



**Engage. Explore. Empower.**  
Connecting Visionaries in Radiation Safety, Science and Industry

**MIRION**  
**Connect** **24**  
Annual Users' Conference

July 29 - August 2 | Omni Dallas Hotel, Dallas, TX



**MIRION**  
TECHNOLOGIES



# Fun With AIM

## The AIM Game Show Experience

**Larry Jankiewicz**  
AIM Software Architect

Mirion Connect | Annual Users' Conference 2024  
Dallas, Texas

# The AIM Game Show

## Rules

- 2 Teams
- 6 Games
- Teams accumulate points from the games
- Team with most points wins
- Everyone Plays

# Game 1 – High / Low



# Rules

- 6 Questions Per Team / 10 points apiece
- All questions will be of a numeric nature
- 6 contestants from each team (Stand on your turn)
- The Play
  - Team 1 contestant is asked a Question
  - Team 2 contestant must then determine if the real answer is “higher” or “lower” than the answer from Team 1
  - Team 2 gets 10 points if they are correct
  - Team 1 gets 10 points if Team 2 is NOT correct
  - Both teams get 10 points if Team 2 agrees with Team 1 and the answer is correct
  - Play repeats with next 2 contestants.

# Team 1

How many nuclear reactor sites  
are in Region 1? **16**

## Team 2

What Year was the first AIM system released? **1997**

# Team 1

What year did generation from a commercial nuclear power plant begin in the US? **1958**



## Team 2

From 1975-2022, what year had the largest net nuclear power generation? **2019**

## Team 1

What year was the NRC established? **1974**

In the period between 1990-2021,  
what percentage of electricity in the  
US did the nuclear industry produce? **18.9%**

# Team 1

How many total years of experience does Larry Jankiewicz, Matt Wilson, Kevin Clark and James Honeycutt have with Mirion (and its past companies)? **110**

## Team 2

How many nuclear plants are in the US? **55**

# Team 1

How many states have nuclear generating plants? **28**

## Team 2

How many nuclear reactor sites are in  
Region 4? **13**

## Team 1

How many manual HOLDs does the AIM system support? **20**



## Team 2

How many Training H0LDs does the AIM system support? **25**

# Score Update



Team 1

0

Team 2

0

# Game 2 – Password



# Rules

- Each team needs 2 contestants
- Team 1 starts, Team 2 contestants leave room
- Contestants sit across from each with one contestant having their back to the screen
- The Play
  - Contestant facing the screen tries to make his partner say the word on the screen
    - Can NOT say the word, or spell the word
  - 3 minutes to get thru all 10 words
  - The Team can “pass” to the next word if stuck
    - They can come back later if time allows
  - 10 points for each successful word
  - Repeat with Team 2

# Team 1



# Joystick

# Security Tour



# Access Level

# SIEM

# Authorizations

# Antipassback

# LINSYS

# Digital Input

# Iris Template

# Accountability Sector

Go Back





# Team 2



# Joystick

# Security Tour

# Access Level

# SIEM

# Authorizations

# Antipassback

# LINSYS



# Digital Input

# Iris Template

# Accountability Sector

Go Back



# Score Update



# Game 3 – *matching Game*



# Rules

- Each Team needs 1 contestant
- 50 points for winning team
- The Play
  - Both contestant will be presented with a 2 column puzzle
  - The first contestant to link the items in column 1 to their match in column 2 wins
    - Answers should look like:
      - 1-B
      - 2-D
      - 3-C
      - 4-A
  - Game stops with first contestant to hit their buzzer
    - If that player is correct, they win, if NOT the other team wins

## Child Record

- 1) DI
- 2) TOURSTOP
- 3) IOPANEL
- 4) DEVLNK
- 5) GRPPTS

## Parent Record

- a) SGROUP
- b) CP
- c) IOPANEL
- d) DEVICE
- e) SECURI

## Child Record

- 1) DI
- 2) TOURSTOP
- 3) IOPANEL
- 4) DEVLNK
- 5) GRPPTS

## Parent Record

- a) SGROUP
- b) CP
- c) IOPANEL
- d) DEVICE
- e) SECURI





# Score Update



# Game 4 – What's The Problem



# Rules

- Each Team needs 2 contestants
- 20 points for each correct picture
- The Play
  - Teams will be shown a picture on the screen
  - First team to determine what is “wrong” with the picture wins
  - Hit your buzzer to make a guess
  - If team is wrong, play continues



