Intelligent Solution Managing Automation

iSMA-B-LP Room Panel

BACnet User Manual

B-LP, B-LP-H, B-LP-C, B-LP-HC

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1 Introduction

1.1 Revision history

Rev	Date	Description
1.0	20.04.2017	First edition

Table 1 The Revision history

1.2 Safety rules

- WARNING! Incorrect wiring of this product can damage it and lead to other hazards. Make sure the product has been correctly wired before turning the power ON.
- Before wiring or removing/mounting the product, be sure to turn the power OFF. Failure to do so might cause an electric shock.
- Do not touch electrically charged parts such as the power terminals. Doing so might cause an electric shock.
- Do not disassemble the product. Doing so might cause an electric shock or faulty operation.
- Use the product within the operating ranges recommended in the specification (voltage, shock, mounting direction, atmosphere, etc.). Failure to do so might cause a fire or faulty operation.
- Connect plugs to the terminals firmly. Insufficient connection of the plugs might cause a power failure and communication problems.

1.3 Technical specifications

Power supply	Voltage	24V AC/DC ± 20%
	Power consumption	iSMA-B-LP 0,5 W (24 VDC), 0,75 VA (24 VAC) iSMA-B-LP-H 0,5 W (24 VDC), 0,75 VA (24 VAC) iSMA-B-LP-C 0,7 W (24 VDC), 1 VA (24 VAC) iSMA-B-LP-HC 0,7 W (24 VDC), 1 VA (24 VAC)
Built-in sensors	Temperature sensor	• 10k NTC type • Accuracy: ±0.5˚C • Range: 0 - 50˚C • Resolution: ±0.1˚C
	Humidity sensor	• Range: 0 – 100% RH • Accuracy: ±2% RH in range 20 – 80% RH • Resolution: ±1% RH
	CO2 sensor	• Non Dispersive Infrared Method (NDIR), gold plated optics, diffusion sampling (with Telaire's Patented ABC Logic Self Calibrated Algorithm) • Range: 400 – 2000 ppm • Accuracy: ±30 ppm OR ±3% of reading • Stability: < 2% of FS over life of sensor (15 years typical) • Warm Up Time: < 2 minutes (operational); 10 minutes (maximum accuracy) • Calibration: ABC Logic Algorithm • Manual Calibration Interval: Not required
RS485 Interface	Communication protocols	Modbus RTU, Modbus ASCII, BACnet MSTP
	Baud rate	From 4800 to 115200 bps
USB	USB	Mini USB , Type B
Environment	Ingress Protection	IP40
Temperature	Storage	-40˚C to +85˚C
	Operating	0˚C to +50˚C
Humidity	Relative	5% to 95%

Platform		ARM Cortex-M0+
Housing		• Construction: plastic, self-extinguishing (PC/ABS) • Wall mounting (standard electric box) • Cooling: internal air circulation
Dimension	Width	100 mm
	Length	27 mm
	Height	123 mm

Table 2 Technical specifications

1.4 The Room Panel version

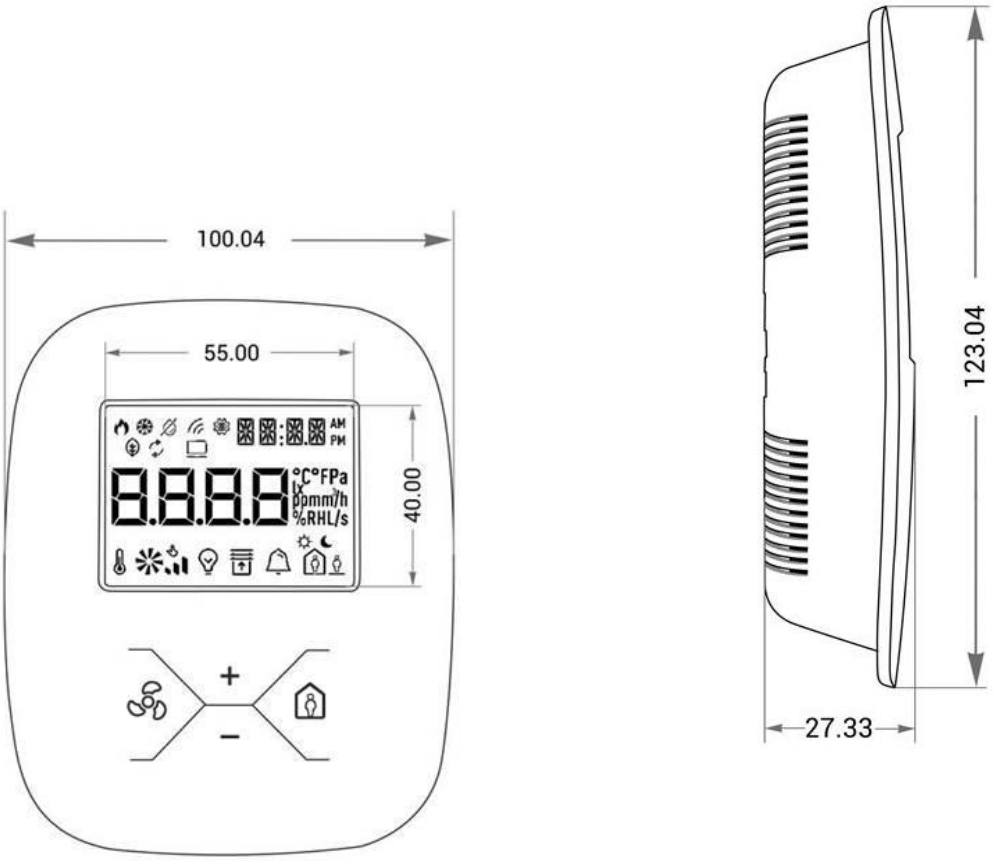
There are four different sensor configuration options which the Room Panel can be equipped with. According to presence of particular sensors, different parameters and settings are available.

All possible sensor configuration versions are shown in Table 3 below.

Ordering	Temperature	Humidity	CO2
iSMA-B-LP	•		
iSMA-B-LP-H	•	•	
iSMA-B-LP-C	•		•
iSMA-B-LP-HC	•	•	•

Table 3 The Room Panel Sensor Configuration versions

1.5 Dimensions



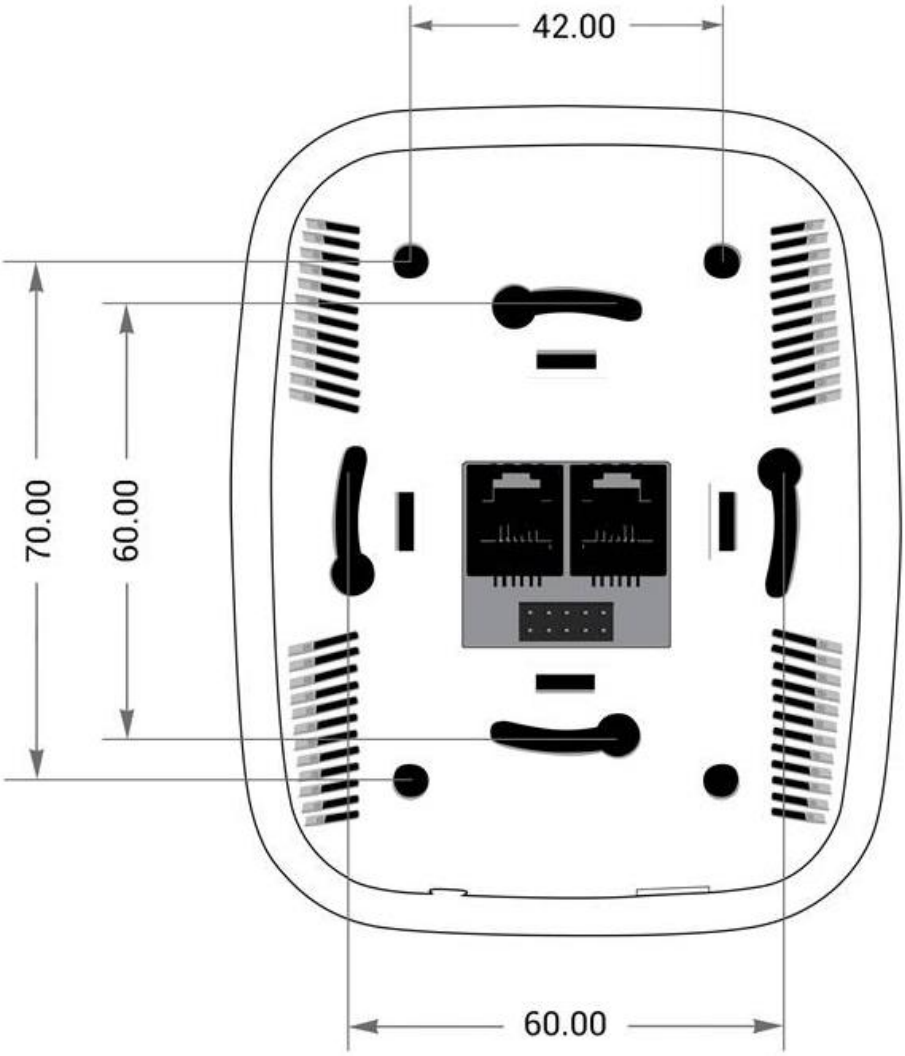


Figure 1 The Room Panel iSMA-B-LP dimensions

2 Power supply and communication

The iSMA-B-LP Room Panel can be powered with 24 VAC/DC. Its power consumption depends on the power supply voltage type used and CO2 sensor presence (see Technical specification table). There are two RJ12 sockets mounted in the back side of the Room Panel (Figure 2). Each RJ12 socket has the same internal connection and functionality. Two RJ12 sockets allow the user to use in and out connection for other devices in the

network.

The power supply can be connected through the RJ12 connector, as it is shown in Figure 3 below.

There are two pairs of pins for 24 VAC/DC power supply connection (+24 VDC pin 5 and 6, -24 VDC pin 1 and 4). These pin pairs can be used freely. It is especially useful when different types of connection cable are used (4 or 6 core). It is possible to use single cable with RJ12 connectors for power supply and RS485 communication. Pins no. 2 and 3 are dedicated for RS485 communication connection. The communication bus should be connected as it is shown in the figure 6.

The Room Panel exchanges data with other devices through BACnet MSTP or Modbus protocol (RTU/ASCII).

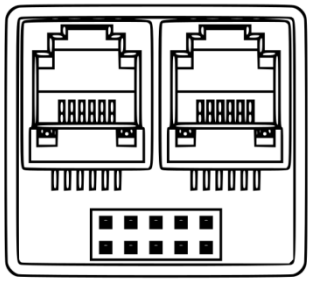


Figure 2 RJ12 sockets in the back side of the Room Panel

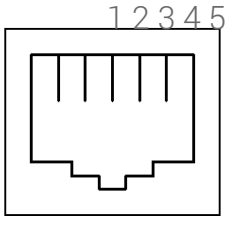


Figure 3 RJ12 socket pin configuration

1 – GND

2 – 485-

3 – 485+

4 – GND

5 – 24V

6 – 24V

WARNING! With RS485, standard polarization is important. Be sure to connect RS485+ to pin no. 3 and RS485- to pin no. 2 as it is shown in Figure 3 above.

2.1 DC power connection

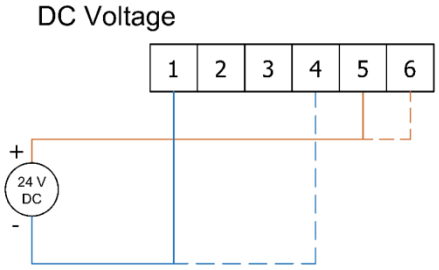


Figure 4 DC power supply connection

2.2 AC power connection

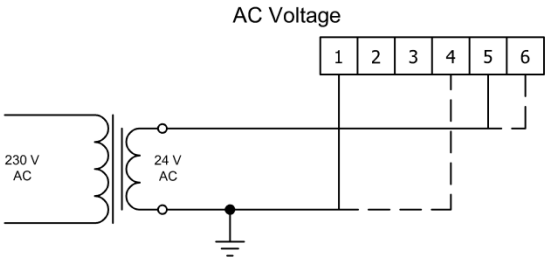


Figure 5 AC power supply connection

2.3 Connecting the communication bus (RS485)

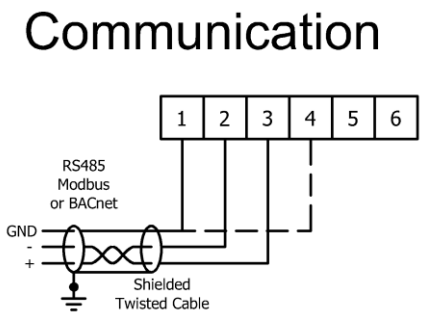


Figure 6 RS485 connection

2.4 Connecting more Room Panels in the network

It is possible to connect more Room Panels into one network in a very simple way. Additional RJ12 socket can be used to connect the other Room Panel by using one single cable. Every panel can exchange information within the network. The solution can be applied in large areas where more than one Room Panel is needed. The maximum number of devices connected in one network is 128.

WARNING! The first and the last devices in the network need to have the termination activated (see RS485 network termination)

The first Room Panel in the network

The last Room Panel in the network

Figure 7 Several Room Panels connection

2.5 The RS485 network termination

The transmission line effects are often a problem on data communication networks. These problems include reflections and signal attenuation.

To eliminate reflections from the end of the cable, the cable must be terminated on both ends with a resistor across the line equal to its characteristic impedance. Both the ends must be terminated since the propagation is bidirectional. In the case of an RS485 twisted pair cable this termination is typically 120 Ω.

Each panel has a built-in termination resistor which can be added to the network by setting switch no. 2 in the DIP-switch to ON position. The last and the first Room Panels in the network need to have the termination activated.

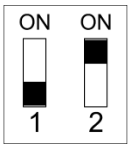


Figure 8 Connecting the termination resistor by Switch no. 2

2.6 Connection by USB

The USB connection is dedicated to maintenance and settings.

The USB port (mini type B) is located at the bottom of the device (Figure 9).

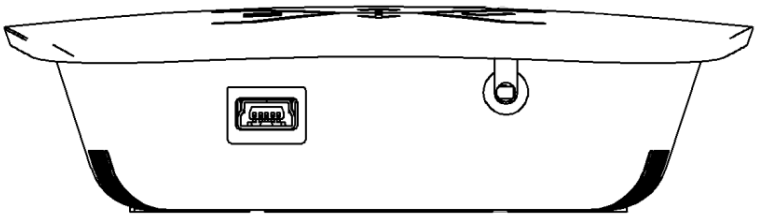


Figure 9 The Mini-USB port

The USB connection provides Power Supply for the Room Panel (+5 VDC) so, there is no need for additional power supply in this connection type.

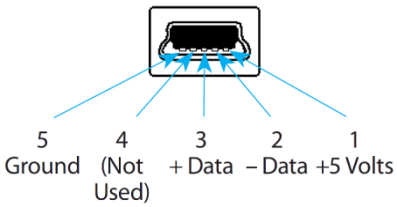


Figure 10 The Mini-USB port pinout

3 Restoring the default settings

To restore the default configuration of all parameters, follow the steps below:

1. Turn off power supply.
2. Set switch no. 1 on the DIP-switch to ON position.

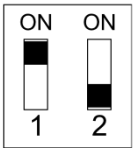


Figure 11 Switch no. 1 position for default setting restore procedure

3. Turn on power supply. LCD display blinking.
4. Set switch no. 1 on the DIP-switch to OFF to restore the default settings. To cancel the reset, turn off the power and set switch no. 1 on the DIP-switch to OFF.

Default communication settings:

Name	Default Value
BAUD RATE	11520 (115200 bps)
STOP BITS*	1
DATA BITS*	8
PARITY BITS*	0
ADDRESS	1
PROTOCOL	0 (Modbus)

Table 4 Default communication settings.

* In the BACnet protocol, those parameters are constants and they cannot be changed.

4 About BACnet protocol

4.1 BACnet standard object types supported

The following is a list of the standard object types as defined by ASHRAE.

Object Type	Numbers of objects
Analog Input	7
Analog Output	22
Analog Value	60
Binary Input	2
Binary Output	63
Binary Value	56
Multistate Value	5
Multistate Input	1
Device	1

Table 5 Objects types supported by modules

4.2 The data link layer option

(MS/TP) Master-Slave/Token-Passing (Clause 9), baud rates: 4800, 9600, 19200, 38400, 57600, 76800, 115200

4.3 The character set supported

ANSI X3.4

4.4 The application services supported

Application service	*Initiates requests*	*Executes requests*
I-Am	yes	
I-Have	yes	
Read Property		yes
Read Property Multiple		yes
Who-Has		yes
Who-Is		yes
Write Property		yes
Write Property Multiple		yes

Table 6 Supported Application Services

5 Main parameters

iSMA-B-LP is a wall panel with 2.3" LCD display and four function buttons. Additionally, the panel has a built-in temperature sensor and, optionally, humidity and CO2 sensors.

iSMA-B-LP is powered with 24 V AC/DC and has a built-in RS485 port (BACnet MSTP or Modbus RTU/ASCII). The use of open communication protocol allows the user to connect the panel with any controller supporting BACnet MSTP or Modbus RTU/ASCII. Together with iSMA-B-FCU controller, the panel allows to change the basic parameters such as: temperature setpoint, fan speed, FCU mode, etc. Thanks to the built-in USB port, it is possible to update the firmware and configure the panel without the necessity of power supply. The iSMA-B-LP has a modern design and is available in different colours (white is basic) on client's request.

5.1 The Device BACnet Object

The device object has additional properties (which are not BACnet standard) described by a 4 digit number. The supported object properties are shown in the table below.

Dynamically Creatable: No, Dynamically Deletable: No

Property name	Required	Proprietary	Writeable	Property ID	Data type
OBJECT_IDENTIFIER	yes				
OBJECT_NAME	yes				
OBJECT_TYPE	yes				
SYSTEM_STATUS	yes				
VENDOR_NAME	yes				
VENDOR_IDENTIFIER	yes				
MODEL_NAME	yes				
FIRMWARE_REVISION	yes				
APPLICATION_SOFTWARE_VERSION	yes				
PROTOCOL_VERSION	yes				
PROTOCOL_REVISION	yes				
PROTOCOL_SERVICES_SUPPORTED	yes				

PROTOCOL_OBJECT_TYPES_SUPPORTED	yes				
OBJECT_LIST	yes				
MAX_APDU_LENGTH_ACCEPTED	yes				
SEGMENTATION_SUPPORTED	yes				
APDU_TIMEOUT	yes				
NUMBER_OF_APDU_RETRIES	yes				
MAX_MASTER	yes		yes		
MAX_INFO_FRAMES	yes				
DEVICE_ADDRESS_BINDING	yes				
DATABASE_REVISION	yes				
ACTIVE COV SUBSCRIPTION	yes				
REG0		yes	yes	3030	
BAUD_RATE		yes	yes	3084	
BACNET_ID		yes	yes	3201	
VALID_FRAMES_FOR_US_CNT		yes		5101	Unsigned
VALID_FRAMES_NOT_FOR_US_CNT		yes		5102	Unsigned
ERROR_FRAMES_CNT		yes		5103	Unsigned
TRANSMITTED_FRAMES_CNT		yes		5104	Unsigned

Table 7 Device BACnet Object

5.1.1 DEVICE Property 3030

REG0 is Property number 3030 of Device BACnet Object whose value represents the type and firmware version of the device.

The high byte contains information about the device type (the Room Panel code in normal working state is $111_{10}(0x6F_{16})$ or $239_{10}(0xEF_{16})$ when the device is in bootloader mode).

The low byte contains the device firmware version multiplied by 10 (11 means the firmware in version 1.1).

For example:

In object REG0, the number is 2671_{10} = $0x0A6F_{16}$.

Now we must divide this 16-bit hex value to two 8-bit hex values:

First $0x0A_{16}$ = 10_{10} – firmware version 1.0

Second 0x6F = 111_{10} – iSMA-B-LP device type in normal working state

This property can also reactivate command codes. The codes and their assigned functions are shown in the table below. After the code is received, the property value will come back to a value which contains the device type and firmware version.

Command decimal value	Command hexadecimal value	Action
511	0x01FF	Reset
767	0x02FF	Reload settings
1023	0x03FF	Reset settings
1279	0x04FF	Enter the bootloader

Table 8 The device operations

5.1.2 BAUD_RATE Property 3084

BAUD_RATE is Property number 3084 of Device BACnet Object whose value contains actual baud rate in bps divided by 10. The default value is 11520 (115200bps).

Value	Baud rate
480	4800
960	9600
1920	19200
3840	38400
5760	57600
11520	115200(def)

Table 9 Baud rate

5.1.3 BACNET_ID Property 3201

BACNET_ID is Property number 3201 of the Device BACnet Object whose value contains the BACNET ID number in the BACnet network. In the whole network, BACNET ID must be unique for each device. The BACNET ID can be set from the panel menu or overridden by BACnet protocol.

5.1.4 VALID_FRAMES_FOR_US_CNT Property 5101

VALID_FRAMES_FOR_US_CNT is Property number 5101 of the Device BACnet Object whose value contains the number of valid frames (in the MSTP network) addressed to this module.

5.1.5 VALID_FRAMES_FOR_NOT_US_CNT Property 5102

VALID_FRAMES_FOR_NOT_US_CNT is Property number 5102 of the Device BACnet Object, whose value contains the number of all valid frames (in the MSTP network) but not addressed to this device. This counter does not count valid frames received by this device.

5.1.6 ERROR_FRAMES_CNT Property 5103

ERROR_FRAMES_CNT is Property number 5103 of the Device BACnet Object whose value contains the number of all invalid frames in the MSTP network.

5.1.7 TRANSMITTED_FRAMES_CNT Property 5104

TRANSMITTED_FRAMES_CNT is Property number 5104 of the Device BACnet Object whose value contains the number of frames transmitted by the device to MSTP

5.2 PANEL_PASSWORD (AO 0)

PANEL_PASSWORD is Analogue Output Object number 0 whose value contains a password to access the submenus and configuration menus locally from the Room Panel (PIN code). The default password of this object is 1000.

5.3 The submenu protection switch objects (BO 36 – 41)

The objects define if parameters changing inside each Submenu are protected by password. It can be quite useful especially in areas where the Room Panel may be exposed to unauthorized interaction (common areas).

By default, all objects are inactive (access to each submenu is unprotected / open).

BACnet ID	Name	Inactive state	Active state	Submenu protection
BO 36	SUBMENU_PROTECTION_TEMPERATURE	OFF(def)	ON	Temperature submenu
BO 37	SUBMENU_PROTECTION_FAN	OFF(def)	ON	Fan submenu
BO 38	SUBMENU_PROTECTION_LIGHT	OFF(def)	ON	Light submenu
BO 39	SUBMENU_PROTECTION_BLIND	OFF(def)	ON	Blind submenu
BO 40	SUBMENU_PROTECTION_ALARMS	OFF(def)	ON	Alarms submenu
BO 41	SUBMENU_PROTECTION_SETTINGS	OFF(def)	ON	Settings_submenu

Table 10 Submenu Protection objects structure

5.4 The time configuration

The time (if activated) is displayed on the 14-segment display block. After the device restart, the clock is not shown. It starts to be visible after the Room Panel receives first message with a correct time value.

Figure 12 14-segment displays the block for time displaying

5.4.1 HOURS (AO 1)

HOURS is Analogue Output Object number 1 whose value contains actual hour value in time displaying. The 12 h/24 h mode is determined by DEVICE_CONFIGURATION_FORMAT BO 1 (Default value: 24 h). When the clock is set in 12 h format, AM and PM icons are displayed automatically. A semicolon which separates the hour and minute sections flashes with 1 Hz frequency.

5.4.2 MINUTES (AO 2)

MINUTES is Analogue Output Object number 2 whose value contains the current minute value in time displaying.

5.4.3 TIME_CONFIGURATION_VISIBLE (BO 13)

TIME_CONFIGURATION_VISIBLE is Boolean Output Object number 13 whose status determines the time visibility. If the object is a true clock, it is visible in the Main Menu (it starts to be visible when the Room Panel receives the first message with a correct time value after the panel restart or power supply connection.) The clock is displayed on the 14-segment display block when the name of active parameter (visible) is empty (each character in the parameter name is NULL). The default status of this object is true (visible).

5.4.4 ENTER_MENU_TIME (AO 16)

When the Menu button is pushed for a time longer than the time value stored in the ENTER_MENU_TIME, the user enters the Submenu Edit Mode. When the Menu button is pushed together with the OK button for a time longer than the time value stored in the ENTER_MENU_TIME, the user enters the Settings Submenu Edit Mode. This object has software limitation where the min. time value is 1 ms. The default value is 2 sec.

5.4.5 EXIT_EDIT_TIME (AO 17)

EXIT_EDIT_TIME is Analogue Output Object number 17 whose value contains the time in seconds after which the edition of any editable parameter is finished. The time starts after the last Key Pad activation (pushing any button during the Edit Mode). This object has software limitation where the min. time value is 1 ms. The default value of this object is 5 seconds.

5.4.6 EXIT_MENU_TIME (AO 18)

EXIT_MENU_TIME is Analogue Output Object number 18 whose value contains the time in seconds after which the Submenu Edit Mode and Settings Submenu Edit Mode are finished and the device leads the user back to the Main Menu display. The time starts after the last Key Pad activation (pushing any button). This object has software limitation where the min. time value is 1 ms. The default value of this object is 10 seconds.

