Intelligent Solution Managing Automation

iSMA-B-LP Room Panel

Modbus 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	28.08.2016	First edition
1.1	21.02.2017	The reason for creation of new version of the document: New function: • Added SubmenuIconDisplayOFF bit in DeviceConfiguration register to disable displaying of Submenu Icons; Changes in Document: • Added SubmenuIconDisplayOFF bit description in DeviceConfiguration section • Added description of Submenu Boolean All present Value registers
1.2	06.06.2017	Added information about BACnet MS/TP protocol

Table 1 Revision history

1.2 Safety rules

Note: Incorrect wiring of this product can damage the product 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 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.

Firmly connect plugs to the terminals. 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 (24 VAC) 0.5 W (24 V DC), 0.75 VA iSMA-B-LP-H (24 VAC) 0.5 W (24 V DC), 0.75 VA iSMA-B-LP-C 0.7 W (24 V DC), 1 VA (24 V AC) iSMA-B-LP-HC 0.7 W (24 V DC), 1 VA (24 V AC)
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	• Method Non Dispersive Infrared (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 MS/TP
	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 specification

1.4 Room Panel version

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

All possible sensors' configuration versions are shown in the Table 3 below.

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

Table 3 Room Panel Sensor Configuration versions

1.5 Dimensions

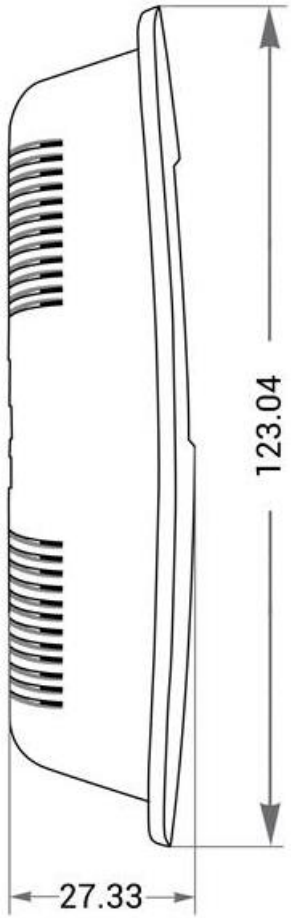


Figure 1 Room Panel iSMA-B-LP dimensions

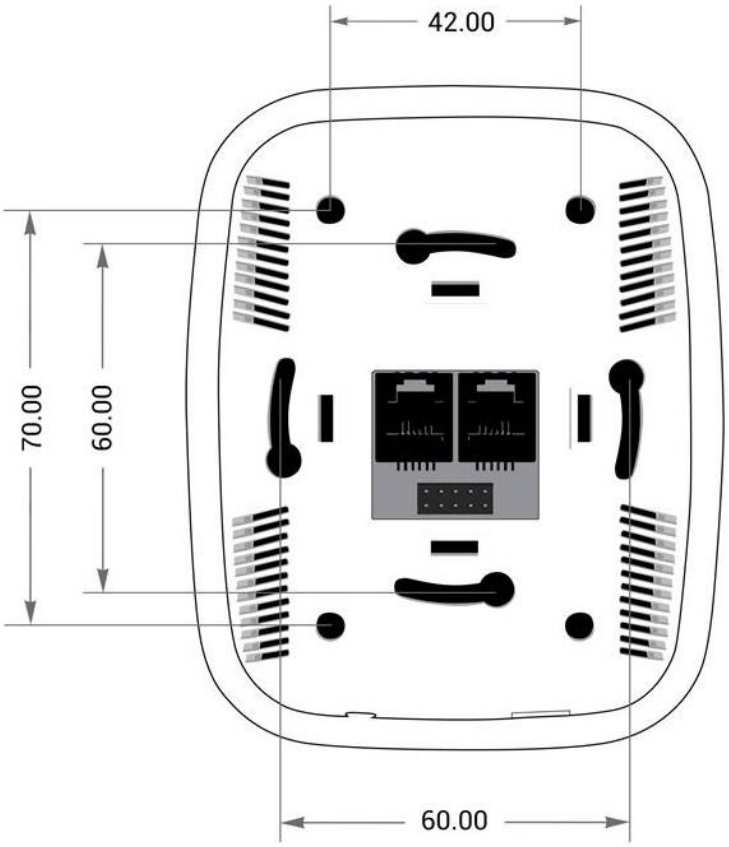


Figure 2 RJ12 sockets in the back side of the Room Panel

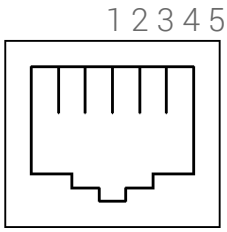
2 Power supply and Communication

The Room Panel iSMA-B-LP can be powered with 24 V AC/DC. Power consumption depends on power supply voltage type used and CO_2 sensor presence (see Technical specification table). There are two RJ12 sockets mounted on the back side of the Room Panel (Figure 2). Each RJ12 socket has the same internal connection and functionality. Two RJ12 sockets allow for using in and out connections for other devices in the network.

Power supply can be connected through the RJ12 connector as shown in Figure 3 below.

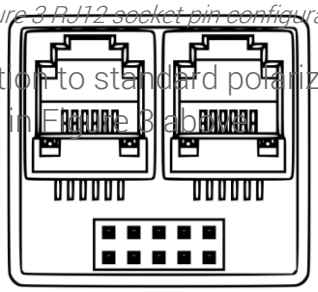
There are two pairs of pins for 24 V AC/DC power supply connection (+24 V DC pins 5 and 6, -24 V DC pins 1 and 4). These pin pairs can be used freely. It is especially useful when different types of connection cables are used (4 or 6 core). It is possible to use single cable with RJ12 connectors for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

The Room Panel exchanges data with other devices through Modbus protocol (RTU/ASCII) and BACnet MS/TP.



1 – GND
2 – 485-
3 – 485+
4 – GND
5 – 24 V
6 – 24 V

Figure 3 RJ12 socket pin configuration



WARNING! With RS485 pay attention to standard polarization. Connect RS485+ to pin no. 3 and RS485- to pin no. 2 as shown in Figure 3 above.

2.1 DC power connection

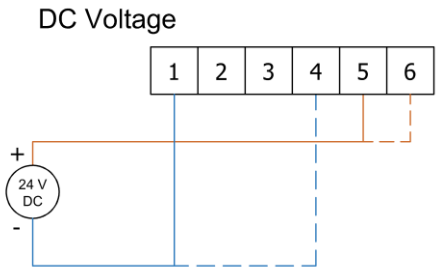


Figure 4 DC power supply connection

2.2 AC power connection

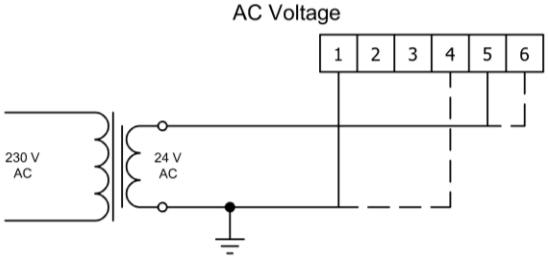


Figure 5 AC power supply connection

2.3 Connecting the communication bus (RS485)

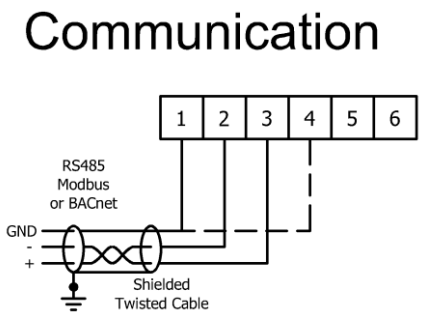
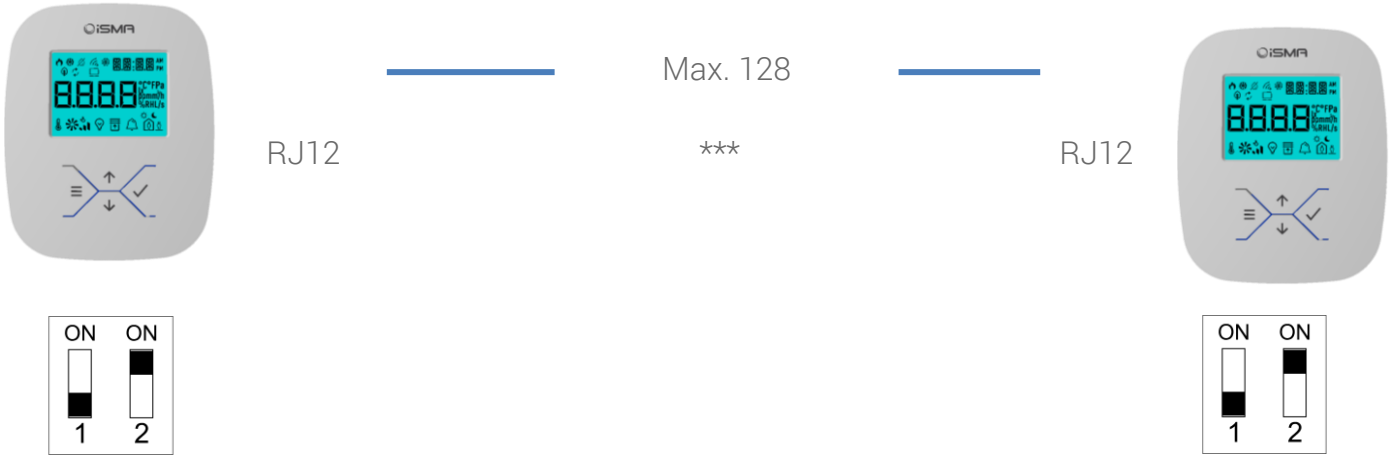


Figure 6 RS485 connection

2.4 Connecting more Room Panels in the network

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

WARNING! First and last device in the network need to have termination activated (see RS485 network termination)



First Room Panel in the network Last Room Panel in the network

Figure 7 Several Room Panels connection

2.5 RS485 network termination

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

To eliminate the presence of reflections from cable ends, the cable must be terminated at

both ends with a resistor across the line equal to its characteristic impedance. Both ends must be terminated since the direction of propagation is bidirectional. In case of a RS485 twisted pair cable this termination is typically 120 Ω.

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

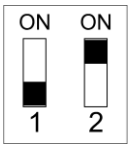


Figure 8 Connecting termination resistor by Switch no. 2

2.6 Connection by USB

USB connection is dedicated for maintenance and settings.

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

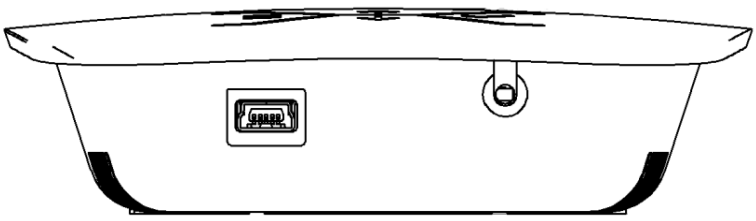


Figure 9 Mini-USB port

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

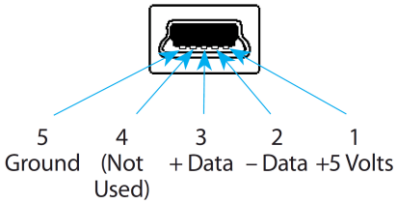


Figure 10 Mini-USB port pinout

3 Restoring the default settings

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

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

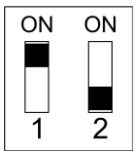


Figure 11 Switch no. 1 position for default setting restore procedure

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

Default communication settings:

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

Table 4 Default communication settings.

4 Main parameters

iSMA-B-LP is a wall panel with 2.3" LCD display and four function buttons. Additionally, the panel has the in-built temperature sensor and optionally the humidity and CO_2 sensors.

iSMA-B-LP is powered with 24 V AC/DC and has the in-built RS485 port (Modbus RTU/ASCII) and BACnet MS/TP. Use of open communication protocol allows to connect the panel with any controller which supports Modbus RTU/ASCII or BACnet MS/TP. Together with iSMA-B-FCU controller, the panel allows to change the basic parameters such as: temperature setpoint, fan speed, FCU mode and other. Thanks to in-built USB port, there is possibility of updating firmware and panel configuration without the necessity of power supply. iSMA-B-LP has modern design and is available in different colours (white is basic), on client's request.

4.1 PANEL_PASSWORD (40028)

The register has password which is necessary to enter submenus and configuration menus locally from the Room Panel (PIN code). Default password is 1000.

4.2 SUBMENU_PROTECTION (40228)

After activation of the particular bit of the register set, a password protects access to different Submenu Editions (see table below).

The function allows for block changing of parameters inside each Submenu. It can be useful especially in areas where Room Panel is vulnerable and subject to unauthorized interaction (common areas).

In default setting all bits are inactive (access to each submenu unprotected).

Register bit number	Name	Inactive state	Active state	Submenu protection
0	*Temperature*	*OFF(def)*	*ON*	*Temperature Submenu*
1	*Fan*	*OFF(def)*	*ON*	*Fan Submenu*
2	*Light*	*OFF(def)*	*ON*	*Light Submenu*
3	*Blind*	*OFF(def)*	*ON*	*Blind Submenu*
4	*Alarms*	*OFF(def)*	*ON*	*Alarms Submenu*
5	*Occupancy*	*OFF(def)*	*ON*	*Settings Submenu*

Table 5 Submenu Protection register structure

4.3 Communication parameters

4.3.1 COUNTER_OF_RECEIVED_MESSAGES (30004)

32-bit register with the number of valid Modbus messages received by the Room Panel from the time of the last power-up. The value is reset after power cycle or after changing of transmission parameters (speed, stop bits, parity, etc.).

4.3.2 COUNTER_OF ERROR_MESSAGES (30006)

32-bit register with the number of error Modbus messages received by the Room Panel from the time of the last power-up. The value is reset after power cycle or after changing of transmission parameters (speed, stop bits, parity, etc.).

4.3.3 COUNTER_OF_SENT_MESSAGES (30008)

32-bit register with the number of Modbus messages sent by the Room Panel from the time of the last power-up. The value is reset after power cycle or after changing transmission of parameters (speed, stop bits, parity, etc.).

4.3.4 BAUD_RATE (40017)

Actual baud rate in bps divided by 10. By default: 11520 (115200bps).