NAVIGATION ⓘ

+

×

↺

◀

Search

Q ▼ ⓘ

JAMES, ISABELLE

8147

✓

JAMES, JESSICA

7136

✓

JAMES, LLEWELYN

438

✓

JAMES, MARINA

13648

✓

JAMES, ROGELIO

10291

✓

JAMES, ROSIE

8748

✓

JAMES, SHELDON

4004

✓

JAMES, TONIA

1239

✓

JANKIEWICZ, LARRY

334455

✓

JAROSZ, JOHNETTA

88

✓

JARVIS, ARCHIE

1718

✓

JARVIS, ARLEN

11418

✓

JARVIS, ESTEBAN

3480

✓

JARVIS, FAYE

9886

✓

JARVIS, JOAN

14515

✓

JARVIS, JOHNNIE

4258

✓

JARVIS, MARGARITA

6195

✓

JARVIS, MAXIMO

1066

✓

JARVIS, MICHELLE

11925

✓

JARVIS, STACI

8967

✓

JARVIS, STELLA

7701

✓

JARVIS, STEVEN

7182

✓

JARVIS, THERESE

13472

✓

JARVIS, TOMMY

14997

✓

JARVIS, WILMA

4607

✓

CONTENT ⓘ

JANKIEWICZ, LARRY

↺

Badge General Information

First Name

LARRY

Middle Initial

Last Name

JANKIEWICZ

Country of Birth

United States of America ▼

Date of Birth

12/03/1963

Gender

Male ▼

Personal Identification \*

\*\*\*\*\*

Badge ID \*

334455

Card Number

334455

Show Personal Identification

☐

Status

⊘

Current Sector

OFFSITE

Active

NO

Site Code

106

Card(s) Issued

0

Camera

Car

GENERAL ⓘ

ACCESS ⓘ

HOLD ⓘ

Personal Information

Employment Type

Employee ▼

Contact

Budget Area

Engineer 4 ▼

Company

Mirion Technologies ▼

Responsibility

☐ Security Personnel

☒ Account on Emergency

☐ PreAccounted on Emergency

☐ Emergency Responder

☐ Armed Officer

DETAILS ⓘ

Save Changes

Cancel

Device Alarm Settings

Geographic Partition

ASSIGN

REMOVE

NOBODY

⊘

●

Host

⊘

●

CAS

⊘

●

Level 3

⊘

●

Level 4

⊘

●

Level 5

⊘

●

Level 6

⊘

●

Level 7

⊘

●

Level 8

●

⊘

Level 9

●

⊘

Level 10

●

⊘

Level 11

●

⊘

Alarm Priority

5 ▼

Graphic Link

Post Order



Alarm Summary

Event Summary

Badges x

NAVIGATION



CONTENT

JANKIEWICZ, LARRY

Search

JAMES, ISABELLE	8147	✓
JAMES, JESSICA	7136	✓
JAMES, LLEWELYN	438	✓
JAMES, MARINA	13648	✓
JAMES, ROGELIO	10291	✓
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JAMES, SHELDON	4004	✓
JAMES, TONIA	1239	✓
JANKIEWICZ, LARRY	334455	✓
JAROSZ, JOHNETTA	88	✓
JARVIS, ARCHIE	1718	✓
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JARVIS, STELLA	7701	✓
JARVIS, STEVEN	7182	✓
JARVIS, THERESE	13472	✓
JARVIS, TOMMY	14997	✓
JARVIS, WILMA	4607	✓

Badge General Information

First Name	Middle Initial	Last Name
LARRY		JANKIEWICZ
Country of Birth	Date of Birth	Gender
United States of America	12/03/1963	Male
Personal Identification *	Badge ID *	Card Number
*****	334455	334455
<input type="checkbox"/> Show Personal Identification		
Status	Current Sector	Active
⊘	OFFSITE	NO
<input type="text"/>	Site Code	
<input type="text"/>	106	

GENERAL

ACCESS

HOLD

Personal Information

Employment Type	Contact	Budget Area
Employee		Engineer 4
Company		
Mirion Technologies		

Responsibility

<input type="checkbox"/> Security Personnel	<input checked="" type="checkbox"/> Account on Emergency	<input type="checkbox"/> PreAccounted on Emergency
<input type="checkbox"/> Emergency Responder	<input type="checkbox"/> Armed Officer	