5.5 The device configuration

5.5.1 LIVE_TIME (AI 0)

LIVE_TIME is Analogue Input Object number 0 whose value contains the time in seconds about “UP time”. After power supply failure or the Panel restart, the value of this object resets and the “UP time” counts from 0.

5.5.2 SENSORS (MI 1)

SENSOR is Multistate Input Object number 1 whose value contains information about configuration of the sensors, which are already built into the Room Device.

Object value	Temperature sensor	Humidity snsor	CO2 sensor	Hardware name
1	Built-in	No sensor	No sensor	iSMA-B-LP
2	Built-in	Built-in	No sensor	iSMA-B-LP-H
3	Built-in	No sensor	Built-in	iSMA-B-LP-C
4	Built-in	Built-in	Built-in	iSMA-B-LP-HC

Table 11 Device actions

5.6 LP device configuration objects

5.6.1 BEEPER (BO 0)

BEEPER is Boolean Output Object number 0 whose status activates/deactivates the beeper sound. When the status of this object is true any single pushing of any button is signalized by the beeper sound. In addition, the beeper can be also used for CO2 alarm signalization. The default status of this object is true (beeper active).

5.6.2 TIME_FORMAT (BO 1)

TIME_FORMAT is Boolean Output Object number 1 whose status defines the time format display. When the status of this object is true, the time is set in the 12 h format, otherwise time is displayed in the 24 h format (default).

When the clock is set in the 12 h format and it receives hour values in the 24 h format, the AM and PM icons are displayed according to calculation. The semicolon, which separates the hour and minute section in the clock, flashes with 1 Hz frequency.

5.6.3 BACKGROUND_ILLUMINATION _LCD_ACTIVE (BO 3)

BACKGROUND_ILLUMINATION _LCD_ACTIVE is Boolean Output Object number 3 whose status activates or deactivates LCD illumination. When the status of this object is true, the LCD display is illuminated with intensity depending on the values stored in objects dedicated to particular Room Panel modes. When the status of this object is false, the LCD display is not illuminated in any mode. The default status of this object is true.

5.6.4 BACKGROUND_ILLUMINATION_KEY_PAD_ACTIVE (BO 4)

BACKGROUND_ILLUMINATION_KEY_PAD_ACTIVE is Boolean Output Object number 4 whose status activates or deactivates the Key Pad illumination. When the status of this object is true, the Key Pad is illuminated with intensity depending on the values stored in objects dedicated to particular Room Panel modes. When the status of this object is false, the Key Pad is not illuminated in any mode. The default status of this object is false (Key Pad not illuminated).

5.6.5 CO2_IN_ALARM_FLASHING_LCD (BO 5)

CO2_IN_ALARM_FLASHING_LCD is Boolean Output Object number 5 whose status activates or deactivates flashing of LCD Illumination during a Co2 alarm. When the status of this object is true, the CO2 Alarm is indicated by flashing of the LCD Illumination. For more details about this function please refer to section CO2 sensor. The default status of this object is false (function deactivated).

5.6.6 CO2_IN_ALARM_BUZZER (BO 6)

CO2_IN_ALARM_BUZZER is Boolean Output Object number 6 whose status activates or deactivates a beeper sound during a Co2 alarm. When the status of this object is true, the CO2 alarm is indicated by the beeper which emits sound with 1 Hz frequency. For more details about this function please refer to section CO2 sensor. The default value of this object is false (function deactivated).

5.6.7 CO2_IN_ALARM_SHOW_HIGH (BO 7)

CO2_IN_ALARM_SHOW_HIGH is Boolean Output Object number 7 whose status activates or deactivates display of HIGH label on LCD during a Co2 alarm. When the status of this object is true and the CO2 alarm is active, the LCD display shows a CO2 sensor actual value on the 8-segment display block and the blinking text “HIGH” on the 14-segment display block. The default status of this object is false (function deactivated).

5.6.8 SUBMENU_ICON_DISPLAY_OFF (BO 8)

SUBMENU_ICON_DISPLAY_OFF is Boolean Output Object number 8 whose status activates or deactivates display of submenu icons. When the status of this object is true, all submenu icons are hidden, even in the case when one or more submenus contain active points. The user can enter an active submenu (with at least one active point) and proceed normal operation, but its icon is invisible in the Mail Menu display view. The default status of this

object is false.

5.6.9 PANEL_OFF (BO 9)

PANEL_OFF is Boolean Output Object number 9 whose status activates or deactivates the Room Panel. When the status of this object is true, the Room Panel is inactive, which means that it is impossible to control the Room Panel locally (access to submenus and parameters configuration is blocked: the Key Pad is deactivated). The LCD display and background illumination are also OFF. The main menu is not displayed. The Room Panel works as the temperature sensor (or multisensor, if a CO2 sensor or a humidity sensor is built-in). When the status of this object is false, the Room Panel works in normal mode (functions for local control are active). The default status of this object is false (Panel ON).

5.6.10 KEY_PAD_OFF (BO 10)

KEY_PAD_OFF is Boolean Output Object number 10 whose status activates or deactivates the Key Pad. When the status of this object is true, the Key Pad function is deactivated. Pushing any button once emits a beeper sound (if the beeper is activated) and activates the Active Mode (set a background illumination level) but the submenu access is blocked (it is impossible to enter any Menu and to change any parameters and settings). The Main Menu is displayed. The default status of this object is false (Key Pad ON).

5.6.11 FLASHING_LCD (BO 11)

FLASHING_LCD is Boolean Output Object number 11 whose status is responsible for LCD display flashing activation. When the status of this object is true, the LCD display flashes with the frequency stored in LCD_ICON_FLASHING_TIME object (AO 14). The flashing brightness level changes from 0% to the maximum value from the object values:

BACKGROUND_ILLUMINATION_LCD_FOR_ACTIVE_MODE (AO 3)

BACKGROUND_ILLUMINATION_LCD_FOR_IDLE_MODE (AO 4)

BACKGROUND_ILLUMINATION_LCD_FOR_STANDY_MODE (AO 5)

The default status of this object is false (LCD flashing inactive).

5.6.12 FLASHING_KEY_PAD (BO 12)

FLASHING_KEY_PAD is Boolean Output Object number 12 whose status is responsible for the Key Pad flashing activation. When the status of this object is true, the Key Pad flashes with the frequency stored in the LCD Icon Flashing object. The flashing brightness level changes from 0% to the maximum value from the objects:

BACKGROUND_ILLUMINATION_KEY_PAD_FOR_ACTIVE_MODE (AO 8)

BACKGROUND_ILLUMINATION_KEY_PAD_FOR_IDLE_MODE (AO 9)

BACKGROUND_ILLUMINATION_KEY_PAD_FOR_STANDBY_MODE (AO 10)

The default status of this object is false (Key Pad flashing inactive).

5.7 Room Panel Modes

Room Panel has 3 different modes:

- an active mode
- an idle mode
- a stand-by mode

The differences between particular modes are physically visible when all the conditions below are fulfilled:

1. The status of the PANEL_OFF (BO9) object is true (Panel is ON).
2. The status of the BACKGROUND_ILLUMINATION_KEY_PAD_ACTIVE (BO 4) object is true (Key Pad illumination active).
3. The status of the BACKGROUND_ILLUMINATION_LCD_ACTIVE (BO 3) object is true (LCD illumination active).
4. There are different values in the objects responsible for illumination level of different modes (see LCD Background Illumination Settings and Key Pad Background Illumination Settings).

Each mode determines the LCD and Key Pad background illumination intensity.

The current Room Panel mode depends on the Key Pad activity (pushing buttons) and time values settable by appropriate objects. The user can also control the illumination intensity of each mode by entering appropriate values to assigned objects.

5.8 The LCD Display

The Room Panel iSMA-B-LP is equipped with a 2.3” LCD display with backlight.

By default, the LCD display is turned ON (when the device is powered) and the basic parameters from built-in sensors together with user defined parameters are shown in the Main Menu.

The status of the PANEL_OFF (BO9) object is responsible for the LCD display and Key Pad activation.

When the status of PANEL_OFF (BO9) is false, the LCD display and Key Pad work in normal mode (parameters and actual sensors values are displayed, submenus are visible and editable, etc.).

When the status of the PANEL_OFF (BO9) is true, the LCD display and Key Pad is deactivated. The Room Panel works as a simple sensor (a CO2 sensor, a temperature sensor, a humidity sensor, depending on the Room Panel version).

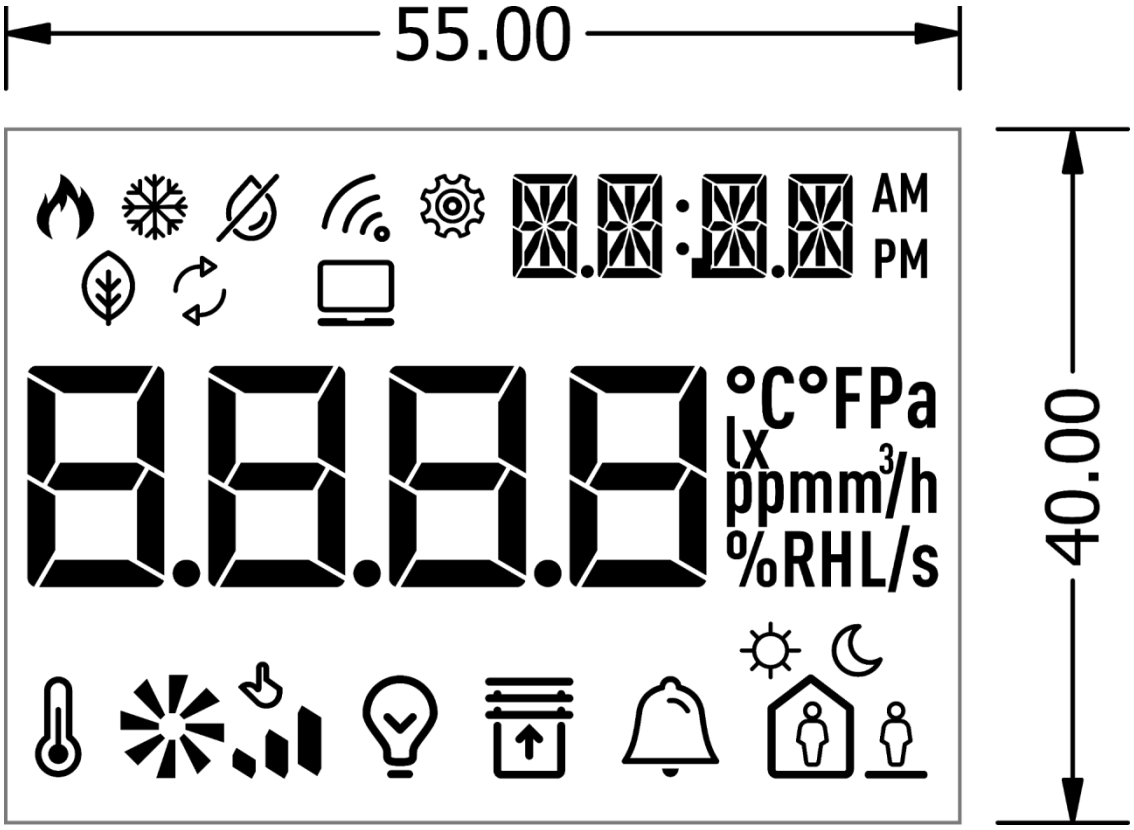


Figure 13 The LCD display general view

5.8.1 Icon displaying

There are many different Icons which are available to show on the Panel Display. The user can choose which Icon is dedicated to the particular process visualization. Every single Icon can be controlled by a higher level system. There are two BACnet objects which are responsible for Icon Indication.

5.8.1.1 LCD_ICON_DISPLAY (BO 14 - 24)

Each of the Boolean Output Objects with number from 14 to 24 is responsible for displaying a particular icon. Setting the true status of the object activates the display of a proper icon which is assigned to that object. The object table is shown below (in the LCD_ICON_FLASHING section). The default status of all objects is false (all icons are hidden).

5.8.1.2 LCD_ICON_FLASHING (BO 25 - 35)

Each of the Boolean Output Objects with number from 14 to 24 is responsible for flashing a particular icon. Setting the true status of the object activates the blinking of a single Icon which is assigned to that object according to the Table below.

Displayed objects ID	Flashing objects ID	Icon name	Icon
14	25	Sun	
15	26	Moon	
16	27	Heating	
17	28	Cooling	
18	29	Humidifier	
19	30	Dehumidifier	
20	31	Wireless	
21	32	Settings	
22	33	Eco	
23	34	Recirculation	
24	35	PC	

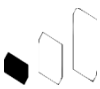
Table 12 The LCD Icon Display

5.8.1.3 LCD_ICON_FLASHING_TIME (AO 14)

LCD_ICON_FLASHING_TIME is Analogue Output Object number 14 whose value determines the LCD Icon blinking frequency. This object stores the time value in ms, which is the basis for calculating the LCD Icon blinking frequency. This object has software limitation where the min. time value is 50 ms. The default value of this object is 500 ms. (Icons are visible every 500 ms and hidden every 500/4=125 ms).

5.8.1.4 SUBMENU_ICON_FLASHING (BO 42 – 54)

Each of the Boolean Output Objects with number from 42 to 54 is responsible for activating/deactivating the flashing of a dedicated icon. Each object name and icon is shown in the table below.

BO BACnet ID	Icon name	Icon
42	Temperature	
42	Fan 1	
44	Fan 2	
45	Fan 3	
46	Fan 4	
47	Fan 5	
48	Fan 6	
49	Light	
50	Blind	

51	Alarms	
52	Occupancy 1	
53	Occupancy 2	
54	Occupancy 3	

Table 13 Submenu Icon Display

5.8.1.5 SUBMENU_ICON_FLASHING_TIME (AO 15)

SUBMENU_ICON_FLASHING_TIME is Analogue Output Object number 15 whose value determines the Submenu Icon blinking frequency. This object stores the time value in ms, which is the basis for calculating the Submenu Icon blinking frequency. This object has software limitation where the min. time value is 50 ms. The default value of this object is 1000 ms. (Icons are visible every 1000 ms and hidden every 1000/4=250 ms).

5.8.2 The Main Menu displaying

The main part of the display shows current sensor values, the setpoint value and the user defined parameters with assigned units. It can be chosen if the particular sensor value or the actual setpoint value is shown or not. The chosen values are displayed one after another repeatedly.

5.8.2.1 REFRESHING_TIME (AO 13)

REFRESHING_TIME is Analogue Output Object number 13 whose value determines the duration of displaying the parameter in the Main Menu. When the Refreshing Time elapsed, the next parameter is displayed according to the sequence of the parameter display. This object has software limitation where the min. time value is 1 min. The default value of this object is 2 seconds (each parameter is displayed every 2 seconds).

The sequence of the parameter display:

1. The current temperature sensor value (if active)
2. The current humidity sensor value (if active)
3. The current CO2 sensor value (if active)
4. The temperature setpoint (if active)
5. The user defined parameter with the highest priority
6. ……
7. The user defined parameter with the lowest priority

The parameters are shown on the 8-segment display block according to the type of the parameter:

1. For the numeric type parameter, the value of the parameter and the unit (defined by user) is displayed.
2. For the boolean type parameter, the text (defined by user) which corresponds to the current logic state is displayed.

After the Room Panel restarts, the user defined parameters are not displayed until they are overwritten from a higher level system (Master Controller).

If only one parameter is active, its value is refreshed with an interval stored in REFRESHING_TIME object.

If one or more user defined parameters have the same priority, the object with the lowest address is displayed first.

In the upper right corner of the display, there are four 14-segment displays to show the clock, submenu and parameter names. These names are stored object description properties. The display can only use standard ASCII characters.

5.8.3 LCD background illumination settings

When one of the four keypad buttons is pressed, the Room Panel changes its status into the Active mode.

The same happens when the power supply is reconnected or after the Room Panel is restarted.

In the case when there is no keypad activity and the Room Panel remains ON, next Background illumination modes are activated. The LCD display illuminates only when the status of the object BACKGROUND_ILLUMINATION_LCD_ACTIVE (BO 3) is true. If not, the LCD display is never illuminated.

The particular modes are activated one after another according to the following sequence:

1. Active – the mode is activated after pushing any of the keypad buttons or after the Room Panel is restarted. The LCD display illuminates with a brightness level stored in the BACKGROUND_ILLUMINATION_LCD_FOR_ACTIVE_MODE object. By default, the value of illumination for the active mode is 60%. It means that the display illuminates with 60% of the maximum possible brightness. The LCD display stays in the Active mode as long as it is determined in the BACKGROUND_ILLUMINATION_LCD_TIME_TO_IDLE object. The object contains

time value in seconds (in default 10 sec) and the time countdown starts when the Active mode becomes active. It means that pressing any of the keypad buttons resets the timer and countdown starts again.

2. Idle – the mode always becomes active after the Active mode (Time to Idle is up). The display illuminates with a brightness level stored in the BACKGROUND_ILLUMINATION_LCD_FOR_IDLE_MODE object (Default value: 40%). The display remains in the Idle mode during the time stored in the BACKGROUND_ILLUMINATION_LCD_TIME_TO_STANDBY object (Default value: 5 sec).
3. Standby – the mode always becomes active after the Idle mode (Time to Standby is up). The display illuminates with a brightness level stored in the BACKGROUND_ILLUMINATION_LCD_FOR_STANDBY_MODE object (Default value: 0%). The display stays in the Standby mode as long as the Active mode is not initiated.

The current LCD display brightness level value is stored in the BACKGROUND_ILLUMINATION_LCD_CURRENT_VALUE object

5.9 The Key Pad

There are four push buttons on the Panel (see Figure 15 below). All together create the 4-button Key Pad which can be illuminated to help localize it in dark places. The Key Pad makes it possible for the user to control the Room Panel locally. The control buttons are designed for navigation between different menus as well as for changing, selecting and displaying particular parameter values. All the push buttons are located below the LCD display and each of them has a different functionality. Functions dedicated for each button are described in separate sections.

Pushing any button once enters the Room panel into the Active Mode (when the Room Panel remains in other modes than Active and is powered). When the beeper is active, pushing any button once emits the beeper sound.

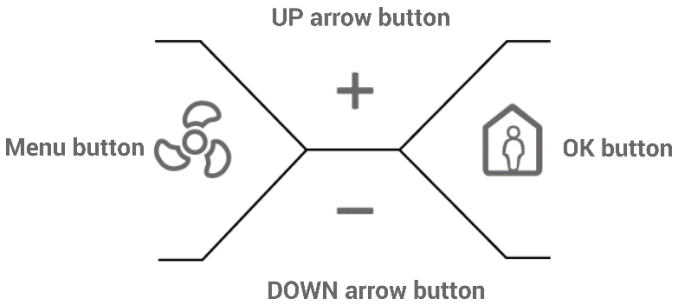


Figure 14 The Key Pad view

5.9.1 The Menu button

When the device is in the Active mode, pushing the button once lets the user enter the Fan Menu. The menu button allows the user to exit particular Menus and the parameter edit mode. The button cancels the selection of new parameter values (when the parameter remains in the edit mode and the Fast Edit Mode is not active).

5.9.2 The OK button

When the device is in the Active mode, pushing the button once lets the user enter the Occupancy Menu. When the device is in the Menu Edit mode, pushing the button lets the user enter different Menus and confirms newly chosen parameter values during edition.

5.9.3 The arrow buttons (up and down)

When the device is in the Active mode, pushing arrow buttons lets the user increase/decrease the setpoint or the offset value.

In the Menu Edit Mode, arrow buttons let the user switch between submenus and change values of particular parameters during edition.

5.9.4 The Key Pad background illumination settings

When one of the four keypad buttons is pressed, the Room Panel changes its status into the Active mode. The same happens when the power supply is reconnected or after the Room Panel is restarted. In the case when there is no keypad activity and the Room Panel remains ON, the next Background illumination modes are activated. The Key Pad illuminates only when the value of the object bit BACKGROUND_ILLUMINATION_KEY_PAD_ACTIVE (BO 4) is true. If not, the Key Pad is never illuminated.

The particular modes are activated one after another according to the following sequence:

4. Active – the mode is activated after pushing any keypad button or after the Room Panel is restarted. The Key Pad illuminates with a brightness level stored in the BACKGROUND_ILLUMINATION_KEY_PAD_FOR_ACTIVE_MODE object. By default, the value of illumination for the active mode is 10%. It means that the LCD display illuminates with 10% of the maximum possible brightness. The Key Pad remains in the Active mode as long as it is determined in the BACKGROUND_ILLUMINATION_KEY_PAD_TIME_TO_IDLE object. The object contains time value in seconds (Default value: 10 sec) and the time countdown starts when the Active mode becomes active. In practice it means that the

pressing of any of the keypad buttons resets the timer and the countdown starts again.

5. Idle – the mode always becomes active after the Active mode (Time to Idle is up). The Key Pad illuminates with a brightness stored in the BACKGROUND_ILLUMINATION_KEY_PAD_FOR_IDLE_MODE object (Default value: 40%). The Key Pad remains in the Idle mode during the time value stored in the BACKGROUND_ILLUMINATION_KEY_PAD_TIME_TO_STANDBY object (Default value: 5 sec).
6. Standby – the mode always becomes active after the Idle mode (Time to Standby is up). The Key Pad illuminates with a brightness level stored in the BACKGROUND_ILLUMINATION_KEY_PAD_FOR_STANDBY_MODE object (Default value: 60%). The Key Pad remans in the Standby mode as long as the Active mode is not initiated.

The current Key Pad display brightness level value is stored in the BACKGROUND_ILLUMINATION_KEY_PAD_CURRENT_VALUE object.

6 The sensor configuration

There are 3 different sensors which can be built into the Room Panel (depending on which Room Panel version is chosen: see table 3):

- The temperature sensor
- The humidity sensor
- The CO2 sensor

The current values from all the built-in sensors can be displayed in the Main Menu in a specific order (see section LCD Display).

The current sensor values are displayed on the 8-segment display block in the LCD display at the same time.

The 14-segment display block shows the name of the parameter whose current value is displayed on the 8-segment display block. Every numeric value is displayed with the assigned unit.

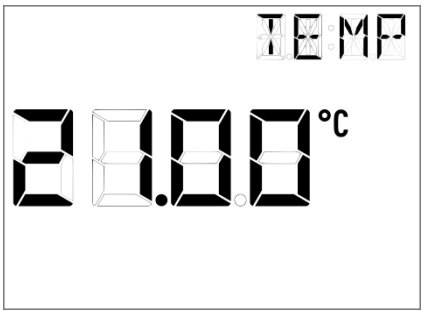


Figure 15 The current temperature sensor value displayed on the 8-segment display block and the temperature name displayed on the 14 -segment display block

6.1 The temperature sensor

All Room Panel versions have a built-in temperature sensor. The default temperature unit is °C and it is displayed together with the temperature sensor value (if active).

6.1.1 TEMPERATURE_SENSOR (AI 4)

TEMPERATURE_SENSOR is Analogue Input Object number 4 which stores current values from the Temperature Sensor Indication, including the Temperature Sensor Offset Value. The value of the object is calculated according to the following equation:

TEMPERATURE_SENSOR = (TEMPERATURE_SENSOR_INDICATION +

TEMPERATURE_SENSOR_ OFFSET_VALUE)

6.1.2 TEMPERATURE_SENSOR_OFFSET (AI 4, Property 4205)

TEMPERATURE_SENSOR_OFFSET is Property number 4205 of the TEMPERATURE_SENSOR Object whose value contains a correction for the temperature sensor actual value indication. The value of this Object can be positive or negative. The value of TEMPERATURE_SENSOR_OFFSET is added to the value of the Temperature Sensor Indication. The default value of this object is 0.

6.1.3 TEMPERATURE_FILTER (AI 4, Property 4003)

TEMPERATURE_FILTER is Property number 4003 of the TEMPERATURE_SENSOR Object whose value contains a time constant for the temperature sensor low pass filter. The value is expressed in seconds. The default value of this object is 60 seconds. Setting value 0 disables the filter.

6.1.4 TEMPERATURE_NAME (AI 4, Description Property)

TEMPERATURE_NAME is a Description Property of the TEMPERATURE_SENSOR Object whose value contains a static string description display on LCD (max 4 string characters).

6.1.5 TEMPERATURE_SENSOR_VISIBILITY (AI 4, Property 4200)

TEMPERATURE_SENSOR_VISIBILITY is Property number 4200 of the TEMPERATURE_SENSOR Object whose status is responsible for the activation or deactivation of the temperature sensor visibility. If the status is active, the temperature sensor actual value is visible in the Main Menu. The default status of this object is true.

6.1.6 TEMPERATURE_SENSOR_DECIMAL (AI 4, Property 4202)

TEMPERATURE_SENSOR_DECIMAL is Property number 4200 of the TEMPERATURE_SENSOR Object whose status is responsible for the activation or deactivation of the temperature decimal point. The true status activates the temperature displaying precision to the first decimal place. If the status is false, the temperature is displayed as an integer value (without a decimal place). The default status of this object is false.

6.2 The humidity sensor

WARNING! All the objects described below are active only when the Room Panel has a built-in humidity sensor. The default humidity unit is RH% and it is displayed together with the humidity sensor value (if active) permanently (not editable).