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

Table 6 Baud rate

4.3.5 STOP_BITS (40018)

Number of stop bits is determined on the basis of this register in accordance with the following table:

Value	No of stop bits
1	*1(default)*
2	*2*

Table 7 Stop bits

4.3.6 PARITY_BIT (40020)

Each byte of data being transferred may have additional protection as a parity bit added before stop bit (bits).

The method of calculating parity bit determines the below table:

Register value	Type of parity bit
0	*None(def)*
1	*Odd (number of all ones in a byte is odd)*
2	*Even (number of all ones in a byte is even)*

Table 8 Parity bit

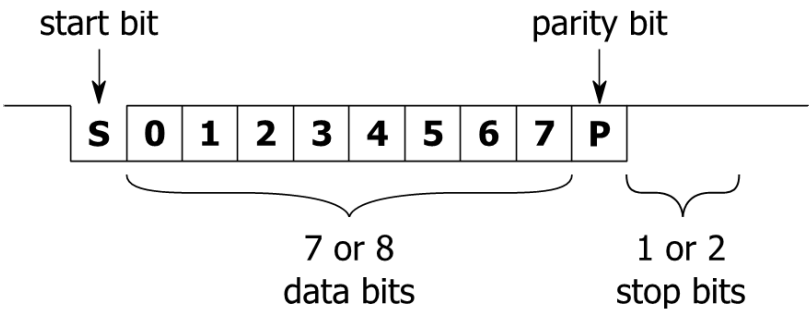


Figure 12 Modbus message frame

4.3.7 RESPONSE_DELAY_TIME (40021)

The value of this 16-bit register determines the number of milliseconds to wait before the unit answers the question. This time is used to extend the interval between the question and the answer.

The default value of 0 means no delay (the answer is sent once during the 3.5 character required by the protocol Modbus RTU).

4.3.8 PANEL_ADDRESS (40023)

This register contains information about the Modbus address of the Room Panel.

Default address is 1.

4.3.9 PROTOCOL (40024)

The register is responsible for protocol selection. Protocol is determined according to the register value as shown in the following table:

Value	Action
0	Modbus RTU(def)
1	Modbus ASCII
2	BACnet MS/TP

Table 9 Protocol selection

4.4 Time configuration

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

Hours section

Minutes section

Figure 13 14-segment displays block for time displaying

4.4.1 HOURS (40203)

The register contains actual hour value in time displaying mode. 12h/24h mode is determined by DEVICE_CONFIGURATION register (in default 24 h). When the clock is set in 12h format, icons AM and PM are displayed automatically. A semicolon which separates hours and minutes section flashes with 1 Hz frequency.

4.4.2 MINUTES (40204)

The register contains actual minute value in time displaying mode.

4.4.3 TIME_VISIBILITY (Register 40218, bit 0)

Bit 0 of the 40218 register determines the time visibility. If bit 0 is true, clock is visible in

Main Menu (it starts to be visible when the Room Panel receives first message with correct time value after panel restart or connection of power supply). The clock is displayed on 14-segment display block when the name of active parameter (visible) is empty (each character in the parameter name is NULL). Default value is „true" (visible).

4.4.4 ENTER_MENU_TIME (40223).

When the Menu button is pushed longer than time value stored in the ENTER_MENU_TIME register the user enters Submenu Edit Mode.
When the Menu button is pushed together with OK button longer than time value stored in the ENTER_MENU_TIME register the user enters Settings Submenu Edit Mode. This register has min. value 1 min. Default value is 2 sec.

4.4.5 EXIT_EDIT_TIME (40224)

The register contains the time after which edition of any editable parameter is finished. Time starts after the last Key Pad activation (pushing any button during Edit Mode). This register has min. value 1 min. Default value is 5 sec.

4.4.6 EXIT_MENU_TIME (40225)

The register contains the time value after which Submenu Edit mode and Settings Submenu Edit mode is finished and the device leads the user back to the Main Menu displaying. Time starts after the last Key Pad activation (pushing any button). This register has min. value 1 min. Default value is 10 sec.

4.5 Device Configuration

4.5.1 VERSION_TYPE (30001)

In this register are encoded type and firmware version of module.

High byte contains information about the type (Room Panel has a version 111_{10}($0x6F_{16}$) or 239_{10}($0xEF_{16}$) when the device stays in bootloader).

Low byte contains the module firmware version multiplied by 10 ($0x0A_{16}$ = 10_{10} means firmware in version 1.0).

An example:

In register 30001 is number 2671_{10} = $0x0A6F_{16}$. This means that it is a Room Panel with firmware in version 1.0 ($0x0A_{16}$ = 10_{10}).

4.5.2 LIVE_TIME (30012)

This 32-bits register contains information in seconds about “UP time”. After power supply failure or the Panel restart Live time register value resets and the “UP time ” counts again.

4.5.3 SENSORS (Register 30029, bits 0 - 2)

The s ensors configuration which are already built-in in the Room Panel is encoded in the 3 first bits of the register Particular bit activity indicate which sensor is in-built (see table below).

Register bit number	Inactive state	Active state	Submenu protection
0	*No sensor*	*Built-in*	*Temperature Sensor*
1	*No sensor*	*Built-in*	*CO_2 sensor*
2	*No sensor*	*Built-in*	*Humidity sensor*

Table 10 Sensors configuration

4.5.4 DEVICE_ACTIONS (40001)

Setting register 40001 according to the table below enables 1 of 4 available actions: reset device, reload settings, reset settings or enter bootloader.

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

Table 11 Device actions

4.6 DEVICE CONFIGURATION REGISTER (40205)

4.6.1 BEEPER (Register 40205, bit 0)

Bit 0 of register 40205 activates/deactivates the Beeper. When the beeper is active any single pushing any button is signalized by the beeper sound. In addition, the beeper can be also used for CO2 Alarm signalization. By default the beeper is active (bit 1 is „true”).

4.6.2 TIME_FORMAT (Register 40205, bit 1)

Bit 1 of register 40205 defines time format display. When bit is „true”, time is set in 12h format. Otherwise time is displayed in 24h format (default).

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

4.6.3 BACKGROUND_ILLUMINATION_ LCD_ACTIVE (Register 40205, bit 3)

Bit 3 of register 40205 switches on LCD background illumination. When bit is „true", LCD display is illuminated with intensity according to values stored in registers dedicated for particular Room Panel modes. When the bit is "false" LCD display is not illuminated in any mode. By default bit is "true".

4.6.4 BACKGROUND_ILLUMINATION_KEY_PAD_ACTIVE (Register 40205, bit 4)

Bit 4 of register 40205 switch on key pad background illumination When bit is „true" Key Pad is illuminated with intensity according to values stored in registers dedicated for particular Room Panel modes. When the bit is "false" Key Pad is not illuminated in any mode. By default bit is "false" (Key Pad not illuminated).

4.6.5 CO2_IN_ALARM_FLASHING_LCD (Register 40205, bit 5)

Bit 5 of register 40205 switch on function LCD background illumination flashing when CO2 alarm occur. When bit 5 is "true" CO2 Alarm is indicated by LCD display flashing. Read more about CO2 Alarm in CO2 sensor. By default bit is "false" (function deactivated).

4.6.6 CO2_IN_ALARM_BUZZER (Register 40205, bit 6)

Bit 6 of register 40205 switch on buzzer when CO2 alarm occur. When bit 6 is "true" CO2 Alarm is indicated by the beeper which emits sound with 1 Hz frequency. Read more about CO2 Alarm in CO2 sensor. By default bit is "false" (function deactivated).

4.6.7 CO2_IN_ALARM_SHOW_HIGH (Register 40205, bit 7)

Bit 7 of register 40205 switch on "HIGH" label on display when CO2 alarm occur. When bit 7 is "true" and CO2 Alarm is active LCD display shows CO2 sensor actual value on 8-segment displays block and blinking text "HIGH" on 14-segment displays block. By default bit is "false" (function deactivated).

4.6.8 SUBMENU_ICON_DISPLAY_OFF (Register 40205, bit 10)

Bit 10 of register 40205 switch off submenu icon display. When bit 10 is "true" all submenu icons are hidden, even in the case when one or more submenus contain active points. The user can enter active submenu (with at least one active point) and proceed

normal operation , but its icon is invisible in the Mail Menu display view.

4.6.9 PANEL_OFF (Register 40205, bit 11)

Bit 11 of register 40205 switch off panel. When bit 11 is "true" the Room Panel is inactive. It means that it is impossible to control The Room Panel locally (access to submenus and parameters configuration is blocked – Key Pad is deactivated). LCD display and background illumination are also OFF. The main menu is not displayed. The Room Panel works as temperature sensor (or multisensor if CO2 sensor or humidity sensor are built-in). When the bit 12 is "false" the Room Panel works in normal mode (functions for local control are active). By default bit is "false" (Panel ON).

4.6.10 KEY_PAD_OFF (Register 40205, bit 12)

Bit 12 of register 40205 switch off panel key pad. When bit 12 is active Key Pad function is deactivated. Single pushing any button emits beeper sound (if beeper is activated) and activates the Active Mode (set background illumination level) but submenu access is blocked (it is impossible to enter any Menu and to change any parameters and settings). The Main Menu is displayed. By default bit is "false" (Key Pad ON).

4.6.11 LCD_FLASHING (Register 40205, bit 13)

Bit 13 of register 40205 is responsible for LCD display flashing activation. When the bit 13 is „true", LCD display flashes with the frequency stored in LCDIconFlashing register. Flashing brightness level changes from 0% to maximum value from the registers:

BACKGROUND ILLUMINATION LCD FOR ACTIVE MODE register

BACKGROUND ILLUMINATION LCD FOR IDLE MODE register

BACKGROUND ILLUMINATION LCD FOR STANDBY MODE register

By default bit is "false" (LCD flashing inactive).

4.6.12 KEY_PAD_FLASHING (Register 40205, bit 14)

Bit 14 of register 40205 is responsible for Key Pad flashing activation. When the bit 14 is "true", Key pad flashes with the frequency stored in LCDIconFlashing register. Flashing brightness level changes from 0% to maximum value from the registers:

BACKGROUND ILLUMINATION KEY PAD FOR ACTIVE MODE register

BACKGROUND ILLUMINATION KEY PAD FOR IDLE MODE register

BACKGROUND ILLUMINATION KEY PAD FOR STANDBY MODE register

By default bit is "false" (Key Pad flashing inactive).

4.7 Room Panel Modes

The Room Panel has 3 different modes:

- Active mode
- Idle mode
- Stand-by mode

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

1. Bit 11 of the DEVICE_CONFIGURATION register is "true" (Panel is ON).
2. Bit 4 of the DEVICE_CONFIGURATION register is "true" (Key Pad illumination active).
3. Bit 3 of the DEVICE_CONFIGURATION register is "true" (LCD illumination active).
4. There are different values in the registers responsible for Illumination level of different modes (see LCD Background Illumination Settings and Key Pad Background Illumination Settings).

Each mode determinates LCD and Key Pad background Illumination intensity.
Actual Room Panel mode depends on Key Pad activity (pushing buttons) and time values set by appropriate registers. User can also control illumination intensity of each mode by entering appropriate values to assigned registers.

4.8 LCD Display

The Room Panel iSMA-B-LP is equipped with 2.3" LCD display with backlight.
By default LCD display is turned ON (when the device is powered) and basic parameters from in-built sensors together with user defined parameters are shown in the Main Menu.

The register DEVICE_CONFIGURATION bit 11 is responsible for LCD display and Key Pad activation.

When the bit is "false", LCD display and Key Pad work in normal mode (parameters and actual sensor values are displayed, submenus are visible and editable etc.).

If the bit is "true", LCD display and Key Pad is deactivated. The Room Panel works as a simple sensor. (CO_2 sensor, temperature sensor, humidity sensor – depending on Room Panel version, see table 3).

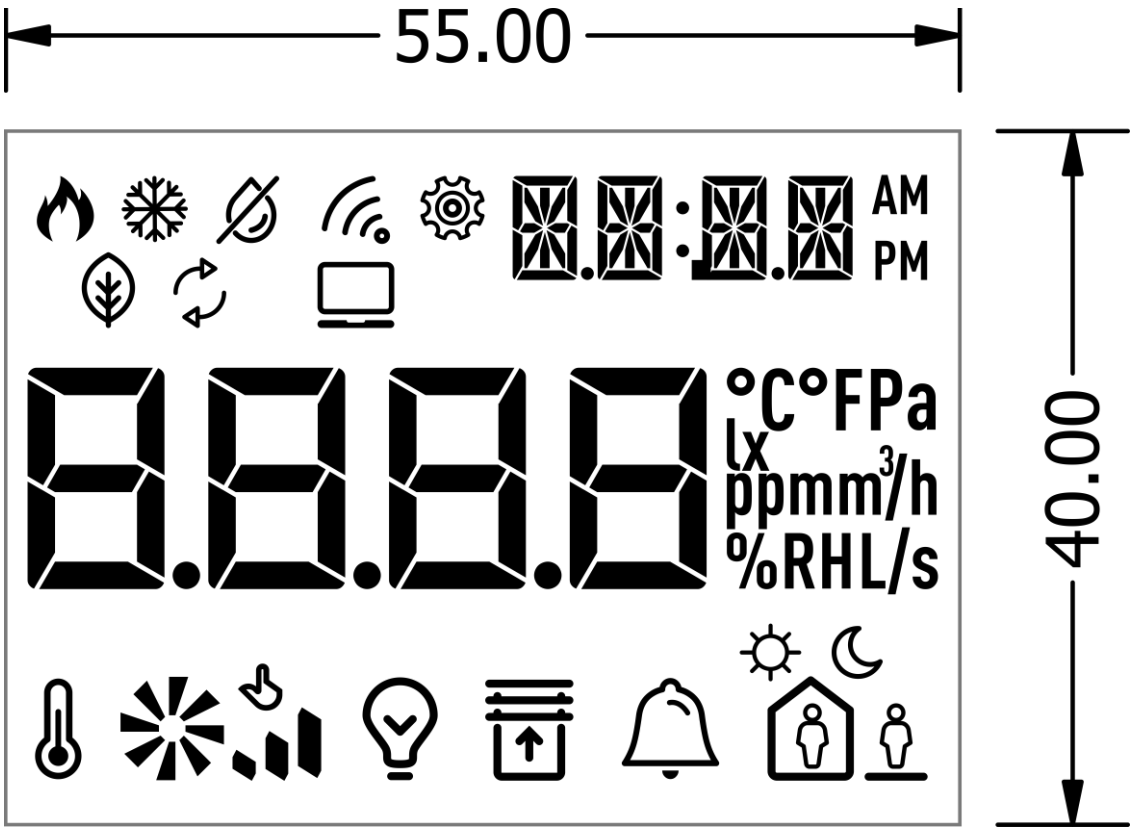


Figure 14 LCD display general view

4.8.1 Icons displaying.

There are many different Icons which are available on the Panel Display. User can choose which Icon is dedicated for visualization of a particular process. Every single Icon can be controlled by a higher level system. There are two Modbus registers which are responsible for Icon Indication.