DETAILS

Save Changes

Cancel

Device Alarm Settings

Geographic Partition

	ASSIGN	REMOVE
NOBODY	<input type="radio"/>	<input type="radio"/>
Host	<input type="radio"/>	<input type="radio"/>
CAS	<input type="radio"/>	<input type="radio"/>
Level 3	<input type="radio"/>	<input type="radio"/>
Level 4	<input type="radio"/>	<input type="radio"/>
Level 5	<input type="radio"/>	<input type="radio"/>
Level 6	<input type="radio"/>	<input type="radio"/>
Level 7	<input type="radio"/>	<input type="radio"/>
Level 8	<input type="radio"/>	<input type="radio"/>
Level 9	<input type="radio"/>	<input type="radio"/>
Level 10	<input type="radio"/>	<input type="radio"/>
Level 11	<input type="radio"/>	<input type="radio"/>

Alarm Priority

5

Graphic Link

Post Order

Recycle Bin Alarm Simulator NMS Simul

Troublesho... Tools Deploymen...

AIM Control JAMES DB Connect JAMES GIT AIMREF

AimScs JAMES DELETE ... Network Connections

Axel Log Viewer WSUSv2\_C... SQL Developer

BareTail 7-17-2023\_r...

Beyond Compare 3 Sysdev

VLC media player Sourcetree

AIM Toolbox Google Chrome

OCP LINadmin



RTD Viewer

Notepad++

Log Off

Connected HOSTA ADMIN, SYSTEM (1111)



AIM Control

Help

Linsys

Start

Stop

Override

Service

Application

AIM

Start

Stop

primary

backup

Service

Application

AEROSPACE  
REDEFINED

Automated Deployment - 08/12/2020  
PlatformTesting5



Recycle Bin Alarm Simulator NMS Simul

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Notepad++

Log Off

Connected HOSTA ADMIN, SYSTEM (1111)