6.2.1 HUMIDITY_SENSOR (AI 5)

HUMIDITY_SENSOR is Analogue Input Object number 5 which stores the current value from the the Humidity Sensor Indication including the Humidity Sensor Offset Value. The value of the object is calculated according to the following equation:

HUMIDITY_SENSOR = (HUMIDITY_SENSOR_INDICATION + HUMIDITY_SENSOR_OFFSET_VALUE)

6.2.2 HUMIDITY_SENSOR_OFFSET(AI 5, Property 4205)

HUMIDITY_SENSOR_OFFSET is Property number 4205 of the HUMIDITY_SENSOR Object whose value contains a correction for the humidity sensor current value indication. The value of this Object can be positive or negative. The value of HUMIDITY_SENSOR_OFFSET is added to the Humidity Sensor Indication. The default value of this object is 0.

6.2.3 HUMIDITY_FILTER (AI 5, Property 4003)

HUMIDITY_FILTER is Property number 4003 of the HUMIDITY_SENSOR Object whose value contains the time constant for the humidity sensor low pass filter. The value is expressed in seconds. The default value of this object is 60 seconds. Setting value 0 disables the filter.

6.2.4 HUMIDITY_NAME (AI 5, Description Property)

HUMIDITY_NAME is a Description Property of the HUMIDITY_SENSOR Object whose value contains a static string description display on LCD (max 4 string characters).

6.2.5 HUMIDITY_SENSOR_VISIBILITY (AI 5, Property 4200)

HUMIDITY_SENSOR_VISIBILITY is Property number 4200 of the HUMIDITY_SENSOR Object whose status is responsible for the activation or deactivation of the humidity sensor visibility. If the status is active, the humidity sensor actual value is visible in the Main Menu.

The default status of this object is true.

6.2.6 HUMIDITY_SENSOR_DECIMAL (AI 5, Property 4202)

HUMIDITY_SENSOR_DECIMAL is Property number 4200 of the HUMIDITY_SENSOR Object whose status is responsible for the activation or deactivation of the humidity decimal point. The true status activates the humidity displaying precision to the first decimal place. If the status is false, the temperature is displayed as an integer value (without a decimal place). The default status of this object is false.

6.3 The CO2 sensor

WARNING! All the objects described below are active only when the Room Panel has a built-in CO2 sensor.

The default CO2 unit is ppm and it is displayed together with the CO2 sensor value (if active) permanently (not editable). The CO2 current sensor value is displayed after 120 sec after the Room Panel restart or power supply connection (if CO2_SENSOR Property 4200 is true). The cause of that is the fact that the CO2 sensor needs up to 2 minutes from the power supply connection moment to warm up. The maximum accuracy of the CO2 sensor is achieved after 10 minutes. Worth mentioning is the fact that the built-in CO2 sensor does not need manual calibration. The calibration algorithm begins adjusting the sensor measurement after 24 hours of continuous operation.

6.3.1 CO2_SENSOR (AI 6)

CO2_SENSOR is Analogue Input Object number 6 which stores current values from the Co2 Sensor Indication including the Co2 Sensor Offset Value. The value of the object is calculated according to the following equation:

CO2_SENSOR = (CO2_SENSOR_INDICATION + CO2_SENSOR_OFFSET_VALUE)

6.3.2 CO2_SENSOR_OFFSET(AI 6, Property 4205)

CO2_SENSOR_OFFSET is Property number 4205 of the CO2_SENSOR Object whose value contains a correction for the Co2 sensor current value indication. The value of this Object can be positive or negative. The value of CO2_SENSOR_OFFSET is added to the Co2 Sensor Indication. The default value of this object is 0.

6.3.3 CO2_FILTER (AI 6, Property 4003)

CO2_FILTER is Property number 4003 of CO2_SENSOR Object whose value contains the time constant for the Co2 sensor low pass filter. The value is expressed in seconds. The default value of this object is 60 seconds. Setting value 0 disables the filter.

6.3.4 CO2_NAME (AI 6, Description Property)

CO2_NAME is a Description Property of the CO2_SENSOR Object whose value contains a static string description display on LCD (max 4 string characters).

6.3.5 CO2_SENSOR_VISIBILITY (AI 6, Property 4200)

CO2_SENSOR_VISIBILITY is Property number 4200 of the CO2_SENSOR Object whose status is responsible for the activation or deactivation of the Co2 sensor visibility. If the status is active, theCo2 sensor current value is visible in the Main Menu. The default status of this object is true.

6.3.6 CO2_SETPOINT_FOR_ALARM (AO 19)

CO2_SETPOINT_FOR_ALARM is Analogue Output Object number 19 whose value contains the Setpoint for the alarm value in ppm. If the current CO2 sensor value increases above the CO2_SETPOINT_FOR_ALARM value, the Room Panel indicates a CO2 Alarm (for different indication possibilities see Device Configuration).The default value of this object is 1500 ppm.

6.3.7 CO2_DIFFERENTIAL_FOR_ALARM (AO 20)

CO2_DIFFERENTIAL_FOR_ALARM is Analogue Output Object number 20 which contains the value in ppm which is a differential for the CO2 Alarm value. The CO2 Alarm is activated when the CO2 current sensor value is higher than or equal to the sum of the CO2_SETPOINT_FOR_ALARM (AO 19) object value and the CO2_DIFFERENTIAL_FOR_ALARM value. The CO2 Alarm is inactive when the CO2 current sensor value is lower than or equal to the difference of the CO2_SETPOINT_FOR_ALARM object value and the CO2_DIFFERENTIAL_FOR_ALARM value. The default value of this object is 100 ppm.

CO2 Alarm ON:

CO2_SENSOR >= CO2_SETPOINT_FOR_ALARM + CO2_DIFFERENTIAL_FOR_ALARM

CO2 Alarm OFF :

CO2_SENSOR <= CO2_SETPOINT_FOR_ALARM - CO2_DIFFERENTIAL_FOR_ALARM

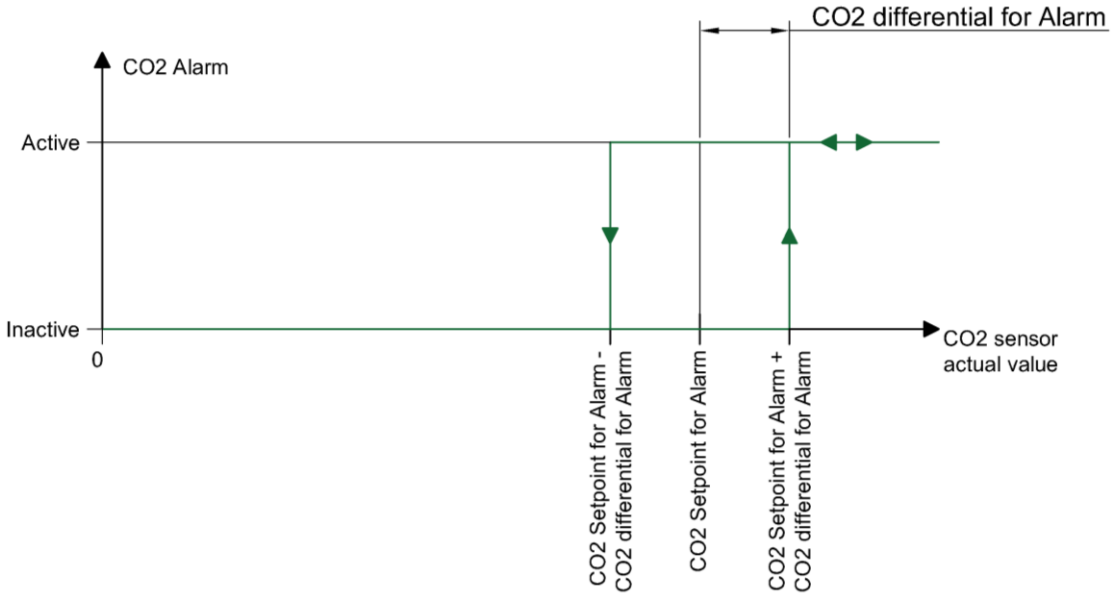


Figure 16 The CO2 Alarm functioning with a CO2 differential for the active Alarm

7 The setpoint objects

7.1 SETPOINT_VALUE (AV 56)

SETPOINT_VALUE is Analogue Value Object number 56 whose value contains the current Setpoint value. After the device restart, the value is read from the DEFAULT_SETPOINT object and set as the current Setpoint value. The default value of this object is 21,0°C.

7.2 EFFECTIVE_SETPOINT (AI 3)

EFFECTIVE_SETPOINT is Analogue Input Object number 3 whose value represents the sum of SESTPOINT_VALUE and OFFSET_SETPOINT.

7.3 DEFAULT_SETPOINT (AV 57)

DEFAULT_SETPOINT is Analogue Value Object number 57 whose value contains a default Setpoint value. The value of this object is set as a value of the SETPOINT_VALUE object after the Room Panel restart or power supply reconnection. The default value of this object is 21,0°C.

7.4 OFFSET_SETPOINT (AV 58)

OFFSET_SETPOINT is Analogue Value Object number 57 whose value represents a correction for a SETPOINT_VALUE object. The offset value can be positive or negative. The OFFSET_SETPOINT value is added to the SETPOINT_VALUE and the resulting value is written down for the EFFECTIVE_SETPOINT (AI 3) object. The default value of this object is 0.

7.5 SETPOINT_LOW_LIMIT (AV 56, Low Limit Property)

SETPOINT_LOW_LIMIT is a Low Limit Property of the SETPOINT_VALUE Object whose value contains a minimal setpoint value which can be set by the user. The default value of this object is 18,0°C.

7.6 SETPOINT_HIGH_LIMIT (AV 56, High Limit Property)

SETPOINT_HIGH_LIMIT is a High Limit Property of the SETPOINT_VALUE Object whose value contains the maximal setpoint value which can be set by the user. The default value of this object is 24,0°C.

7.7 OFFSET_RANGE (AV 59)

OFFSET_RANGE is Analogue Value Object number 59 whose value represents limits for the OFFSET_SETPOINT object. The value creates a range from – OffsetRange to + OffsetRange of the possible OFFSET_VALUE which can be set by the user. The default value of this object is 3.

For example:

The OFFSET_RANGE value is 2. It means that the user can change the OFFSET_SETPOINT value from -2°C to +2°C.

7.8 SETPOINT_STEP (AV 56, Default Step Increment Property)

SETPOINT_STEP is a Default Step Increment Property of the SETPOINT_VALUE Object whose value contains a Setpoint Step value. When the setpoint is changed with the arrow buttons locally from the Room Panel by pushing the arrow button once causes a Setpoint change with the step value stored in this object. The setpoint can be changed within the range determined by Setpoint Limits stored in the SETPOINT_LOW_LIMIT and SETPOINT_HIGH_LIMIT objects.

SETPOINT_STEP is also automatically adjusted to the Setpoint displaying precision. When the status of the AV 56 property 4202 is true, the SETPOINT_VALUE is displayed with one decimal place. In that case, SETPOINT_STEP is also adjusted to one decimal place.

For example:

AI 4 Property 4202 is true and SetpointStep value equals 5. The Actual Setpoint Step will be automatically adjusted to one decimal place, so the Setpoint Step value will be scaled to 0,5.

The function is active only when AI 4 Property 4202 is true. Otherwise, the Setpoint value is displayed as an integer value and SetpointStep adjustment is unnecessary. The default value is 1.

7.9 SETPOINT_NAME (AV 56, Description Property)

SETPOINT_NAME is a Description Property of the SETPOINT_VALUE Object whose value

contains the static string description display on LCD (max 4 string characters).

7.10OFFSET_NAME (AV 58, Description Property)

OFFSET_NAME is a Description Property of the OFFSET_SETPOINT Object whose value contains the static string description display on LCD (max 4 string characters).

7.11 The setpoint configuration

7.11.1 SETPOINT_VISIBILITY (AV 56, Out Of Service Property)

SETPOINT_VISIBILITY is an Out Of Service Property of SETPOINT_VALUE Object whose status is responsible for the activation or deactivation of the Setpoint Value visibility. If the status is active, the Setpoint Value is visible in the Main Menu. The default status of this object is true (Setpoint visible).

7.11.2 SETPOINT_EDITION (AV 56, Property 4200)

SETPOINT_EDITION is Property number 4200 of the SETPOINT_VALUE Object whose status determines the possibility to change the Setpoint locally from the Room Panel. When the status is true, the Setpoint is editable and the user can change the Setpoint value by pushing up/down the arrow buttons. When the status is false, pushing arrow buttons sets the Room Panel in the Active Mode and has no effect on the Setpoint value. The default status of this object is true (Setpoint editable).

7.11.3 OPERATING_MODE (BO 55)

OPERATING_MODE is Binary Output Object number 55 whose status determines the Setpoint Mode Edition. If the status is true, the up and down arrow pushbuttons change the value of the SETPOINT_VALUE object. If the status is false, pushing the up/down arrow buttons changes the value of the SETPOINT_OFFSET object. The default status of this object is true (changing the value of the SETPOINT_VALUE object).

7.11.4 SETPOINT_DISPLAY (BO 56)

SETPOINT_DISPLAY is Binary Output Object number 56 whose status only takes the effect when the OPERATING_MODE (BO 55) status is false (changing the value of the SETPOINT_OFFSET object). This object allows the user to choose which value is displayed

during the offset edition.

If the status is true, the EFFECTIVE_SETPOINT value and SETPOINT_NAME are shown on display during Offset changing.

If the status is false, the LCD display shows the OFFSET_SETPOINT value and OFFSET_NAME. By default, the bit is false.

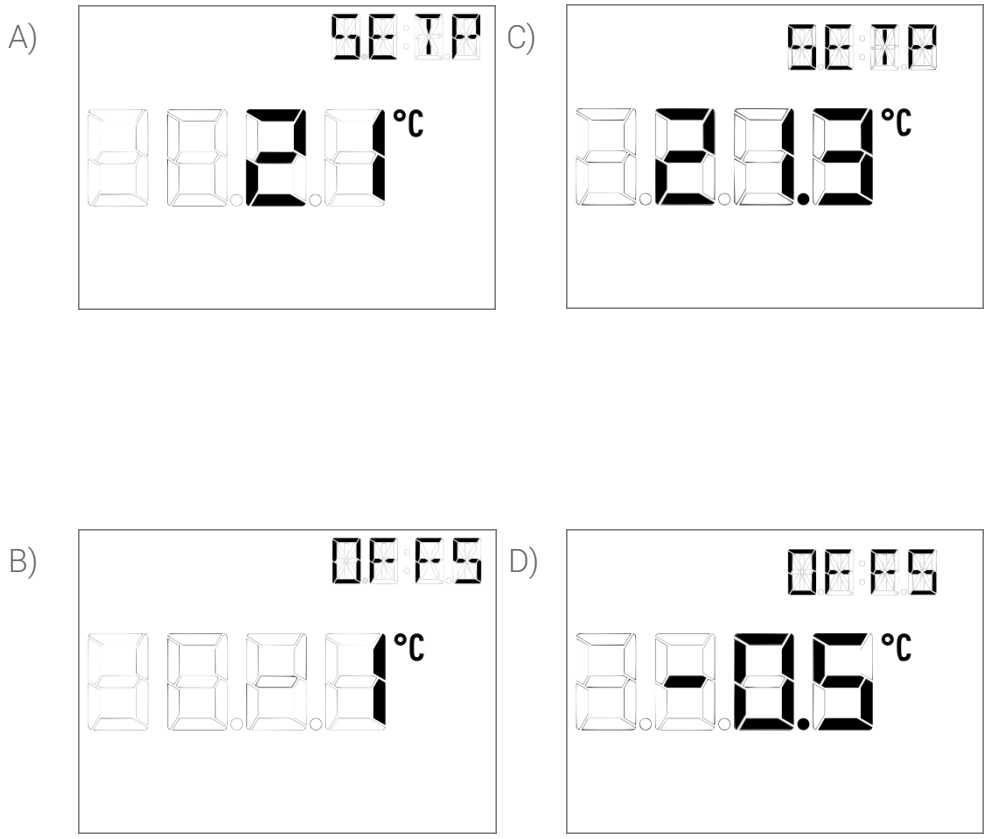


Figure 17 Setpoint changing view: A) Setpoint without decimal B) Offset without decimal C) Setpoint with decimal D) Offset with decimal

7.11.5 THIRD_POINT_ACTIVE (AV 56, Property 4202)

This object property true status activates the setpoint displaying precision to the first decimal place. If the status is false, the setpoint is displayed as an integer value (without a decimal place). The default value is true.

7.11.6 SETPOINT_FAST_EDIT_MODE (BO 57)

This object status switches between the Setpoint Normal Edit and the Setpoint Fast Edit modes. If the status is true, the setpoint is in the Fast Edit Mode.

The Setpoint Normal Edit mode

When the status is false, the Normal Edit mode is active. The Setpoint can be changed with the arrow buttons. The newly chosen Setpoint has to be confirmed by pushing the OK button.

The new Setpoint entering confirmation is signalled by a double blink of the new Setpoint and a double beeper signal (if the BEEPER is enabled).

When the Setpoint changing is done, the Main Menu is displayed.

Pushing the Menu button before the new Setpoint confirmation with the OK button cancels the new Setpoint setting procedure and the user gets back to the Main Menu.

If the new Setpoint is not confirmed during the time value stored in the EXIT_EDIT_TIME object, the new Setpoint setting is failed and the Main Menu is displayed.

The Setpoint Fast Edit mode

When the status is true, then the Fast Edit mode is active and setting the new Setpoint does not need a confirmation. The new Setpoint is selected by pushing the OK button. Pushing any other button confirms the Setpoint choice. The same situation is when the time value in the EXIT_EDIT_TIME elapses. The newly chosen Setpoint is confirmed. The new Setpoint entering confirmation is signalled by a double blink of the new Setpoint name and a double beeper signal (if the BEEPER is enabled).

When the Setpoint selection procedure is done, the Main Menu is displayed.

By default, the bit is 0 (the Normal Edit mode).

7.12 Setting the setpoint

Setpoint setting is possible from the Main Menu level.

If the Room Panel is in the Active Mode or the Idle Mode, pushing one of the arrow buttons leads to the Setpoint Edit mode (if the Setpoint is editable see Setpoint Edition).

7.12.1 The Operating Mode is true

When the Setpoint is in the Edit Mode, its value, unit and name flashes with a frequency calculated according to the value stored in the SUBMENU_ICON_FLASHING_TIME object.

Pushing the up arrow button increases the Setpoint value by the step stored in the SETPOINT_STEP object (for details see SetpointStep).

If the entered value is higher than the value stored in the SETPOINT_HIGH_LIMIT object, the current Setpoint value is overwritten by the value in that object.

Pushing the down arrow button decreases the Setpoint value by the step stored in the SETPOINT_STEP object (for details see SetpointStep).

If the entered value is lower than the value stored in the SETPOINT_LOW_LIMIT object, the current Setpoint value is overwritten by the value in that object.

7.12.2 The Operating Mode is false (see Operating Mode)

When the Operating Mode is false, the user changes the Setpoint indirectly by changing the Offset.

When SETPOINT DISPLAY (BO 56) is false, then OFFSET_SETPOINT is displayed.

When the Offset is in the Edit Mode, its value, unit and name flashes with a frequency calculated according to the value stored in the SUBMENU_ICON_FLASHING_TIME object.

Pushing the up arrow button increases the OFFSET_SETPOINT value by the step stored in the SETPOINT_STEP object (for details see SetpointStep).

If the entered value is higher than the value stored in the OFFSET_RANGE object, the current OFFSET_SETPOINT value is overwritten by the value in that object.

Pushing the down arrow button decreases the OFFSET_SETPOINT value by the step stored in the SETPOINT_STEP object (for details see SetpointStep).

If the entered value is lower than the negative value of the OFFSET_RANGE object, the

current OFFSET_SETPOINT value is overwritten by the value in that object.

When SETPOINT_DISPLAY (BO 56) is true, the procedure is analogical, but instead of displaying OFFSET_SETPOINT and the Offset Name on the LCD display, EFFECTIVE_SETPOINT with SETPOINT_NAME is displayed.

8 The fan configuration objects

The Room Panel allows the Fan control with the current Fan status indication. There are special groups of icons responsible for the fan status indication. The Fan Configuration objects allow the user to select different fan control modes corresponding to different fan types. According to the current fan status, different icon combinations are displayed. It allows a quick preview and service of the fan status.

The user can switch different fan modes locally in a very simple way. The Fan Mode and the Manual Speed Setting are available from the Main Menu level. When the Room Panel is in the Active Mode, pushing the Menu button once lets the user enter the Fan Submenu Edition. On the 14-segment display block, the text “FAN” flashes and on the 8-segment display block the name of FAN_MODE is displayed according to which the Fan Mode is already active (see table Fan Mode Name).

8.1 FAN_CURRENT_SPEED (MV 0)

This object stores numeric values corresponding to the current fan speed. The particular object value is the basis for displaying a determined group of icons (see the table below). The object value can be used as the current fan status indication.

Object value	Value label	Visualization
1(def)	Off	
2	Speed1(MANUAL)	
3	Speed2(MANUAL)	

4	Speed3(MANUAL)	
5	Speed1(AUTO)	
6	Speed2(AUTO)	
7	Speed3(AUTO)	

Table 14 The Fan Current Speed state visualization.

8.2 FAN_MODE (MV 1)

This object contains a numeric value corresponding to FAN_MODE. There are up to 5 different fan modes which can be selected locally from the Fan Edit Submenu level (see the table above). To enter the Fan Edit Submenu, the Menu button needs to be pushed when the Room Panel is in the Active Mode. The particular fan mode availability depends on the FAN_TYPE object value (see the table below). Default texts for particular fan modes can be changed (see Fan Mode Name)

Fan Mode text on LCD	Fan Mode object value
OFF	1
I	3
II	4
III	5
AUTO	2

Table 15 The Fan mode selection

8.3 FAN_TYPE (MV 2)

This object contains a numeric value corresponding to information about the Fan type. The Fan type selection determines which fan modes are available in the FAN_MODE object. The fan modes available in the particular Fan type selection are shown in the table below:

Object value	Fan type	Comment	Available fan mode texts on LCD
1	0-10V(def)	The Fan is controlled by analogue value 0-10 VDC	OFF I II III Auto
2	1- Speed	1-Speed Fan	OFF I Auto
3	2- Speed	2-Speed Fan	OFF I II Auto
4	3- Speed	3-Speed Fan	OFF I II III Auto
5	1- Speed	1 – Speed Fan without the AUTO mode	OFF I
6	2- Speed	2 – Speed Fan without the AUTO mode	OFF I II
7	3- Speed	3 – Speed Fan without the AUTO mode	OFF I II III

Table 16 The Fan type object

WARNING! The objects values from 5 to 7 (1-3 Speed Fan without the AUTO mode) have to be set when the Fan works in the Local Mode (see FanLocalMode).

8.4 FAN_MODE_NAME (MV1 State Properties)

For user-friendly use, the FAN_MODE object value is displayed on LCD as a text instead of a numeric value. The display text is taken from the Multistate object state label. The user can define their own text by changing States labels.

Object state	Default name	Corresponding Fan mode object value
State 0	OFF	1
State 1	I	2
State 2	II	3
State 3	III	4
State 4	AUTO	5

Table 17 The Fan name

8.5 The Fan configuration

8.5.1 FAN_CURRENT_SPEED_VISIBILITY (MV 1, Out Of Service Property)

This object property status is responsible for the activation or deactivation of the Fan Current Speed visibility. If the status is active the Fan Current Speed is visible as a group of icons. The icons indicate the fan activity (run status), its current speed and auto/manual mode.

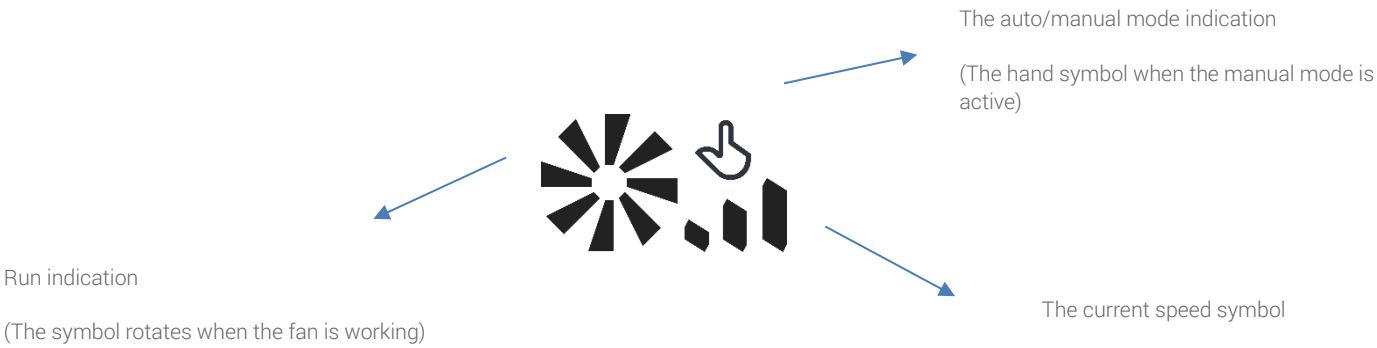


Figure 18 The Fan Icon

The default value is 1(The fan current speed is visible).

8.5.2 FAN_EDITION (BO 58)

This object status determines if the Fan Mode is editable locally from the Room Panel. When the bit is true, the Fan Edit Submenu is active and the user can set FAN_MODE. When the bit is false, the Fan Edit Submenu is inactive. The default value is 1 (FAN_MODE is editable).

8.5.3 PART_EDITABLE (BO 59)

This object status switches between the Fan Full Edition and the Fan Partial Edition modes.

The Fan Full Edition

In the Fan Full Edition mode, all the modes stored in the FAN_MODE mode are available from the Fan Edit Submenu level.