4.8.1.1 LCD_ICON_DISPLAY (40219)

Each bit of the register is responsible for displaying a particular icon.

Setting true value for single bit displays appropriate icon which is assigned to that bit according to Table no. 12 below. By default, all icons are hidden (all bits of the register are “false”).

4.8.1.2 LCD_ICON_FLASHING (40220)

Each bit of the register switches on blinking of particular Icons.

Setting true value for a particular bit causes blinking of a single Icon which is assigned to that bit according to Table no. 12 below.

Bit	Icon Name	Icon
0	*Sun*	
1	*Moon*	
2	*Heating*	
3	*Cooling*	
4	*Humidfire*	
5	*Dehumidfire*	
6	*Wireless*	
7	*Settings*	
8	*Eco*	
9	*Recirculation*	
10	*PC*	

Table 12 LCD Icon Display

4.8.1.3 LCD_ICON_FLASHING_TIME (40221)

It is possible to set Icon blinking frequency. Register LCD_ICON_FLASHING_TIME stores the time which constitutes the base for calculating Icon blinking frequency. This register has min. value of 50 ms. Default value is 500 ms (the icons are visible fo 500 ms and hidden for 500/4=125 ms).

4.8.1.4 SUBMENU_ICON_FLASHING (40229)

Each bit of the register switches on blinking of particular Icons.

Setting true value for a particular bit causes blinking of a single Icon which is assigned to that bit according to Table no. 13 below.

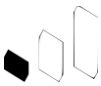
Bit	Icon Name	Icon
0	*Temperature*	
1	*Fan 1*	
2	*Fan 2*	
3	*Fan 3*	
4	*Fan 4*	
5	*Fan 5*	
6	*Fan 6*	
7	*Light*	
8	*Blind*	
9	*Alarms*	
10	*Occupancy 1*	
11	*Occupancy 2*	
12	*Occupancy 3*	

Table 13 Submenu Icon Display

4.8.1.5 SUBMENUICON_FLASHING_TIME (40222)

The Submenu Icons light up according to the status of assigned process. These icons are not editable, however the user can choose if each submenu icon is to be visible or not. Register SUBMENU_ICON_FLASHING_TIME stores the time which constitutes the base for calculating a frequency of submenu icons' flashing. This register has min. value of 50 ms. Default value is 1000 ms (the icons are visible for 1000 ms and hidden for 1000/4=250 ms).

4.8.2 Main Menu display

Main part of the display shows current sensor values, the setpoint value and user defined parameters with assigned units. The user can determine, whether a particular actual sensor value or the actual setpoint value is to be shown or not. Chosen values are displayed one after another repeatedly.

4.8.2.1 REFRESHING_TIME (40217)

Duration of display time of the particular parameter can be set in REFRESHING_TIME register. When Refreshing Time elapses, the next parameter is displayed according to the sequence of parameters display. Default value is 2 sec. (each parameter is displayed for 2 seconds). This register has min. value of 1 minute.

Sequence of parameters display:

1. Actual value of temperature sensor (if active)
2. Actual value of humidity sensor (if active)
3. Actual value of CO_2 sensor (if active)
4. Temperature Setpoint (if active)
5. User defined parameter with the highest priority
6. ……
7. User defined parameter with the lowest priority

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

1. For Numeric type parameter – value of the parameter and the unit (defined by user) is displayed.
2. For Boolean type parameter – text (defined by user) which corresponds to actual logic state is displayed.

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

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

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

In the upper right corner of the display there are four 14-segment displays dedicated for the clock, submenu and parameters' names. These names are stored in the special Submenu registers as a ASCII code values corresponding to the following characters (from the left side) of the submenu name. In case when a character value equals 0_{10}=0x00$_{16}$(NULL), the character is hidden (not displayed). If all characters of particular parameter name are NULL then the clock is displayed (if active).

4.8.3 LCD_BACKGROUND_ILLUMINATION_SETTINGS

When one of four keypad buttons is pressed, the Room Panel changes its state into Active mode.
The same situation happens when the power supply is reconnected or after the Room Panel restart.
In case when there is no keypad activity and the Room Panel stays ON, the subsequent Background illumination modes activate. LCD display illuminates only when a value of the register bit DEVICE_CONFIGURATION bit 3 is "true". If not, LCD display is never illuminated.

Particular modes activate sequentially according to the following sequence:

1. Active – the mode activates after pushing any keypad buttons or after restart of the Room Panel. LCD display illuminates with a brightness level stored in BACKGROUND_ILLUMINATION_LCD_FOR_ACTIVE_MODE register. In default setting, 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 Active mode for as long as it is determined in BACKGROUND_ILLUMINATION_LCD_TIME_TO_IDLE register. The register contains time value in seconds (in default 10 sec) and the time countdown starts with activation of the Active mode . It means that pressing any of the keypad buttons resets the timer and countdown starts again.
2. Idle – the mode becomes active always after Active mode (Time to Idle is up). The display illuminates with a brightness level stored in BACKGROUND_ILLUMINATION_LCD_FOR_IDLE_MODE register (in default 40%). The display stays in Idle mode during the time stored in BACKGROUND_ILLUMINATION_LCD_TIME_TO_STANDBY register (in default 5 sec).
3. Standby – the mode becomes active always after Idle mode (Time to Standby is up). The display illuminates with a brightness level stored in BACKGROUND_ILLUMINATION_LCD_FOR STANDBY MODE register (in default 0%). The display stays in Standby mode for as long as Active mode is not initiated.

Actual LCD display brightness level value is stored in BACKGROUND_ILLUMINATION_LCD_CURRENT_VALUE register.

4.9 Key Pad

There are four push buttons mounted in the Panel (see Figure 15 below). All buttons

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

Single pushing of any button enters the Room panel into Active Mode (when the Room Panel stays in other modes than “Active” and it is powered). When the beeper is active, single pushing of any button emits the beeper sound.

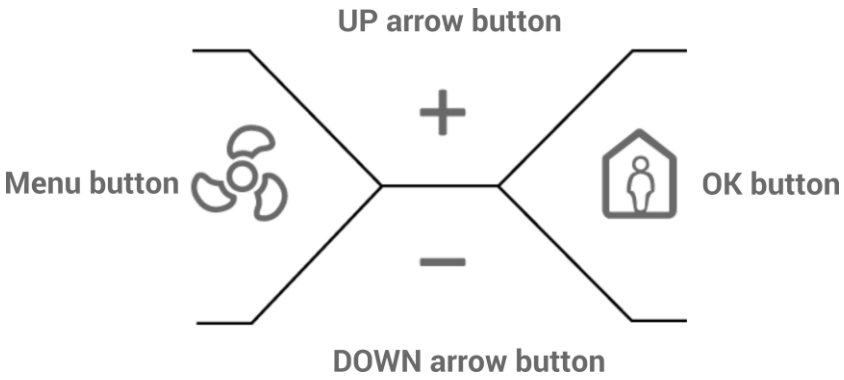


Figure 15 Key Pad view

4.9.1 Menu button

When the device is in Active mode, single pushing of the button opens the Fan Menu. Menu button allows to exit particular Menus and parameters’ edit mode. The button cancels selection of new parameters values (when the parameter stays in edit mode and FastEditMode is not active).

4.9.2 OK button

When the device is in Active mode, single pushing of the button opens the Occupancy Menu. When the device is in Menu Edit mode pushing the button opens different Menus and confirms newly chosen parameters values during edition.

4.9.3 Arrow buttons (up and down)

When the device is in Active mode, pushing the arrow buttons increase/decrease the setpoint or the offset value.
In Menu Edit Mode arrow buttons switch between submenus and change values of particular parameters during edition.

4.9.4 Key Pad Background Illumination Settings

When one of four keypad buttons is pressed, the Room Panel changes state into Active mode. The same situation happens when the power supply is reconnected or after the Room Panel restart. In case when there is no keypad activity and the Room Panel stays ON, the subsequent Background illumination modes activate. Key Pad illuminates only when the value of the register bit DEVICE_CONFIGURATION bit 4 is "true". If not, Key Pad is never illuminated.

Particular modes activate sequentially one after another according to the following sequence:

4. Active – the mode activates after pushing any keypad button or after the Room Panel restart. Key Pad illuminates with a brightness level stored in BACKGROUND_ILLUMINATION_KEY_PAD_FOR_ACTIVE_MODE register. In default setting, 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 stays in Active mode for as long as it is determined in BACKGROUND_ILLUMINATION_KEY_PAD_TIME_TO_IDLE register. The register contains time value in seconds (iBy default 10 sec) and a time countdown starts when Active mode becomes active. It means in practice that pressing any of the keypad buttons resets a timer and countdown starts again.
5. Idle – the mode becomes active always after Active mode (Time to Idle is up). The Key Pad illuminates with a brightness stored in BACKGROUND_ILLUMINATION_KEY_PAD_FOR_IDLE_MODE register (in default 40%). The Key Pad stays in Idle mode during the time value stored in BACKGROUND_ILLUMINATION_KEY_PAD_TIME_TO_STANDBY register (in default 5 sec).
6. Standby – the mode becomes active always after Idle mode (Time to Standby is up). The Key Pad illuminates with a brightness level stored in BACKGROUND_ILLUMINATION_KEY_PAD_FOR_STANDBY_MODE register (in default 60%). The Key Pad stays in Standby mode for as long as Active mode is not initiated.

Actual Key Pad display brightness level value is stored in BACKGROUND_ILUMINATION_KEY_PAD_CURRENT_VALUE register.

5 Sensors Configuration

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

- Temperature sensor
- Humidity sensor
- CO_2 sensor

Actual values from all in-built sensors can be displayed in the Main Menu in a specific order (see section LCD Display).
Actual sensor values are displayed on 8-segment display block in the LCD display, at the same time.
14-segment display block shows the name of the parameter actual value of which is displayed on 8-segment display block. Every numeric value is displayed with assigned unit.

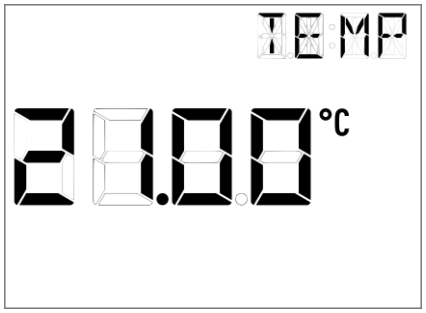


Figure 16 Actual temperature sensor value displayed on 8-segment displays block and the temperature name displayed on 14 -segment displays block

5.1 Temperature Sensor

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

5.1.1 TEMPERATURE_SENSOR_ACTUAL_VALUE (30301)

Register stores actual value from the temperature sensor (including Temperature Sensor Offset) multiplied by 10. In the Main Menu the temperature sensor value is displayed directly (without multiplying). Actual register value is calculated according to the equation:

Actual temperature (register value) = (Actual Sensor Temperature +Temperature Sensor Offset)*10

5.1.2 TEMPERATURE_SENSOR_OFFSET (40304)

The register contains a value which allows for setting correction for temperature sensor's actual value indication. The offset value can be positive or negative. The register value is also multiplied by 10 as in case of Temperature sensor actual value register. The actual temperature offset value is added to temperature sensor indication. Default value is 0.

5.1.3 TEMPERATURE_FILTER (40307)

Register contains time constant for temperature sensor low pass filter. The value is expressed in seconds. The default filter value is 60 seconds. Setting value to 0 disables the filter.

5.1.4 TEMPERATURE_NAME (40310)

There is one 32-bit register which can contain up to 4 characters (ASCII code) which can be displayed as a text (name) on 14 segment display block, together with the Temperature Sensor Actual Value register (displayed on 8-segment display block). In case when a particular character's value is 0 (NULL), the character is not displayed. Lower case characters are automatically changed into upper case characters. The default value is 1297110085 which corresponds to the name "TEMP".
Example:
Task: Display text " TMP" (empty space in the first position)
Solution: Register contains two bytes. Each of them contains two characters encoded with ASCII code.
In the example, the lower byte needs to have NULL + "T" character and higher byte "M" + "P" characters.
Low byte: "NULL" in ASCII = 0
"T" in ASCII code = 54
Final value which needs to be written down to low byte = 84

High byte: "M" in ASCII code = 4D
"P" in ASCII code = 50
Final value which needs to be written down to high byte = 19792
32-bit register has a structure = 0x4D500054
The value which has to be written to register = 1297088596

5.1.5 TEMPERATURE_CONFIGURATION (40316, bit 0 and bit 4)

Bit	Name	0	1
0	Active	Not active	Active(def)
4	ThirdPointActive	No decimal	Decimal(def)

Table 14 Temperature Configuration

Bit 0 of register 40316 is responsible for activation or deactivation of the visibility of temperature sensor. If bit 0 is active temperature sensor actual value is visible in Main Menu.

Bit 4 of register 40316 is responsible temperature display precision. True value of bit 4 activates temperature displaying precision to the first decimal place. If bit 4 is "false" temperature is displayed as integer value (without decimal place).

5.2 Humidity Sensor

WARNING! All registers described below are active only when the Room Panel is equipped with an in-built humidity sensor. Default humidity unit is RH% and is displayed together with humidity sensor value (if active) permanently (not editable).

5.2.1 HUMIDITY_SENSOR_ACTUAL_VALUE (30302)

The register stores actual value from the humidity sensor (including Humidity Sensor Offset value) multiplied by 10. In Main Menu the humidity sensor value is displayed directly (without multiplying).

5.2.2 HUMIDITY_SENSOR_OFFSET (40305)

The register contains a value which allows for setting correction for humidity sensor actual value indication. The offset value can be positive or negative. The register value is also multiplied by 10 as in case of Humidity sensor actual value register. The actual humidity offset value is added to humidity sensor indication. Default value is 0.