AIM Control

Help

Linsys

StartStop☐ Override

☒ Service☐ Application

AIM

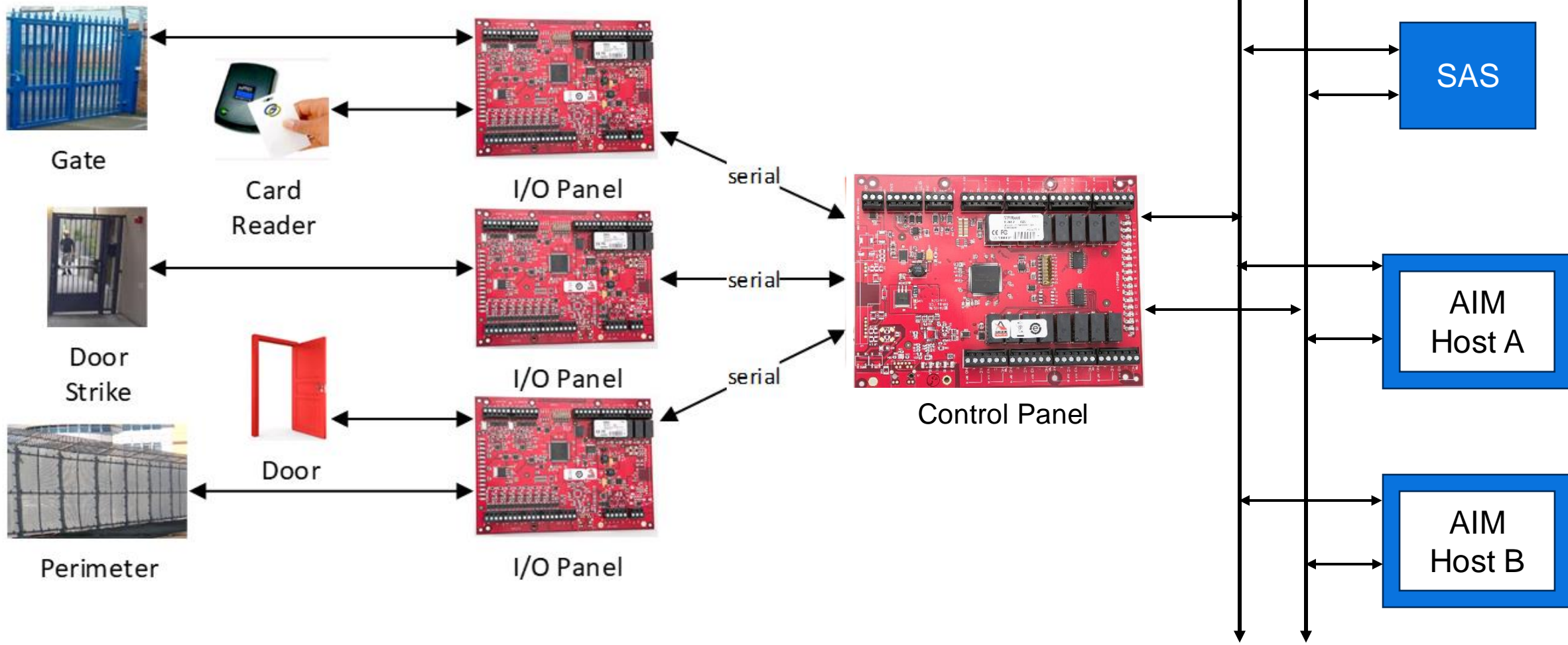
StartStop

☒ primary☐ backup

