Common Lobby Logic

When an installation consists of a partition shared by users of other partitions in a building, that shared partition may be assigned as the "common lobby" partition for the system (program field 1*17). An example of this might be in a medical building where there are two doctors' offices and a common entrance area (see example that follows explanation).

The Common Lobby feature employs logic for automatic arming and disarming of the common lobby. Two programming fields determine the way the common lobby will react relative to the status of other partitions. They are: 1*18 Affects Lobby and 1*19 Arms Lobby.

1*18 Affects Lobby (must be programmed by partition)

Setting this field to 1 for a specific partition causes that partition to affect the operation of the common lobby as follows:

a. When the first partition that affects the lobby is disarmed, the lobby is automatically disarmed.

b. The common lobby cannot be armed unless every partition selected to affect the lobby is armed.

1*19 Arms Lobby (must be programmed by partition)

Setting this field to 1 for a specific partition causes that partition to affect the operation of the common lobby as follows:

a. The common lobby cannot be armed unless every partition selected to affect the lobby is armed.

b. Arming a partition that is programmed to arm the lobby causes the system to automatically attempt to arm the lobby. If any faults exist in the lobby partition, or if another partition that affects the lobby is disarmed, the lobby cannot be armed, and the message "UNABLE TO ARM LOBBY PARTITION" is displayed.

You cannot select a partition to "arm" the lobby unless it has first been selected to "affect" the lobby. Do not enable field 1*19 without enabling field 1*18.

The following chart sums up how the common lobby partition will operate.

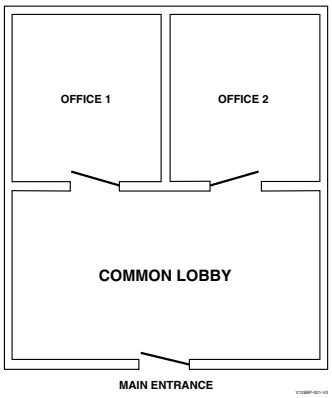
1*18 Affects Lobby	1*19 Arms Lobby	Disarms when partition disarms?	Attempts to arm when partition arms?	Can be armed if other partitions disarmed?
0	0	NO	NO	YES
1	0	YES	NO	NO
1	1	YES	YES	NO
0	1	---ENTRY NOT ALLOWED---		

*Entry Tones and Alarms on Lobby zones will only Sound/display on keypads assigned to the Lobby.

*When Lobby Arms/Disarms it Reports/Logs under the user that initiated the Lobby Logic.

Example

Here is an example of how the lobby would react in a typical setup.



User #1 has access to Office #1 and the Common Lobby.

User #2 has access to Office #2 and the Common Lobby.

Office #1 is set up to affect the Common Lobby, but not arm it.

Office #2 is set up to affect and arm the Common Lobby.

NOTE: In the tables below, the notations in parentheses ( ) indicate the current status of the other partition when the user takes action.

Sequence #1:

	Office 1	Office 2	Lobby Action
User #1:	Disarms	(Armed)	Disarms
User #2:	(Disarmed)	Disarms	No Change
User #1:	Arms	(Disarmed)	No change
User #2:	(Armed)	Arms	Arms

Sequence #2:

	Office 1	Office 2	Lobby Action
User #2:	(Armed)	Disarms	Disarms
User #1:	Disarms	(Disarmed)	(No change)
User #2:	(Disarmed)	Arms	No Change
User #1:	Arms	(Armed)	No Change

Notice that in sequence #1, because Office #2 was the last to arm, the lobby also armed (Office #2 is programmed to affect and arm the lobby). In sequence #2, the lobby could not arm when Office #2 armed, because Office #1, which affects the lobby, was still disarmed.

When Office #1 armed, the lobby still did not arm because Office #1 was not programmed to arm the lobby. User #1 would have to arm the lobby manually. Therefore, you would want to program a partition to affect and arm the lobby if the users of that partition are expected to be the last to leave the building.

How User Access Codes Affect the Common Lobby

Codes with Global Arming

If a code is given "global arming" when it is defined (see *SECTION 9: User Access Codes*), the keypad prompts the user to select the partitions they want to arm. Only the partitions the user has access to are displayed. This allows the user to choose the partitions to be armed or disarmed, and so eliminates the "automatic" operation of the lobby. Keep in mind, however, that if a user attempts to arm all, and another "affecting" partition is disarmed, the user cannot arm the lobby, and the message "UNABLE TO ARM LOBBY PARTITION" is displayed.

Codes with Non-Global Arming

If a user arms with a non-global code, the lobby partition operation is automatic, as described by fields 1*18 and 1*19.

Other Methods of Arming/Disarming

Common Lobby logic remains active when arming or disarming a partition that affects and/or arms the common lobby in one of the following manners:

- Quick-Arm
- Keyswitch
- Wireless Button
- Wireless Keypad

Arming/Disarming Remotely

If a user arms or disarms remotely (through Compass downloading software), the lobby does not automatically follow another partition that is programmed to arm or disarm the lobby. The lobby must be armed separately, after arming all affecting partitions first.

Auto-Arming/Disarming

If scheduling is used to automatically arm and/or disarm partitions, the common lobby partition does not automatically follow another partition that is programmed to arm or disarm the lobby.

The lobby must be included as a partition to be armed/disarmed and must be scheduled as the last partition armed.

If you are using auto-arming, make sure that the **Auto-Arm Delay** and **Auto-Arm Warning** periods, for the lobby partition, (fields 2*05 and 2*06) combined are longer than that of any other partition that affects the lobby. This causes the lobby to arm last.