The Fan Partial Edition

In the Fan Partial Edition mode, the user can only switch between Auto and OFF FAN_MODE from the Fan Edit Submenu level; all the other fan modes are unavailable.

Status	Function
False	Fan Full Edition (def)
True	Fan Partial Edition

Table 18 The Partial Edition mode

8.5.4 FAN_CONFIG_FAST_EDIT_MODE

This object switches between the Fan Normal Edit and the Fan Fast Edit modes.

The Fan Normal Edit mode

When the object status is false, the Normal Edit mode is active. Particular fan modes are selected by the arrow buttons. The newly chosen FAN_MODE has to be confirmed by pushing the OK button.

The new FAN_MODE entering confirmation is signalled by a double blink of the new FAN_MODE name and assigned symbol (see Fan Mode selection table) and a double beeper signal (if enabled, DeviceConfiguration bit 0).

When the Fan mode selection is done, the Main Menu is displayed.

Pushing the Menu button before the new FAN_MODE confirmation with the OK button cancels the new FAN_MODE setting procedure and the user gets back to the Main Menu.

If the new FAN_MODE is not confirmed during the time value stored in the EXIT_EDIT_TIME object, the new FAN_MODE selection is failed and the Main Menu is displayed.

The Fan Fast Edit mode

When the object status is true, then the Fast Edit mode is active and setting the new FAN_MODE does not need a confirmation. The new FAN_MODE is selected by pushing the Menu button. Pushing any other button confirms the new FAN_MODE choice. The same is when the time value EXIT_EDIT_TIME elapses. The newly chosen FAN_MODE is confirmed. The new FAN_MODE entering confirmation is signalled by a double blink of the new FAN_MODE name and assigned symbol (see Fan Mode selection table) and a double beeper signal (if enabled, DeviceConfiguration bit 0).

When the Fan mode selection procedure is done, the Main Menu is displayed.

By default, the bit is 0 (Normal Edit mode).

8.5.5 FAN_CONFIG_LOCAL_MODE (BO 60)

The Local Mode

If the status is true, the Room Panel fan setting works in the local mode. It means that the value of the FAN_CURRENT_STATUS (MV 0) object is determined by the value of the FAN_MODE (MV 1) object and the value of the FAN_CURRENT_STATUS (MV 0) object cannot be overwritten by the higher level system.

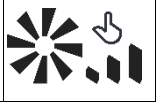
Fan mode object value	Fan current speed object value	Visualization
1	1	
2	2	
3	3	
4	4	

Table 19 Overwriting the **Fan Current Speed** object by the **Fan Mode** object in the Local mode

The BMS Mode

If the status is false, the Room Panel fan setting works in the BMS mode. The FAN_MODE object works independently of the FAN_CURRENT_STATUS object.

By default, the bit is false (BMS mode).

8.6 FAN_ICON_FLASHING_TIME (AO 21)

This object contains the time value in milliseconds which is the basis for calculating a frequency of flashing run indication icons (the set rotation speed of the Run Indication symbol). This object has software limitation where the min. time value is 50 ms. Default value: 500 ms (Fan run indication icons change repeatedly with the 2 Hz frequency).

9 The Occupancy objects

The Occupancy mode setting is available from the Main Menu level. When the Room Panel is in the Active Mode, pushing the OK button once leads the user to the Occupancy Edit Submenu. On the 14-segment display block the text “OCCM” flashes (with a frequency calculated on the SUBMENU_ICON_FLASHING_TIME basis) and on the 8-segment display block the name of the current OCCUPANCY_MODE is displayed.

9.1 OCCUPANCY_CURRENT_STATUS (MV 3)

This object contains a numeric value corresponding to the current occupancy status. The particular object value is the basis for displaying the determined group of icons (see the table below). The object value can be used as the current occupancy status indication. The default value of this object is 1.

Object value	Icon
1	
2	
3	
4	 Human symbol blinks

Table 20 The Occupancy Current Status

9.2 OCCUPANCY_MODE (MV 4)

This object contains a numeric value corresponding to the Occupancy Mode. There are two different occupancy modes which can be selected locally from the Occupancy Edit Submenu level (see the table below). To enter the Occupancy Edit Submenu, the OK button needs to be pushed when the Room Panel is in the Active Mode. Default texts for particular occupancy modes can be changed.

Occupancy mode text on LDC	Object value
UNOC	1
OCC	2

Table 21 The Occupancy Current Status

9.3 OCCUPANCY_MODE_NAME (MV 4, State Properties)

For user-friendly use, the OCCUPANCY_MODE object value is displayed on LCD as a text instead of a numeric value. The name can be set up in the State properties. There are two occupancy modes, which can contain up to 4 characters according to the ASCII code

9.4 The occupancy configuration

9.4.1 OCCUPANCY_VISIBILITY (MV 4, Out Of Service Property)

This object property status is responsible for the activation or deactivation of the Occupancy Current Status visibility. If the status is active, the Occupancy Current Status is visible as a specific group of icon configuration.

Figure 19 The Occupancy Current Status Icons

The default value is true (the occupancy mode is visible).

9.4.2 OCCUPANCY_MODE_EDITION (MV 4, Property 4200)

This object property status determines if OCCUPANCY_MODE is editable locally from the Room Panel. When the status is true, the Occupancy Edit Submenu is active and the user can set OCCUPANCY_MODE. When the status is false the Occupancy Edit Submenu is inactive. The default value is true (OCCUPANCY_MODE is editable).

9.4.3 OCCUPIED_CONFIG_FAST_EDIT_MODE (BO 61)

This object switches between Occupancy Normal Edit and Occupancy Fast Edit modes.

The Occupancy Normal Edit mode

When the status is false, the Normal Edit mode is active. Particular occupancy modes are selected by the arrow buttons. The newly chosen OCCUPANCY_MODE has to be confirmed by pushing the OK button.

The new OCCUPANCY_MODE entering confirmation is signalled by a double blink of the new OCCUPANCY_MODE name and assigned symbol (see Occupancy Mode) and a double beeper signal (if enabled, the Occupancy visibility (MV 4, Out Of Service Property)).

When the OCCUPANCY_MODE selection is done, the Main Menu is displayed.

Pushing the Menu button before the new OCCUPANCY_MODE confirmation with the OK button cancels the new OCCUPANCY_MODE setting procedure and the user gets back to the Main Menu.

If the new OCCUPANCY_MODE is not confirmed during the time value stored in the EXIT_EDIT_TIME object, the new OCCUPANCY_MODE selection is failed and the Main Menu is displayed.

The Occupancy Fast Edit mode

When the status is true, the Fast Edit mode is active and setting the new OCCUPANCY_MODE does not need a confirmation. The new OCCUPANCY_MODE is selected by pushing the OK button. Pushing any other button confirms the new OCCUPANCY_MODE choice. The same is when the time value EXIT_EDIT_TIME elapses. The newly chosen OCCUPANCY_MODE is confirmed. The new OCCUPANCY_MODE entering confirmation is signalled by a double blink of the new OCCUPANCY_MODE name and assigned symbol (see Occupancy Mode) and a double beeper signal (if enabled, the Occupancy visibility (MV 4, Property OUT OF SERVICE))..

When the OCCUPANCY_MODE selection procedure is done, the Main Menu is displayed.

By default, the status is true (the Normal Edit mode).

9.4.4 OCCUPIED_CONFIG_LOCAL_MODE (BO 62)

The Local Mode

If the status is true, the Room Panel occupancy setting works in a local mode. It means that the value of the OCCUPANCY_CURRENT_STATUS object is determined by the value of the OCCUPANCY_MODE object and the value of the OCCUPANCY_CURRENT_STATUS object cannot be overwritten by the higher level system.

Occupancy mode object value	Occupancy current status object value	Visualization
1	1	
2	2	

Table 22 Overwriting the OCCUPANCY_CURRENT_SPEED object by the OCCUPANCY_MODE object in the Local mode

The BMS Mode

If the status is false, the Room Panel occupancy setting works in the BMS mode. The OCCUPANCY_MODE object works independently of the OCCUPANCY_CURRENT_STATUS object.

By default, the bit is false (the BMS mode).

10 Objects adjustable locally from the Room Panel.

Access from the Main Menu level to any setting menu is possible when the Room Panel is in the Active Mode. The OK button together with the Menu button have to be pushed for a time longer than the time value stored in the ENTER_MENU_TIME object. The access to any settings menu is protected by a password stored in the Panel Password object (default password: 1000).

The current settings menu name blinks on the 14-segment display block.

A different settings menu can be chosen by pushing up and down arrow buttons.

To enter the particular settings menu the OK button should be pushed.

After entering the particular settings menu on the 14-segment display block, the number of the parameter with the lowest number is displayed.

Different available parameters inside the settings menu can be chosen by pushing up or down buttons.

All the parameters are described in more details in particular sections of this User Manual.

10.1 The Configuration (CONF)

The Configuration menu contains objects responsible for the configuration. The main part of all available objects refers to main communication objects such as a baud rate, an address, stop bits, parity bits and a protocol selection. From the configuration menu level the user can change the Room Panel password or read information about the implemented firmware version. All available parameters are shown in the table below:

Parameter number	BACnet ID	Object property	Object name	Access	Description
1.1	Device	3084	BAUD_RATE	Read & Write Memory	48 – 1152 (*100kbs)
1.2	Device	3201	ADDRESS	Read & Write Memory	Default: 1

1.3	-	-	STOP_BITS	Read & Write Memory	1 – one stop bit 2 – two stop bits
1.4	-	-	PARITY_BITS	Read & Write Memory	0 – disabled 1 – ODD 2 - EVEN
1.5	-	-	PROTOCOL	Read & Write Memory	0 – Modbus RTU 1 – Modbus ASCII 2 – BACnet MSTP
1.6	AO 0	Present Value	PANEL_PASSWORD	Read & Write Memory	Default: 1000
1.7	-	-	FIRMWARE_VERSION	Read Only	Software version

Table 23 The CONF menu structure

10.2 The Device (DEV)

The Device settings menu contains objects responsible for global settings. Changing any of particular parameter has influence on different modes and functions implemented in the Room Panel. Some of the parameters refer to time settings such as Time format Enter Menu time, Exit Menu Time or Refresh Time. In the Device settings menu, the user can switch the beeper off or disable background illumination in the LCD Display or the Key Pad. All available parameters are shown in the table below:

Parameter number	BACnet ID	Object property	Object nme	Access	Description
2.1	BO 0	Present value	DEVICE CONFIGURATION BEEPER	Read & Write Memory	0-inactive 1-active(def)
2.2	BO 1	Present value	DEVICE CONFIGURATION TIME FORMAT	Read & Write Memory	0-24h(def) 1-12h
2.3	BO 2	Present value	DEVICE CONFIGURATION TEMPERATURE UNIT	Read & Write Memory	Not supported
2.4	BO 3	Present value	DEVICE CONFIGURATION BACKGROUND ILLUMINATION LCD ACTIVE	Read & Write Memory	0-inactive 1-active(def)
2.5	BO 4	Present value	DEVICE CONFIGURATION BACKGROUND ILLUMINATION KEYPAD ACTIVE	Read & Write Memory	0-inactive(def) 1-active
2.6	AO16	Present value	ENTER MENU TIME	Read & Write Memory	Default value: 2 sec.
2.7	AO 17	Present value	EXITED IT TIME	Read &	By default: 5 sec.

				Write Memory	
2.8	AO 18	Present value	EXIT MENU TIME	Read & Write Memory	Default value: 10 sec.
2.9	AO 13	Present value	REFRESH TIME	Read & Write Memory	By default: 2 sec.

Table 24 The DEV menu structure

10.3 The temperature (TEMP)

The temperature settings menu contains objects referring to the temperature sensor displaying and temperature control settings. The user is able to switch on/off the temperature sensor value displaying, set the temperature sensor filter or change the temperature sensor offset. All available parameters are shown in the table below:

Parameter number	BACnet ID	Object property	Object name	Access	Description
3.1	AO 4	4200	TEMPERATURE_CONFIGURATION ACTIVE	Read & Write Memory	0-inactive 1-active(def)
3.2	AO 4	4202	TEMPERATURE_ CONFIGURATION THIRDPOINTACTIVE	Read & Write Memory	0-inactive 1-active(def)
3.3	AO 4	4003	TEMPERATURE_FILTER	Read & Write Memory	By default: 60 sec
3.4	AO 4	4205	TEMPERATURE_OFFSET	Read & Write Memory	Default value: 0

Table 25 The TEMP menu structure

10.4 The humidity (HUM)

The humidity settings menu contains objects referring to the humidity sensor displaying and humidity control settings. The user is able to switch on/off the humidity sensor value displaying, set the humidity sensor filter or change the humidity sensor offset. All available parameters are shown in the table below:

Parameter number	BACnet ID	Object property	Object name	Access	Description
4.1	AO 5	4200	HUMIDITY_CONFIGURATION ACTIVE	Read & Write Memory	0-inactive 1-active(def)
4.2	AO 5	4202	HUMIDITY_CONFIGURATION THIRDPOINTACTIVE	Read & Write Memory	0-inactive 1-active(def)
4.3	AO 5	4003	HUMIDITY_FILTER	Read & Write Memory	Default value: 60 sec
4.4	AO 5	4205	HUMIDITY_OFFSET	Read & Write Memory	Default value: 0

Table 26 The HUM menu structure

10.5 CO2 (CO2)

The CO2 settings menu contains objects referring to the CO2 sensor displaying and CO2 control settings. The user is able to switch on/off the CO2 sensor value displaying, set the CO2 sensor filter or change the CO2 sensor offset. All available parameters are shown in the table below:

Parameter number	BACnet ID	Object property	Object name	Access	Description
5.1	AO 6	4200	CO2_CONFIGURATION ACTIVE	Read & Write Memory	0-inactive 1-active(def)
5.2	AO 46	4003	CO2_FILTER	Read & Write Memory	Default value: 60 sec
5.3	AO 6	4205	CO2_OFFSET	Read & Write Memory	By default: 0
5.4	AO 19	Present value	CO2_SETPOINT	Read & Write Memory	Default value: 1500 ppm

Table 27 The CO2 menu structure

10.6 The Setpoint (SETP)

In the Setpoint settings menu, the user has access to the main setpoint objects. It is possible to change the most useful Setpoint parameters such as the default setpoint, a low and high setpoint limit, a setpoint step or a offset range locally from the Room Panel. The user can also decide if the Setpoint value should be displayed in the Main Menu or if the Setpoint or offset should be changed during the Setpoint Edition. All available parameters are shown in the table below:

Parameter number	BACnet ID	Object property	Object name	Access	Description
6.1	AV 56	OUT OF SERVICE	SETPOINT_CONFIGURATION ACTIVE	Read & Write Memory	0-inactive 1-active(def)
6.2	AV56	4200	SETPOINT_CONFIGURATION EDITABLE	Read & Write Memory	0-inactive 1-active(def)
6.3	BO 55	Present value	SETPOINT_CONFIGURATION OPERATING MODE	Read & Write Memory	0-changing offset 1-changing setpoint(def)
6.4	BO 56	Present value	SETPOINT_CONFIGURATION SETPOINTDISPLAY	Read & Write Memory	0-changing offset 1-changing effective setpoint(def)
6.5	AV 56	4202	SETPOINT_CONFIGURATION THIRDPOINT_ACTIVE	Read & Write Memory	0-inactive 1-active(def)
6.6	BO 57	Present value	SETPOINT_CONFIGURATION FAST_EDIT_MODE	Read & Write Memory	0-inactive(def) 1-active

6.7	AV 57	Present value	DEFAULT_SETPOINT	Read & Write Memory	Default value: 210
6.8	AV 56	LOW LIMIT	SETPOINT_LOW_LIMIT	Read & Write Memory	By default" 180
6.9	AV 56	HIGH LIMIT	SETPOINT_HIGH_LIMIT	Read & Write Memory	Default value: 240
6.10	AV 59	Present value	OFFSET_RANGE	Read & Write Memory	Default value: 30
6.11	AV 56	DEFAULT STEP INCREMENT	SETPOINT_STEP	Read & Write Memory	Default value: 10

Table 28 The SETP menu structure

10.7 The Fan (Fan)

The objects of the Fan Settings Menu refer to Fan Configuration settings. The user can change the fan type or decide if the Fan Status should be displayed in the Main Menu or not. The editable parameter can determine if the user can change particular Fan Modes. All available parameters are shown in the table below:

Parameter number	BACnet ID	Object Property	Object Name	Access	Description
7.1	MV 1	OUT OF SERVICE	FAN_CONFIGURATION VISABLE_FAN_CURRENT_SPEED	Read & Write Memory	0-inactive 1-active(def)
7.2	MV 1	4200	FAN_CONFIGURATION EDITABLE	Read & Write Memory	0-inactive 1-active(def)
7.3	BO 59	Present value	FAN_CONFIGURATION PART_EDITABLE	Read & Write Memory	0-inactive(def) 1-active
7.4	BO 60	Present value	FAN_CONFIGURATION FAST_EDIT_MODE	Read & Write Memory	0-inactive(def) 1-active
7.5	AO 21	Present value	FAN_ICON_FLASHING_TIME	Read & Write Memory	Default value: 500 ms
7.6	MV 2	1602	FAN_TYPE	Read & Write Memory	0-0-10V(def) 1-1-Speed 2-2-Speed 3-3-Speed

Table 29 FAN menu structure

10.8 The Occupancy (OCCU)

The Occupancy settings menu contains objects referring to the Occupancy configuration. The user can decide if the Current Occupancy Status should be displayed in the Main Menu or not. The editable parameter can determine if the user can change the Occupancy Mode. All available parameters are shown in the table below:

Parameter number	BACnet ID	Object property	Object name	Access	Description
8.1	MV 4	OUT OF SERVICE	OCCUPANCY_CONFIGURATION VISABLE_OCCUPANCY_CURRENT_STATUS	Read & Write Memory	0-inactive 1-active(def)
8.2	MV 4	4200	OCCUPANCY_CONFIGURATION EDITABLE	Read & Write Memory	0-inactive 1-active(def)
8.3	BO 61	Present value	OCCUPANCY_CONFIGURATION FAST_EDIT_MODE	Read & Write Memory	0-inactive(def) 1-active

Table 30 The OCCU menu structure

11 The Main Menu user defined parameters

There are 8 Analogue Value and 8 Boolean Value user defined parameters available in the Main Menu. All of them are Read Only type locally for the Room Panel (Read & Write type for the higher level system) and they are entered into the EEPROM memory (object values are remembered after the Room Panel restart or power failure).

Each parameter has to be activated to be visible. Active parameters are displayed in the main menu with a specified sequence (read more in section Refreshing time)

After the Room Panel restart, user defined parameters are not displayed until they are overwritten from a higher level system (Master Controller).

The Main Menu user defined parameters are implemented for displaying additional information.

12 Submenus with user defined parameters

The Room Panel is equipped with a special group of objects which allows the user to define parameters.

The user defined parameters are divided into 6 submenus.

1. Temperature submenu
2. Fan submenu
3. Light submenu
4. Blind submenu
5. Alarm submenu
6. Occupancy submenu

Each submenu is automatically activated if one of the parameters which are assigned to that submenu is active. When the particular submenu is active, then the icon of that submenu is displayed in the Main Menu (see the Submenu Icon Display table). The Fan and Occupancy submenu icons are displayed in a different configuration according to the current Fan and Occupancy status (see sections about Fan objects and Occupancy objects).

In each submenu, there are 8 Analogue Value and 8 Boolean Value user defined parameters available.

All user defined parameters in each submenu are designed for displaying and setting different values locally from the Room Panel. They are all entered into the EEPROM memory (object values are remembered after the Room Panel restart or power failure).

Access to each submenu can be protected by a password (see Submenu protection).

12.1 Numeric Submenu objects

Each submenu has 8 Analogue Value user defined parameters. Each of the user defined parameters has the same structure containing 7 object properties dedicated to different functions and purposes. Each object is described below.

12.1.1 XPRESENT_VALUE (X = [1,8])

The Object contains the current value of the parameter. The default value is 0.

12.1.2 XName (X = [1,8]), Description Property

This object property contains an object description label which will be displayed on the LCD screen. This property is a char string in the range of ASCII characters.

12.1.3 XPriority (X = [1,8]), Property 4201

This objects property contains a value which determines the parameter priority. The parameter priority determines the sequence of parameters displayed inside the particular submenu. The parameter with the highest priority is displayed as a first parameter in the submenu. The parameter with the lowest priority is displayed as a last parameter in the submenu. If two or more parameters have the same priority, the sequence of displaying is based on the BACnet ID (the ID with the lowest value is displayed as the first one). The default priority for all user defined parameters is 0.

12.1.4 XStep (X = [1,8]), Step Increment Property

This object property contains a value which is a step during the parameter value edition. The default value is 0.

12.1.5 XLOW_LIMIT (X = [1,8]), Low Limit Property

This objects property contains the minimal value of the parameter (the minimal value which can be set locally from the Room Panel). The default value is 0.

12.1.6 XHIGH_LIMIT (X = [1,8]), High Limit Property

This object property contains the maximal value of the parameter (the maximal value which can be set locally from the Room Panel). The default value is 0.

12.1.7 Submenu XConfiguration (X = [1,8])

12.1.7.1 Active / Out Of Service Property

This submenu object property activates the parameter visibility. If the property is true, the parameter actual value is displayed in the particular submenu with the defined displaying priority. By default, the property is false (the parameter is inactive).

12.1.7.2 EDITABLE, Property 4200

This submenu object property activates the edition of the parameter value locally from the Room Panel. When the property is true, the parameter is editable and the user can change its value. By default, the property is false (not editable).

12.1.7.3 Display precision, Property 4202

This submenu object property defines the displaying precision. The value ranges from 0 to 3 corresponding to the displaying of decimal places.

12.1.7.4 Object Units

Each submenu can have units assigned, which can be displayed on the LCD screen. The units are taken from the object UNITS property. The device supports the displaying of the following units: ° C, ° F, Pa, Lx, ppm, m3/h, %RH, L/s, %, h.

12.2 Boolean Submenu objects

Each submenu has 8 Boolean Value user defined parameters. Each of the user defined parameters has the same structure containing 6 object properties dedicated to different functions and purposes. Each object is described below.

12.2.1 XPRESENT_VALUE (X = [1,8])

This object contains the current value of the parameter. The default value is 0 (inactive).

12.2.2 XName (X = [1,8]), Description Property

This object property contains an object description label which will be displayed on the LCD screen. This property is a char string in the range of ASCII characters.

12.2.3 XTRUE_TEXT (X = [1,8])

For user-friendly use, the Present Value object value is displayed on the LCD as a text instead of a numeric value. This object property contains a char string assigned with the Active state of the Present Value, which can contain up to 4 characters in the range of the ASCII code.

12.2.4 XFALSE_TEXT (X = [1,8])

For user-friendly use, the Present Value object value is displayed on the LCD as a text instead of a numeric value. This object property contains a char string assigned with the Inactive state of the Present Value, which can contain up to 4 characters in the range of the ASCII code.

12.2.5 XPriority (X = [1,8]), Property 4201

This object property contains a value which determines the parameter priority. The parameter priority determines the sequence of parameters displayed inside the particular submenu. The parameter with the highest priority is displayed as a first parameter in the submenu. The parameter with the lowest priority is displayed as the last parameter in the submenu. If two or more parameters have the same priority, the sequence of displaying is based on the object ID (the object with the lowest ID is displayed first). The default priority for all user defined parameters is 0.

12.2.6 XConfiguration (X = [1,8])

12.2.6.1 ACTIVE / Out Of Service Property

This submenu object property activates the edition of the parameter value locally from the Room Panel. When the property is true, the parameter is editable and the user can change its value. By default, the property is false (not editable).

12.2.6.2 EDITABLE, Property 4200

This submenu object property activates the edition of the parameter value locally from the Room Panel. When the property is true, the parameter is editable and the user can change its value. By default, the property is false (not editable).

13 The list of all BACnet Objects

The table below shows all objects available for the Room Panel.