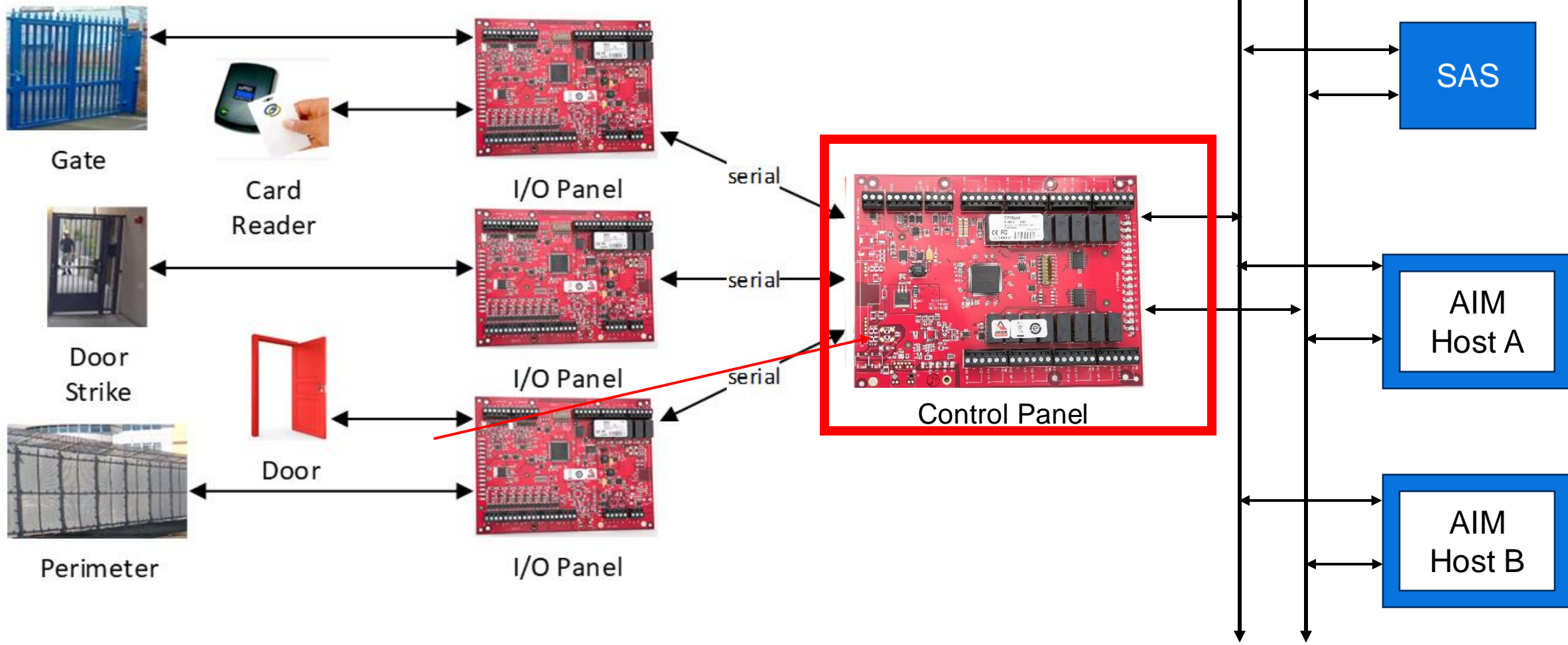
☒ Service☐ Application

AEROSPACE  
REDEFINED

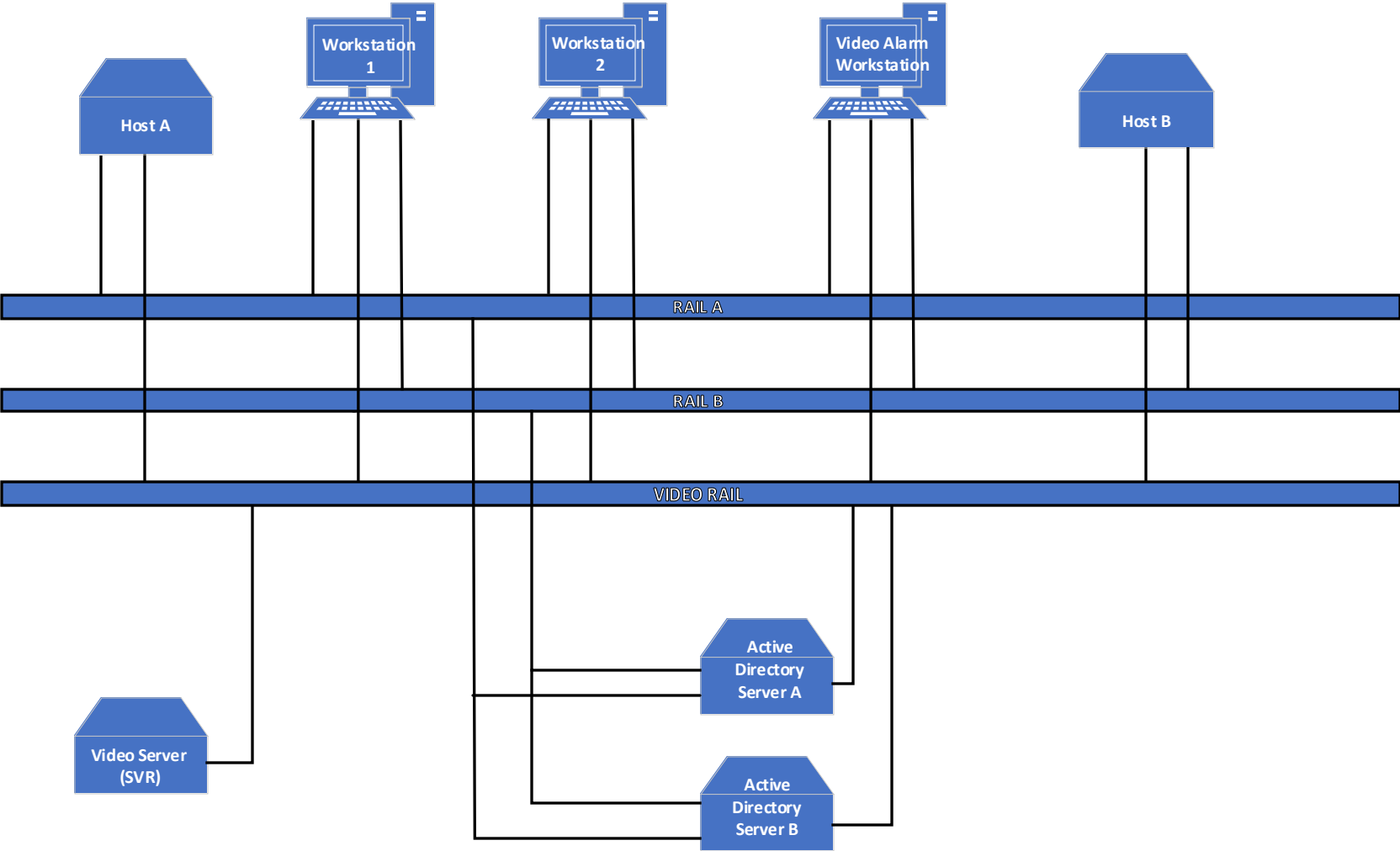
Automated Deployment - 08/12/2020  
PlatformTesting5