5.2.3 HUMIDITY_FILTER (40308)

The register contains time constant for humidity sensor low pass filter, in seconds. The value is expressed in seconds. The default filter value is 60 seconds. Setting value 0 disables the filter.

5.2.4 HUMIDITY_NAME (40312)

There is one 32-bit register which can contain up to 4 characters (ASCII code) which can be displayed as a text (name) on 14 segment display block, together with the HUMIDITY_SENSOR_ACTUAL_VALUE register (displayed on 8-segment display block). In case when a particular character value is 0 (NULL), the character is not displayed. Lower case characters are automatically changed into upper case characters. The default value is 1296648277 which corresponds to the name "HUMI".

5.2.5 HUMIDITY_CONFIGURATION(Register 40317, bit 0 and bit 4)

Bit	Name	0	1
0	Active	Not active	Active(def)
4	ThirdPointActive	No decimal	Decimal(def)

Table 15 Humidity Configuration

Bit 0 of register 40317 is responsible for activation or deactivation of the visibility of humidity sensor. If bit 0 is active, actual value of humidity sensor is visible in Main Menu.

Bit 4 of register 40316 is responsible for humidity display precision. True value of bit 4 activates precision of humidity display to the first decimal place. If bit 4 is "false" humidity is displayed as integer value (without decimal place).

5.3 CO_2_SENSOR

WARNING! All registers described below are active only when the Room Panel is equipped with an in-built CO_2 sensor.
Default CO_2 unit is ppm and it is displayed together with CO_2 sensor value (if active) permanently (not editable). CO_2 actual sensor value is displayed in delay of 120 sec after the Room Panel restart or power supply connection (if bit 0 CO_2 Configuration is "true"). The cause of that is the fact that the CO_2 sensor needs up to 2 minutes to warm up from the moment of power supply connection. The CO_2 sensor achieves maximum accuracy after 10 minutes of operation. Worth mentioning is the fact that the in-built CO_2 sensor does not need manual calibration. Calibration algorithm begins after 24 hours of continuous operation, adjusting the sensor measurement.

5.3.1 CO_2_SENSOR_ACTUAL_VALUE (30303)

The 30303 register stores actual value from the CO_2 sensor (including CO_2 Sensor Offset).

5.3.2 CO_2_SENSOR_OFFSET (40306)

Register contains a value which allows for setting the correction for CO_2 sensor actual value indication. The offset value can be positive or negative. The actual CO_2 offset value is added

to CO_2 sensor indication. Default offset is 0.

5.3.3 CO_2_FILTER (40309)

Register contains time constant for CO_2 sensor low pass filter, in seconds. The value is expressed in seconds. The default filter value is 60 seconds. Setting value 0 disables the filter.

5.3.4 CO_2_NAME (40314)

There is one 32-bit register which can contain up to 4 characters (ASCII code), which can be displayed as a text (name) on 14 segment display block together with the CO2_SENSOR_ACTUAL_VALUE register (displayed on 8-segment display block). In case when a particular character value is 0 (NULL), the character is not displayed. Lower case characters are automatically changed into upper case characters. The default value is 838878031 which corresponds to the name "CO_2".

5.3.5 CO_2_CONFIGURATION (40318, bit 0)

Bit 0 of register 40318 is responsible for activation or deactivation of the visibility of CO_2 sensor. If bit 0 is active, CO_2 sensor's actual value is visible in Main Menu. Default value is "true" (visible, WARNING! CO_2 value is visible with delay of 120 sec after the Room Panel restart or power supply connection).

5.3.6 CO_2_SETPOINT_FOR_ALARM (40226)

The register contains the Setpoint for alarm value in ppm. If actual CO_2 sensor value increases over the Setpoint value, then the Room Panel indicates CO_2 Alarm (for other indication possibilities see Device Configuration). Default value is 1500 ppm.

5.3.7 CO2_DIFFERENTIAL_FOR_ALARM (40227)

The register contains value in ppm which is the differential for CO_2 Alarm value. CO_2 Alarm is activated when CO_2 actual sensor value is higher or equal to the sum of CO2_SETPOINT_FOR_ALARM register value and CO_2 differential for Alarm value. CO_2 Alarm is inactive when CO_2 actual sensor value is lower or equal to the difference of CO2_SETPOINT_FOR_ALARM register value and CO_2 differential for Alarm value. Default value is 100 ppm.

CO_2 Alarm ON:
CO_2 sensor actual value >= CO2 SetpointforAlarm + CO2 differential for Alarm
CO_2 Alarm OFF:
CO_2 sensor actual value <= CO2 SetpointforAlarm - CO2 differential for Alarm

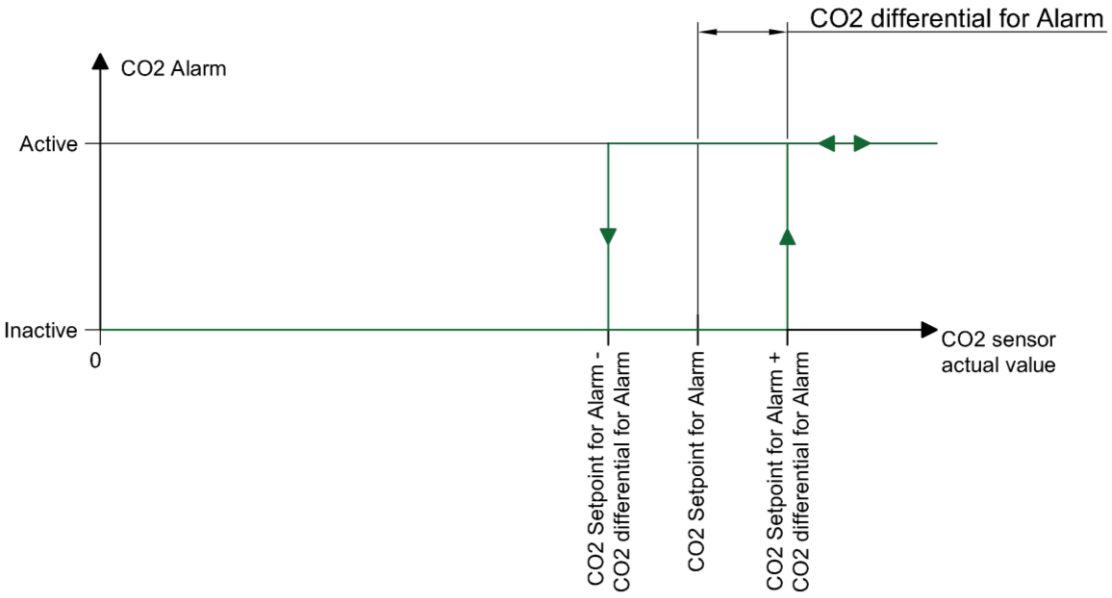


Figure 17 CO2 Alarm functioning with CO2 differential for Alarm active

6 Setpoint registers

6.1 SETPOINT_VALUE (41501)

The register stores actual Setpoint value multiplied by 10. After device restart, the value is read from Default Setpoint Value register and set as actual setpoint value. Default value is 210.

6.2 EFFECTIVE_SETPOINT (31502)

The register represents sum of actual Setpoint value and Offset Setpoint value. This value is a final Setpoint value.

6.3 DEFAULT_SETPOINT (41503)

The register contains default setpoint value. Default Setpoint is set as a Setpoint value after the Room Panel restart or power supply reconnection (the value of the register Default Value is written down to Setpoint Value register). Register contains value multiplied by 10. The default value is 210.

6.4 OFFSET_SETPOINT (41504)

The register contains a value which allows for setting correction for a Setpoint value. The offset value can be positive or negative. The Offset Setpoint value is added to the Setpoint value and the result value is entered to the Effective Setpoint register. Register contains value multiplied by 10. The default value is 0.

6.5 SETPOINT_LOW_LIMIT (41505)

Minimal setpoint value which can be set by user, multiplied by 10. The default value is 180 (18°C).

6.6 SETPOINT_HIGH_LIMIT (41506)

Maximal setpoint value which can be set by user, multiplied by 10. The default value is 240 (24°C).

6.7 OFFSET_RANGE (41507)

Register contains a value which limits OffsetSetpoint value change multiplied by 10. The value creates a range from – OffsetRange to + OffsetRange of possible Offset values which can be set by user. The default is 30 (3°C).

Example:
Offset range value is 20. It means that user can change Offset Setpoint value from -2°C to +2°C.

6.8 SETPOINT_STEP (41508)

The register contains Setpoint STEP value multiplied by 10. When the setpoint is changed by arrow buttons locally from the Room Panel, single pushing of the arrow button causes Setpoint change with the STEP value stored in this register. The setpoint can be changed in the range determined by Setpoint Limits stored in Setpoint Low Limit and Setpoint High Limit registers.
Setpoint STEP is also automatically adjusted to the Setpoint display precision. When the register Setpoint Configuration bit 4 is "true", the Setpoint value is displayed with one decimal place. In that case Setpoint STEP is also adjusted to one decimal place.
Example:
Setpoint Configuration bit 4 is "true" and SetpointSTEP value equals 5. 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 Setpoint Configuration bit 4 is "true". Otherwise the Setpoint value is displayed as an integer value and SetpointSTEP adjustment is unnecessary. The default value is 10 (1°C).

6.9 OFFSET_NAME (41509)

There is one 32-bit register which can contain up to 4 characters (ASCII code) which can be displayed as a text (name) on 14 segment display block together with the Offset Value register (displayed on 8-segment display block). In case when particular character value is 0

(NULL), the character is not displayed. Lower case characters are automatically changed into upper case characters. The default value is 1179864902 which corresponds to the name "OFFS".

6.10 SETPOINT_NAME (41511)

There is one 32-bit register which can contain up to 4 characters (ASCII code) which can be displayed as a text (name) on 14 segment display block together with the Setpoint Value register (displayed on 8-segment display block). In case when particular character value is 0 (NULL), the character is not displayed. Lower case characters are automatically changed into upper case characters. The default value is 1414550341 which corresponds to the name "SETP".

6.11 SETPOINT CONFIGURATION (41513)

6.11.1 SETPOINT_VISIBILITY (Register 41513, bit 0)

Bit 0 is responsible for activation or deactivation setpoint visibility. If bit 0 is active, setpoint actual value is displayed in Main Menu with the defined display priority (see Main Menu display). By default bit is "true" (Setpoint visible).

6.11.2 SETPOINT_EDITION (Register 41513, bit 1)

Bit 1 determines possibility to change setpoint locally from the Room Panel. When the bit is "true" Setpoint is editable and user can change the setpoint value by pushing up/down arrow buttons. When the bit is "false", pushing arrow buttons sets the Room Panel in Active Mode and has no effect on the Setpoint value. By default the bit is "true" (Setpoint editable).

6.11.3 OPERATING_MODE (Register 41513, bit 2)

Bit value determines Setpoint Mode Edition. If the bit is "true", up and down arrow pushbuttons change the setpoint value. If the bit is "false", pushing up/down arrow buttons changes Setpoint Offset (changes limited to the OffsetRange value). By default the bit is "true" (Changing Setpoint).

6.11.4 SETPOINT_DISPLAY (Register 41513, bit 3)

Bit 3 function is effective only when bit 2 Operating Mode is "false" (changing offset). Bit 3 allows for choosing which value is displayed during the offset edition.
If the bit is "true", Effective setpoint value and setpoint name are shown on display during Offset changing.
If the bit is "false", LCD display shows OffsetSetpoint value and Offset Name. By default the bit is "false".

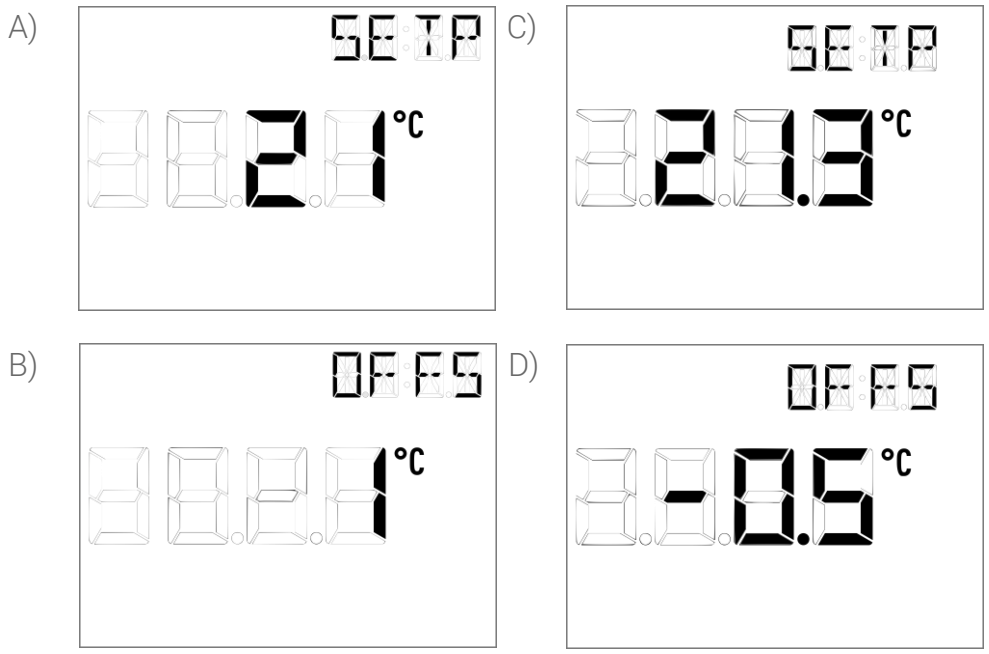


Figure 18 Setpoint changing view: A) Setpoint without decimal B) Offset without decimal C) Setpoint with decimal D) Offset with decimal

6.11.5 THIRD_POINT_ACTIVE (Register 41513, bit 4)

Bit 4 true value activates setpoint display precision to the first decimal place. If bit 4 is "false", setpoint is displayed as integer value (without decimal place). The default value is "true".

6.11.6 SETPOINT_FAST_EDIT_MODE (Register 41513, Bit 5)

Bit 5 switches between Setpoint Normal Edit and Setpoint Fast Edit modes.

