

[1.0]



Programmed Water Technologies by Sloan®

PWT 2.0 User Manual

This manual introduces the general and main functions of Programmed Water Technologies by Sloan®. This manual is described for Correctional Officer users corresponding to the functions as of 13 February 2020.

*Reference images taken under development may not exactly match screens installed at Alpha Test sites.

Revision History

Version	Date	Revision Description
1.0	02/13/2020	Manual Creation – CO Screens

About

LonWorks Communication Server Version 0.46.0.0

Web Client Server Version 0.46.0.0

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1. Login

Enter Username and User Password. Login details are provided by program Administrators.

Image 1: Login



2. Main Dashboard

Use the Main Dashboard to move around the program and to navigate and monitor the facility. The Main Dashboard consists of the Main Menu, Back button, Navigation Bar, and Help button. Enable and Disable buttons, a Facility Hierarchy and Current Alerts panel are also present while monitoring the facility in Block or Graphical View.

Header & Footer

Main Menu

The Main Menu options are Home, System Configuration, Reports/Logs, Mass Device Control, Personal Settings, and Logout.

- [Home](#) jumps to the highest level view of the facility.
- [System Configuration](#) allows Administrators and IT Support to configure the system, establish settings, users, nodes/routers, edit Site Layout, etc.
- [Reports/Logs](#) allows users to access records such as the Alert Log, Water Usage Report, and Activation Log.
- [Mass Device Control](#) allows users to control multiple connections at the same time, either immediately or scheduled for the future. Includes actions like mass activate, mass disable, and mass edit parameters.
- [Personal Settings](#) allows users to change the default facility view from Block to Graphical View (if available) and to change default units of water.
- [Logout](#) returns the user to the LOGIN screen.

Back Button

The Back button returns to the previous screen.

Navigation Bar

The Navigation Bar displays the current location within the program. Each item separated by a slash can be clicked to navigate to that screen or area of the facility.

Help

The Help button opens the Help window which contains the User Manual and Support contact information.

Enable / Disable Buttons

The Disable button and Enable button disable or enable all fixtures in the user's current view. For example, if a user is viewing Floor 1 and clicks the Disable button, all fixtures on Floor 1 will become disabled. If the same user navigates to Pod A on Floor 1 and clicks the Enable button, only the fixtures in Pod A will become enabled.

