

3. Creating Alarm types

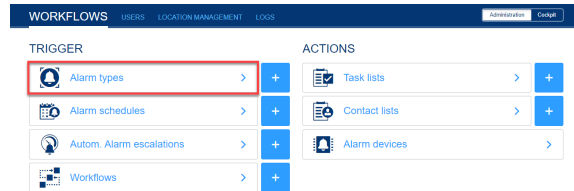
When you have defined the alarm scenario, start by creating a new **alarm type** in the first step.

? Unbekannter Anhang

Alarm Types Overview

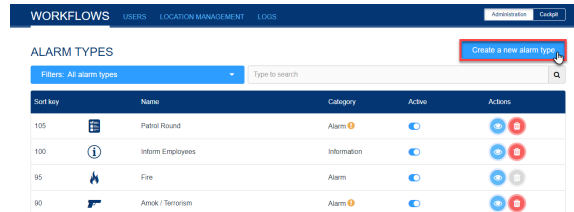
The administration of the alarm types is located in the **Workflows** area.

In the alarm type overview, you can create new alarm types and edit, deactivate/activate or delete existing ones.



Create Alarm Types

To create a new alarm type, click on the corresponding button at the top right.

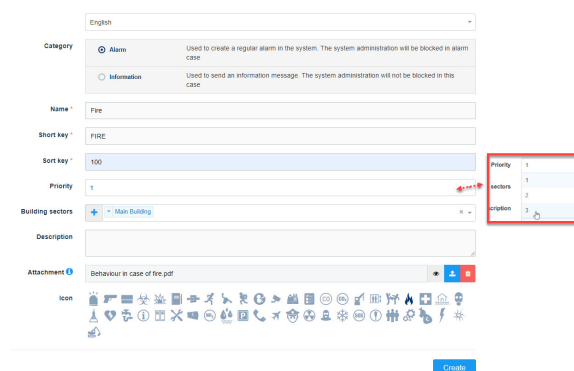


First you have to determine whether it is an **alarm** or **information**.

Give the alert type a **name**, **abbreviation (short key)**, **sort key**, **priority**, **description**, and **icon**.

They should be unambiguous to avoid confusion.

The **sort key** determines at which position the alarm button will appear in the EVALARM App.



! For all functions in EVALARM: The higher the sort key, the higher up the element.

You can choose between priority 1, 2 or 3. This has an influence on the sorting of the active and stopped alerts. This means, when there are several active or stopped alerts, the alarms of alarm types with a higher priority are displayed further up.

In addition you have the possibility to stop several active alerts of **priority 3** simultaneously with **multi-selection** in the mobile app as well as in the web cockpit.

Furthermore you can connect an alarm type to one or more building sectors. As a result you have the possibility to select this structure when creating an alarm. The connecting can also be done in the **building sector**.

You also have the option of adding an attachment (pdf file) to the alarm type. This is always sent and can be opened up by the user in the alarm under the "Details" tab.

Finally go to "Create".

Once the alarm type has been created, you can next adjust the alarm ringtone.

The following ringtones are available to you:

[Default](#), [Speech](#), [Fire](#), [Fire in Morse](#), [Info](#), [Update](#)

The selected ringtone will be played when a user is first alerted. Any further updates and ending of an alarm that the user then receives will always play the "Update" ringtone.



If you choose the ringtone "**Silent**", then the updates and ending of the alarm are also silent.



Save the selection you have made with the **Update** button.

Then you have the possibility to enable the **Merge alarms** feature. By activating this function for an alarm type, several alarms of this alarm type in the same building sector are automatically grouped into one alarm.

This brings the advantage, if for example the fire alarm system triggers several detector groups in one building sector, EVALARM will i.e. only create one alarm with 10 marked detector groups instead of 10. As a result the overview in an emergency situation is increased.

The function **Allow duplicates** allows that the same user can create several alarms from the same alarm type. This function makes sense for frequent or long active alarms like technical faults.



From the functions **Merge alarms** and **Allow duplicates** can only be one activated at the same time.

Enable GPS position of alarm creator

With this function you have the option of automatically sending the current GPS position of the alarm creator when the alarm is created.



It is a unique GPS position of the alarm creator at the time the alarm was created. There is no tracking of the alarm creator.

To use the function for the alarm type, activate the corresponding button.

DETAILS	ALARM LEVELS	ADDITIONAL INFORMATION	PARTICIPATION OPTIONS	WORKFLOWS
Category	Alarm			
Name	Fire			
Short key	FIRE			
Sort key	100			
Priority	1			
Building sectors	Main Building			
Description				
Attachment	Behaviour in case of fire.pdf			
Icon				
Ringtone	<div><div>Default</div><div>Default</div><div>Silent</div><div>Speech</div><div>Fire</div><div>Fire in Morse</div><div>Info</div><div>Update</div></div> <div>Update</div>			
Merge alarms	<input type="checkbox"/>			
Active	<input checked="" type="checkbox"/>			
Allow duplicates	<input type="checkbox"/>			

Last updated 29.09.2020 16:21

Edit

Icon	<div></div>
Ringtone	<div><div>Info</div><div>Update</div></div>
Merge alarms	<input checked="" type="checkbox"/>
Active	<input checked="" type="checkbox"/>
Allow duplicates	<input type="checkbox"/>
GPS-Position of the alarm creator	<input checked="" type="checkbox"/>

Last updated 31.08.2023 17:32

Delete

Edit

Set up alarm levels

Alarms can be (de-)escalated via **alarm levels**.