Setpoint Normal Edit mode

When the bit 5 is "false", Normal Edit mode is active. Setpoint can be changed by the arrow buttons. The newly chosen Setpoint has to be confirmed by pushing the OK button.
Confirmation of entering the new Setpoint is signalized by double blink of the new Setpoint and double beeper signal (if enabled, DEVICE_CONFIGURATION bit 0).
When the Setpoint changing is done, the Main Menu is displayed.
Pushing the Menu button before new Setpoint confirmation by the OK Button cancels the new Setpoint setting procedure and the user returns to the Main Menu.
If the new Setpoint is not confirmed during time value stored in EXIT_EDIT_TIME register, the new Setpoint setting has failed and the Main Menu is displayed.

Setpoint Fast Edit mode

When the bit 5 is "true", then 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 time value EXIT_EDIT_TIME elapsed. The new chosen Setpoint is confirmed. Confirmation of entering the new Setpoint is signalized by double blink of the new Setpoint name and double beeper signal (if enabled, DEVICE_CONFIGURATION bit 0).
When Setpoint selection procedure is done, the Main Menu is displayed.
By default the bit is 0 (Normal Edit mode).

6.12 Setting setpoint

Setpoint setting is possible from Main Menu level.

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

6.12.1 Operating Mode is "true" (see Operating Mode)

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

Pushing the up arrow button increases Setpoint value with the STEP stored in SETPOINT_STEP register (for detailed functioning see SetpointSTEP).
If entered value is higher than the value stored in SETPOINT_HIGH_LIMIT register, the actual Setpoint value is overwritten by the value in that register.
Pushing the down arrow button decreases Setpoint value with the STEP stored in SETPOINT_STEP register (for detailed functioning see SetpointSTEP).
If entered value is lower than the value stored in SETPOINT_LOW_LIMIT register, the actual

Setpoint value is overwritten by the value in that register.

6.12.2 Operating Mode is false (see Operating Mode)

In case, when Operating Mode is "false", the user changes Setpoint indirectly by changing Offset.
When SETPOINT_CONFIGURATION bit 3 Setpoint Display is "false" then OffsetSetpoint is displayed.

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

Pushing the up arrow button increases Offset Setpoint value with the STEP stored in SETPOINT_STEP register (for detailed functioning see SetpointSTEP).
If entered value is higher than the value stored in OFFSET_RANGE register, the actual Offset_Setpoint value is overwritten by the value in that register.
Pushing the down arrow button decreases Offset Setpoint value with the STEP stored in SETPOINT_STEP register (for detailed functioning see SetpointSTEP).
If entered value is lower than the negative value of the OFFSET_RANGE register, the actual Offset Setpoint value is overwritten by the value in that register.

When SETPOINT_CONFIGURATION bit 3 Setpoint Display is "true", procedure is analogical, but instead of displaying Offset Setpoint and Offset Name on LCD display, Effective Setpoint with Setpoint Name is displayed.

7 Fan Configuration Registers

The Room Panel allows Fan control with actual Fan status indication. There are special group of icons responsible for fan status indication. Fan Configuration registers allow to select different fan control modes corresponding to different fan types. According to actual fan status different icons combinations are displayed. It allows quick preview and service of the fan status.
The user can switch different fan modes locally in a very simple way. Fan Mode and Manual Speed Setting are available from Main Menu level. When the Room Panel is in Active Mode single pushing Menu button enter Fan Submenu Edition. On 14-segment displays' block text "FAN" flashes and on 8-segment displays' block name of FAN_MODE is displayed according to which Fan Mode is already active (see table Fan Mode Name).

7.1 FAN_CURRENT_SPEED (41601)

The register stores numeric value corresponding to current fan speed. Particular register value is the base for displaying determined group of icons (see table below). The register value can be used as an actual fan status indication. This register has software limitation where the max. value is 6.

Register value	Visualization
0(def)	
1	
2	
3	
4	
5	
6	

Table 16 Fan Current Speed states visualization.

7.2 FAN_MODE (41602)

The register contains numeric value which corresponds to FAN_MODE. There are up to 5 different fan modes which can be selected locally from the Fan Edit Submenu level. (see

table 16). To enter Fan Edit Submenu, the Menu button need to be pushed when the Room Panel is in Active Mode. Particular fan modes availability depends on FAN_TYPE register value (see table 17). Default texts for particular fan modes can be changed (see Fan Mode Name). This register has software limitation where the max. value is 4.

Fan Mode text on LCD	Fan Mode register value
OFF	0
I	1(def)
II	2
III	3
AUTO	4

Table 17 Fan mode selection

7.3 FAN_TYPE (41603)

A register contains numeric value corresponding to information about Fan type. Fan type selection determines which fan modes are available in FAN_MODE register. This register has software limitation where the max. value is 6. Available fan modes in particular Fan type selection are shown in the table below:

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

Table 18 Fan type register

WARNING!: The register values from 4 to 6 (1-3 Speed Fan without AUTO mode) have to be set when fan works in Local Mode (see FanLocalMode).

7.4 FAN_MODE_NAME (41604-41612)

For user-friendly use, FAN_MODE register value is displayed on LCD as a text instead of numeric value. There are six 32-bit registers assigned with six different fan modes, which can contain up to 4 characters according to the ASCII code (see example in Temperature Name). The value of 32-bit register is displayed on 8-segment display block as a text. In case when particular ASCII code value is 0(NULL), the character is not displayed. Lower case characters are automatically changed into upper case characters.

Register address	Default name	Corresponding Fan mode register value
41604	OFF	0
41606	AUTO	1
41608	I	2
41610	II	3
41612	III	4

Table 19 Fan name registers

7.5 FAN_CONFIGURATION (41614)

7.5.1 FAN_CURRENT_SPEED_VISIBILITY (Register 41614, bit 0)

Bit 0 is responsible for activation or deactivation Fan Current Speed visibility. If bit 0 is active Fan Current Speed is visible as a group of Icons. The icons indicate fan activity (run status), actual speed and auto/manual mode.

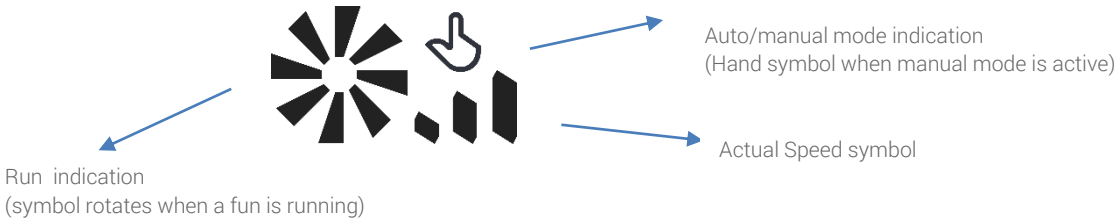


Figure 19 Fan Icon

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

7.5.2 FAN_EDITION (Register 41614, bit 1)

Bit 1 determines if 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).

7.5.3 PART_EDITABLE (Register 41614, Bit 2)

Bit 2 switches between Fan Full Edition and Fan Part Edition modes.

Fan Full Edition

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

Fan Part Edition

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

Bit 2 value	Function
0	Fan Full Edition(def)
1	Fan Part Edition

Table 20 Part Edit mode

7.5.4 FAN_CONFIG_FAST_EDIT_MODE (Register 41614, Bit 5)

Bit 5 switches between Fan Normal Edit and Fan Fast Edit modes.

Fan Normal Edit mode

When the bit 5 is "false" 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 signalized by double blink of the new FAN_MODE name and assigned symbol (see Fan Mode selection table) and double beeper signal (if enabled, DeviceConfiguration bit 0).
When Fan mode selection is done, the Main Menu is displayed.
Pushing the Menu button before new FAN_MODE confirmation by the OK Button cancels the new FAN_MODE setting procedure and the user is get back to the Main Menu.
If the new FAN_MODE is not confirmed during time value stored in EXIT_EDIT_TIME register the new FAN_MODE selection is failed and the Main Menu is displayed.

Fan Fast Edit mode

When the bit 5 is "true" then Fast Edit mode is active and setting the new FAN_MODE doesn't 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 situation is when time value EXIT_EDIT_TIME elapsed. The new chosen FAN_MODE is confirmed. The new FAN_MODE entering confirmation is signalized by double blink of the new FAN_MODE name and assigned symbol (see FAN_MODE selection table) and double beeper signal (if enabled, DEVICE_CONFIGURATION bit 0).

When Fan mode selection procedure is done, the Main Menu is displayed.
By default the bit is 0 (Normal Edit mode).

7.5.5 FAN_CONFIG_LOCAL_MODE (Register 41614, Bit 6)

Local Mode

If the bit 6 is "true" the Room Panel fan setting works in a local mode. It means that the value of the FAN_CURRENT_SPEED register is determined by the value of the FAN_MODE register and so the value of the FAN_CURRENT_SPEED register cannot be overwritten by the higher level system.

Fan Mode register value	Fan Current Speed register value	Visualization
0	0	
1(def)	1	
2	2	
3	3	

Table 21 Overwriting FAN CURRENT SPEED register by FAN_MODE register in Local mode

BMS Mode

If bit 6 is "false", the Room Panel fan setting works in BMS mode. FAN_MODE register works separately from FAN_CURRENT_STATUS register.
By default the bit is "false" (BMS mode).

7.6 FAN_ICON_FLASHING_TIME (41615)

A register contains time value in milliseconds which is the base for calculating a frequency of flashing run indication icons (set rotation speed of Run Indication symbol). This register has software limitation where the minimum time value is 50 ms. By default 500 ms (Fan run indication icons changes repeatedly with 2 Hz frequency).

8 Occupancy Registers

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

8.1 OCCUPANCY_CURRENT_STATUS (41701)

The register contains numeric value corresponding to actual occupancy status. Particular register value is the base for displaying determined group of icons (see table below). This register has software limitation where the maximum value is 3. The register value can be used as an actual occupancy status indication.

Register value	Icon
0	
1	
2	
3	 Human symbol blinks

Table 22 Occupancy Current Status

8.2 OCCUPANCY_MODE (41702)

The register contains numeric value corresponding to OCCUPANCY_MODE. There are two different occupancy modes which can be selected locally from the Occupancy Edit Submenu level. (see table below). To enter Occupancy Edit Submenu, the OK button needs to be pushed when the Room Panel is in Active Mode. This register has software limitation where the maximum value is 1. Default texts for particular occupancy modes can be changed (see Occupancy Mode Name).

Occupancy Mode text on LDC	Register value
UNOC	0
OCC	1

Table 23 Occupancy Current Status

8.3 OCCUPANCY_MODE_NAME (41703-41705)

For a more user-friendly use, OCCUPANCY_MODE register value is displayed on LCD as a text instead of numeric value. There are two 32-bit registers assigned with two different occupancy modes, which can contain up to 4 characters according to the ASCII code (see example in Temperature Name). The value of 32-bit register is displayed on 8-segment display block as a text. In case when particular ASCII code value is 0 (NULL), the character is not displayed. Lower case characters are automatically changed into upper case characters.

Register address	Default name	Corresponding Occupancy mode register value
41703	UNOC	0
41705	OCC	1

Table 24 Occupancy Mode Name registers

8.4 OCCUPANCY_CONFIGURATION (41707)

8.4.1 OCCUPANCY_VISIBILITY (Register 41707, bit 0)

Bit 0 of register 41707 is responsible for activation or deactivation Occupancy Current Status visibility. If bit 0 is active, Occupancy Current Status is visible as a specific group of Icons' configuration.

In occupied mode the human symbol stays inside the house symbol (if Forced occupied mode human symbol blinks inside the house)

In unoccupied mode the human symbol stays outside of the house symbol

Figure 20 Occupancy Current Status Icons

The default value is 1 (occupancy mode is visible).

8.4.2 OCCUPANCY_MODE_EDITION (Register 41707, bit 1)

Bit 1of register 41707 determines whether OCCUPANCY_MODE is editable locally from the Room Panel. When the bit is "true", the Occupancy Edit Submenu is active and the user can set Occupancy Mode. When the bit is "false", the Occupancy Edit Submenu is inactive. The default value is 1 (Occupancy Mode is editable).

8.4.3 EDIT_MODE (Register 41707, Bit 5)

Bit 5 of register 41707 switches between Occupancy Normal Edit and Occupancy Fast Edit modes.

Occupancy Normal Edit mode

When the bit 5 is "false" Normal Edit mode is active. Particular occupancy modes are selected by arrow buttons. The newly chosen Occupancy mode has to be confirmed by pushing the OK button.
Confirmatrion of entering the new Occupancy Mode is signalized by double blink of the new Occupancy Mode name and assigned symbol (see Occupancy Mode) and double beeper signal (if enabled, DeviceConfiguration bit 0).
When the Occupancy Mode selection is done, the Main Menu is displayed.
Pushing the Menu button prior to new Occupancy Mode confirmation by the OK Button cancels the new Occupancy Mode setting procedure and the user returns to the Main Menu.
If the new Occupancy Mode is not confirmed during time value stored in EXIT_EDIT_TIME register, the new Occupancy Mode selection fails and the Main Menu is displayed.

Occupancy Fast Edit mode

When the bit 5 is "true", then Fast Edit mode is active and setting the new Occupancy Mode does not need any confirmation. The new Occupancy Mode is selected by pushing the OK button. Pushing any other button confirms the new Occupancy Mode choice. The same situation is when time value EXIT_EDIT_TIME elapsed. The new chosen Occupancy Mode is confirmed. Confirmatrion of entering the new Occupancy Mode is signalized by double blink of the new Occupancy Mode name and assigned symbol (see Occupancy Mode) and double beeper signal (if enabled, DeviceConfiguration bit 0).
Once Occupancy Mode selection procedure is done, the Main Menu is displayed.
By default the bit is 0 (Normal Edit mode).

8.4.4 OCCUPIED_CONFIG_LOCAL_MODE (Register 41707, Bit 6)

Bit 6 of register 41707 switches between Local Mode and BMS Mode.

Local Mode

If the bit 6 is "true", the Room Panel occupancy setting works in a local mode. It means that the value of the OCCUPANCY_CURRENT_STATUS register is determined by the value of the OCCUPANCY_MODE register, and the value of the OCCUPANCY_CURRENT_STATUS register cannot be overwritten by the higher level system.