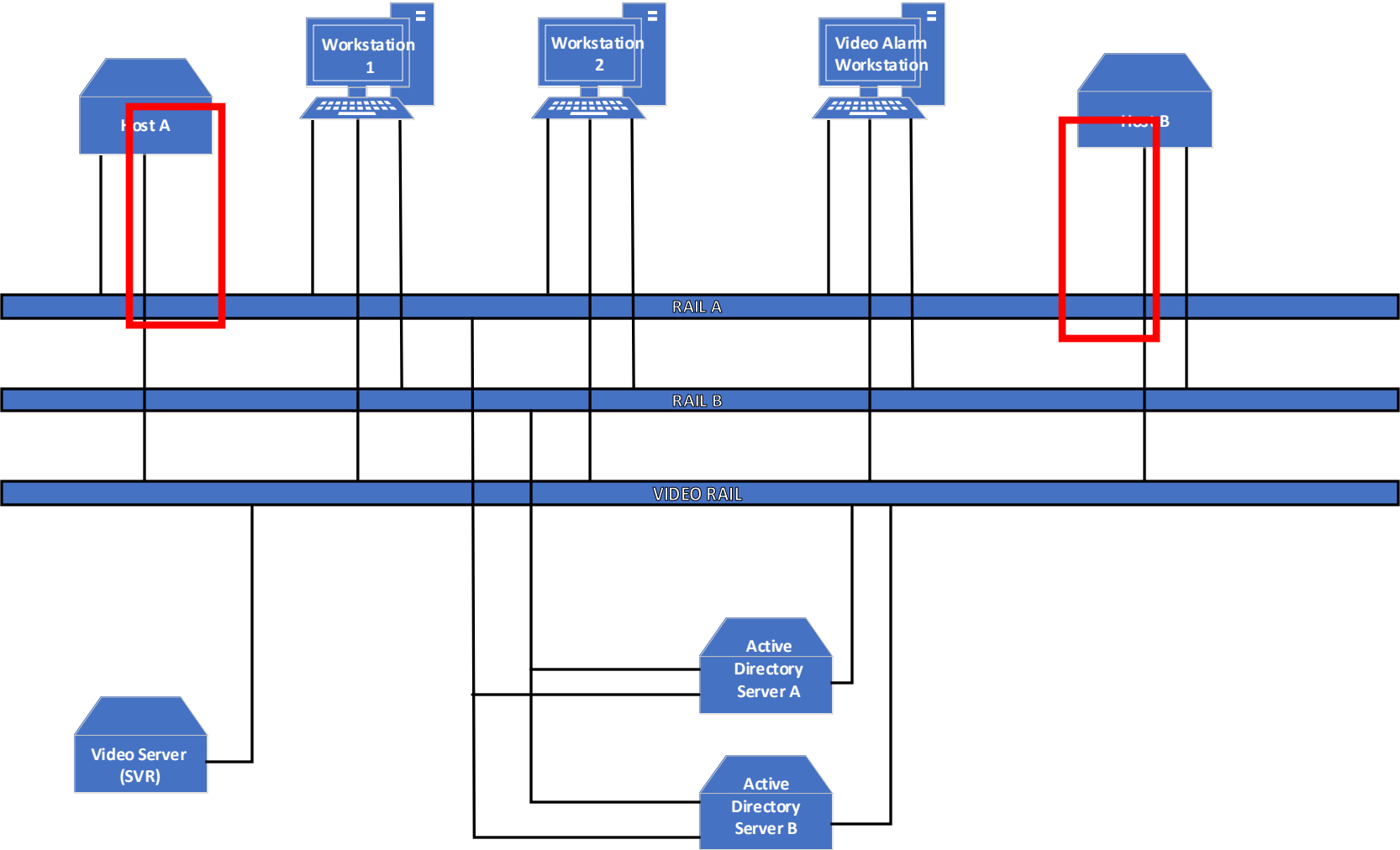




AIM  
Complete Network Infrastructure



AIM  
Complete Network Infrastructure



# Score Update



# Game 5 – Whose Right?



# Rules

- 5 Questions per Team
- The Play
  - Question provided to a single player on Team 1
  - Answer is assumed correct and Team 1 will get 5 points
  - However:
    - If Team 2 player challenges the answer and is correct, Team 2 gets 10 points and Team 1 gets 0 points
    - If Team 2 player challenges the answer and is wrong, Team 1 gets 10 points
  - Repeat with Team 2

*NO HELP FROM THE REST OF THE TEAM*

## Team 1

If you kill a process on the Backup Host, the process alarms and restarts? **F**

## Team 2

To make a backup of the AIM database you need to stop AIM first? **F**



## Team 1

Acronis is used to make a backup the AIM database? **F**

## Team 2

The SIEM monitors the AIM system's network? **F**

# Team 1

A BADGE may be linked to more than 1  
CARD? **T**

When a door DEVICE is put into ACCESS mode, what happens to the card readers?