Image 2: Main Dashboard Header and Footer

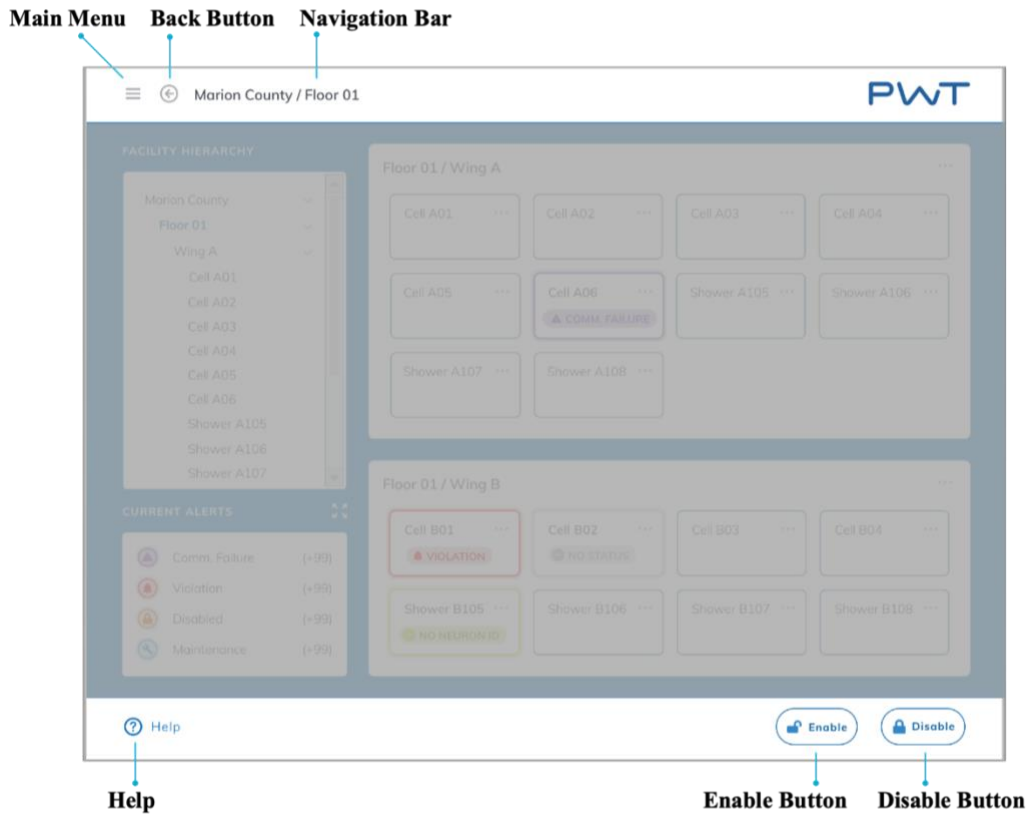
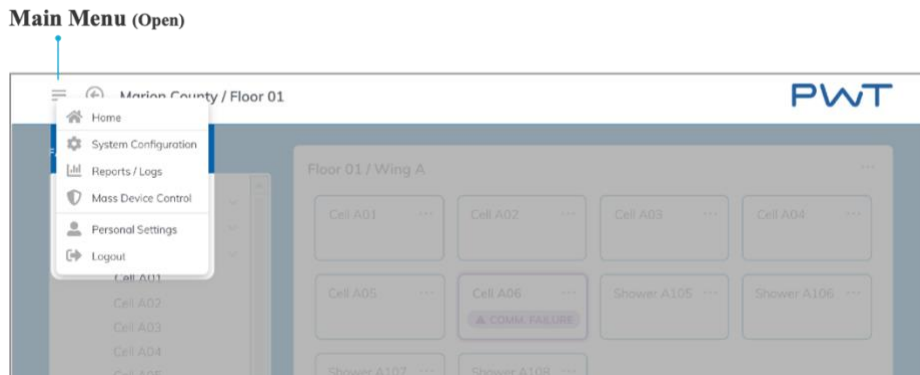