BACnet ID	Object property	Object name	Access	Description
Device	3030	VERSION_TYPE	Read & Write	The first byte means a version and another one a type of device. Allows the user to enable 1 of 4 device operations.
Device	5101	RECEIVED_FRAMES_COUNTER	Read Only	The default status is 0. Reset at the unit start and change of transmission parameters.
Device	5103	ERROR_FRAMES_COUNTER	Read Only	The default status is 0. Reset at the unit start and change of transmission parameters.
Device	5104	TRANSMITTED_FRAME_COUNTER	Read Only	The default status is 0. Reset at the unit start and change of transmission parameters.
AI	0	LIVE_TIME	Read Only	Up device time in sec
Device	3201	BACNET_DEVICE_ID	Read & Write Memory	Default 0xFFFFFFFF
Device	3084	BAUD_RATE	Read & Write Memory	The transmission speed is defined by the user and calculated using the formula: $\mathrm{Baudrate} = (\mathrm{objectvalue}) \cdot 10$ The default value is 11520 (115200 bps)
AO 0	Present value	PANEL_PASSWORD	Read & Write Memory	Password for the Menu Edit Mode. The default value is 1000.
MI 1	Present value	SENSORS	Read Only	1 - iSMA-B-LP 2 - iSMA-B-LP-H 3 - iSMA-B-LP-C

BACnet ID	Object property	Object name	Access	Description
				4 - iSMA-B-LP-HC
AI 1	Present value	BACKGROUND_ILLUMINATION LCD_CURRENT_VALUE	Read Only	Current display illumination value
AI 2	Present value	BACKGROUND_ILLUMINATION KEY_PAD_CURRENT_VALUE	Read Only	Current Key Pad illumination value
AO 1	Present value	HOURS	Read & Write	Hours in the time displaying
AO 2	Present value	MINUTES	Read & Write	Minutes in the time displaying
BO 0	Present value	BEEPER	Read & Write Memory	False = Inactive / True = Active(def)
BO 1	Present value	FORMAT	Read & Write Memory	False = 24h(def) / True = 12h
BO 2	Present value	TEMPERATURE_UNIT	Read & Write Memory	False = C / True = F
BO 3	Present value	BACKGROUND_ILLUMINATION LCD_ACTIVE	Read & Write Memory	False = Inactive / True = Active
BO 4	Present value	ILLUMINATION KEY_PAD	Read & Write Memory	False = Inactive / True = Active
BO 5	Present value	CO2_ALARM LCD	Read & Write Memory	False = Inactive True = Active
BO 6	Present value	CO2_ALARM BUZZER	Read & Write Memory	False = Inactive True = Active
BO 7	Present value	CO2_ALARM HIGH	Read & Write Memory	False = Inactive True = Active

BACnet ID	Object property	Object name	Access	Description
BO 8	Present value	SUBMENU_ICON_DISPLAY_OFF	Read & Write Memory	False = Inactive True = Active
BO 9	Present value	PANEL_OFF	Read & Write Memory	False = Panel ON(def) True = Panel OFF
BO 10	Present value	KEY_PAD_OFF	Read & Write Memory	False = Key Pad ON(def) / True = Key Pad OFF
BO 11	Present value	FLASHING_LCD	Read & Write Memory	False = Inactive(def) True = Active
BO 12	Present value	FLASHING__KEY_PAD	Read & Write Memory	False = Inactive(def) True = Active
AO 3	Present value	BACKGROUND_ILLUMINATION LCD_FOR_ACTIVE_MODE	Read & Write Memory	Default 60%
AO 4	Present value	BACKGROUND_ILLUMINATION LCD_FOR_IDLE_MODE	Read & Write Memory	Default 40%
AO 5	Present value	BACKGROUND_ILLUMINATION LCD_FOR_STANDBY_MODE	Read & Write Memory	Default 0%
AO 6	Present value	BACKGROUND_ILLUMINATION LCD_TIME_TO_IDLE	Read & Write Memory	Default 10 sec
AO 7	Present value	BACKGROUND_ILLUMINATION LCD_TIME_TO_STANDBY	Read & Write Memory	Default 5 sec
AO 8	Present value	BACKGROUND_ILLUMINATION KEY_PAD_ACTIVE_MODE	Read & Write Memory	Default 10%
AO 9	Present value	BACKGROUND_ILLUMINATION	Read & Write	Default 40%

BACnet ID	Object property	Object name	Access	Description
		KEY_PAD__IDLE_MODE	Memory	
AO 10	Present value	BACKGROUND_ILLUMINATION KEY_PAD_STANDBY_MODE	Read & Write Memory	Default 60%
AO 11	Present value	BACKGROUND_ILLUMINATION KEY_PAD_TIME_TO_IDLE	Read & Write Memory	Default 10 sec
AO 12	Present value	BACKGROUND_ILLUMINATION KEY_PAD_TIME_TO_STANDBY	Read & Write Memory	Default 5 sec
AO 13	Present value	REFRESH_TIME	Read & Write Memory	Default 2 sec
BO 13	Present value	TIME_CONFIGURATION	Read & Write Memory	True = the clock is visible(default) False = the clock is not visible
BO 14	Present value	SUN	Read & Write Memory	
BO 15	Present value	MOON	Read & Write Memory	
BO 16	Present value	HEATING	Read & Write Memory	
BO 17	Present value	COOLING	Read & Write Memory	
BO 18	Present value	HUMIDFIRE	Read & Write Memory	
BO 19	Present value	DEHUMIDFIRE	Read & Write Memory	
BO 20	Present value	WIRELESS	Read & Write Memory	

BACnet ID	Object property	Object name	Access	Description
BO 21	Present value	SETTINGS	Read & Write Memory	
BO 22	Present value	ECO	Read & Write Memory	
BO 23	Present value	RECIRCULATION	Read & Write Memory	
BO 24	Present value	PC	Read & Write Memory	
AO 14	Present value	LCD_ICON_FLASHING_TIME	Read & Write Memory	The time which is the basis for calculating the frequency of Icon flashing. Icons are visible for the 100% of the time value stored in the object and hidden for the 20% of that time. Default time: 500ms.
AO 15	Present value	SUBMENU_ICON_FLASHING_TIME	Read & Write Memory	The time which is the basis for calculating the frequency of Icon flashing. Icons are visible for the 100% of the time value stored in the object and hidden for the 20% of that time. Default time: 1000ms.
AO 16	Present value	ENTER_MENU_TIME	Read & Write Memory	Default value: 2 sec.
AO 17	Present value	EXIT_EDIT_TIME	Read & Write Memory	Default value: 5 sec.
AO 18	Present value	EXIT_MENU_TIME	Read & Write Memory	Default value: 10 sec.
AO 19	Present value	CO2_SETPOINT_FOR_ALARM	Read & Write Memory	CO2 Alarm setpoint. Default value: 1500 ppm.

BACnet ID	Object property	Object name	Access	Description
AO 20	Present value	CO2_HYSTERESIS_FOR_ALARM	Read & Write Memory	CO2 Alarm hysteresis. Default value: 100 ppm.
AI 4	Present value	TEMPERATURE_SENSOR	Read Only	Actual temperature sensor value with offset.
AI 5	Present value	HUMIDITY_SENSOR	Read Only	Actual humidity sensor value with offset.
AI 6	Present value	CO2_SENSOR	Read Only	Actual CO2 sensor value with offset.
AI 4	4205	TEMPERATURE_SENSOR_OFFSET	Read & Write Memory	Temperature sensor offset. Default value: 0.
AI 5	4205	HUMIDITY_SENSOR_OFFSET	Read & Write Memory	Humidity sensor offset. Default value: 0.
AI 6	4205	CO2_SENSOR_OFFSET	Read & Write Memory	CO2 sensor offset. Default value: 0.
AI 4	4003	TEMPERATURE_FILTER	Read & Write Memory	Default value: 60 sec
AI 5	4003	HUMIDITY_FILTER	Read & Write Memory	Default value: 60 sec
AI 6	4003	CO2_FILTER	Read & Write Memory	Default value: 60 sec
AI 4	Description	TEMPERATURE_NAME	Read & Write Memory	Displayed temperature sensor name. : TEMP
AI 5	Description	HUMIDITY_NAME	Read & Write Memory	Displayed humidity sensor name. : HUMI
AI 6	Description	CO2_NAME	Read & Write	Displayed CO2 sensor name. : CO2

BACnet ID	Object property	Object name	Access	Description
			Memory	
AI 4	4200	TEMPERATURE_CONFIGURATION_ACTIVE	Read & Write Memory	False = Inactive / True = Active(def)
AI 4	4202	TEMPERATURE_CONFIGURATION_THIRD_POINT_ACTIVE	Read & Write Memory	False = Non-decimal / True = Decimal(def)
AI 5	4200	HUMIDITY_CONFIGURATION ACTIVE	Read & Write Memory	False = Inactive / True = Active(def)
AI 5	4202	HUMIDITY_CONFIGURATION THIRD_POINT_ACTIVE	Read & Write Memory	False = Non-decimal / True = Decimal(def)

BACnet ID	Object property	Object name	Access	Description
AI 6	4200	CO2_CONFIGURATION _ACTIVE	Read & Write Memory	False = Inactive / True = Active(def)
AV 56	Present value	SETPOINT_VALUE	Read & Write Memory	Actual Setpoint Value. After reset, the default value is set as a Setpoint value.
AI 3	Present value	EFFECTIVE_SETPOINT	Read Only	Sum of Effective Setpoints and Offset values
AC 57	Present value	DEFAULT_SETPOINT	Read & Write Memory	Default value: 21°C
AV 58	1503	OFFSET_SETPOINT	Read & Write Memory	Default value: 0°C
AV 56	Low limit	SETPOINT_LOW_LIMIT	Read & Write Memory	Min available setpoint value. Default value: 18°C.
AV 56	High limit	SETPOINT_HIGH_LIMIT	Read & Write Memory	Max available setpoint value. Default value: 24°C.
AV 59	Present value	OFFSET_RANGE	Read & Write Memory	Offset value limit. Default value:3°C.
AV 56	Default step increment	SETPOINT_STEP	Read & Write Memory	Setpoint value step. Default value:1°C.
AV 56	Description	OFFSET_NAME	Read & Write Memory	Displayed offset name: OFFS
AV 58	Description	SETPOINT_NAME	Read & Write Memory	Displayed setpoint name. : SETP
AV 56	Out of service	SETPOINT_CONFIG	Read & Write	False - Invisible True - Visible(def)

BACnet ID	Object property	Object name	Access	Description
		VISABLE	Memory	
AV56	Editable / 4200	SETPOINT_CONFIG EDITABLE	Read & Write Memory	False – Non-editable True - Editable(def)
BO 55	Present value	SETPOINT_CONFIG OPERATING_MODE	Read & Write Memory	False = Changing offset True = Changing setpoint(def)
BO 56	Present value	SETPOINT_CONFIG SETPOINT_DISPLAY	Read & Write Memory	False = Inactive True = Active(def)
AV 56	4202	SETPOINT_CONFIG FAST_EDIT_MODE	Read & Write Memory	False = Inactive(def) True = Active
BO 57	Present value	SETPOINT_CONFIG FAST_EDIT_MODE	Read & Write Memory	False = Inactive(def) True = Active
MV 1	Present value	FAN_MODE	Read & Write	1 -OFF 
				2 - Manual Speed 1 (def) 
				3 - Manual Speed 2 
				4 - Manual Speed 3 
				5 – AUTO

BACnet ID	Object property	Object name	Access	Description
				
MV 0	Present value	FAN_CURRENT_SPEED	Read & Write	1 - OFF(def) 2 - Manual Speed 1 3 - Manual Speed 2 4 - Manual Speed 3 5 - Auto Speed 1 6 - Auto Speed 2 7 - Auto Speed 3
MV 2	1602	FAN_TYPE	Read & Write Memory	1 - The Fan is controlled by an analogue value 0-10 VDC 2 - 1-Speed Fan 3 - 2-Speed Fan 4 - 3-Speed Fan
MV 1	State 0	FAN_MODE_0_NAME	Read & Write Memory	Name for FAN MODE = 0. Default = OFF
MV 1	State 4	FAN_MODE_1_NAME	Read & Write Memory	Name for FAN MODE = 1. Default = AUTO
MV 1	State 1	FAN_MODE_2_NAME	Read & Write Memory	Name for FAN MODE = 2. Default = _ _ _1
MV 1	State 2	FAN_MODE_3_NAME	Read & Write Memory	Name for FAN MODE = 3. Default = _ _11
MV 1	State 3	FAN_MODE_4_NAME	Read & Write Memory	Name for FAN MODE = 4. Default = _111
MV 1	Out of service	VISIBLE	Read & Write Memory	False = Invisible True = Visible(def)

BACnet ID	Object property	Object name	Access	Description
MV 1	4200	EDITABLE	Read & Write Memory	False = Non-editable True = Editable(def)
BO 59	Present value	PART_EDITABLE	Read & Write Memory	False = Full editable(def) True = Auto_Off_Mode
BO 60	Present value	FASTEDITMODE	Read & Write Memory	False = Inactive(def) True = Active
AO 21	Present value	FAN_ICON_FLASHING_TIME	Read & Write Memory	Time basis for calculating the frequency of the Fan Icon rotation simulation. Default value: 500 ms.
MV 4	Present value	OCCUPANCY_MODE	Read & Write Memory	Occupancy mode setting from the Room panel: 1 – unoccupied 2 - occupied
MV 4	Present value	OCCUPANCY_CURRENT_STATUS	Read & Write	0 Unoccupied 1 Occupied 2 Standby 3 Forced occupied
MV 4	State 0	OCCUPANCY_MODE_0_NAME	Read & Write Memory	Name for OCCUPANCY MODE = 0. Default = UNOC
MV 4	State 1	OCCUPANCY_MODE_1_NAME	Read & Write Memory	Name for OCCUPANCY MODE = 1. Default = OCC
MV 4	Out of service	OCCUPANCY_MODE_VISABILITY	Read & Write Memory	False = Invisible True = Visible(def)
MV 4	4200	OCCUPANCY_MODE_EDITABLE	Read & Write Memory	False = Non-editable True = Editable(def)

BACnet ID	Object property	Object name	Access	Description
BO 61	Present value	OCCUPANCY_MODE FAST_EDIT_MODE	Read & Write Memory	False = Inactive(def) True = Active
BO 62	Present value	OCCUPIED_LOCAL_MODE	Read & Write Memory	False = Local Mode True = BMS Mode

13.1.1 The list of user defined parameters for BACnet objects

13.1.2 The Main Menu user defined parameters

BACnet ID	Object property	OBJECT NAME	Access	Description
AV 0	Present value	MAINMENU_NUMERIC1 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
AV 0	Description	MAINMENU_NUMERIC1 NAME	Read & Write Memory	Displayed user defined parameter name.
AV 0	Priority	MAINMENU_NUMERIC1 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Main Menu
AV 0	Out of service	MAINMENU_NUMERIC1 ACTIVE	Read & Write Memory	False = Invisible True = Visible(def)
AV 0	4202	MAINMENU_NUMERIC1 DISPLAY POINT_ACTIVE	Read & Write Memory	Number of decimal places in the range from 0 to 3
AV 0	Units	MAINMENU_NUMERIC1 UNITS	Read & Write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 1	Present value	MAINMENU_NUMERIC2 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
AV 1	Description	MAINMENU_NUMERIC2 NAME	Read & Write Memory	Displayed user defined parameter name.
AV 1	Priority	MAINMENU_NUMERIC2 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Main Menu
AV 1	Out of service	MAINMENU_NUMERIC2 ACTIVE	Read & Write Memory	False = Invisible True = Visible(def)

BACnet ID	Object property	OBJECT NAME	Access	Description
AV 1	4202	MAINMENU_NUMERIC2 DISPLAY POINT_ACTIVE	Read & Write Memory	Number of decimal places in the range from 0 to 3
AV 1	Units	MAINMENU_NUMERIC2 UNITS	Read & Write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 2	Present value	MAINMENU_NUMERIC3 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
AV 2	Description	MAINMENU_NUMERIC3 NAME	Read & Write Memory	Displayed user defined parameter name.
AV 2	Priority	MAINMENU_NUMERIC3 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Main Menu
AV 2	Out of service	MAINMENU_NUMERIC3 ACTIVE	Read & Write Memory	False = Invisible True = Visible(def)
AV 2	4202	MAINMENU_NUMERIC3 DISPLAY POINT_ACTIVE	Read & Write Memory	Number of decimal places in the range from 0 to 3
AV 2	Units	MAINMENU_NUMERIC3 UNITS	Read & Write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 3	Present value	MAINMENU_NUMERIC4 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
AV 3	Description	MAINMENU_NUMERIC4 NAME	Read & Write Memory	Displayed user defined parameter name.
AV 3	Priority	MAINMENU_NUMERIC4 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Main Menu
AV 3	Out of	MAINMENU_NUMERIC4	Read & Write	False = Invisible

BACnet ID	Object property	OBJECT NAME	Access	Description
	service	ACTIVE	Memory	True = Visible(def)
AV 3	4202	MAINMENU_NUMERIC4 DISPLAY POINT_ACTIVE	Read & Write Memory	Number of decimal places in the range from 0 to 3
AV 3	Units	MAINMENU_NUMERIC4 UNITS	Read & Write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 4	Present value	MAINMENU_NUMERIC5 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
AV 4	Description	MAINMENU_NUMERIC5 NAME	Read & Write Memory	Displayed user defined parameter name.
AV 4	Priority	MAINMENU_NUMERIC5 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Main Menu
AV 4	Out of service	MAINMENU_NUMERIC5 ACTIVE	Read & Write Memory	False = Invisible True = Visible(def)
AV 4	4202	MAINMENU_NUMERIC5 DISPLAY POINT_ACTIVE	Read & Write Memory	Number of decimal places in the range from 0 to 3
AV 4	Units	MAINMENU_NUMERIC5 UNITS	Read & Write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 5	Present value	MAINMENU_NUMERIC6 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
AV 5	Description	MAINMENU_NUMERIC6 NAME	Read & Write Memory	Displayed user defined parameter name.
AV 5	Priority	MAINMENU_NUMERIC6 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Main Menu

BACnet ID	Object property	OBJECT NAME	Access	Description
AV 5	Out of service	MAINMENU_NUMERIC6 ACTIVE	Read & Write Memory	False = Invisible True = Visible(def)
AV 5	4202	MAINMENU_NUMERIC6 DISPLAY POINT_ACTIVE	Read & Write Memory	Number of decimal places in the range from 0 to 3
AV 5	Units	MAINMENU_NUMERIC6 UNITS	Read & Write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 6	Present value	MAINMENU_NUMERIC7 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
AV 6	Description	MAINMENU_NUMERIC7 NAME	Read & Write Memory	Displayed user defined parameter name.
AV 6	Priority	MAINMENU_NUMERIC7 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Main Menu
AV 6	Out of service	MAINMENU_NUMERIC7 ACTIVE	Read & Write Memory	False = Invisible True = Visible(def)
AV 6	4202	MAINMENU_NUMERIC7 DISPLAY POINT_ACTIVE	Read & Write Memory	Number of decimal places in the range from 0 to 3
AV 6	Units	MAINMENU_NUMERIC7 UNITS	Read & Write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 7	Present value	MAINMENU_NUMERIC8 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
AV 7	Description	MAINMENU_NUMERIC8 NAME	Read & Write Memory	Displayed user defined parameter name.
AV 7	Priority	MAINMENU_NUMERIC8	Read & Write	Priority of the parameter for sequence of

BACnet ID	Object property	OBJECT NAME	Access	Description
		PRIORITY	Memory	displaying in the Main Menu
AV 7	Out Of Service	MAINMENU_NUMERIC8 ACTIVE	Read & Write Memory	False = Invisible True = Visible(def)
AV 7	4202	MAINMENU_NUMERIC8 DISPLAY POINT_ACTIVE	Read & Write Memory	Number of decimal places in the range from 0 to 3
AV 7	Units	MAINMENU_NUMERIC8 UNITS	Read & Write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
BV 0	Present value	MAINMENU_BOOLEAN1 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
BV 0	Description	MAINMENU_BOOLEAN1 NAME	Read & Write Memory	Displayed user defined parameter name.
BV 0	4203	MAINMENU_BOOLEAN1 TRUE_TEXT	Read & Write Memory	Text for the parameter true state value.
BV 0	4204	MAINMENU_BOOLEAN1 FALSE_TEXT	Read & Write Memory	Text for the parameter false state value.
BV 0	4201	MAINMENU_BOOLEAN1 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Main Menu
BV 0	Out of service	MAINMENU_BOOLEAN1 CONFIGURATION	Read & Write Memory	False = Inactive(def) True = Active
BV 1	Present value	MAINMENU_BOOLEAN2 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
BV 1	Description	MAINMENU_BOOLEAN2 NAME	Read & Write Memory	Displayed user defined parameter name.

BACnet ID	Object property	OBJECT NAME	Access	Description
BV 1	4203	MAINMENU_BOOLEAN2 TRUE_TEXT	Read & Write Memory	Text for the parameter true state value.
BV 1	4204	MAINMENU_BOOLEAN2 FALSE_TEXT	Read & Write Memory	Text for the parameter false state value.
BV 1	4201	MAINMENU_BOOLEAN2 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Main Menu
BV 1	Out of service	MAINMENU_BOOLEAN2 CONFIGURATION	Read & Write Memory	False = Inactive(def) True = Active
BV 2	Present value	MAINMENU_BOOLEAN3 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
BV 2	Description	MAINMENU_BOOLEAN3 NAME	Read & Write Memory	Displayed user defined parameter name.
BV 2	4203	MAINMENU_BOOLEAN3 TRUE_TEXT	Read & Write Memory	Text for the parameter true state value.
BV 2	4204	MAINMENU_BOOLEAN3 FALSE_TEXT	Read & Write Memory	Text for the parameter false state value.
BV 2	4201	MAINMENU_BOOLEAN3 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Main Menu
BV 2	Out of service	MAINMENU_BOOLEAN3 CONFIGURATION	Read & Write Memory	False = Inactive(def) True = Active
BV 3	Present value	MAINMENU_BOOLEAN4 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
BV 3	Description	MAINMENU_BOOLEAN4	Read & Write Memory	Displayed user defined parameter name.

BACnet ID	Object property	OBJECT NAME	Access	Description
		NAME		
BV 3	4203	MAINMENU_BOOLEAN4 TRUE_TEXT	Read & Write Memory	Text for the parameter true state value.
BV 3	4204	MAINMENU_BOOLEAN4 FALSE_TEXT	Read & Write Memory	Text for the parameter false state value.
BV 3	4201	MAINMENU_BOOLEAN4 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Main Menu
BV 3	Out of service	MAINMENU_BOOLEAN4 CONFIGURATION	Read & Write Memory	False = Inactive(def) True = Active
BV 4	Present value	MAINMENU_BOOLEAN5 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
BV 4	Description	MAINMENU_BOOLEAN5 NAME	Read & Write Memory	Displayed user defined parameter name.
BV 4	4203	MAINMENU_BOOLEAN5 TRUE_TEXT	Read & Write Memory	Text for the parameter true state value.
BV 4	4204	MAINMENU_BOOLEAN5 FALSE_TEXT	Read & Write Memory	Text for the parameter false state value.
BV 4	4201	MAINMENU_BOOLEAN5 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Main Menu
BV 4	Out of service	MAINMENU_BOOLEAN5 CONFIGURATION	Read & Write Memory	False = Inactive(def) True = Active
BV 5	Present value	MAINMENU_BOOLEAN6 PRESENT_VALUE	Read & Write Memory	Present value of the parameter

BACnet ID	Object property	OBJECT NAME	Access	Description
BV 5	Description	MAINMENU_BOOLEAN6 NAME	Read & Write Memory	Displayed user defined parameter name.
BV 5	4203	MAINMENU_BOOLEAN6 TRUE_TEXT	Read & Write Memory	Text for the parameter true state value.
BV 5	4204	MAINMENU_BOOLEAN6 FALSE_TEXT	Read & Write Memory	Text for the parameter false state value.
BV 5	4201	MAINMENU_BOOLEAN6 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Main Menu
BV 5	Out of service	MAINMENU_BOOLEAN6 CONFIGURATION	Read & Write Memory	False = Inactive(def) True = Active
BV 6	Present value	MAINMENU_BOOLEAN7 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
BV 6	Description	MAINMENU_BOOLEAN7 NAME	Read & Write Memory	Displayed user defined parameter name.
BV 6	4203	MAINMENU_BOOLEAN7 TRUE_TEXT	Read & Write Memory	Text for the parameter true state value.
BV 6	4204	MAINMENU_BOOLEAN7 FALSE_TEXT	Read & Write Memory	Text for the parameter false state value.
BV 6	4201	MAINMENU_BOOLEAN7 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Main Menu
BV 6	Out of service	MAINMENU_BOOLEAN7 CONFIGURATION	Read & Write Memory	False = Inactive(def) True = Active
BV 7	Present value	MAINMENU_BOOLEAN8	Read & Write Memory	Present value of the parameter

BACnet ID	Object property	OBJECT NAME	Access	Description
		PRESENT_VALUE		
BV 7	Description	MAINMENU_BOOLEAN8 NAME	Read & Write Memory	Displayed user defined parameter name.
BV 7	4203	MAINMENU_BOOLEAN8 TRUE_TEXT	Read & Write Memory	Text for the parameter true state value.
BV 7	4204	MAINMENU_BOOLEAN8 FALSE_TEXT	Read & Write Memory	Text for the parameter false state value.
BV 7	4201	MAINMENU_BOOLEAN8 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Main Menu
BV 7	Out of service	MAINMENU_BOOLEAN8 CONFIGURATION	Read & Write Memory	False = Inactive(def) True = Active

13.1.3 The Temperature Submenu

BACnet ID	Object property	Object name	Access	Description
AV 8	Present value	TEMPERATURE_NUMERIC1 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
AV 8	Description	TEMPERATURE_NUMERIC1 NAME	Read & Write Memory	Displayed user defined parameter name.
AV 8	Step increment	TEMPERATURE_NUMERIC1 STEP	Read & Write Memory	Step during the parameter value changing. The default value is 0
AV 8	Low limit	TEMPERATURE_NUMERIC1 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
AV 8	High limit	TEMPERATURE_NUMERIC1 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
AV 8	4201	TEMPERATURE_NUMERIC1 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
AV 8	Out of service	TEMPERATURE_NUMERIC1 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
AV 8	4200	TEMPERATURE_NUMERIC1 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
AV 8	4202	TEMPERATURE_NUMERIC1 POINT_ACTIVE	Read & Write Memory	Number of decimal places in the range from 0 to 3
AV 8	Units	TEMPERATURE_NUMERIC1 UNITS	Read & Write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 9	Present value	TEMPERATURE_NUMERIC2 PRESENT_VALUE	Read & Write Memory	Present value of the parameter

BACnet ID	Object property	Object name	Access	Description
AV 9	Description	TEMPERATURE_NUMERIC2 NAME	Read & Write Memory	Displayed user defined parameter name.
AV 9	Step increment	TEMPERATURE_NUMERIC2 STEP	Read & Write Memory	Step during the parameter value changing. The default value is 0
AV 9	Low limit	TEMPERATURE_NUMERIC2 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
AV 9	High limit	TEMPERATURE_NUMERIC2 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
AV 9	4201	TEMPERATURE_NUMERIC2 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
AV 9	Out of service	TEMPERATURE_NUMERIC2 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
AV 9	4200	TEMPERATURE_NUMERIC2 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
AV 9	4202	TEMPERATURE_NUMERIC2 POINT_ACTIVE	Read & Write Memory	Number of decimal places in the range from 0 to 3
AV 9	Units	TEMPERATURE_NUMERIC2 UNITS	Read & Write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 10	Present value	TEMPERATURE_NUMERIC3 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
AV 10	Description	TEMPERATURE_NUMERIC3 NAME	Read & Write Memory	Displayed user defined parameter name.
AV 10	Step increment	TEMPERATURE_NUMERIC3	Read & Write	Step during the parameter value changing.

