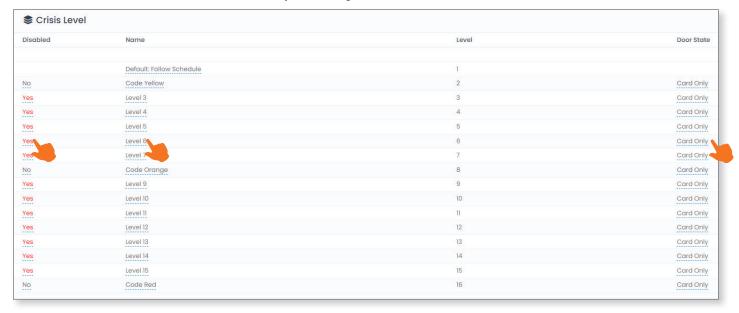
Crisis Levels

Introduction

Crisis Levels give administrators, security personal, or property managers the ability to change the behavior of doors quickly in the event of an emergency. Users or cardholders are granted security levels when the system is put into Crisis mode based on user permissions.

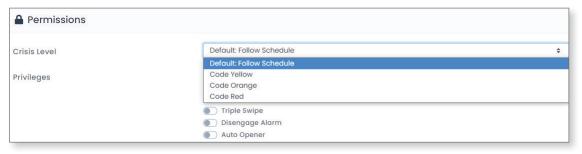
Setting Up Crisis Levels

By default, 4 crisis levels are enabled and given the **Names** Default: Follow Schedule (1), Code Yellow (2), Code Orange (8), and Code Red (16). Crisis Levels can be enabled/disabled, renamed and assigned a Door State. The highest possible Crisis Level is 16 and by default is called "Code Red". A user with the security level or higher clearance will have access to a door or floor in crisis.



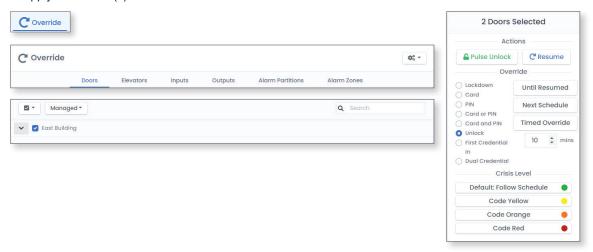
User Security Levels

When adding a new user or editing an existing one, Security Levels cawn be set for when a door or floor is put into crisis mode. In this case (and by default) the highest Crisis Level is a Code Red. Any user granted Security Level clearance, will also be granted access to lower crisis levels.



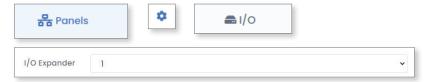
Activating Crisis Mode from AC Nio

Click **Override** in AC Nio. Select the site or doors that will be placed into crisis mode. In the right-hand side menu, select a crisis level to apply to the door(s).

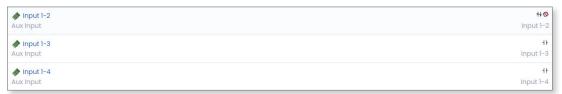


Option Input Crisis

Crisis levels can be initiated from an input on the panel. From the left-hand side menu, select **Panels**. Click on the **Cog Wheel** icon to edit the panel. Select the **I/O** tab from the top menu. Select the **I/O** expander the crisis input is wired to.



Select the input to be programmed for crisis mode.



Name the input to better identify the relay function. Set the **Function** to Aux Input. Select the Associated Door for crisis functionality. Edit the **Action** by clicking on the pencil and paper icon. Set the **Action** to Door - Set Crisis Level. Select the **Doors** that will be put in crisis. Multiple doors can be selected by holding Ctrl. Set the **Crisis Level**.