Define appropriate alarm levels for alarm scenarios and create them here in the alarm type. Later, when configuring the [workflows](#), you can then use them to trigger a workflow.

WORKFLOWS

USERSLOCATION MANAGEMENTLOGS

AdministrationLogout

ALARM TYPES OVERVIEW > FIRE

DETAILS

ALARM LEVELS

ADDITIONAL INFORMATION

PARTICIPATION OPTIONS

WORKFLOWS

Please feel free to add any more alarm levels

Create a new alarm level

Sort key	Name	Short key	Description	Actions
90	Exploration Fire	EXPLORATION FIRE	An exploration was started. Escalate or deescalate alarm level accordingly	<div><div></div><div></div><div></div></div>
80	Emergency Plan Fire	EMERGENCY PLAN FIRE	Fire confirmed and cannot be extinguished. Execute emergency plan	<div><div></div><div></div><div></div></div>
70	All-Clear Fire	ALL-CLEAR FIRE	Fire extinguished or false alarm	<div><div></div><div></div><div></div></div>

Set up additional information

Additional information are questions or relevant information that can be added by all those involved directly when the alarm is triggered or later when the alarm is active. Define all relevant questions and information that you consider necessary in the alarm scenario and create them here. You can store up to 5 optional answers for each additional information. These are text modules that allow users to add additional information more easily and quickly.

Later in the active alarm, all those involved have the same information about the supplemented additional information at their disposal.

WORKFLOWS

USERSLOCATION MANAGEMENTLOGS

AdministrationLogout

ALARM TYPES OVERVIEW > FIRE

DETAILS

ALARM LEVELS

ADDITIONAL INFORMATION

PARTICIPATION OPTIONS

WORKFLOWS

Please feel free to add any more additional information

Create a new additional information

Sort key	Question	Answers	Actions
90	Is the Fire Department informed?	Yes, No	<div>+ -</div>
80	Are there injured or dead persons?	No, Yes	<div>+ -</div>
70	Are nearby buildings in danger?	Yes, No	<div>+ -</div>
60	Cause of fire?	Problems with electric wiring, cigarettes/ ash, the following chemicals, welding	<div>+ -</div>
10	Additional information		<div>+ -</div>

Participation options

The participation options provide the users the possibility to give different responses, for example the arrival time at the site of incident.

In the alarm type can be added up to four different response options.

The options are text boxes and can be defined on own needs.

Examples are: 5 minutes, 10 minutes, already on-site, etc.

HOME

WORKFLOWS

USERS

LOCATION MANAGEMENT

LOGS

Administration

Logout

?

ALARM TYPES OVERVIEW > TESTALARM

DETAILS

ALARM LEVELS

ADDITIONAL INFORMATION

PARTICIPATION OPTIONS

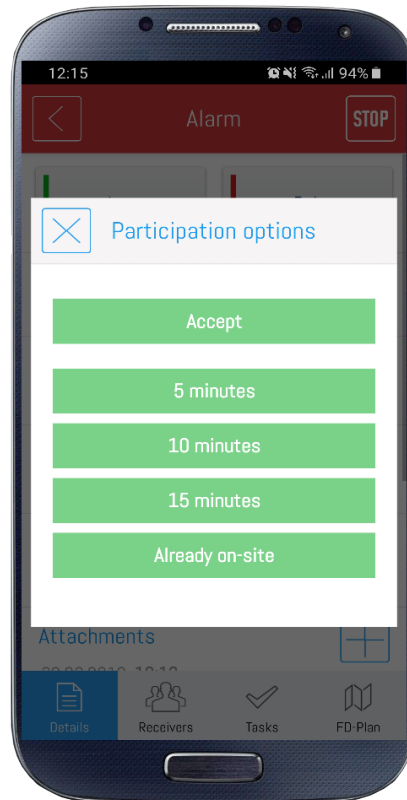
WORKFLOWS

Sort key	Name	Actions
100	5 minutes	<div><div></div><div></div></div>
90	10 minutes	<div><div></div><div></div></div>
80	15 minutes	<div><div></div><div></div></div>
70	Already on-site	<div><div></div><div></div></div>



The participation options are only an optional function, that means if there are no participation options defined for an alarm type, the users still have the possibility to simply accept or reject the alarm.

If participation options are set up for an alarm type, the users can select them by accepting an alarm as shown on the right site.



Afterwards the responses are displayed directly under each user.

Furthermore it is possible to fold in and out the lists "Accepted", "Rejected" and "No response" and the number of users of every list is displayed on the right side.