Occupancy Mode Register value	Occupancy Current Status Register value	Visualization
0	0	
1	1	

Table 25 Overwriting OCCUPANCY CURRENT SPEED register by OCCUPANCY MODE register in Local mode

BMS Mode

If bit 6 is "false", the Room Panel occupancy setting works in BMS mode. OCCUPANCY_MODE register works independently from OCCUPANCY_CURRENT_STATUS register.
By default the bit is "false" (BMS mode).

9 Registers adjustable locally from the Room Panel

Access from the Main Menu level to any settings menu is possible when the Room Panel is in Active Mode. OK button together with Menu button have to be pushed longer than the time value stored in ENTER_MENU_TIME register. Access to any settings menu is protected by password stored in Panel Password register (default password 1000).
Actual settings menu name blinks on 14-segment display block.
Different settings menu can be chosen by pushing up and down arrow buttons.
To enter particular settings menu the OK button should be pushed.
After entering particular settings menu on 14-segment display block, number of parameter with the lowest number is displayed.
Different available parameters inside the settings menu can be chosen by pushing up or down arrow buttons.
All parameters are described in more details in particular sections of this User Manual.

9.1 Configuration (CONF)

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

Parameter number	Modbus address	Dec address	Hex address	Register Name	Access	Description
1.1	40017	16	0x10	BAUD_RATE	Read & Write Memory	48 – 1152 (*100kbs)
1.2	40023	22	0x16	ADDRESS	Read & Write Memory	Default: 1
1.3	40018	17	0x11	STOP_BITS	Read & Write Memory	1 – one stop bit 2 – two stop bits
1.4	40020	19	0x13	PARITY_BITS	Read & Write Memory	0 – disabled 1 – ODD 2 - EVEN
1.5	40024	23	0x17	PROTOCOL	Read & Write Memory	0 – Modbus RTU 1 – Modbus ASCII 2 – BACnet MS/TP
1.6	40028	27	0x1B	PANEL_PASSWORD	Read & Write Memory	Default: 1000

1.7	-	-	-	FIRMWARE_VERSION	Read Only	Software version

9.2 Device (DEV)

Device settings menu contains registers responsible for global settings. Change of 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 user can switch the beeper off or disable background illumination of LCD Display or Key Pad. All available parameters are presented in the table below:

Parameter number	Modbus address	Dec address	Hex address	Register Name	Access	Description
2.1	40205	204	0xCC	DEVICE CONFIGURATION bit 0 BEEPER	Read & Write Memory	0-inactive 1-active(def)
2.2	40205	204	0xCC	DEVICE CONFIGURATION bit 1 TIME_FORMAT	Read & Write Memory	0-24h(def) 1-12h
2.3	40205	204	0xCC	DEVICE CONFIGURATION bit 2 TEMPERATURE_UNIT	Read & Write Memory	Not supported
2.4	40205	204	0xCC	DEVICE CONFIGURATION bit 3 BACKGROUND_ILLUMINATION_LCD_ACTIVE	Read & Write Memory	0-inactive 1-active(def)
2.5	40223	222	0xDE	DEVICE CONFIGURATION bit 4 BACKGROUND_ILLUMINATION_KEYPAD_ACTIVE	Read & Write Memory	0-inactive(def) 1-active
2.6	40028	27	0x1B	ENTER_MENU_TIME	Read & Write Memory	By default 2 sec.
2.7	40224	223	0xDF	EXIT_EDIT_TIME	Read & Write Memory	By default 5 sec.
2.8	40225	224	0xE0	EXIT_MENU_TIME	Read & Write Memory	By default 10 sec.
2.9	40217	216	0xD8	REFRESH_TIME	Read & Write Memory	By default 2 sec.

9.3 Temperature (TEMP)

Temperature Settings menu contains registers referring to temperature sensor display and temperature control settings. User is able to switch on/off temperature sensor value display, set temperature sensor filter or change temperature sensor offset. All available parameters

are presented in the table below:

Parameter number	Modbus address	Dec address	Hex address	Register Name	Access	Description
3.1	40316	315	0x13B	TEMPERATURE_ CONFIGURATION bit 0 ACTIVE	Read & Write Memory	0-inactive 1-active(def)
3.2	40316	315	0x13B	TEMPERATURE_CONFIGURATION bit 4 THIRD_POINT_ACTIVE	Read & Write Memory	0-inactive 1-active(def)
3.3	40307	306	0x132	TEMPERATURE_FILTER	Read & Write Memory	By default 60 sec
3.4	40304	303	0x12F	TEMPERATURE_OFFSET	Read & Write Memory	By default 0

9.4 Humidity (HUM)

Humidity Settings menu contains registers referring to humidity sensor display and humidity control settings. User is able to switch on/off humidity sensor value display, set humidity sensor filter or change humidity sensor offset. All available parameters are presented in the table below:

Parameter number	Modbus address	Dec address	Hex address	Register Name	Access	Description
4.1	40317	316	0x13C	HUMIDITY_CONFIGURATION bit 0 ACTIVE	Read & Write Memory	0-inactive 1-active(def)
4.2	40317	316	0x13C	HUMIDITY_CONFIGURATION bit 4 THIRD_POINT_ACTIVE	Read & Write Memory	0-inactive 1-active(def)
4.3	40308	307	0x133	HUMIDITY_FILTER	Read & Write Memory	By default 60 sec
4.4	40305	304	0x130	HUMIDITY_OFFSET	Read & Write Memory	By default 0

9.5 CO2 (CO2)

CO_2 Settings menu contains registers referring to CO_2 sensor display and CO_2 control settings. User is able to switch on/off CO_2 sensor value display, set CO_2 sensor filter or change CO_2 sensor offset. All available parameters are presented in the table below:

Parameter number	Modbus address	Dec address	Hex address	Register Name	Access	Description
5.1	40318	317	0x13D	CO2 CONFIGURATION bit 0 ACTIVE	Read & Write Memory	0-inactive 1-active(def)
5.2	40309	308	0x134	CO2_FILTER	Read & Write Memory	By default 60 sec
5.3	40307	306	0x132	CO2_OFFSET	Read & Write Memory	By default 0
5.4	40226	225	0xE1	CO2_SETPOINT	Read & Write Memory	By default 1500 ppm

9.6 Setpoint (SETP)

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

Parameter number	Modbus address	Dec address	Hex address	Register Name	Access	Description
6.1	41513	1512	0x5E8	SETPOINT_CONFIGURATION bit 0 ACTIVE	Read & Write Memory	0-inactive 1-active(def)
6.2	41513	1512	0x5E8	SETPOINT_CONFIGURATION bit 1 EDITABLE	Read & Write Memory	0-inactive 1-active(def)
6.3	41513	1512	0x5E8	SETPOINT_CONFIGURATION bit 2 OPPERATING_MODE	Read & Write Memory	0-changing offset 1-changing setpoint(def)
6.4	41513	1512	0x5E8	SETPOINT_CONFIGURATION bit 3 SETPOINT_DISPLAY	Read & Write Memory	0-changing offset 1-changing effective setpoint(def)
6.5	41513	1512	0x5E8	SETPOINT_CONFIGURATION bit 4 THIRD_POINT_ACTIVE	Read & Write Memory	0-inactive 1-active(def)
6.6	41513	1512	0x5E8	SETPOINT_CONFIGURATION bit 5 FAST_EDIT_MODE	Read & Write Memory	0-inactive(def) 1-active
6.7	41503	1502	0x5DE	DEFAULT_SETPOINT	Read & Write Memory	By default 210
6.8	41505	1504	0x5E0	SETPOINT_LOW_LIMIT	Read & Write Memory	By default 180
6.9	41506	1505	0x5E1	SETPOINT_HIGH_LIMIT	Read & Write Memory	By default 240
6.10	41507	1506	0x5E2	OFFSET_RANGE	Read & Write Memory	By default 30
6.11	41508	1507	0x5E3	SETPOINT_STEP	Read & Write Memory	By default 10

9.7 Fan (Fan)

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

Parameter number	Modbus address	Dec address	Hex address	Register Name	Access	Description
7.1	41614	1613	0x64D	FAN_CONFIGURATION bit 0 VISABLE_FAN_CURRENT_SPEED	Read & Write Memory	0-inactive 1-active(def)
7.2	41614	1613	0x64D	FAN_CONFIGURATION bit 1 EDITABLE	Read & Write Memory	0-inactive 1-active(def)
7.3	41614	1613	0x64D	FAN_CONFIGURATION bit 2 PART_EDITABLE	Read & Write Memory	0-inactive(def) 1-active
7.4	41614	1613	0x64D	FAN_CONFIGURATION bit 5 FAST_EDIT_MODE	Read & Write Memory	0-inactive(def) 1-active
7.5	41615	1614	0x64E	FAN_ICON_FLASHING_TIME	Read & Write Memory	By default 500 ms
7.6	41603	1602	0x642	FAN_TYPE	Read & Write Memory	0-0-10V(def) 1-1-Speed 2-2-Speed 3-3-Speed

9.8 Occupancy (OCCU)

Occupancy Settings menu contains registers referring to Occupancy Configuration. User can decide if Current Occupancy Status should be displayed in the Main Menu or not. Parameter Editable can determine if user can change Occupancy Mode. All available parameters are presented in the table below:

Parameter number	Modbus address	Dec address	Hex address	Register Name	Access	Description
8.1	41707	1706	0x6AA	OCCUPANCY_CONFIGURATION bit 0 VISABLE_OCCUPANCY_CURRENT_STATUS	Read & Write Memory	0-inactive 1-active(def)
8.2	41707	1706	0x6AA	OCCUPANCY_CONFIGURATION bit 1 EDITABLE	Read & Write Memory	0-inactive 1-active(def)
8.3	41707	1706	0x6AA	OCCUPANCY_CONFIGURATION bit 5	Read &	0-inactive(def)

				FAST_EDIT_MODE	Write Memory	1-active

10 Main Menu user defined parameters.

There are 8 numeric and 8 Boolean 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 written to EEPROM memory (register 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 in a specified sequence (read more in section Refreshing time)
After 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.

11 Submenus with user defined parameters

The Room Panel is equipped with a special group of registers which allows to define parameters by the user.
User defined parameters are grouped 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 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 Submenu Icon Display table). Fan and Occupancy submenu icons are displayed in different configuration according to actual Fan and Occupancy Status (see sections about Fan registers and Occupancy registers).

In each submenu there are available 8 numeric and 8 Boolean user-defined parameters.
All user-defined parameters in each submenu are used for displaying and setting different values locally from the Room Panel. All are written to EEPROM memory (register values are remembered after the Room Panel restart or power failure).
Access to each submenu can be protected by a password (see Submenu protection).

11.1 Numeric parameter type registers

Each submenu has 8 numeric user-defined parameters. Each of user-defined parameters has the same structure: contains 7 registers dedicated to different functionalities and

purposes. Each register isdescribed below (Exact Modbus address for each register: see the list of all Modbus registers).

11.1.1 XPresentValue (X = [1.8])

The register contains actual value of the parameter. The default value is 0.

11.1.2 XName (X = [1.8])

There is one 32-bit register which can contain up to 4 characters (ASCII code) which can be displayed as a text (name) on 14-segment display block together with the Present Value register (displayed on 8-segment display block). In case when particular character value is 0 (NULL), the character is not displayed. Lower case characters are automatically changed into upper case characters. The default name is NUMX where X=[1.8] (ex. Register value for name “NUM1” = 1295076949).

11.1.3 XPriority (X = [1.8])

The register contains value which determines 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 submenu. The parameter with the lowest priority is displayed as a last parameter in Submenu. If two or more parameters have the same priority, the sequence of displaying based on register addresses (the register with the lowest address is displayed as first). Default priority for all user-defined parameters is 0.

11.1.4 XSTEP (X = [1.8])

The register contains value which is a STEP during parameter value edition. The default value is 0.

11.1.5 XLowLimit (X = [1.8])

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

11.1.6 XHIGH_LIMIT (X = [1.8])

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

11.1.7 XConfiguration (X = [1.8])

11.1.7.1 Visibility bit 0

Bit 0 activates parameter visibility. If bit 0 is active, parameter actual value is displayed in the particular Submenu with the defined display priority. By default bit is 0 (Parameter is inactive).

11.1.7.2 Editable bit 1

Bit 1 activates edition of the parameter value locally from the Room Panel. When the bit is "true" parameter is editable and user can change its value. By default the bit is "false" (not editable).

11.1.7.3 First point Active bit 2

Bit 2 activates parameter display precision to the first decimal place. The default value is "false".

11.1.7.4 Second point Active bit 3

Bit 3 activates parameter display precision to the second decimal place. The default value is "false".

11.1.7.5 Third point Active bit 4

Bit 4 activates parameter display precision to the third decimal place. The default value is "false".

11.1.7.6 ºC Unit Active bit 6

If the bit is " "true", then together with actual parameter Present Value the ºC unit is displayed. The default value is 0.

11.1.7.7 F Unit Active bit 7

If the bit is "true", then together with actual parameter Present Value the ºF unit is displayed. The default value is 0.

11.1.7.8 Pa Unit Active bit 8

If the bit is "true", then together with actual parameter Present Value the Pa unit is displayed. The default value is 0.

11.1.7.9 Lx Unit Active bit 9

If the bit is "true", then together with actual parameter Present Value the Lx unit is displayed. The default value is 0.

11.1.7.10 ppm Unit Active bit 10

If the bit is "true", then together with actual parameter Present Value the ppm unit is displayed. The default value is 0.

11.1.7.11 m3h Unit Active bit 11

If the bit is "true", then together with actual parameter Present Value the m3h unit is displayed. The default value is 0.

11.1.7.12 %Rh Unit Active bit 12

If the bit is "true", then together with actual parameter Present Value the %Rh unit is displayed. The default value is 0.

11.1.7.13 Ls Unit Active bit 13

If the bit is "true", then together with actual parameter Present Value the l/s unit is displayed. The default value is 0.

11.1.7.14 % Unit Active bit 14

If the bit is "true", then together with actual parameter Present Value the % unit is displayed. The default value is 0.

11.1.7.15 h Unit Active bit 15

If the bit is "true", then together with actual parameter Present Value the h unit is displayed. The default value is 0.

11.2 Boolean parameter type registers

Each submenu has 8 Boolean user-defined parameters. Each of user-defined parameters has the same structure: it contains 6 registers dedicated to different functionalities and purposes. Each register is described below (Exact Modbus address for each register: see the list of all Modbus registers).