Image 3: Main Dashboard Main Menu



Facility Hierarchy & Current Alerts

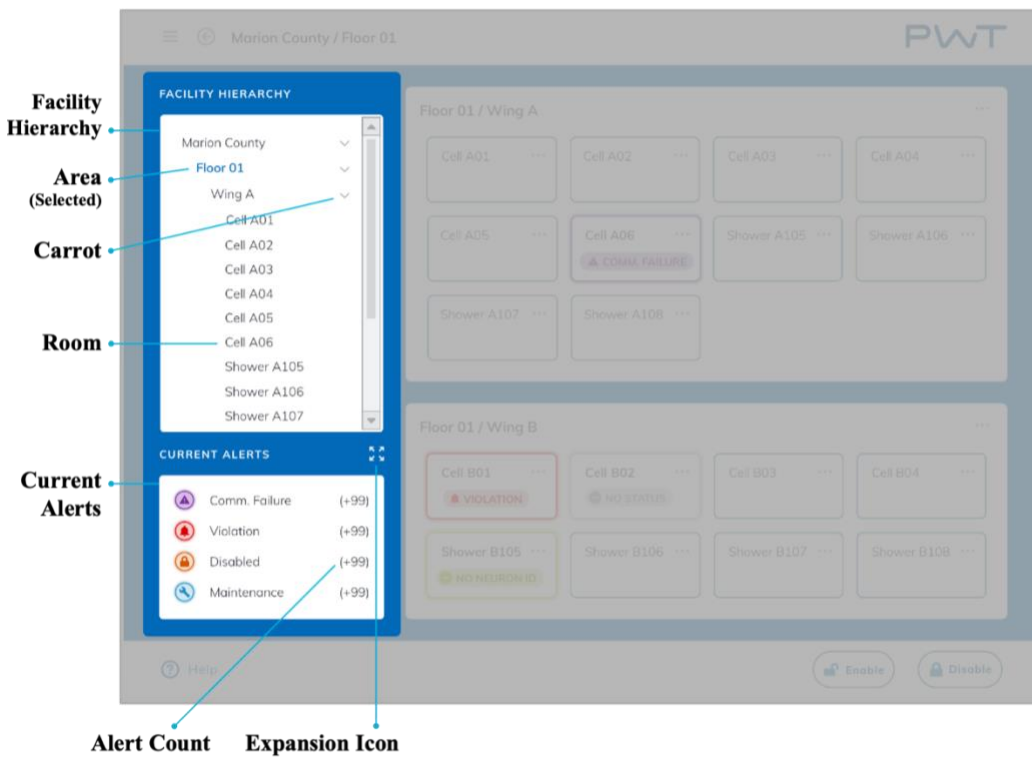
Facility Hierarchy

The Facility Hierarchy displays all areas and rooms in a facility that a user has permission to view. Each item in the Facility Hierarchy can be clicked to navigate to that area or room. The carrot icon collapses or expands the list to hide or reveal the contents of an area.

Current Alerts

The Current Alerts panel displays an alert count of all active alerts in the areas of the facility that a user has permission to view. The expansion icon can be clicked to open the Alert Window for more detailed alert information.

Image 4: Main Dashboard Facility Hierarchy and Current Alerts



3. Block View

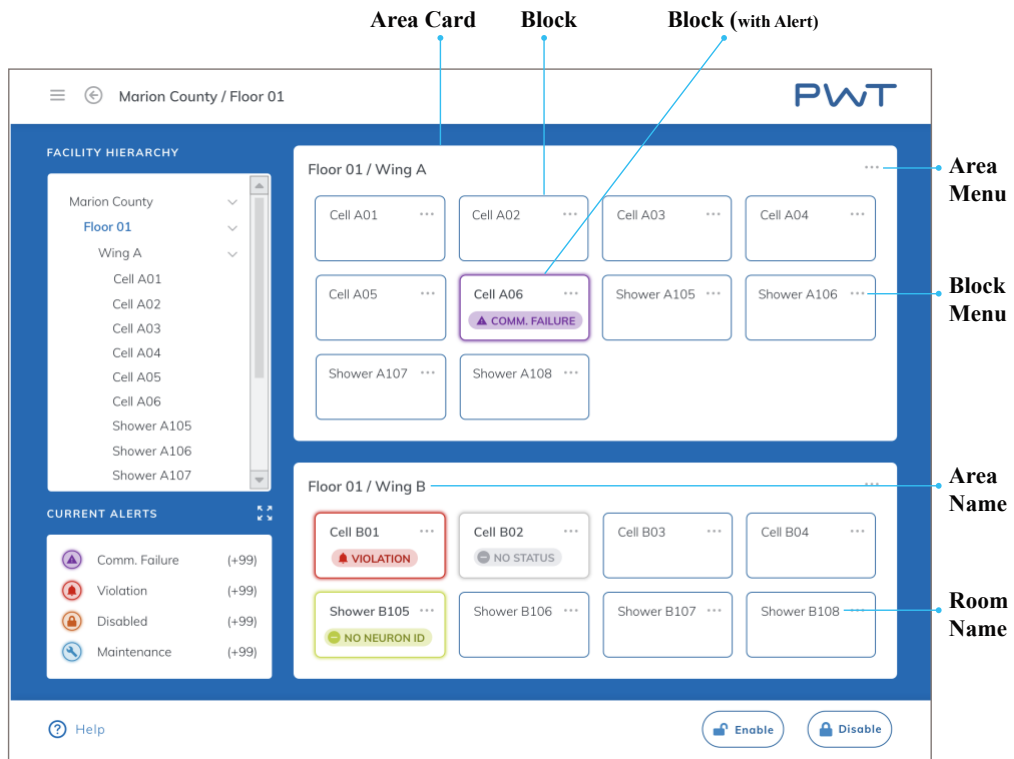
Area Cards

Area Cards represent an area within a facility. Area Cards contain Blocks, i.e. the rooms that fall within that particular area. The Area Card header can be clicked to navigate to that area of the facility.