BACnet ID	Object property	Object name	Access	Description
		STEP	Memory	The default value is 0
AV 10	Low limit	TEMPERATURE_NUMERIC3 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
AV 10	High limit	TEMPERATURE_NUMERIC3 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
AV 10	4201	TEMPERATURE_NUMERIC3 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
AV 10	Out of service	TEMPERATURE_NUMERIC3 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
AV 10	4200	TEMPERATURE_NUMERIC3 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
AV 10	4202	TEMPERATURE_NUMERIC3 POINT ACTIV	Read & Write Memory	Number of decimal places in the range from 0 to 3
AV 10	Units	TEMPERATURE_NUMERIC3 UNITS	Read & Write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 11	Present value	TEMPERATURE_NUMERIC4 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
AV 11	Description	TEMPERATURE_NUMERIC4 NAME	Read & Write Memory	Displayed user defined parameter name.
AV 11	Step increment	TEMPERATURE_NUMERIC4 STEP	Read & Write Memory	Step during the parameter value changing. The default value is 0
AV 11	Low limit	TEMPERATURE_NUMERIC4 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0

BACnet ID	Object property	Object name	Access	Description
AV 11	High limit	TEMPERATURE_NUMERIC4 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
AV 11	4201	TEMPERATURE_NUMERIC4 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
AV 11	Out of service	TEMPERATURE_NUMERIC4 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
AV 11	4200	TEMPERATURE_NUMERIC4 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
AV 11	4202	TEMPERATURE_NUMERIC4 POINT_ACTIVE	Read & Write Memory	Number of decimal places in the range from 0 to 3
AV 11	Units	TEMPERATURE_NUMERIC4 UNITS	Read & Write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 12	Present value	TEMPERATURE_NUMERIC5 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
AV 12	Description	TEMPERATURE_NUMERIC5 NAME	Read & Write Memory	Displayed user defined parameter name.
AV 12	Step increment	TEMPERATURE_NUMERIC5 STEP	Read & Write Memory	Step during the parameter value changing. The default value is 0
AV 12	Low limit	TEMPERATURE_NUMERIC5 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
AV 12	High limit	TEMPERATURE_NUMERIC5 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
AV 12	4201	TEMPERATURE_NUMERIC5	Read & Write	Priority of the parameter for sequence of displaying in the Submenu

BACnet ID	Object property	Object name	Access	Description
		PRIORITY	Memory	
AV 12	Out of service	TEMPERATURE_NUMERIC5 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
AV 12	4200	TEMPERATURE_NUMERIC5 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
AV 12	4202	TEMPERATURE_NUMERIC5 POINT_ACTIVE	Read & Write Memory	Number of decimal places in the range from 0 to 3
AV 12	Units	TEMPERATURE_NUMERIC5 UNITS	Read & Write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 13	Present value	TEMPERATURE_NUMERIC6 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
AV 13	Description	TEMPERATURE_NUMERIC6 NAME	Read & Write Memory	Displayed user defined parameter name.
AV 13	Step increment	TEMPERATURE_NUMERIC6 STEP	Read & Write Memory	Step during the parameter value changing. The default value is 0
AV 13	Low limit	TEMPERATURE_NUMERIC6 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
AV 13	High limit	TEMPERATURE_NUMERIC6 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
AV 13	4201	TEMPERATURE_NUMERIC6 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
AV 13	Out of service	TEMPERATURE_NUMERIC6 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active

BACnet ID	Object property	Object name	Access	Description
AV 13	4200	TEMPERATURE_NUMERIC6 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
AV 13	4202	TEMPERATURE_NUMERIC6 POINT_ACTIVE	Read & Write Memory	Number of decimal places in the range from 0 to 3
AV 13	Units	TEMPERATURE_NUMERIC6 UNITS	Read & Write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 14	Present value	TEMPERATURE_NUMERIC7 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
AV 14	Description	TEMPERATURE_NUMERIC7 NAME	Read & Write Memory	Displayed user defined parameter name.
AV 14	Step increment	TEMPERATURE_NUMERIC7 STEP	Read & Write Memory	Step during the parameter value changing. The default value is 0
AV 14	Low limit	TEMPERATURE_NUMERIC7 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
AV 14	High limit	TEMPERATURE_NUMERIC7 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
AV 14	4201	TEMPERATURE_NUMERIC7 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
AV 14	Out of service	TEMPERATURE_NUMERIC7 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
AV 14	4200	TEMPERATURE_NUMERIC7 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
AV 14	4202	TEMPERATURE_NUMERIC7	Read & Write	Number of decimal places in the range from 0 to 3

BACnet ID	Object property	Object name	Access	Description
		POINT_ACTIVE	Memory	
AV 14	Units	TEMPERATURE_NUMERIC7 UNITS	Read & Write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 15	Present value	TEMPERATURE_NUMERIC8 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
AV 15	Description	TEMPERATURE_NUMERIC8 NAME	Read & Write Memory	Displayed user defined parameter name.
AV 15	Step increment	TEMPERATURE_NUMERIC8 STEP	Read & Write Memory	Step during the parameter value changing. The default value is 0
AV 15	Low limit	TEMPERATURE_NUMERIC8 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
AV 15	High limit	TEMPERATURE_NUMERIC8 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
AV 15	4201	TEMPERATURE_NUMERIC8 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
AV 15	Out of service	TEMPERATURE_NUMERIC8 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
AV 15	4200	TEMPERATURE_NUMERIC8 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
AV 15	4202	TEMPERATURE_NUMERIC8 POINT_ACTIVE	Read & Write Memory	Number of decimal places in the range from 0 to 3
AV 15	Units	TEMPERATURE_NUMERIC8 UNITS	Read & Write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h

BACnet ID	Object property	Object name	Access	Description
BV 8	Present value	TEMPERATURE_BOOLEAN1 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
BV 8	Description	TEMPERATURE_BOOLEAN1 NAME	Read & Write Memory	Displayed user defined parameter name.
BV 8	True text	TEMPERATURE_BOOLEAN1 TRUE_TEXT	Read & Write Memory	Text for the parameter true state value.
BV 8	False text	TEMPERATURE_BOOLEAN1 FALSE_TEXT	Read & Write Memory	Text for the parameter false state value.
BV 8	4201	TEMPERATURE_BOOLEAN1 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
BV 8	Out of service	TEMPERATURE_BOOLEAN1 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
BV 8	4200	TEMPERATURE_BOOLEAN1 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
BV 9	Present value	TEMPERATURE_BOOLEAN2 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
BV 9	Description	TEMPERATURE_BOOLEAN2 NAME	Read & Write Memory	Displayed user defined parameter name.
BV 9	True text	TEMPERATURE_BOOLEAN2	Read & Write	Text for the parameter true state value.

BACnet ID	Object property	Object name	Access	Description
		TRUE_TEXT	Memory	
BV 9	False text	TEMPERATURE_BOOLEAN2 FALSE_TEXT	Read & Write Memory	Text for the parameter false state value.
BV 9	4201	TEMPERATURE_BOOLEAN2 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
BV 9	Out of service	TEMPERATURE_BOOLEAN2 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
BV 9	4200	TEMPERATURE_BOOLEAN2 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
BV 10	Present value	TEMPERATURE_BOOLEAN3 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
BV 10	Description	TEMPERATURE_BOOLEAN3 NAME	Read & Write Memory	Displayed user defined parameter name.
BV 10	True text	TEMPERATURE_BOOLEAN3 TRUE_TEXT	Read & Write Memory	Text for the parameter true state value.
BV 10	False text	TEMPERATURE_BOOLEAN3 FALSE_TEXT	Read & Write Memory	Text for the parameter false state value.
BV 10	4201	TEMPERATURE_BOOLEAN3 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu

BACnet ID	Object property	Object name	Access	Description
BV 10	Out of service	TEMPERATURE_BOOLEAN3 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
BV 10	4200	TEMPERATURE_BOOLEAN3 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
BV 11	Present value	TEMPERATURE_BOOLEAN4 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
BV 11	Description	TEMPERATURE_BOOLEAN4 NAME	Read & Write Memory	Displayed user defined parameter name.
BV 11	True text	TEMPERATURE_BOOLEAN4 TRUE_TEXT	Read & Write Memory	Text for the parameter true state value.
BV 11	False text	TEMPERATURE_BOOLEAN4 FALSE_TEXT	Read & Write Memory	Text for the parameter false state value.
BV 11	4201	TEMPERATURE_BOOLEAN4 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
BV 11	Out of service	TEMPERATURE_BOOLEAN4 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
BV 11	4200	TEMPERATURE_BOOLEAN4 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
BV 12	Present value	TEMPERATURE_BOOLEAN5	Read & Write	Present value of the parameter

BACnet ID	Object property	Object name	Access	Description
		PRESENT_VALUE	Memory	
BV 12	Description	TEMPERATURE_BOOLEAN5 NAME	Read & Write Memory	Displayed user defined parameter name.
BV 12	True text	TEMPERATURE_BOOLEAN5 TRUE_TEXT	Read & Write Memory	Text for the parameter true state value.
BV 12	False text	TEMPERATURE_BOOLEAN5 FALSE_TEXT	Read & Write Memory	Text for the parameter false state value.
BV 12	4201	TEMPERATURE_BOOLEAN5 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
BV 12	Out of service	TEMPERATURE_BOOLEAN5 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
BV 12	4200	TEMPERATURE_BOOLEAN5 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
BV 13	Present value	TEMPERATURE_BOOLEAN6 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
BV 13	Description	TEMPERATURE_BOOLEAN6 NAME	Read & Write Memory	Displayed user defined parameter name.
BV 13	True text	TEMPERATURE_BOOLEAN6 TRUE_TEXT	Read & Write Memory	Text for the parameter true state value.

BACnet ID	Object property	Object name	Access	Description
BV 13	False text	TEMPERATURE_BOOLEAN6 FALSE_TEXT	Read & Write Memory	Text for the parameter false state value.
BV 13	4201	TEMPERATURE_BOOLEAN6 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
BV 13	Out of service	TEMPERATURE_BOOLEAN6 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
BV 13	4200	TEMPERATURE_BOOLEAN6 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
BV 14	Present value	TEMPERATURE_BOOLEAN7 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
BV 14	Description	TEMPERATURE_BOOLEAN7 NAME	Read & Write Memory	Displayed user defined parameter name.
BV 14	True text	TEMPERATURE_BOOLEAN7 TRUE_TEXT	Read & Write Memory	Text for the parameter true state value.
BV 14	False text	TEMPERATURE_BOOLEAN7 FALSE_TEXT	Read & Write Memory	Text for the parameter false state value.
BV 14	4201	TEMPERATURE_BOOLEAN7 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
BV 14	Out of service	TEMPERATURE_BOOLEAN7	Read & Write	False = Inactive(def)

BACnet ID	Object property	Object name	Access	Description
		ACTIVE	Memory	True = Active
BV 14	4200	TEMPERATURE_BOOLEAN7 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
BV 15	Present value	TEMPERATURE_BOOLEAN8 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
BV 15	Description	TEMPERATURE_BOOLEAN8 NAME	Read & Write Memory	Displayed user defined parameter name.
BV 15	True text	TEMPERATURE_BOOLEAN8 TRUE_TEXT	Read & Write Memory	Text for the parameter true state value.
BV 15	False text	TEMPERATURE_BOOLEAN8 FALSE_TEXT	Read & Write Memory	Text for the parameter false state value.
BV 15	4201	TEMPERATURE_BOOLEAN8 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
BV 15	Out of service	TEMPERATURE_BOOLEAN8 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
BV 15	4200	TEMPERATURE_BOOLEAN8 EDITABLE	Read & Write Memory	False = Non-editable True = Editable

13.1.4 The Fan Submenu

BACnet ID	Object property	Object name	Access	Description
AV 16	Present value	FAN_NUMERIC1 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
AV 16	Description	FAN_NUMERIC1 NAME	Read & Write Memory	Displayed user defined parameter name.
AV 16	Step increment	FAN_NUMERIC1 STEP	Read & Write Memory	Step during the parameter value changing. The default value is 0
AV 16	Low limit	FAN_NUMERIC1 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
AV 16	High limit	FAN_NUMERIC1 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
AV 16	4201	FAN_NUMERIC1 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
AV 16	Out of service	FAN_NUMERIC1 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
AV 16	4200	FAN_NUMERIC1 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
AV 16	4202	FAN_NUMERIC1 POINT_ACTIVE	Read & Write Memory	Number of decimal places in the range from 0 to 3
AV 16	Units	FAN_NUMERIC1 UNITS	Read & Write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 17	Present value	FAN_NUMERIC2 PRESENT_VALUE	Read & Write Memory	Present value of the parameter

BACnet ID	Object property	Object name	Access	Description
AV 17	Description	FAN_NUMERIC2 NAME	Read & Write Memory	Displayed user defined parameter name.
AV 17	Step increment	FAN_NUMERIC2 STEP	Read & Write Memory	Step during the parameter value changing. The default value is 0
AV 17	Low limit	FAN_NUMERIC2 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
AV 17	High limit	FAN_NUMERIC2 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
AV 17	4201	FAN_NUMERIC2 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
AV 17	Out of service	FAN_NUMERIC2 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
AV 17	4200	FAN_NUMERIC2 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
AV 17	4202	FAN_NUMERIC2 POINT_ACTIVE	Read & Write Memory	Number of decimal places in the range from 0 to 3
AV 17	Units	FAN_NUMERIC2 UNITS	Read & Write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 18	Present value	FAN_NUMERIC3 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
AV 18	Description	FAN_NUMERIC3 NAME	Read & Write Memory	Displayed user defined parameter name.
AV 18	Step increment	FAN_NUMERIC3	Read & Write	Step during the parameter value changing.

BACnet ID	Object property	Object name	Access	Description
		STEP	Memory	The default value is 0
AV 18	Low limit	FAN_NUMERIC3 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
AV 18	High limit	FAN_NUMERIC3 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
AV 18	4201	FAN_NUMERIC3 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
AV 18	Out of service	FAN_NUMERIC3 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
AV 18	4200	FAN_NUMERIC3 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
AV 18	4202	FAN_NUMERIC3 POINT_ACTIVE	Read & Write Memory	Number of decimal places in the range from 0 to 3
AV 18	Units	FAN_NUMERIC3 UNITS	Read & Write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 19	Present value	FAN_NUMERIC4 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
AV 19	Description	FAN_NUMERIC4 NAME	Read & Write Memory	Displayed user defined parameter name.
AV 19	Step increment	FAN_NUMERIC4 STEP	Read & Write Memory	Step during the parameter value changing. The default value is 0
AV 19	Low limit	FAN_NUMERIC4 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0

BACnet ID	Object property	Object name	Access	Description
AV 19	High limit	FAN_NUMERIC4 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
AV 19	4201	FAN_NUMERIC4 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
AV 19	Out of service	FAN_NUMERIC4 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
AV 19	4200	FAN_NUMERIC4 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
AV 19	4202	FAN_NUMERIC4 POINT_ACTIVE	Read & Write Memory	Number of decimal places in the range from 0 to 3
AV 19	Units	FAN_NUMERIC4 UNITS	Read & Write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 20	Present value	FAN_NUMERIC5 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
AV 2	Description	FAN_NUMERIC5 NAME	Read & Write Memory	Displayed user defined parameter name.
AV 20	Step increment	FAN_NUMERIC5 STEP	Read & Write Memory	Step during the parameter value changing. The default value is 0
AV 20	Low limit	FAN_NUMERIC5 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
AV 20	High limit	FAN_NUMERIC5 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
AV 20	4201	FAN_NUMERIC5	Read & Write	Priority of the parameter for sequence of displaying in the Submenu

BACnet ID	Object property	Object name	Access	Description
		PRIORITY	Memory	
AV 20	Out of service	FAN_NUMERIC5 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
AV 20	4200	FAN_NUMERIC5 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
AV 20	4202	FAN_NUMERIC5 POINT_ACTIVE	Read & Write Memory	Number of decimal places in the range from 0 to 3
AV 20	Units	FAN_NUMERIC5 UNITS	Read & Write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 21	Present value	FAN_NUMERIC6 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
AV 21	Description	FAN_NUMERIC6 NAME	Read & Write Memory	Displayed user defined parameter name.
AV 21	Step increment	FAN_NUMERIC6 STEP	Read & Write Memory	Step during the parameter value changing. The default value is 0
AV 21	Low limit	FAN_NUMERIC6 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
AV 21	High limit	FAN_NUMERIC6 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
AV 21	4201	FAN_NUMERIC6 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
AV 21	Out of service	FAN_NUMERIC6 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active

BACnet ID	Object property	Object name	Access	Description
AV 21	4200	FAN_NUMERIC6 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
AV 21	4202	FAN_NUMERIC6 POINT_ACTIVE	Read & Write Memory	Number of decimal places in the range from 0 to 3
AV 21	Units	FAN_NUMERIC6 UNITS	Read & Write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 22	Present value	FANNUMERIC7 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
AV 22	Description	FAN_NUMERIC7 NAME	Read & Write Memory	Displayed user defined parameter name.
AV 22	Step increment	FAN_NUMERIC7_ STEP	Read & Write Memory	Step during the parameter value changing. The default value is 0
AV 22	Low limit	FAN_NUMERIC7 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
AV 22	High limit	FAN_NUMERIC7 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
AV 22	4201	FAN_NUMERIC7 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
AV 22	Out of service	FAN_NUMERIC7 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
AV 22	4200	FAN_NUMERIC7 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
AV 22	4202	FAN_NUMERIC7	Read & Write	Number of decimal places in the range from 0 to 3

BACnet ID	Object property	Object name	Access	Description
		POINT_ACTIVE	Memory	
AV 22	Units	FAN_NUMERIC7 UNITS	Read & Write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 23	Present value	FAN_NUMERIC8 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
AV 23	Description	FAN_NUMERIC8 NAME	Read & Write Memory	Displayed user defined parameter name.
AV 23	Step increment	FAN_NUMERIC8 STEP	Read & Write Memory	Step during the parameter value changing. The default value is 0
AV 23	Low limit	FAN_NUMERIC8 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
AV 23	High limit	FAN_NUMERIC8 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
AV 23	4201	FAN_NUMERIC8 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
AV 23	Out of service	FAN_NUMERIC8 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
AV 23	4200	FAN_NUMERIC8 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
AV 23	4202	FAN_NUMERICE8 POINT ACTIV	Read & Write Memory	Number of decimal places in the range from 0 to 3
AV 23	Units	FAN_NUMERIC8 UNITS	Read & Write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h

BACnet ID	Object property	Object name	Access	Description
BV 8	Present value	FAN_BOOLEAN1 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
BV 8	Description	FAN_BOOLEAN1 NAME	Read & Write Memory	Displayed user defined parameter name.
BV 8	True text	FAN_BOOLEAN1 TRUE_TEXT	Read & Write Memory	Text for the parameter true state value.
BV 8	False text	FAN_BOOLEAN1 FALSE_TEXT	Read & Write Memory	Text for the parameter false state value.
BV 8	4201	FAN_BOOLEAN1 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
BV 8	Out of service	FAN_BOOLEAN8 ACTIVE	Read & Write Memory	False = Inactive(def)
BV 8	4200	FAN_BOOLEAN8 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
BV 9	Present value	FAN_BOOLEAN2 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
BV 9	Description	FAN_BOOLEAN2 NAME	Read & Write Memory	Displayed user defined parameter name.
BV 9	True text	FAN_BOOLEAN2	Read & Write	Text for the parameter true state value.

BACnet ID	Object property	Object name	Access	Description
		TRUE_TEXT	Memory	
BV 9	False text	FAN_BOOLEAN2 FALSE_TEXT	Read & Write Memory	Text for the parameter false state value.
BV 9	4201	FAN_BOOLEAN2 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
BV 9	Out of service	FAN_BOOLEAN2 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
BV 9	4200	FAN_BOOLEAN2 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
BV 10	Present value	FAN_BOOLEAN3 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
BV 10	Description	FAN_BOOLEAN3 NAME	Read & Write Memory	Displayed user defined parameter name.
BV 10	True text	FAN_BOOLEAN3 TRUE_TEXT	Read & Write Memory	Text for the parameter true state value.
BV 10	False text	FAN_BOOLEAN3 FALSE_TEXT	Read & Write Memory	Text for the parameter false state value.
BV 10	4201	FAN_BOOLEAN3 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu

BACnet ID	Object property	Object name	Access	Description
BV 10	Out of service	FAN_BOOLEAN3 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
BV 10	4200	FAN_BOOLEAN3 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
BV 11	Present value	FAN_BOOLEAN4 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
BV 11	Description	FAN_BOOLEAN4 NAME	Read & Write Memory	Displayed user defined parameter name.
BV 11	True text	FAN_BOOLEAN4 TRUE_TEXT	Read & Write Memory	Text for the parameter true state value.
BV 11	False text	FAN_BOOLEAN4 FALSE_TEXT	Read & Write Memory	Text for the parameter false state value.
BV 11	4201	FAN_BOOLEAN4 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
BV 11	Out of service	FAN_BOOLEAN4 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
BV 11	4200	FAN_BOOLEAN4 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
BV 12	Present value	FAN_BOOLEAN5	Read & Write	Present value of the parameter

BACnet ID	Object property	Object name	Access	Description
		PRESENT_VALUE	Memory	
BV 12	Description	FAN_BOOLEAN5 NAME	Read & Write Memory	Displayed user defined parameter name.
BV 12	True text	FAN_BOOLEAN5 TRUE_TEXT	Read & Write Memory	Text for the parameter true state value.
BV 12	False text	FAN_BOOLEAN5 FALSE_TEXT	Read & Write Memory	Text for the parameter false state value.
BV 12	4201	FAN_BOOLEAN5 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
BV 12	Out of service	FAN_BOOLEAN5 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
BV 12	4200	FAN_BOOLEAN5 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
BV 13	Present value	FAN_BOOLEAN6 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
BV 13	Description	FAN_BOOLEAN6 NAME	Read & Write Memory	Displayed user defined parameter name.
BV 13	True text	FAN_BOOLEAN6 TRUE_TEXT	Read & Write Memory	Text for the parameter true state value.