11.2.1 XPresentValue (X = [1.8])

The register contains actual value of the parameter. The default value is 0 (inactive).
Note: Please note that the register is an integer type. To use Boolean type point refer to Submenu Boolean All present value registers.

11.2.2 XName (X = [1.8])

There is one 32-bit register, which can contain up to 4 characters (ASCII code) which can be

displayed as a text (name) on 14-segment display block together with the Present Value register (displayed on 8-segment display block). In case when particular character value is 0 (NULL), the character is not displayed. Lower case characters are automatically changed into upper case characters. The default name is BOOX where X=[1.8] (ex. Register value for name “BOO1” = 1328628303).

11.2.3 XTrueText (X = [1.8])

To user-friendly use, Present Value register value is displayed on LCD as a text instead of numeric value. There is one 32-bit register assigned with Active state of the Present Value register, which can contain up to 4 characters according to the ASCII code (see example in Temperature Name). The value of 32-bit register is displayed on 8-segment display block as a text. In case when particular ASCII code value is 0 (NULL), the character is not displayed. Lower case characters are automatically changed into upper case characters (ex. Register value for name “ON” = 20302).

11.2.4 XFalseText (X = [1.8])

For a more user-friendly use, Present Value register value is displayed on LCD as a text instead of numeric value. There is one 32-bit register assigned with Inactive state of the Present Value register, which can contain up to 4 characters according to the ASCII code (see example in Temperature Name). The value of 32-bit register is displayed on 8-segment display block as a text. In case when particular ASCII code value is 0 (NULL), the character is not displayed. Lower case characters are automatically changed into upper case characters. The default name is “OFF” (register value=1174425414).

11.2.5 XPriority (X = [1.8])

The register contains value which determines parameter priority. Parameter priority determines the sequence of parameters display inside the particular submenu. The parameter with the highest priority is displayed as first parameter in submenu. The parameter with the lowest priority is displayed as last parameter in Submenu. If two or more parameters have the same priority, the sequence of displaying is based on register addresses (the register with the lowest address is displayed first). Default priority for all user-defined parameters is 0.

11.2.6 XConfiguration (X = [1.8])

11.2.6.1 Visibility bit 0

Bit 0 activates parameter visibility. If bit 0 is active, actual value of a parameter is displayed in the particular Submenu with the defined displaying priority. By default bit is 0 (Parameter inactive).

11.2.6.2 Editable bit 1

Bit 1 activates possibility of changing parameter value locally from the Room Panel. When the bit is “true”, the parameter is editable and user can change its value. By default bit is “false” (not editable).

11.3 Submenu MenuActivePoints registers

For each Submenu there is a special register which indicates if there is any active parameters inside the particular submenu. If the value of Menu Active Points register is higher than 0, it means that there is at least one active parameter in Submenu and icon assigned to that submenu is displayed.
Menu Active Points register reads values from all XConfiguration Active bits inside a particular Submenu. If one of Active bit is “true”, Register Submenu Active points becomes positive.

11.4 Submenu Boolean All Present Value registers (40107 - 40113)

For each submenu there is a special register which contains all Boolean present values inside a particular submenu.
Setting true value for single bit sets true value for assigned Boolean Point according to the Table below. By default all bits of the register are “false”.

Bit	Name	0	1
0	Boolean1PresentValue	Not active(def)	Active
1	Boolean2PresentValue	Not active(def)	Active
...	...	...	...
...	...	...	...
6	Boolean7PresentValue	Not active(def)	Active
7	Boolean8PresentValue	Not active(def)	Active

12 List of all Modbus Registers

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

<table>
<tr><th>Modbus Address</th><th>Dec Address</th><th>Hex Address</th><th>Register Name</th><th>Access</th><th>Description</th></tr>
<tr><td>40001</td><td>0</td><td>0x00</td><td>VERSION_TYPE</td><td>Read & Write</td><td>First byte means version and another one type of a device. Allows to enable 1 of 4 device actions.</td></tr>
<tr><td>30004</td><td>3</td><td>0x03</td><td>RECEIVED__FRAMES COUNTER (32–bits)</td><td>Read Only</td><td>Default state is 0. Reset at the unit start and change of transmission parameters.</td></tr>
<tr><td>30006</td><td>5</td><td>0x05</td><td>ERROR_FRAMES COUNTER (32–bits)</td><td>Read Only</td><td>Default state is 0. Reset at the unit start and change of transmission parameters.</td></tr>
<tr><td>30008</td><td>7</td><td>0x07</td><td>TRANSMITTED_FRAME COUNTER _(32–bits)</td><td>Read Only</td><td>Default state is 0. Reset at the unit start and change of transmission parameters.</td></tr>
<tr><td>30012</td><td>12</td><td>0x0C</td><td>LIVE_TIME (32–bits)</td><td>Read Only</td><td>Up device time in sec</td></tr>
<tr><td>40015</td><td>14</td><td>0x0E</td><td>BACNET_DEVICE_ID (32–bits)</td><td>Read & Write Memory</td><td>Default 0xFFFFFFFF</td></tr>
<tr><td>40017</td><td>16</td><td>0x10</td><td>BAUD_RATE</td><td>Read & Write Memory</td><td>Transmission speed is defined by the user, calculation using the formula:
$Baudrate = (registervalue) \cdot 10$
The default value is 11520 (115200 bps)</td></tr>
<tr><td>40018</td><td>17</td><td>0x11</td><td>STOP_BITS</td><td>Read & Write Memory</td><td>Supported values are 1 and 2
The default value 1</td></tr>
<tr><td>40020</td><td>19</td><td>0x13</td><td>PARITY_BIT</td><td>Read & Write Memory</td><td>The default value is 0 (no parity)
Allowed values:<table><tr><th>Value</th><th>Description</th></tr><tr><td>0 (default)</td><td>none</td></tr><tr><td>1</td><td>Odd</td></tr><tr><td>2</td><td>Even</td></tr></table></td></tr>
<tr><td>40021</td><td>20</td><td>0x14</td><td>REPLAY_DELAY</td><td>Read & Write Memory</td><td>Delay in ms before sending response
The default value is 0.</td></tr>
<tr><td>40023</td><td>22</td><td>0x16</td><td>ADDRESS</td><td>Read & Write Memory</td><td>Modbus address of the device.
The default value is 1.</td></tr>
<tr><td>40024</td><td>23</td><td>0x17</td><td>PROTOCOL</td><td>Read & Write Memory</td><td>0 – Modbus RTU (default)
1 – Modbus ASCII
2 – BACnet MS/TP</td></tr>
<tr><td>40028</td><td>27</td><td>0x1B</td><td>PANEL_PASSWORD</td><td>Read & Write Memory</td><td>Password for Menu Edit Mode. Default is 1000.</td></tr>
<tr><td>30029</td><td>28</td><td>0x1C</td><td>SENSORS</td><td>Read Only</td><td>BIT0 – humidity sensor
BIT1 – CO2 sensor
BIT2 – NTC sensor</td></tr>
<tr><td>30201</td><td>200</td><td>0xC8</td><td>BACKGROUND_ILLUMINATION</td><td>Read Only</td><td>Actual display illumination value</td></tr>
</table>

<table>
<tr><th>Modbus Address</th><th>Dec Address</th><th>Hex Address</th><th>Register Name</th><th>Access</th><th>Description</th></tr>
<tr><td></td><td></td><td></td><td>LCD_CURRENT_VALUE</td><td></td><td></td></tr>
<tr><td>30202</td><td>201</td><td>0xC9</td><td>BACKGROUND_ILLUMINATION KEY_PAD_CURRENT_VALUE</td><td>Read Only</td><td>Actual Key Pad illumination value</td></tr>
<tr><td>40203</td><td>202</td><td>0xCA</td><td>HOURS</td><td>Read & Write</td><td>Hours part in time display</td></tr>
<tr><td>40204</td><td>203</td><td>0xCB</td><td>MINUTES</td><td>Read & Write</td><td>Minutes part in time display</td></tr>
<tr><td>40205</td><td>204</td><td>0xCC</td><td>DEVICE_CONFIGURATION</td><td>Read & Write Memory</td><td>
<table>
<tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr>
<tr><td>0</td><td>Beeper</td><td>Not active</td><td>Active(def)</td></tr>
<tr><td>1</td><td>Format</td><td>24h(def)</td><td>12h</td></tr>
<tr><td>3</td><td>Illumination LCD</td><td>Not active</td><td>Active(def)</td></tr>
<tr><td>4</td><td>Illumination Key Pad</td><td>Not active(def)</td><td>Active</td></tr>
<tr><td>5</td><td>CO2Alarm LCD</td><td>Not active</td><td>Active</td></tr>
<tr><td>6</td><td>CO2Alarm Buzzer</td><td>Not active</td><td>Active</td></tr>
<tr><td>7</td><td>CO2Alarm HIGH</td><td>Not active</td><td>Active</td></tr>
<tr><td>10</td><td>SubmenuIconDisplayOFF</td><td>Not active</td><td>Active</td></tr>
<tr><td>11</td><td>Panel OFF</td><td>Panel ON(def)</td><td>Panel OFF</td></tr>
<tr><td>12</td><td>Key Pad OFF</td><td>Key Pad ON(def)</td><td>Key Pad OFF</td></tr>
<tr><td>13</td><td>Flashing LCD</td><td>Not active(def)</td><td>Active</td></tr>
<tr><td>14</td><td>Flashing Key Pad</td><td>Not active(def)</td><td>Active</td></tr>
</table>
</td></tr>
<tr><td>40207</td><td>206</td><td>0xCE</td><td>BACKGROUND_ILLUMINATION LCD_FOR_ACTIVE_MODE</td><td>Read & Write Memory</td><td>Default 60%</td></tr>
<tr><td>40208</td><td>207</td><td>0xCF</td><td>BACKGROUND_ILLUMINATION LCD_FOR_IDLE_MODE</td><td>Read & Write Memory</td><td>Default 40%</td></tr>
<tr><td>40209</td><td>208</td><td>0xD0</td><td>BACKGROUND_ILLUMINATION LCD_FOR_STANDBY_MODE</td><td>Read & Write Memory</td><td>Default 0%</td></tr>
<tr><td>40210</td><td>209</td><td>0xD1</td><td>BACKGROUND_ILLUMINATION LCD_TIME_TO_IDLE</td><td>Read & Write Memory</td><td>Default 10 sec</td></tr>
<tr><td>40211</td><td>210</td><td>0xD2</td><td>BACKGROUND_ILLUMINATION LCD_TIME_TO_STANDBY</td><td>Read & Write Memory</td><td>Default 5 sec</td></tr>
<tr><td>40212</td><td>211</td><td>0xD3</td><td>BACKGROUND_ILLUMINATION KEY_PAD_ACTIVE_MODE</td><td>Read & Write Memory</td><td>Default 10%</td></tr>
<tr><td>40213</td><td>212</td><td>0xD4</td><td>BACKGROUND_ILLUMINATION KEY_PAD_IDLE_MODE</td><td>Read & Write Memory</td><td>Default 40%</td></tr>
<tr><td>40214</td><td>213</td><td>0xD5</td><td>BACKGROUND_ILLUMINATION</td><td>Read & Write</td><td>Default 60%</td></tr>
</table>

<table>
<tr><th>Modbus Address</th><th>Dec Address</th><th>Hex Address</th><th>Register Name</th><th>Access</th><th>Description</th></tr>
<tr><td></td><td></td><td></td><td>KEY_PAD_STANDBY_MODE</td><td>Memory</td><td></td></tr>
<tr><td>40215</td><td>214</td><td>0xD6</td><td>BACKGROUND_ILLUMINATION_KEY PAD_TIME_TO_IDLE</td><td>Read & Write Memory</td><td>Default 10 sec</td></tr>
<tr><td>40216</td><td>215</td><td>0xD7</td><td>BACKGROUND_ILLUMINATION KEY_PAD_TIME_TO_STANDBY</td><td>Read & Write Memory</td><td>Default 5 sec</td></tr>
<tr><td>40217</td><td>216</td><td>0xD8</td><td>REFRESH_TIME</td><td>Read & Write Memory</td><td>Default 2 sec</td></tr>
<tr><td>40218</td><td>217</td><td>0xD9</td><td>TIME_CONFIGURATION</td><td>Read & Write Memory</td><td>Bit 0 = 1 clock is visible (default)
Bit 0 = 0 clock is not visible</td></tr>
<tr><td>40219</td><td>218</td><td>0xDA</td><td>LCD_ICON_DISPLAY</td><td>Read & Write Memory</td><td>Each bit of the register shows or hides assigned Icon as in the table below:
<table><tr><th>Bit</th><th>Icon Name</th><th>Icon</th></tr><tr><td>0</td><td>Sun</td><td>  </td></tr><tr><td>1</td><td>Moon</td><td>  </td></tr><tr><td>2</td><td>Heating</td><td>  </td></tr><tr><td>3</td><td>Cooling</td><td>  </td></tr><tr><td>4</td><td>Humidfire</td><td>  </td></tr><tr><td>5</td><td>Dehumidfire</td><td>  </td></tr><tr><td>6</td><td>Wireless</td><td>  </td></tr><tr><td>7</td><td>Settings</td><td>  </td></tr><tr><td>8</td><td>Eco</td><td>  </td></tr><tr><td>9</td><td>Recirculation</td><td>  </td></tr><tr><td>10</td><td>PC</td><td>  </td></tr></table></td></tr>
<tr><td>40220</td><td>219</td><td>0xDB</td><td>LCD_ICON_DISPLAY</td><td>Read & Write Memory</td><td>Each bit of the register starts flashing of the assigned Icon.
See table in LCD ICON DISPLAY register description.</td></tr>
</table>