Blocks

Blocks represent rooms in a facility. Each block can be clicked to navigate to a view of that room. Blocks will display a colorful Alert tag when connections within that room are in Alert. In Block View, only the highest priority Alert for each room will be shown.

Image 5: Main Dashboard Block View



4. Room View

Fixture Cards

Fixture Connections

Fixture Connections are the individually controllable areas of a fixture. For example, a Toilet has one fixture connection, but a Sink has two fixture connections, the hot water faucet and cold water faucet. Each Fixture card lists the connections within the fixture. To activate a connection, click the Activate button (water drop icon). A colorful alert tag will be displayed if a connection is in alert.

Fixture Image

The Fixture Image is a visual representation of the fixture. Various parts of the fixture image will appear in alert colors if those areas are in alert.

Activate Button

The Activate button (water drop icon) will immediately flush/turn on a connection when clicked. A user can activate a connection while it is in the Normal status (white) the Disabled Alert (orange) or Violation Alert (red). When activating a connection in Violation Alert (red), the user is given the option to just activate the connection, or to activate the connection and clear the Violation Alert at the same time.

Fixture Menu

The Fixture Menu consists of options to Enable/Disable, Clear Violation, Edit Parameters, go to Device Management, Alert Log, and Activation Report.

- [Enable/Disable](#) from the fixture menu allows a user to disable or enable individual fixture connections.
- [Clear Violation](#) from the fixture menu removes the Violation Alert allowing the fixture connection to be operated manually again.
- [Edit Parameters](#) allows users to edit Violation and “on” time settings for fixtures.
- [Device Management](#) link navigates to the Device Management screen.
- [Alert Log](#) link navigates to the Alert Log Configuration screen.
- [Activation Report](#) link navigates to the Activation Report Configuration screen.