BACnet ID	Object property	Object name	Access	Description
BV 13	False text	FAN_BOOLEAN6 FALSE_TEXT	Read & Write Memory	Text for the parameter false state value.
BV 13	4201	FAN_BOOLEAN6 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
BV 13	Out of service	FAN_BOOLEAN6 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
BV 13	4200	FAN_BOOLEAN6 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
BV 14	Present value	FAN_BOOLEAN7 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
BV 14	Description	FAN_BOOLEAN7 NAME	Read & Write Memory	Displayed user defined parameter name.
BV 14	True text	FAN_BOOLEAN7 TRUE_TEXT	Read & Write Memory	Text for the parameter true state value.
BV 14	False text	FAN_BOOLEAN7 FALSE_TEXT	Read & Write Memory	Text for the parameter false state value.
BV 14	4201	FAN_BOOLEAN7 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
BV 14	Out of service	FAN_BOOLEAN7	Read & Write	False = Inactive(def)

BACnet ID	Object property	Object name	Access	Description
		ACTIVE	Memory	True = Active
BV 14	4200	FAN_BOOLEAN7 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
BV 15	Present value	FAN_BOOLEAN8 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
BV 15	Description	FAN_BOOLEAN8 NAME	Read & Write Memory	Displayed user defined parameter name.
BV 15	True text	FAN_BOOLEAN8 TRUE_TEXT	Read & Write Memory	Text for the parameter true state value.
BV 15	False text	FAN_BOOLEAN8 FALSE_TEXT	Read & Write Memory	Text for the parameter false state value.
BV 15	4201	FAN_BOOLEAN8 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
BV 15	Out of service	FAN_BOOLEAN8 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
BV 15	4200	FAN_BOOLEAN8 EDITABLE	Read & Write Memory	False = Non-editable True = Editable

13.1.5 The Light Submenu

BACnet ID	Object Property	Object Name	Access	Description
AV 24	Present value	LIGHT_NUMERIC1 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
AV 24	Description	LIGHT_NUMERIC1 NAME	Read & Write Memory	Displayed user defined parameter name.
AV 24	Step increment	LIGHT_NUMERIC1 STEP	Read & Write Memory	Step during the parameter value changing. The default value is 0
AV 24	Low limit	LIGHT_NUMERIC1 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
AV 24	High limit	LIGHT_NUMERIC1 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
AV 24	4201	LIGHT_NUMERIC1 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
AV 24	Out of service	LIGHT_NUMERIC1 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
AV 24	4200	LIGHT_NUMERIC1 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
AV 24	4202	LIGHT_NUMERIC1 POINT_ACTIVE	Read & Write Memory	Number of decimal places in the range from 0 to 3

AV 24	Units	LIGHT_NUMERIC1 UNITS	Read & Write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 25	Present value	LIGHT_NUMERIC2 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
AV 25	Description	LIGHT_NUMERIC2 NAME	Read & Write Memory	Displayed user defined parameter name.
AV 25	Step increment	LIGHT_NUMERIC2 STEP	Read & Write Memory	Step during the parameter value changing. The default value is 0
AV 25	Low limit	LIGHT_NUMERIC2 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
AV 25	High limit	LIGHT_NUMERIC2 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
AV 25	4201	LIGHT_NUMERIC2 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
AV 25	Out of service	LIGHT_NUMERIC2 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
AV 25	4200	LIGHT_NUMERIC2 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
AV 25	4202	LIGHT_NUMERIC2 POINT_ACTIVE	Read & Write Memory	Number of decimal places in the range from 0 to 3

AV 25	Units	LIGHT_NUMERIC2 UNITS	Read & Write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 26	Present value	LIGHT_NUMERIC3 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
AV 26	Description	LIGHT_NUMERIC3 NAME	Read & Write Memory	Displayed user defined parameter name.
AV 26	Step increment	LIGHT_NUMERIC3 STEP	Read & Write Memory	Step during the parameter value changing. The default value is 0
AV 26	Low limit	LIGHT_NUMERIC3 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
AV 26	High limit	LIGHT_NUMERIC3 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
AV 26	4201	LIGHT_NUMERIC3 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
AV 26	Out of service	LIGHT_NUMERIC3 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
AV 26	4200	LIGHT_NUMERIC3 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
AV 26	4202	LIGHT_NUMERIC3 POINT_ACTIVE	Read & Write Memory	Number of decimal places in the range from 0 to 3

AV 26	Units	LIGHT_NUMERIC3 UNITS	Read & Write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 27	Present value	LIGHT_NUMERIC4 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
AV 27	Description	LIGHT_NUMERIC4 NAME	Read & Write Memory	Displayed user defined parameter name.
AV 27	Step increment	LIGHT_NUMERIC4 STEP	Read & Write Memory	Step during the parameter value changing. The default value is 0
AV 27	Low limit	LIGHT_NUMERIC4 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
AV 27	High limit	LIGHT_NUMERIC4 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
AV 27	4201	LIGHT_NUMERIC4 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
AV 27	Out of service	LIGHT_NUMERIC4 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
AV 27	4200	LIGHT_NUMERIC4 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
AV 27	4202	LIGHT_NUMERIC4 POINT_ACTIVE	Read & Write Memory	Number of decimal places in the range from 0 to 3

AV 27	Units	LIGHT_NUMERIC4 UNITS	Read & Write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 28	Present value	LIGHT_NUMERIC5 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
AV 28	Description	LIGHT_NUMERIC5 NAME	Read & Write Memory	Displayed user defined parameter name.
AV 20	Step increment	LIGHT_NUMERIC5 STEP	Read & Write Memory	Step during the parameter value changing. The default value is 0
AV 28	Low limit	LIGHT_NUMERIC5 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
AV 28	High limit	LIGHT_NUMERIC5 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
AV 28	4201	LIGHT_NUMERIC5 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
AV 28	Out of service	LIGHT_NUMERIC5 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
AV 28	4200	LIGHT_NUMERIC5 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
AV 28	4202	LIGHT_NUMERIC5 POINT_ACTIVE	Read & Write Memory	Number of decimal places in the range from 0 to 3

AV 28	Units	LIGHT_NUMERIC5 UNITS	Read & Write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 29	Present value	LIGHT_NUMERIC6 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
AV 29	Description	LIGHT_NUMERIC6 NAME	Read & Write Memory	Displayed user defined parameter name.
AV 29	Step increment	LIGHT_NUMERIC6 STEP	Read & Write Memory	Step during the parameter value changing. The default value is 0
AV 29	Low limit	LIGHT_NUMERIC6 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
AV 29	High limit	LIGHT_NUMERIC6 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
AV 29	4201	LIGHT_NUMERIC6 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
AV 29	Out of service	LIGHT_NUMERIC6 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
AV 29	4200	LIGHT_NUMERIC6 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
AV 29	4202	LIGHT_NUMERIC6 POINT_ACTIVE	Read & Write Memory	Number of decimal places in the range from 0 to 3

AV 29	Units	LIGHT_NUMERIC6 UNITS	Read & Write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 30	Present value	LIGHTNUMERIC7 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
AV 30	Description	LIGHT_NUMERIC7 NAME	Read & Write Memory	Displayed user defined parameter name.
AV 30	Step increment	LIGHT_NUMERIC7 STEP	Read & Write Memory	Step during the parameter value changing. The default value is 0
AV 30	Low limit	LIGHT_NUMERIC7 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
AV 30	High limit	LIGHT_NUMERIC7 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
AV 30	4201	LIGHT_NUMERIC7 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
AV 30	Out of service	LIGHT_NUMERIC7 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
AV 30	4200	LIGHT_NUMERIC7 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
AV 30	4202	LIGHT_NUMERIC7 POINT_ACTIVE	Read & Write Memory	Number of decimal places in the range from 0 to 3

AV 30	Units	LIGHT_NUMERIC7 UNITS	Read & Write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 31	Present value	LIGHT_NUMERIC8 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
AV 31	Description	LIGHT_NUMERIC8 NAME	Read & Write Memory	Displayed user defined parameter name.
AV 31	Step increment	LIGHT_NUMERIC8 STEP	Read & Write Memory	Step during the parameter value changing. The default value is 0
AV 31	Low limit	LIGHT_NUMERIC8 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
AV 31	High limit	LIGHT_NUMERIC8 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
AV 31	4201	LIGHT_NUMERIC8 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
AV 31	Out of service	LIGHT_NUMERIC8 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
AV 31	4200	LIGHT_NUMERIC8 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
AV 31	4202	LIGHT_NUMERICE8 POINT ACTIV	Read & Write Memory	Number of decimal places in the range from 0 to 3

AV 31	Units	LIGHT_NUMERIC8 UNITS	Read & Write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
BV 31	Present value	LIGHT_BOOLEAN1 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
BV 31	Description	LIGHT_BOOLEAN1 NAME	Read & Write Memory	Displayed user defined parameter name.
BV 24	True text	LIGHT_BOOLEAN1 TRUE_TEXT	Read & Write Memory	Text for the parameter true state value.
BV 24	False text	LIGHT_BOOLEAN1 FALSE_TEXT	Read & Write Memory	Text for the parameter false state value.
BV 24	4201	LIGHT_BOOLEAN1 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
BV 24	Out of service	LIGHT_BOOLEAN8 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
BV 24	4200	LIGHT_BOOLEAN8 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
BV 25	Present value	LIGHT_BOOLEAN2 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
BV 25	Description	LIGHT_BOOLEAN2 NAME	Read & Write Memory	Displayed user defined parameter name.

BV 25	True text	LIGHT_BOOLEAN2 TRUE_TEXT	Read & Write Memory	Text for the parameter true state value.
BV 25	False text	LIGHT_BOOLEAN2 FALSE_TEXT	Read & Write Memory	Text for the parameter false state value.
BV 25	4201	LIGHT_BOOLEAN2 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
BV 25	Out of service	LIGHT_BOOLEAN2 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
BV 25	4200	LIGHT_BOOLEAN2 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
BV 26	Present value	LIGHT_BOOLEAN3 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
BV 26	Description	LIGHT_BOOLEAN3 NAME	Read & Write Memory	Displayed user defined parameter name.
BV 26	True text	LIGHT_BOOLEAN3 TRUE_TEXT	Read & Write Memory	Text for the parameter true state value.
BV 26	False text	LIGHT_BOOLEAN3 FALSE_TEXT	Read & Write Memory	Text for the parameter false state value.
BV 26	4201	LIGHT_BOOLEAN3 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu

BV 26	Out of service	LIGHT_BOOLEAN3 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
BV 26	4200	LIGHT_BOOLEAN3 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
BV 27	Present value	LIGHT_BOOLEAN4 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
BV 27	Description	LIGHT_BOOLEAN4 NAME	Read & Write Memory	Displayed user defined parameter name.
BV 27	True text	LIGHT_BOOLEAN4 TRUE_TEXT	Read & Write Memory	Text for the parameter true state value.
BV 27	False text	LIGHT_BOOLEAN4 FALSE_TEXT	Read & Write Memory	Text for the parameter false state value.
BV 27	4201	LIGHT_BOOLEAN4 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
BV 27	Out of service	LIGHT_BOOLEAN4 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
BV 27	4200	LIGHT_BOOLEAN4 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
BV 28	Present value	LIGHT_BOOLEAN5 PRESENT_VALUE	Read & Write Memory	Present value of the parameter

BV 28	Description	LIGHT_BOOLEAN5 NAME	Read & Write Memory	Displayed user defined parameter name.
BV 28	True text	LIGHT_BOOLEAN5 TRUE_TEXT	Read & Write Memory	Text for the parameter true state value.
BV 28	False text	LIGHT_BOOLEAN5 FALSE_TEXT	Read & Write Memory	Text for the parameter false state value.
BV 28	4201	LIGHT_BOOLEAN5 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
BV 28	Out of service	LIGHT_BOOLEAN5 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
BV 28	4200	LIGHT_BOOLEAN5 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
BV 29	Present value	LIGHT_BOOLEAN6 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
BV 29	Description	LIGHT_BOOLEAN6 NAME	Read & Write Memory	Displayed user defined parameter name.
BV 29	True text	LIGHT_BOOLEAN6 TRUE_TEXT	Read & Write Memory	Text for the parameter true state value.
BV 29	False text	LIGHT_BOOLEAN6 FALSE_TEXT	Read & Write Memory	Text for the parameter false state value.

BV 29	4201	LIGHT_BOOLEAN6 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
BV 29	Out of service	LIGHT_BOOLEAN6 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
BV 29	4200	LIGHT_BOOLEAN6 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
BV 30	Present value	LIGHT_BOOLEAN7 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
BV 30	Description	LIGHT_BOOLEAN7 NAME	Read & Write Memory	Displayed user defined parameter name.
BV 30	True text	LIGHT_BOOLEAN7 TRUE_TEXT	Read & Write Memory	Text for the parameter true state value.
BV 30	False text	LIGHT_BOOLEAN7 FALSE_TEXT	Read & Write Memory	Text for the parameter false state value.
BV 30	4201	LIGHT_BOOLEAN7 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
BV 30	Out of service	LIGHT_BOOLEAN7 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
BV 30	4200	LIGHT_BOOLEAN7 EDITABLE	Read & Write Memory	False = Non-editable True = Editable

BV 31	Present value	LIGHT_BOOLEAN8 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
BV 31	Description	LIGHT_BOOLEAN8 NAME	Read & Write Memory	Displayed user defined parameter name.
BV 31	True text	LIGHT_BOOLEAN8 TRUE_TEXT	Read & Write Memory	Text for the parameter true state value.
BV 31	False text	LIGHT_BOOLEAN8 FALSE_TEXT	Read & Write Memory	Text for the parameter false state value.
BV 31	4201	LIGHT_BOOLEAN8 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
BV 31	Out of service	LIGHT_BOOLEAN8 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
BV 31	4200	LIGHT_BOOLEAN8 EDITABLE	Read & Write Memory	False = Non-editable True = Editable

13.1.6 The Blind Submenu

BACnet ID	Object property	Object name	Access	Description
AV 31	Present value	BLIND_NUMERIC1 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
AV 31	Description	BLIND_NUMERIC1 NAME	Read & Write Memory	Displayed user defined parameter name.
AV 31	Step increment	BLIND_NUMERIC1 STEP	Read & Write Memory	Step during the parameter value changing. The default value is 0
AV 31	Low limit	BLIND_NUMERIC1 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
AV 31	High limit	BLIND_NUMERIC1 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
AV 31	4201	BLIND_NUMERIC1 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
AV 31	Out of service	BLIND_NUMERIC1 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
AV 31	4200	BLIND_NUMERIC1 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
AV 31	4202	BLIND_NUMERIC1 POINT_ACTIVE	Read & Write Memory	Number of decimal places in the range from 0 to 3
AV 31	Units	BLIND_NUMERIC1 UNITS	Read & Write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 32	Present	BLIND_NUMERIC2	Read & Write	Present value of the parameter

BACnet ID	Object property	Object name	Access	Description
	value	PRESENT_VALUE	Memory	
AV 32	Description	BLIND_NUMERIC2 NAME	Read & Write Memory	Displayed user defined parameter name.
AV 32	Step increment	BLIND_NUMERIC2 STEP	Read & Write Memory	Step during the parameter value changing. The default value is 0
AV 32	Low limit	BLIND_NUMERIC2 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
AV 32	High limit	BLIND_NUMERIC2 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
AV 32	4201	BLIND_NUMERIC2 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
AV 32	Out of service	BLIND_NUMERIC2 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
AV 32	4200	BLIND_NUMERIC2 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
AV 32	4202	BLIND_NUMERIC2 POINT_ACTIVE	Read & Write Memory	Number of decimal places in the range from 0 to 3
AV 32	Units	BLIND_NUMERIC2 UNITS	Read & Write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 33	Present value	BLIND_NUMERIC3 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
AV 33	Description	BLIND_NUMERIC3	Read & Write	Displayed user defined parameter

BACnet ID	Object property	Object name	Access	Description
		NAME	Memory	name.
AV 33	Step increment	BLIND_NUMERIC3 STEP	Read & Write Memory	Step during the parameter value changing. The default value is 0
AV 33	Low limit	BLIND_NUMERIC3 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
AV 33	High limit	BLIND_NUMERIC3 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
AV 33	4201	BLIND_NUMERIC3 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying n the Submenu
AV 33	Out of service	BLIND_NUMERIC3 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
AV 33	4200	BLIND_NUMERIC3 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
AV 33	4202	BLIND_NUMERIC3 POINT_ACTIVE	Read & Write Memory	Number of decimal places in the range from 0 to 3
AV 33	Units	BLIND_NUMERIC3 UNITS	Read & Write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 35	Present value	BLIND_NUMERIC4 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
AV 35	Description	BLIND_NUMERIC4 NAME	Read & Write Memory	Displayed user defined parameter name.

BACnet ID	Object property	Object name	Access	Description
AV 35	Step increment	BLIND_NUMERIC4 STEP	Read & Write Memory	Step during the parameter value changing. The default value is 0
AV 35	Low limit	BLIND_NUMERIC4 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
AV 35	High limit	BLIND_NUMERIC4 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
AV 35	4201	BLIND_NUMERIC4 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
AV 35	Out of service	BLIND_NUMERIC4 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
AV 35	4200	BLIND_NUMERIC4 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
AV 35	4202	BLIND_NUMERIC4 POINT_ACTIVE	Read & Write Memory	Number of decimal places in the range from 0 to 3
AV 35	Units	BLIND_NUMERIC4 UNITS	Read & Write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 36	Present value	BLIND_NUMERIC5 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
AV 36	Description	BLIND_NUMERIC5 NAME	Read & Write Memory	Displayed user defined parameter name.
AV 36	Step increment	BLIND_NUMERIC5 STEP	Read & Write Memory	Step during the parameter value changing. The default value is 0

BACnet ID	Object property	Object name	Access	Description
AV 36	Low limit	BLIND_NUMERIC5 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
AV 36	High limit	BLIND_NUMERIC5 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
AV 36	4201	BLIND_NUMERIC5 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
AV 36	Out of service	BLIND_NUMERIC5 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
AV 36	4200	BLIND_NUMERIC5 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
AV 36	4202	BLIND_NUMERIC5 POINT_ACTIVE	Read & Write Memory	Number of decimal places in the range from 0 to 3
AV 36	Units	BLIND_NUMERIC5 UNITS	Read & Write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 37	Present value	BLIND_NUMERIC6 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
AV 37	Description	BLIND_NUMERIC6 NAME	Read & Write Memory	Displayed user defined parameter name.
AV 37	Step increment	BLIND_NUMERIC6 STEP	Read & Write Memory	Step during the parameter value changing. The default value is 0
AV 37	Low limit	BLIND_NUMERIC6 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0

BACnet ID	Object property	Object name	Access	Description
AV 37	High limit	BLIND_NUMERIC6 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
AV 37	4201	BLIND_NUMERIC6 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
AV 37	Out of service	BLIND_NUMERIC6 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
AV 37	4200	BLIND_NUMERIC6 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
AV 37	4202	BLIND_NUMERIC6 POINT_ACTIVE	Read & Write Memory	Number of decimal places in the range from 0 to 3
AV 37	Units	BLIND_NUMERIC6 UNITS	Read & Write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 38	Present value	BLINDNUMERIC7 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
AV 38	Description	BLIND_NUMERIC7 NAME	Read & Write Memory	Displayed user defined parameter name.
AV 38	Step increment	BLIND_NUMERIC7 STEP	Read & Write Memory	Step during the parameter value changing. The default value is 0
AV 38	Low limit	BLIND_NUMERIC7 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
AV 38	High limit	BLIND_NUMERIC7 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0

BACnet ID	Object property	Object name	Access	Description
AV 38	4201	BLIND_NUMERIC7 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
AV 38	Out of service	BLIND_NUMERIC7 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
AV 38	4200	BLIND_NUMERIC7 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
AV 38	4202	BLIND_NUMERIC7 POINT_ACTIVE	Read & Write Memory	Number of decimal places in the range from 0 to 3
AV 38	Units	BLIND_NUMERIC7 UNITS	Read & Write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 39	Present value	BLIND_NUMERIC8 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
AV 39	Description	BLIND_NUMERIC8 NAME	Read & Write Memory	Displayed user defined parameter name.
AV 39	Step increment	BLIND_NUMERIC8 STEP	Read & Write Memory	Step during the parameter value changing. The default value is 0
AV 39	Low limit	BLIND_NUMERIC8 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
AV 39	High limit	BLIND_NUMERIC8 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
AV 39	4201	BLIND_NUMERIC8 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu

BACnet ID	Object property	Object name	Access	Description
AV 39	Out of service	BLIND_NUMERIC8 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
AV 39	4200	BLIND_NUMERIC8 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
AV 39	4202	BLIND_NUMERICE8 POINT ACTIV	Read & Write Memory	Number of decimal places in the range from 0 to 3
AV 39	Units	BLIND_NUMERIC8 UNITS	Read & Write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
BV 32	Present value	BLIND_BOOLEAN1 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
BV 32	Description	BLIND_BOOLEAN1 NAME	Read & Write Memory	Displayed user defined parameter name.
BV 32	True text	BLIND_BOOLEAN1 TRUE_TEXT	Read & Write Memory	Text for the parameter true state value.
BV 32	False text	BLIND_BOOLEAN1 FALSE_TEXT	Read & Write Memory	Text for the parameter false state value.
BV 32	4201	BLIND_BOOLEAN1 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
BV 32	Out of service	BLIND_BOOLEAN8 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
BV 32	4200	BLIND_BOOLEAN8 EDITABLE	Read & Write Memory	False = Non-editable True = Editable

BACnet ID	Object property	Object name	Access	Description
BV 33	Present value	BLIND_BOOLEAN2 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
BV 33	Description	BLIND_BOOLEAN2 NAME	Read & Write Memory	Displayed user defined parameter name.
BV 33	True text	BLIND_BOOLEAN2 TRUE_TEXT	Read & Write Memory	Text for the parameter true state value.
BV 33	False text	BLIND_BOOLEAN2 FALSE_TEXT	Read & Write Memory	Text for the parameter false state value.
BV 33	4201	BLIND_BOOLEAN2 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
BV 33	Out of service	BLIND_BOOLEAN2 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
BV 33	4200	BLIND_BOOLEAN2 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
BV 34	Present value	BLIND_BOOLEAN3 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
BV 34	Description	BLIND_BOOLEAN3 NAME	Read & Write Memory	Displayed user defined parameter name.
BV 34	True text	BLIND_BOOLEAN3 TRUE_TEXT	Read & Write Memory	Text for the parameter true state value.
BV 34	False text	BLIND_BOOLEAN3	Read & Write	Text for the parameter false state

BACnet ID	Object property	Object name	Access	Description
		FALSE_TEXT	Memory	value.
BV 34	4201	BLIND_BOOLEAN3 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
BV 34	Out of service	BLIND_BOOLEAN3 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
BV 34	4200	BLIND_BOOLEAN3 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
BV 35	Present value	BLIND_BOOLEAN4 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
BV 35	Description	BLIND_BOOLEAN4 NAME	Read & Write Memory	Displayed user defined parameter name.
BV 35	True text	BLIND_BOOLEAN4 TRUE_TEXT	Read & Write Memory	Text for the parameter true state value.
BV 35	False text	BLIND_BOOLEAN4 FALSE_TEXT	Read & Write Memory	Text for the parameter false state value.
BV 35	4201	BLIND_BOOLEAN4 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
BV 35	Out of service	BLIND_BOOLEAN4 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
BV 35	4200	BLIND_BOOLEAN4 EDITABLE	Read & Write Memory	False = Non-editable True = Editable

BACnet ID	Object property	Object name	Access	Description
BV 36	Present value	BLIND_BOOLEAN5 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
BV 36	Description	BLIND_BOOLEAN5 NAME	13.1.7 Read & Write 13.1.8 Memory	13.1.9 Displayed user defined parameter name.
BV 36	True text	BLIND_BOOLEAN5 TRUE_TEXT	Read & Write Memory	Text for the parameter true state value.
BV 36	False text	BLIND_BOOLEAN5 FALSE_TEXT	Read & Write Memory	Text for the parameter false state value.
BV 36	4201	BLIND_BOOLEAN5 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in Submenu
BV 36	Out of service	BLIND_BOOLEAN5 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
BV 36	4200	BLIND_BOOLEAN5 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
BV 37	Present value	BLIND_BOOLEAN6 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
BV 37	Description	BLIND_BOOLEAN6 NAME	Read & Write Memory	Displayed user defined parameter name.
BV 37	True text	BLIND_BOOLEAN6 TRUE_TEXT	Read & Write Memory	Text for the parameter true state value.
BV 37	False text	BLIND_BOOLEAN6	Read & Write	Text for the parameter false state

BACnet ID	Object property	Object name	Access	Description
		FALSE_TEXT	Memory	value.
BV 37	4201	BLIND_BOOLEAN6 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
BV 37	Out of service	BLIND_BOOLEAN6 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
BV 37	4200	BLIND_BOOLEAN6 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
BV 38	Present value	BLIND_BOOLEAN7 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
BV 38	Description	BLIND_BOOLEAN7 NAME	Read & Write Memory	Displayed user defined parameter name.
BV 38	True text	BLIND_BOOLEAN7 TRUE_TEXT	Read & Write Memory	Text for the parameter true state value.
BV 38	False text	BLIND_BOOLEAN7 FALSE_TEXT	Read & Write Memory	Text for the parameter false state value.
BV 38	4201	BLIND_BOOLEAN7 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
BV 38	Out of service	BLIND_BOOLEAN7 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
BV 38	4200	BLIND_BOOLEAN7 EDITABLE	Read & Write Memory	False = Non-editable True = Editable

BACnet ID	Object property	Object name	Access	Description
BV 39	Present value	BLIND_BOOLEAN8 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
BV 39	Description	BLIND_BOOLEAN8 NAME	Read & Write Memory	Displayed user defined parameter name.
BV 39	True text	BLIND_BOOLEAN8 TRUE_TEXT	Read & Write Memory	Text for the parameter true state value.
BV 39	False text	BLIND_BOOLEAN8 FALSE_TEXT	Read & Write Memory	Text for the parameter false state value.
BV 39	4201	BLIND_BOOLEAN8 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
BV 39	Out of service	BLIND_BOOLEAN8 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
BV 39	4200	BLIND_BOOLEAN8 EDITABLE	Read & Write Memory	False = Non-editable True = Editable

13.1.7 The Alarm Submenu

BACnet ID	Object property	Object name	Access	Description
AV 40	Present value	ALARMS_NUMERIC1 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
AV 40	Description	ALARMS_NUMERIC1 NAME	Read & Write Memory	Displayed user defined parameter name.
AV 40	Step increment	ALARMS_NUMERIC1 STEP	Read & Write Memory	Step during the parameter value changing. The default value is 0
AV 40	Low limit	ALARMS_NUMERIC1 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
AV 40	High limit	ALARMS_NUMERIC1 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
AV 40	4201	ALARMS_NUMERIC1 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
AV 40	Out of service	ALARMS_NUMERIC1 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
AV 40	4200	ALARMS_NUMERIC1 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
AV 40	4202	ALARMS_NUMERIC1 POINT_ACTIVE	Read & Write Memory	Number of decimal places in the range from 0 to 3

BACnet ID	Object property	Object name	Access	Description
AV 40	Units	ALARMS_NUMERIC1 UNITS	Read & Write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 41	Present value	ALARMS_NUMERIC2 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
AV 41	Description	ALARMS_NUMERIC2 NAME	Read & Write Memory	Displayed user defined parameter name.
AV 41	Step increment	ALARMS_NUMERIC2 STEP	Read & Write Memory	Step during the parameter value changing. The default value is 0
AV 41	Low limit	ALARMS_NUMERIC2 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
AV 41	High limit	ALARMS_NUMERIC2 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
AV 41	4201	ALARMS_NUMERIC2 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
AV 41	Out of service	ALARMS_NUMERIC2 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
AV 41	4200	ALARMS_NUMERIC2 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
AV 41	4202	ALARMS_NUMERIC2	Read & Write	Number of decimal places in the range from 0 to 3

