet	1-Normal	Normal	X				X	X
			258-Extinguishing Warning	1-Normal	Extinguishing Warning	X				X	X
			267-Non Default Mode	0-Disabled	Disabled		X			X	X
			6-Not Ready	0-Disabled	Not Ready		X			X	X
			267-Non Default Mode	2-Test	Test	X		X			X
			267-Non Default Mode	9-Fast	Fast	X		X		X	
			2-Alarm	1-Normal	Alarm	X				X	X
			1-Pre Alarm	1-Normal	Warning	X				X	X
			20-Local Alarm	1-Normal	Extinguishing Alarm	X				X	X
3-Fault	1-Normal	Fault	X				X	X			

ID	Object Model	Description
CS11-0280	CC11 Line Module	Detection line, which holds and manages several detectors.
<div style="display: flex; justify-content: space-between;"> <div style="width: 40%; text-align: center;">States</div> <div style="width: 60%; text-align: center;">Commands on OPC Item Mode</div> </div>		
OPC Item PresentValue	OPC Item Mode	Result State
0-Quiet	1-Normal	Normal
267-Non Default Mode	0-Disabled	Disabled
3-Fault	1-Normal	Fault
2-Alarm	1-Normal	Alarm
X		

ID	Object Model	Description							
CS11-0290	CC11 Line Module Full Control	Detection line, which holds and manages several detectors.							
			States		Commands on OPC Item Mode				
			OPC Item PresentValue	OPC Item Mode	Result State	1-Enable	2-Disable	\	\
			0-Quiet	1-Normal	Normal		X		
			267-Non Default Mode	0-Disabled	Disabled	X			
			3-Fault	1-Normal	Fault		X		
			2-Alarm	1-Normal	Alarm		X		

ID	Object Model	Description				
CS11-0300	CC11 Ext. Release Disable EP5	Logical unit used to enable/disable different extinguishing releaser modes. Present on the EP5 version.				
			<b>Commands on OPC Item Mode</b>			
<b>States</b>						
OPC Item PresentValue	OPC Item Mode	Result State	11-Enable	12-Disable	13-Disable Automatic	\
0-Quiet	1-Normal	Normal		X	X	
267-Non Default Mode	12-Disabled	Disabled	X			X
267-Non Default Mode	13-Automatic Release Disabled	Disabled Automatic	X	X		
267-Non Default Mode	277-Manual Release Disabled	Disabled Manual	X	X		X
259-Extinguishing Released	1-Normal	Released		X		X
259-Extinguishing Released	13-Automatic Release Disabled	Released Manual	X	X		
259-Extinguishing Released	277-Manual Release Disabled	Released Automatic	X	X		X

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