Image 6: Room View

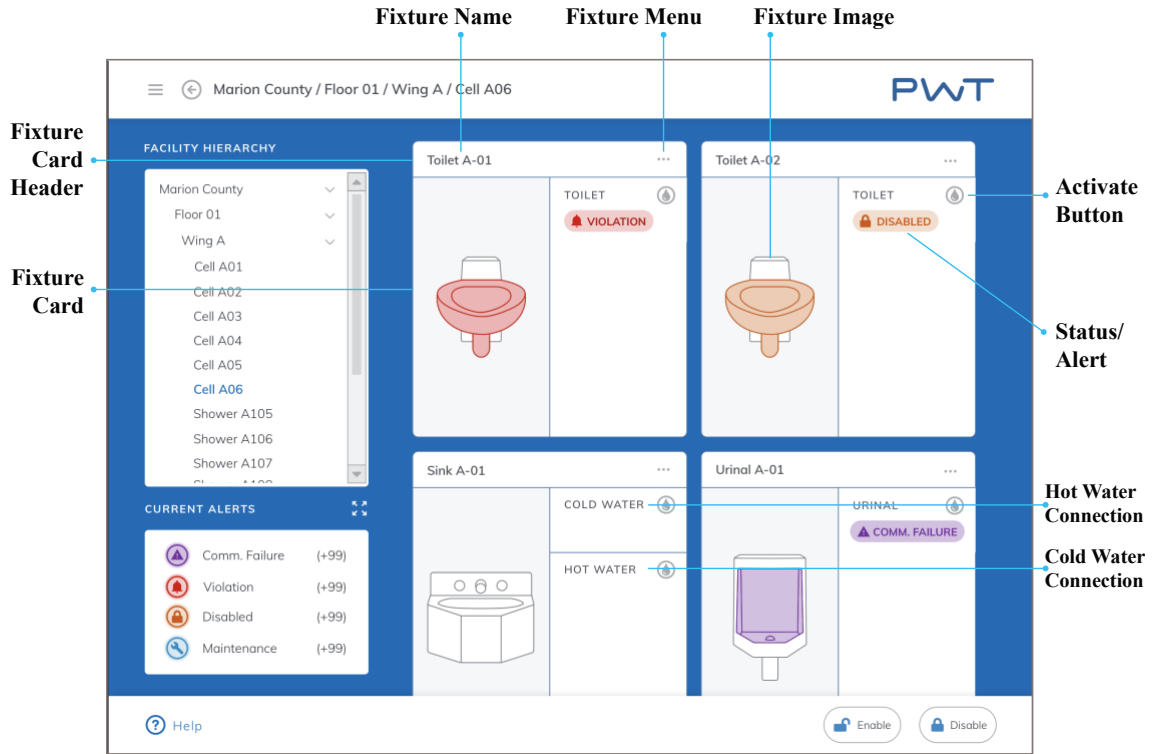
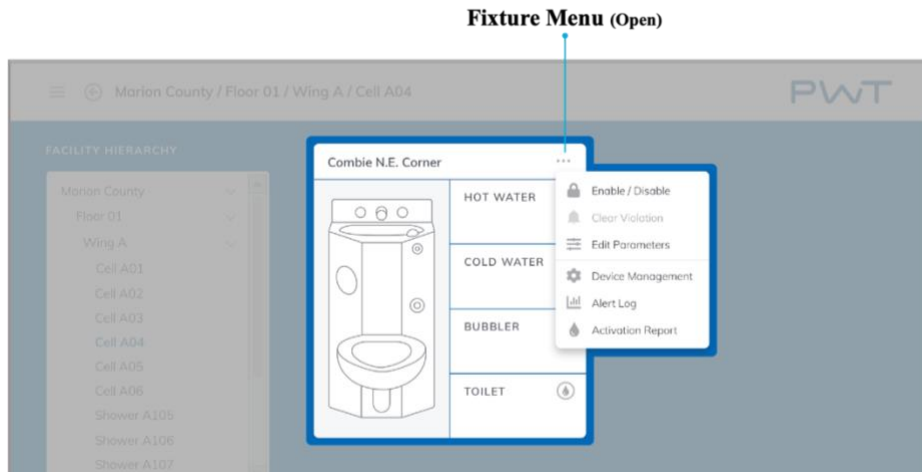