BACnet ID	Object property	Object name	Access	Description
		POINT_ACTIVE	Memory	
AV 41	Units	ALARMS_NUMERIC2 UNITS	Read & Write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 42	Present value	ALARMS_NUMERIC3 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
AV 42	Description	ALARMS_NUMERIC3 NAME	Read & Write Memory	Displayed user defined parameter name.
AV 42	Step increment	ALARMS_NUMERIC3 STEP	Read & Write Memory	Step during the parameter value changing. The default value is 0
AV 42	Low limit	ALARMS_NUMERIC3 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
AV 42	High limit	ALARMS_NUMERIC3 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
AV 42	4201	ALARMS_NUMERIC3 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
AV 42	Out of service	ALARMS_NUMERIC3 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
AV 42	4200	ALARMS_NUMERIC3 EDITABLE	Read & Write Memory	False = Non-editable True = Editable

BACnet ID	Object property	Object name	Access	Description
AV 42	4202	ALARMS_NUMERIC3 POINT_ACTIVE	Read & Write Memory	Number of decimal places in the range from 0 to 3
AV 42	Units	ALARMS_NUMERIC3 UNITS	Read & Write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 43	Present value	ALARMS_NUMERIC4 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
AV 43	Description	ALARMS_NUMERIC4 NAME	Read & Write Memory	Displayed user defined parameter name.
AV 43	Step increment	ALARMS_NUMERIC4 STEP	Read & Write Memory	Step during the parameter value changing. The default value is 0
AV 43	Low limit	ALARMS_NUMERIC4 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
AV 43	High limit	ALARMS_NUMERIC4 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
AV 43	4201	ALARMS_NUMERIC4 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
AV 43	Out of service	ALARMS_NUMERIC4 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
AV 43	4200	ALARMS_NUMERIC4	Read & Write	False = Non-editable

BACnet ID	Object property	Object name	Access	Description
		EDITABLE	Memory	True = Editable
AV 43	4202	ALARMS_NUMERIC4 POINT_ACTIVE	Read & Write Memory	Number of decimal places in the range from 0 to 3
AV 43	Units	ALARMS_NUMERIC4 UNITS	Read & Write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 44	Present value	ALARMS_NUMERIC5 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
AV 44	Description	ALARMS_NUMERIC5 NAME	Read & Write Memory	Displayed user defined parameter name.
AV 44	Step increment	ALARMS_NUMERIC5 STEP	Read & Write Memory	Step during the parameter value changing. The default value is 0
AV 44	Low limit	ALARMS_NUMERIC5 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
AV 44	High limit	ALARMS_NUMERIC5 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
AV 44	4201	ALARMS_NUMERIC5 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
AV 44	Out of service	ALARMS_NUMERIC5 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active

BACnet ID	Object property	Object name	Access	Description
AV 44	4200	ALARMS_NUMERIC5 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
AV 44	4202	ALARMS_NUMERIC5 POINT_ACTIVE	Read & Write Memory	Number of decimal places in the range from 0 to 3
AV 44	Units	ALARMS_NUMERIC5 UNITS	Read & Write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 45	Present value	ALARMS_NUMERIC6 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
AV 45	Description	ALARMS_NUMERIC6 NAME	Read & Write Memory	Displayed user defined parameter name.
AV 45	Step increment	ALARMS_NUMERIC6 STEP	Read & Write Memory	Step during the parameter value changing. The default value is 0
AV 45	Low limit	ALARMS_NUMERIC6 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
AV 45	High limit	ALARMS_NUMERIC6 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
AV 45	4201	ALARMS_NUMERIC6 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
AV 45	Out of service	ALARMS_NUMERIC6	Read & Write	False = Inactive(def)

BACnet ID	Object property	Object name	Access	Description
		ACTIVE	Memory	True = Active
AV 45	4200	ALARMS_NUMERIC6 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
AV 45	4202	ALARMS_NUMERIC6 POINT_ACTIVE	Read & Write Memory	Number of decimal places in the range from 0 to 3
AV 45	Units	ALARMS_NUMERIC6 UNITS	Read & Write Memory	Supported Units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 46	Present value	ALARMSNUMERIC7 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
AV 46	Description	ALARMS_NUMERIC7 NAME	Read & Write Memory	Displayed user defined parameter name.
AV 46	Step increment	ALARMS_NUMERIC7 STEP	Read & Write Memory	Step during the parameter value changing. The default value is 0
AV 46	Low limit	ALARMS_NUMERIC7 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
AV 46	High limit	ALARMS_NUMERIC7 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
AV 46	4201	ALARMS_NUMERIC7 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu

BACnet ID	Object property	Object name	Access	Description
AV 46	Out of service	ALARMS_NUMERIC7 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
AV 46	4200	ALARMS_NUMERIC7 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
AV 46	4202	ALARMS_NUMERIC7 POINT_ACTIVE	Read & Write Memory	Number of decimal places in the range from 0 to 3
AV 46	Units	ALARMS_NUMERIC7 UNITS	Read & Write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 47	Present value	ALARMS_NUMERIC8 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
AV 47	Description	ALARMS_NUMERIC8 NAME	Read & Write Memory	Displayed user defined parameter name.
AV 47	Step increment	ALARMS_NUMERIC8 STEP	Read & Write Memory	Step during the parameter value changing. The default value is 0
AV 47	Low limit	ALARMS_NUMERIC8 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
AV 47	High limit	ALARMS_NUMERIC8 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
AV 47	4201	ALARMS_NUMERIC8	Read & Write	Priority of the parameter for sequence of displaying in the Submenu

BACnet ID	Object property	Object name	Access	Description
		PRIORITY	Memory	
AV 47	Out of service	ALARMS_NUMERIC8 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
AV 47	4200	ALARMS_NUMERIC8 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
AV 47	4202	ALARMS_NUMERICE8 POINT ACTIV	Read & Write Memory	Number of decimal places in the range from 0 to 3
AV 47	Units	ALARMS_NUMERIC8 UNITS	Read & Write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
BV 40	Present value	ALARMS_BOOLEAN1 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
BV 40	Description	ALARMS_BOOLEAN1 NAME	Read & Write Memory	Displayed user defined parameter name.
BV 40	True text	ALARMS_BOOLEAN1 TRUE_TEXT	Read & Write Memory	Text for the parameter true state value.
BV 40	False text	ALARMS_BOOLEAN1 FALSE_TEXT	Read & Write Memory	Text for the parameter false state value.
BV 40	4201	ALARMS_BOOLEAN1 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu

BACnet ID	Object property	Object name	Access	Description
BV 40	Out of service	ALARMS_BOOLEAN8 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
BV 40	4200	ALARMS_BOOLEAN8 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
BV 41	Present value	ALARMS_BOOLEAN2 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
BV 41	Description	ALARMS_BOOLEAN2 NAME	Read & Write Memory	Displayed user defined parameter name.
BV 41	True text	ALARMS_BOOLEAN2 TRUE_TEXT	Read & Write Memory	Text for the parameter true state value.
BV 41	False text	ALARMS_BOOLEAN2 FALSE_TEXT	Read & Write Memory	Text for the parameter false state value.
BV 41	4201	ALARMS_BOOLEAN2 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
BV 41	Out of service	ALARMS_BOOLEAN2 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
BV 41	4200	ALARMS_BOOLEAN2 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
BV 42	Present value	ALARMS_BOOLEAN3	Read & Write	Present value of the parameter

BACnet ID	Object property	Object name	Access	Description
		PRESENT_VALUE	Memory	
BV 42	Description	ALARMS_BOOLEAN3 NAME	Read & Write Memory	Displayed user defined parameter name.
BV 42	True text	ALARMS_BOOLEAN3 TRUE_TEXT	Read & Write Memory	Text for the parameter true state value.
BV 42	False text	ALARMS_BOOLEAN3 FALSE_TEXT	Read & Write Memory	Text for the parameter false state value.
BV 42	4201	ALARMS_BOOLEAN3 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
BV 42	Out of service	ALARMS_BOOLEAN3 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
BV 42	4200	ALARMS_BOOLEAN3 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
BV 43	Present value	ALARMS_BOOLEAN4 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
BV 43	Description	ALARMS_BOOLEAN4 NAME	Read & Write Memory	Displayed user defined parameter name.
BV 43	True text	ALARMS_BOOLEAN4 TRUE_TEXT	Read & Write Memory	Text for the parameter true state value.

BACnet ID	Object property	Object name	Access	Description
BV 43	False text	ALARMS_BOOLEAN4 FALSE_TEXT	Read & Write Memory	Text for the parameter false state value.
BV 43	4201	ALARMS_BOOLEAN4 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
BV 43	Out of service	ALARMS_BOOLEAN4 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
BV 43	4200	ALARMS_BOOLEAN4 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
BV 44	Present value	ALARMS_BOOLEAN5 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
BV 44	Description	ALARMS_BOOLEAN5 NAME	Read & Write Memory	Displayed user defined parameter name.
BV 44	True text	ALARMS_BOOLEAN5 TRUE_TEXT	Read & Write Memory	Text for the parameter true state value.
BV 44	False text	ALARMS_BOOLEAN5 FALSE_TEXT	Read & Write Memory	Text for the parameter false state value.
BV 44	4201	ALARMS_BOOLEAN5 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
BV 44	Out of service	ALARMS_BOOLEAN5	Read & Write	False = Inactive(def)

BACnet ID	Object property	Object name	Access	Description
		ACTIVE	Memory	True = Active
BV 44	4200	ALARMS_BOOLEAN5 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
BV 45	Present value	ALARMS_BOOLEAN6 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
BV 45	Description	ALARMS_BOOLEAN6 NAME	Read & Write Memory	Displayed user defined parameter name.
BV 45	True text	ALARMS_BOOLEAN6 TRUE_TEXT	Read & Write Memory	Text for the parameter true state value.
BV 45	False text	ALARMS_BOOLEAN6 FALSE_TEXT	Read & Write Memory	Text for the parameter false state value.
BV 45	4201	ALARMS_BOOLEAN6 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
BV 45	Out of service	ALARMS_BOOLEAN6 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
BV 45	4200	ALARMS_BOOLEAN6 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
BV 46	Present value	ALARMS_BOOLEAN7 PRESENT_VALUE	Read & Write Memory	Present value of the parameter

BACnet ID	Object property	Object name	Access	Description
BV 46	Description	ALARMS_BOOLEAN7 NAME	Read & Write Memory	Displayed user defined parameter name.
BV 46	True text	ALARMS_BOOLEAN7 TRUE_TEXT	Read & Write Memory	Text for the parameter true state value.
BV 46	False text	ALARMS_BOOLEAN7 FALSE_TEXT	Read & Write Memory	Text for the parameter false state value.
BV 46	4201	ALARMS_BOOLEAN7 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
BV 46	Out of service	ALARMS_BOOLEAN7 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
BV 46	4200	ALARMS_BOOLEAN7 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
BV 47	Present value	ALARMS_BOOLEAN8 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
BV 47	Description	ALARMS_BOOLEAN8 NAME	Read & Write Memory	Displayed user defined parameter name.
BV 47	True text	ALARMS_BOOLEAN8 TRUE_TEXT	Read & Write Memory	Text for the parameter true state value.
BV 47	False text	ALARMS_BOOLEAN8	Read & Write	Text for the parameter false state value.

BACnet ID	Object property	Object name	Access	Description
		FALSE_TEXT	Memory	
BV 47	4201	ALARMS_BOOLEAN8 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
BV 47	Out of service	ALARMS_BOOLEAN8 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
BV 47	4200	ALARMS_BOOLEAN8 EDITABLE	Read & Write Memory	False = Non-editable True = Editable

13.1.8 The Occupancy Submenu

BACnet ID	Object property	Object name	Access	Description
AV 48	Present value	SETTINGS_NUMERIC1 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
AV 48	Description	SETTINGS_NUMERIC1 NAME	Read & Write Memory	Displayed user defined parameter name.
AV 48	Step increment	SETTINGS_NUMERIC1 STEP	Read & Write Memory	Step during the parameter value changing. The default value is 0
AV 48	Low limit	SETTINGS_NUMERIC1 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
AV 48	High limit	SETTINGS_NUMERIC1 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
AV 48	4201	SETTINGS_NUMERIC1 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
AV 48	Out of service	SETTINGS_NUMERIC1 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
AV 48	4200	SETTINGS_NUMERIC1 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
AV 48	4202	SETTINGS_NUMERIC1 POINT_ACTIVE	Read & Write Memory	Number of decimal places in the range from 0 to 3

BACnet ID	Object property	Object name	Access	Description
AV 48	Units	SETTINGS_NUMERIC1 UNITS	Read & Write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 49	Present value	SETTINGS_NUMERIC2 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
AV 49	Description	SETTINGS_NUMERIC2 NAME	Read & Write Memory	Displayed user defined parameter name.
AV 49	Step increment	SETTINGS_NUMERIC2 STEP	Read & Write Memory	Step during the parameter value changing. The default value is 0
AV 49	Low limit	SETTINGS_NUMERIC2 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
AV 49	High limit	SETTINGS_NUMERIC2 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
AV 49	4201	SETTINGS_NUMERIC2 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
AV 49	Out of service	SETTINGS_NUMERIC2 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
AV 49	4200	SETTINGS_NUMERIC2 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
AV 49	4202	SETTINGS_NUMERIC2	Read & Write	Number of decimal places in the range from 0 to 3

BACnet ID	Object property	Object name	Access	Description
		POINT_ACTIVE	Memory	
AV 49	Units	SETTINGS_NUMERIC2 UNITS	Read & Write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 50	Present value	SETTINGS_NUMERIC3 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
AV 50	Description	SETTINGS_NUMERIC3 NAME	Read & Write Memory	Displayed user defined parameter name.
AV 50	Step increment	SETTINGS_NUMERIC3 STEP	Read & Write Memory	Step during the parameter value changing. The default value is 0
AV 50	Low limit	SETTINGS_NUMERIC3 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
AV 50	High limit	SETTINGS_NUMERIC3 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
AV 50	4201	SETTINGS_NUMERIC3 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
AV 50	Out of service	SETTINGS_NUMERIC3 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
AV 50	4200	SETTINGS_NUMERIC3 EDITABLE	Read & Write Memory	False = Non-editable True = Editable

BACnet ID	Object property	Object name	Access	Description
AV 50	4202	SETTINGS_NUMERIC3 POINT_ACTIVE	Read & Write Memory	Number of decimal places in the range from 0 to 3
AV 50	Units	SETTINGS_NUMERIC3 UNITS	Read & Write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 51	Present value	SETTINGS_NUMERIC4 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
AV 51	Description	SETTINGS_NUMERIC4 NAME	Read & Write Memory	Displayed user defined parameter name.
AV 51	Step increment	SETTINGS_NUMERIC4 STEP	Read & Write Memory	Step during the parameter value changing. The default value is 0
AV 51	Low limit	SETTINGS_NUMERIC4 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
AV 51	High limit	SETTINGS_NUMERIC4 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
AV 51	4201	SETTINGS_NUMERIC4 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
AV 51	Out of service	SETTINGS_NUMERIC4 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
AV 51	4200	SETTINGS_NUMERIC4	Read & Write	False = Non-editable

BACnet ID	Object property	Object name	Access	Description
		EDITABLE	Memory	True = Editable
AV 51	4202	SETTINGS_NUMERIC4 POINT_ACTIVE	Read & Write Memory	Number of decimal places in the range from 0 to 3
AV 51	Units	SETTINGS_NUMERIC4 UNITS	Read & Write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 52	Present value	SETTINGS_NUMERIC5 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
AV 52	Description	SETTINGS_NUMERIC5 NAME	Read & Write Memory	Displayed user defined parameter name.
AV 52	Step increment	SETTINGS_NUMERIC5 STEP	Read & Write Memory	Step during the parameter value changing. The default value is 0
AV 52	Low limit	SETTINGS_NUMERIC5 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
AV 52	High limit	SETTINGS_NUMERIC5 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
AV 52	4201	SETTINGS_NUMERIC5 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
AV 52	Out of service	SETTINGS_NUMERIC5 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active

BACnet ID	Object property	Object name	Access	Description
AV 52	4200	SETTINGS_NUMERIC5 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
AV 52	4202	SETTINGS_NUMERIC5 POINT_ACTIVE	Read & Write Memory	Number of decimal places in the range from 0 to 3
AV 52	Units	SETTINGS_NUMERIC5 UNITS	Read & Write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 53	Present value	SETTINGS_NUMERIC6 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
AV 53	Description	SETTINGS_NUMERIC6 NAME	Read & Write Memory	Displayed user defined parameter name.
AV 53	Step increment	SETTINGS_NUMERIC6 STEP	Read & Write Memory	Step during the parameter value changing. The default value is 0
AV 53	Low limit	SETTINGS_NUMERIC6 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
AV 53	High limit	SETTINGS_NUMERIC6 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
AV 53	4201	SETTINGS_NUMERIC6 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
AV 53	Out of service	SETTINGS_NUMERIC6	Read & Write	False = Inactive(def)

BACnet ID	Object property	Object name	Access	Description
		ACTIVE	Memory	True = Active
AV 53	4200	SETTINGS_NUMERIC6 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
AV 53	4202	SETTINGS_NUMERIC6 POINT_ACTIVE	Read & Write Memory	Number of decimal places in the range from 0 to 3
AV 53	Units	SETTINGS_NUMERIC6 UNITS	Read & Write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 54	Present value	SETTINGSNUMERIC7 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
AV 54	Description	SETTINGS_NUMERIC7 NAME	Read & Write Memory	Displayed user defined parameter name.
AV 54	Step increment	SETTINGS_NUMERIC7 STEP	Read & Write Memory	Step during the parameter value changing. The default value is 0
AV 54	Low limit	SETTINGS_NUMERIC7 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
AV 54	High limit	SETTINGS_NUMERIC7 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
AV 54	4201	SETTINGS_NUMERIC7 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu

BACnet ID	Object property	Object name	Access	Description
AV 54	Out of service	SETTINGS_NUMERIC7 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
AV 54	4200	SETTINGS_NUMERIC7 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
AV 54	4202	SETTINGS_NUMERIC7 POINT_ACTIVE	Read & Write Memory	Number of decimal places in the range from 0 to 3
AV 54	Units	SETTINGS_NUMERIC7 UNITS	Read & Write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 55	Present value	SETTINGS_NUMERIC8 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
AV 55	Description	SETTINGS_NUMERIC8 NAME	Read & Write Memory	Displayed user defined parameter name.
AV 55	Step increment	SETTINGS_NUMERIC8 STEP	Read & Write Memory	Step during the parameter value changing. The default value is 0
AV 55	Low limit	SETTINGS_NUMERIC8 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
AV 55	High limit	SETTINGS_NUMERIC8 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
AV 55	4201	SETTINGS_NUMERIC8	Read & Write	Priority of the parameter for sequence of displaying in the Submenu

BACnet ID	Object property	Object name	Access	Description
		PRIORITY	Memory	
AV 55	Out of service	SETTINGS_NUMERIC8 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
AV 55	4200	SETTINGS_NUMERIC8 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
AV 55	4202	SETTINGS_NUMERICE8 POINT ACTIV	Read & Write Memory	Number of decimal places in the range from 0 to 3
AV 55	Units	SETTINGS_NUMERIC8 UNITS	Read & Write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
BV 48	Present value	SETTINGS_BOOLEAN1 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
BV 48	Description	SETTINGS_BOOLEAN1 NAME	Read & Write Memory	Displayed user defined parameter name.
BV 48	True text	SETTINGS_BOOLEAN1 TRUE_TEXT	Read & Write Memory	Text for the parameter true state value.
BV 48	False text	SETTINGS_BOOLEAN1 FALSE_TEXT	Read & Write Memory	Text for the parameter false state value.
BV 48	4201	SETTINGS_BOOLEAN1 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu

BACnet ID	Object property	Object name	Access	Description
BV 48	Out of service	SETTINGS_BOOLEAN8 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
BV 48	4200	SETTINGS_BOOLEAN8 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
BV 49	Present value	SETTINGS_BOOLEAN2 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
BV 49	Description	SETTINGS_BOOLEAN2 NAME	Read & Write Memory	Displayed user defined parameter name.
BV 49	True text	SETTINGS_BOOLEAN2 TRUE_TEXT	Read & Write Memory	Text for the parameter true state value.
BV 49	False text	SETTINGS_BOOLEAN2 FALSE_TEXT	Read & Write Memory	Text for the parameter false state value.
BV 49	4201	SETTINGS_BOOLEAN2 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
BV 49	Out of service	SETTINGS_BOOLEAN2 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
BV 49	4200	SETTINGS_BOOLEAN2 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
BV 50	Present value	SETTINGS_BOOLEAN3	Read & Write	Present value of the parameter

BACnet ID	Object property	Object name	Access	Description
		PRESENT_VALUE	Memory	
BV 50	Description	SETTINGS_BOOLEAN3 NAME	Read & Write Memory	Displayed user defined parameter name.
BV 50	True text	SETTINGS_BOOLEAN3 TRUE_TEXT	Read & Write Memory	Text for the parameter true state value.
BV 50	False text	SETTINGS_BOOLEAN3 FALSE_TEXT	Read & Write Memory	Text for the parameter false state value.
BV 50	4201	SETTINGS_BOOLEAN3 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
BV 50	Out of service	SETTINGS_BOOLEAN3 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
BV 50	4200	SETTINGS_BOOLEAN3 EDITABLE	Read & Write Memory	False = Non-e Editable True = Editable
BV 51	Present value	SETTINGS_BOOLEAN4 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
BV 51	Description	SETTINGS_BOOLEAN4 NAME	Read & Write Memory	Displayed user defined parameter name.
BV 51	True text	SETTINGS_BOOLEAN4 TRUE_TEXT	Read & Write Memory	Text for the parameter true state value.

BACnet ID	Object property	Object name	Access	Description
BV 51	False text	SETTINGS_BOOLEAN4 FALSE_TEXT	Read & Write Memory	Text for the parameter false state value.
BV 51	4201	SETTINGS_BOOLEAN4 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
BV 51	Out of service	SETTINGS_BOOLEAN4 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
BV 51	4200	SETTINGS_BOOLEAN4 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
BV 52	Present value	SETTINGS_BOOLEAN5 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
BV 52	Description	SETTINGS_BOOLEAN5 NAME	Read & Write Memory	Displayed user defined parameter name.
BV 52	True text	SETTINGS_BOOLEAN5 TRUE_TEXT	Read & Write Memory	Text for the parameter true state value.
BV 52	False text	SETTINGS_BOOLEAN5 FALSE_TEXT	Read & Write Memory	Text for the parameter false state value.
BV 52	4201	SETTINGS_BOOLEAN5 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in Submenu
BV 52	Out of service	SETTINGS_BOOLEAN5	Read & Write	False = Inactive(def)

BACnet ID	Object property	Object name	Access	Description
		ACTIVE	Memory	True = Active
BV 52	4200	SETTINGS_BOOLEAN5 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
BV 53	Present value	SETTINGS_BOOLEAN6 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
BV 53	Description	SETTINGS_BOOLEAN6 NAME	Read & Write Memory	Displayed user defined parameter name.
BV 53	True text	SETTINGS_BOOLEAN6 TRUE_TEXT	Read & Write Memory	Text for the parameter true state value.
BV 53	False text	SETTINGS_BOOLEAN6 FALSE_TEXT	Read & Write Memory	Text for the parameter false state value.
BV 53	4201	SETTINGS_BOOLEAN6 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
BV 53	Out of service	SETTINGS_BOOLEAN6 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
BV 53	4200	SETTINGS_BOOLEAN6 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
BV 54	Present value	SETTINGS_BOOLEAN7 PRESENT_VALUE	Read & Write Memory	Present value of the parameter

BACnet ID	Object property	Object name	Access	Description
BV 54	Description	SETTINGS_BOOLEAN7 NAME	Read & Write Memory	Displayed user defined parameter name.
BV 54	True text	SETTINGS_BOOLEAN7 TRUE_TEXT	Read & Write Memory	Text for the parameter true state value.
BV 54	False text	SETTINGS_BOOLEAN7 FALSE_TEXT	Read & Write Memory	Text for the parameter false state value.
BV 54	4201	SETTINGS_BOOLEAN7 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
BV 54	Out of service	SETTINGS_BOOLEAN7 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
BV 54	4200	SETTINGS_BOOLEAN7 EDITABLE	Read & Write Memory	False = Non-editable True = Editable
BV 55	Present value	SETTINGS_BOOLEAN8 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
BV 55	Description	SETTINGS_BOOLEAN8 NAME	Read & Write Memory	Displayed user defined parameter name.
BV 55	True text	SETTINGS_BOOLEAN8 TRUE_TEXT	Read & Write Memory	Text for the parameter true state value.
BV 55	False text	SETTINGS_BOOLEAN8	Read & Write	Text for the parameter false state value.

BACnet ID	Object property	Object name	Access	Description
		FALSE_TEXT	Memory	
BV 55	4201	SETTINGS_BOOLEAN8 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in the Submenu
BV 55	Out of service	SETTINGS_BOOLEAN8 ACTIVE	Read & Write Memory	False = Inactive(def) True = Active
BV 55	4200	SETTINGS_BOOLEAN8 EDITABLE	Read & Write Memory	False = Non-editable True = Editable