**They are set OFFLINE**

## Team 1

After modifying your graphics, how do you get them to be updated on the system?

**You Publish them**

Authorization requests may be accepted in any order in which they are received? **T**

## Team 1

**The Security Officer assigned to a Security Tour can be changed after the tour has been started? T**

## Team 2

Badges are continually downloaded to the control panels about once per minute? **F**



## What is the difference between a Camera Sequence and a Salvo?

**Sequence is a group of cameras, cycled by camera. Salvo is a page of cameras cycled by page**

What is the primary difference between  
**MAINTENANCE** and **OFFLINE** modes?

**Maintenace mode allows you modify  
the entities record**

# Score Update



# Game 6 – Word of Fortune?



# Rules

- A blank word or phrase will be put on the screen
- Player on each team will have a chance to guess a letter and then try to guess the word or phrase
- The Play
  - A player on a team can either buy a vowel (-5 pts), or guess a letter (+5 pts for each occurrence)
    - If they get a letter correct, or buy a vowel, they get a chance to solve the puzzle (5 sec)
  - Play then goes to then other team
  - Player who solves the puzzle gets 50 pts for their team

# GEOGRAPHICAL PARTITIONS

A	B	C	D
E	F	G	H
I	J	K	L
M	N	O	P
Q	R	S	T
U	V	W	X
Y	Z		

# GEOGRAPHICAL PARTITIONS

E N D    O F    L I N E

R E S I S T O R

A	B	C	D
E	F	G	H
I	J	K	L
M	N	O	P
Q	R	S	T
U	V	W	X
Y	Z		

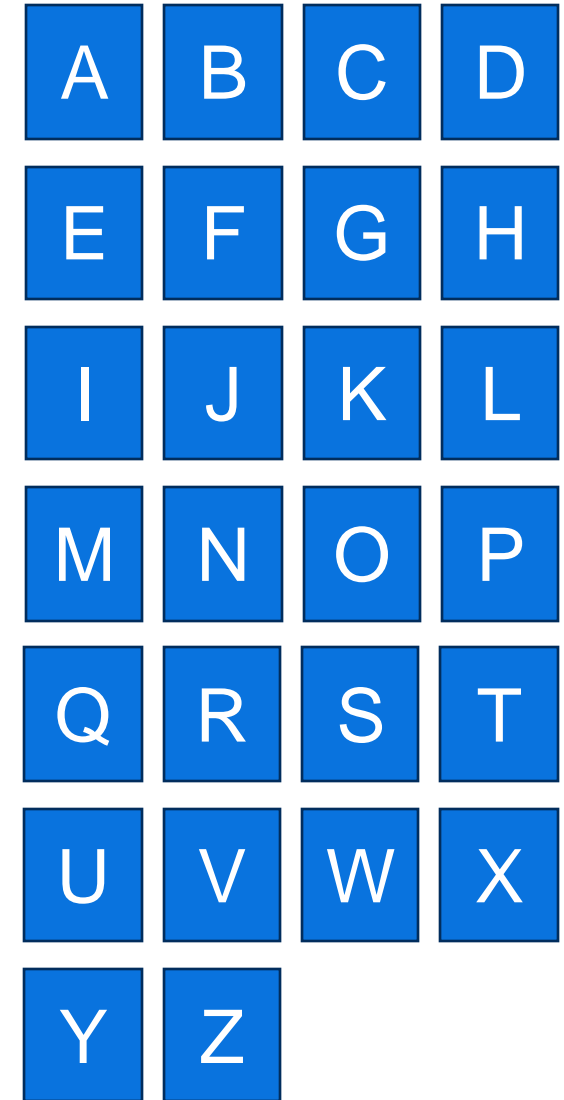


**END   OF   LINE**

**RESISTOR**

HARD

ANTIPASSBACK



HARD

ANTIPASSBACK

N R C

I N S P E C T O R

A	B	C	D
E	F	G	H
I	J	K	L
M	N	O	P
Q	R	S	T
U	V	W	X
Y	Z		

N R C

I N S P E C T O R

# GAME OVER



# Final Score Update



# Thanks for Playing!