Image 7: Room View Fixture Menu



Edit Parameters

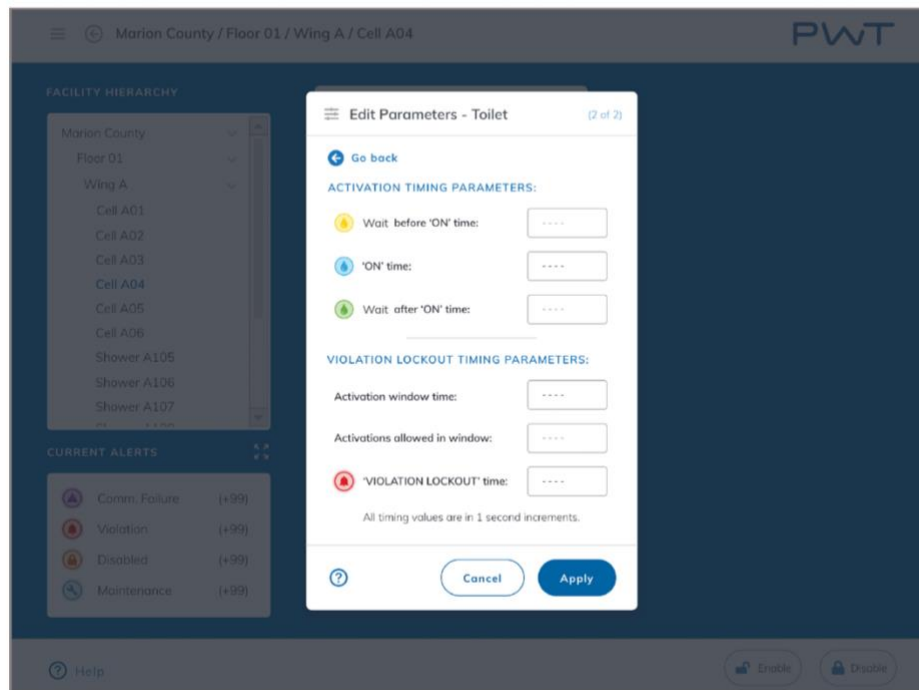
Activation Timing Parameters

- Wait before 'ON' time: delay before a fixture connection flushes/turns on.
- 'ON' time: duration a fixture connection is flushing/on.
- Wait after 'ON' time: delay after a fixture connection has flushed/turned on.

Violation Lockout Timing Parameters

- Activation window time: period of time in which activations are counted.
- Activations allowed in window: number of activations allowed in window before Violation Lockout is triggered.
- 'VIOLATION LOCKOUT' time: duration of time in Violation Lockout during which the fixture connection cannot be operated manually.

Image 8: Edit Parameters



5. Alert Window

Alert Tabs & Alert Count

The Alert Tabs are clickable options that filter active alerts by All Alerts, Comm. Failure, Violation, Disabled, or Maintenance. Each tab displays an Alert Count, the total active alerts of that type.

Alert Card

Each Alert Card represents an active alert in the system. The Alert Card displays the location of the alert, the fixture and connection affected, the type of alert, and the date and time the alert was triggered. Click the arrow to navigate the room where the alert is occurring.

Alert Log Link

The Alert Log link navigates to the Alert Log for a record of all current and/or historical alerts and notifications.

Image 9: Alert Window



6. Status Colors and Alerts

Normal (White)

Comm. Failure (Purple)

Communication Failure status indicates that the control board is not communicating with the program. Users are unable to control fixtures from the program while in Comm. Failure.

Violation (Red)

Violation status occurs when a fixture connection has exceeded the number of activations allowed within a specific amount of time. Once triggered, the fixture connection cannot be operated manually for a set amount of time, however a user can activate a connection in Violation at any time via the Activate button in ROOM VIEW. The Violation will automatically timeout after a set amount of time. Users can clear the Violation at any time via the Fixture Menu in ROOM VIEW or by selecting the “Activate and Clear” option when activating the fixture in ROOM VIEW. The number of activations allowed, the time window in which activations are counted, the time spent in Violation are all determined in EDIT PARAMETERS.

Disabled (Orange)

Disabled status occurs when a user sets fixture connection(s) to Disabled. The connections will remain disabled indefinitely until a user sets them to Enabled. While disabled, fixture connections cannot be activated manually, however they can be activated at any time via the program.

Maintenance (Blue)

Maintenance status indicates that the fixtures or hardware are being worked on. Maintenance status is set by users with special access, usually maintenance personnel. Users cannot activate fixtures via the program while they are in Maintenance status unless they have access to the Device Management screen, however the fixtures can be activated manually.

No Fixtures (Gray)

No Fixtures indicates that there are no fixtures within a particular room.

No Status Available (Silver)

No Status Available is shown if the node is presenting any of the established statuses; usually indicates an issue with the node.

No Neuron ID (Olive)

No Neuron ID indicates the fixtures are not connected to a control board and cannot be controlled via the program. This may appear as new fixtures are being added or existing hardware is being replaced.

Wait Before (Yellow)

Wait Before status is shown in ROOM VIEW when a fixture connection is in the delay period before flushing/turning on.

Activation (Aqua)

Activation status is shown in ROOM VIEW when a fixture connection is flushing/on.

Wait After (Lime)

Wait After status is shown in ROOM VIEW when a fixture connection is in the delay period after being flushed/turned on.

Manufacture Default (Green)

Image 10: Status Colors