Modbus Address	Dec Address	Hex Address	Register Name	Access	Description
40221	220	0xDC	LCD_ICON_FLASHING_TIME	Read & Write Memory	Time which is the base for calculating frequency of Icon flashing. Icons are visible for 100% of the time value stored in the register and hidden for 20% of that time. Default time: 500ms.
40222	221	0xDD	SUBMENU_ICON_FLASHING_TIME	Read & Write Memory	Time which is the base for calculating frequency of Icon flashing. Icons are visible for 100% of the time value stored in the register and hidden for 20% of that time. Default time 1000ms.
40223	222	0xDE	ENTER_MENU_TIME	Read & Write Memory	By default 2 sec.
40224	223	0xDF	EXIT_EDIT_TIME	Read & Write Memory	By default 5 sec.
40225	224	0xE0	EXIT_MENU_TIME	Read & Write Memory	By default 10 sec.
40226	225	0xE1	CO2_SETPOINT_FOR_ALARM	Read & Write Memory	CO2 Alarm setpoint. By default 1500 ppm.
40227	226	0xE2	CO2_HYSTERESIS_FOR_ALARM	Read & Write Memory	CO2 Alarm hysteresis. By default 100 ppm.
30230	229	0xE5	ALARM_STATUS	Read Only	CO2 Current alarm Status
30301	300	0x12C	TEMPERATURE_SENSOR	Read Only	Actual temperature sensor value with offset.
30302	301	0x12D	HUMIDITY_SENSOR	Read Only	Actual humidity sensor value with offset.
30303	302	0x12E	CO2_SENSOR	Read Only	Actual CO2 sensor value with offset.
40304	303	0x12F	TEMPERATURE_SENSOR_OFFSET	Read & Write Memory	Temperature sensor offset. Default is 0.
40305	304	0x130	HUMIDITY_SENSOR_OFFSET	Read & Write Memory	Humidity sensor offset. Default is 0.
40306	305	0x131	CO2_SENSOR_OFFSET	Read & Write Memory	CO2 sensor offset. Default is 0.
40307	306	0x132	TEMPERATURE_FILTER	Read & Write Memory	By default 60 sec
40308	307	0x133	HUMIDITY_FILTER	Read & Write Memory	By default 60 sec
40309	308	0x134	CO2_FILTER	Read & Write Memory	By default 60 sec
40310	309	0x135	TEMPERATURE_NAME (32–bits)	Read & Write Memory	Displayed temperature sensor name. : TEMP
40312	311	0x137	HUMIDITY_NAME (32–bits)	Read & Write Memory	Displayed humidity sensor name. : HUMI
40314	313	0x139	CO2_NAME (32–bits)	Read & Write Memory	Displayed CO2 sensor name. : CO2

<table>
<tr><th>Modbus Address</th><th>Dec Address</th><th>Hex Address</th><th>Register Name</th><th>Access</th><th>Description</th></tr>
<tr><td>40316</td><td>315</td><td>0x13B</td><td>TEMPERATURE_CONFIGURATION</td><td>Read & Write Memory</td><td><table><tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr><tr><td>0</td><td>Active</td><td>Not active</td><td>Active(def)</td></tr><tr><td>4</td><td>ThirdPointActive</td><td>No decimal</td><td>Decimal(def)</td></tr></table></td></tr>
<tr><td>40317</td><td>316</td><td>0x13C</td><td>HUMIDITY_CONFIGURATION</td><td>Read & Write Memory</td><td><table><tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr><tr><td>0</td><td>Active</td><td>Not active</td><td>Active(def)</td></tr><tr><td>4</td><td>ThirdPointActive</td><td>No decimal</td><td>Decimal(def)</td></tr></table></td></tr>
<tr><td>40318</td><td>317</td><td>0x13D</td><td>CO2_CONFIGURATION</td><td>Read & Write Memory</td><td><table><tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr><tr><td>0</td><td>Active</td><td>Not active</td><td>Active(def)</td></tr></table></td></tr>
<tr><td>41501</td><td>1500</td><td>0x5DC</td><td>SETPOINT_VALUE</td><td>Read & Write</td><td>Actual Setpoint Value. After reset default value is set as Setpoint value.</td></tr>
<tr><td>41502</td><td>1501</td><td>0x5DD</td><td>EFFECTIVE_SETPOINT</td><td>Read Only</td><td>Sum of Effective Setpoint and Offset value.</td></tr>
<tr><td>41503</td><td>1502</td><td>0x5DE</td><td>DEFAULT_SETPOINT</td><td>Read & Write Memory</td><td>By default 21°C</td></tr>
<tr><td>41504</td><td>1503</td><td>0x5DF</td><td>OFFSET_SETPOINT</td><td>Read & Write Memory</td><td>By default 0°C</td></tr>
<tr><td>41505</td><td>1504</td><td>0x5E0</td><td>SETPOINT_LOW_LIMIT</td><td>Read & Write Memory</td><td>Min available setpoint value. By default 18°C.</td></tr>
<tr><td>41506</td><td>1505</td><td>0x5E1</td><td>SETPOINT_HIGH_LIMIT</td><td>Read & Write Memory</td><td>Max available setpoint value. By default 24°C.</td></tr>
<tr><td>41507</td><td>1506</td><td>0x5E2</td><td>OFFSET_RANGE</td><td>Read & Write Memory</td><td>Limit offset value. By default 3°C.</td></tr>
<tr><td>41508</td><td>1507</td><td>0x5E3</td><td>SETPOINT_STEP</td><td>Read & Write Memory</td><td>Setpoint value STEP. By default 1°C.</td></tr>
<tr><td>41509</td><td>1508</td><td>0x5E4</td><td>OFFSET_NAME (32–bits)</td><td>Read & Write Memory</td><td>Displayed offset name. : OFFS</td></tr>
<tr><td>41511</td><td>1510</td><td>0x5E6</td><td>SETPOINT_NAME (32–bits)</td><td>Read & Write Memory</td><td>Displayed setpoint name. : SETP</td></tr>
</table>

<table>
<tr><th>Modbus Address</th><th>Dec Address</th><th>Hex Address</th><th>Register Name</th><th>Access</th><th>Description</th></tr>
<tr><td>41513</td><td>1512</td><td>0x5E8</td><td>SETPOINT_CONFIGURATION</td><td>Read & Write Memory</td><td>
<table>
<tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr>
<tr><td>0</td><td>Visible</td><td>Not visible</td><td>Visible(def)</td></tr>
<tr><td>1</td><td>Editable</td><td>Not Editable</td><td>Editable(def)</td></tr>
<tr><td>2</td><td>Opperating Mode</td><td>Changing Offset</td><td>Changing Setpoint(def)</td></tr>
<tr><td>3</td><td>Setpoint Display</td><td>Show/change Offset</td><td>Show/change EffectiveSetpoint</td></tr>
<tr><td>4</td><td>ThirdPointActive</td><td>Not active</td><td>Active(def)</td></tr>
<tr><td>5</td><td>FastEditMode</td><td>Not active(def)</td><td>Active</td></tr>
</table>
</td></tr>
<tr><td>41601</td><td>1600</td><td>0x640</td><td>FAN_MODE</td><td>Read & Write</td><td>
<table>
<tr><th>Register value</th><th>Fan Mode</th><th>Visualization</th></tr>
<tr><td>0</td><td>OFF</td><td>  </td></tr>
<tr><td>1</td><td>Manual Speed 1 (def)</td><td>  </td></tr>
<tr><td>2</td><td>Manual Speed 2</td><td>  </td></tr>
<tr><td>3</td><td>Manual Speed 3</td><td>  </td></tr>
<tr><td>4</td><td>AUTO</td><td>  </td></tr>
</table>
</td></tr>
<tr><td>41602</td><td>1601</td><td>0x641</td><td>FAN_CURRENT_SPEED</td><td>Read & Write</td><td>
<table>
<tr><th>Register value</th><th>Fan Mode</th><th>Comment</th></tr>
<tr><td>0</td><td>OFF(def)</td><td>Fan is OFF</td></tr>
<tr><td>1</td><td>Manual Speed 1</td><td>Fan works in Speed 1 manual mode</td></tr>
<tr><td>2</td><td>Manual Speed 2</td><td>Fan works in Speed 2 manual mode</td></tr>
<tr><td>3</td><td>Manual Speed 3</td><td>Fan works in Speed 3 manual mode</td></tr>
<tr><td>4</td><td>Auto Speed 1</td><td>Fan works in Speed 1 auto mode</td></tr>
<tr><td>5</td><td>Auto Speed 2</td><td>Fan works in Speed 2 auto mode</td></tr>
<tr><td>6</td><td>Auto Speed 3</td><td>Fan works in Speed 3</td></tr>
</table>
</td></tr>
</table>

<table>
<tr><th>Modbus Address</th><th>Dec Address</th><th>Hex Address</th><th>Register Name</th><th>Access</th><th>Description</th></tr>
<tr><td></td><td></td><td></td><td></td><td></td><td><table><tr><td></td><td></td><td>auto mode</td></tr></table></td></tr>
<tr><td>41603</td><td>1602</td><td>0x642</td><td>FAN_TYPE</td><td>Read & Write Memory</td><td><table><tr><th>Register value</th><th>Fan type</th><th>Comment</th></tr><tr><td>0</td><td>0-10V(def)</td><td>Fan is controlled by analog value 0-10 VDC</td></tr><tr><td>1</td><td>1- Speed</td><td>1-Speed Fan</td></tr><tr><td>2</td><td>2- Speed</td><td>2-Speed Fan</td></tr><tr><td>3</td><td>3- Speed</td><td>3-Speed Fan</td></tr></table></td></tr>
<tr><td>41604</td><td>1603</td><td>0x643</td><td>FAN_MODE_0
NAME (32–bits)</td><td>Read & Write Memory</td><td>Name for FAN MODE = 0. Default = OFF</td></tr>
<tr><td>41606</td><td>1605</td><td>0x645</td><td>FAN_MODE_1
NAME (32–bits)</td><td>Read & Write Memory</td><td>Name for FAN MODE = 1. Default = AUTO</td></tr>
<tr><td>41608</td><td>1607</td><td>0x647</td><td>FAN_MODE_2
NAME (32–bits)</td><td>Read & Write Memory</td><td>Name for FAN MODE = 2. Default = _ _ _1</td></tr>
<tr><td>41610</td><td>1609</td><td>0x649</td><td>FAN_MODE_3
NAME (32–bits)</td><td>Read & Write Memory</td><td>Name for FAN MODE = 3. Default = _ _11</td></tr>
<tr><td>41612</td><td>1611</td><td>0x64B</td><td>FAN_MODE_4
NAME (32–bits)</td><td>Read & Write Memory</td><td>Name for FAN MODE = 4. Default = _111</td></tr>
<tr><td>41614</td><td>1613</td><td>0x64D</td><td>FAN_CONFIGURATION</td><td>Read & Write Memory</td><td><table><tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr><tr><td>0</td><td>Visible</td><td>Not visible</td><td>Visible(def)</td></tr><tr><td>1</td><td>Editable</td><td>Not Editable</td><td>Editable(def)</td></tr><tr><td>2</td><td>Part Editable</td><td>Fully edtitable(def)</td><td>Auto_Off_Mode</td></tr><tr><td>5</td><td>FastEditMode</td><td>Not active(def)</td><td>Active</td></tr></table></td></tr>
<tr><td>41615</td><td>1614</td><td>0x64E</td><td>FAN_ICON_FLASHING_TIME</td><td>Read & Write Memory</td><td>Time base for calculating the frequency of the Fan Icon rotation simulation. By default 500 ms.</td></tr>
<tr><td>41701</td><td>1700</td><td>0x6A4</td><td>OCCUPANCY_MODE</td><td>Read & Write Memory</td><td>Occupancy mode setting from the Room panel:
0 – unoccupied
1 - occupied</td></tr>
<tr><td>41702</td><td>1701</td><td>0x6A5</td><td>OCCUPANCY_CURRENT_STATUS</td><td>Read & Write</td><td>Occupancy mode setting remotely:<table><tr><th>Register value</th><th>Occupancy Mode</th></tr><tr><td>0</td><td>Unoccupied</td></tr><tr><td>1</td><td>Occupied</td></tr><tr><td>2</td><td>Standby</td></tr><tr><td>3</td><td>Forced occupied</td></tr></table></td></tr>
<tr><td>41703</td><td>1702</td><td>0x6A6</td><td>OCCUPANCY_MODE_0</td><td>Read & Write</td><td>Name for OCCUPANCY MODE = 0. Default = UNOC</td></tr>
</table>

<table>
<tr><th>Modbus Address</th><th>Dec Address</th><th>Hex Address</th><th>Register Name</th><th>Access</th><th>Description</th></tr>
<tr><td></td><td></td><td></td><td>NAME (32–bits)</td><td>Memory</td><td></td></tr>
<tr><td>41705</td><td>1704</td><td>0x6A8</td><td>OCCUPANCY_MODE_1 NAME (32–bits)</td><td>Read & Write Memory</td><td>Name for OCCUPANCY MODE = 1. Default = OCC</td></tr>
<tr><td>41707</td><td>1706</td><td>0x6AA</td><td>OCCUPANCY_CONFIGURATION</td><td>Read & WriteMemory</td><td>
<table>
<tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr>
<tr><td>0</td><td>Visible</td><td>Not visible</td><td>Visible(def)</td></tr>
<tr><td>1</td><td>Editable</td><td>Not Editable</td><td>Editable(def)</td></tr>
<tr><td>5</td><td>FastEditMode</td><td>Not active(def)</td><td>Active</td></tr>
</table>
</td></tr>
</table>

12.1.1 List of User defined parameters Modbus registers

12.1.2 Main Menu user defined parameters

<table>
<tr><th>Modbus Address</th><th>Dec Address</th><th>Hex Address</th><th>Register Name</th><th>Access</th><th>Description</th></tr>
<tr><td>40051</td><td>50</td><td>0x32</td><td>MAIN_MENU_NUMERIC1 PRESENTVALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>40320</td><td>319</td><td>0x13F</td><td>MAIN_MENU_NUMERIC1 NAME (32–bits)</td><td>Read & Write Memory</td><td>User-defined parameter name displayed.</td></tr>
<tr><td>40322</td><td>321</td><td>0x141</td><td>MAIN_MENU_NUMERIC1 PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of displaying in Main Menu</td></tr>
<tr><td>40323</td><td>322</td><td>0x142</td><td>MAIN_MENU_NUMERIC1 CONFIGURATION</td><td>Read & Write Memory</td><td>
<table>
<tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr>
<tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active(def)</td></tr>
<tr><td>2</td><td>FirstPointActive</td><td>Not decimal(def)</td><td>Decimal(def)</td></tr>
<tr><td>3</td><td>SecondPointActive</td><td>Not decimal(def)</td><td>Decimal(def)</td></tr>
<tr><td>4</td><td>ThirdPointActive</td><td>Not decimal(def)</td><td>Decimal(def)</td></tr>
<tr><td>6</td><td>C unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>7</td><td>F unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>8</td><td>Pa unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>9</td><td>Lx unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>10</td><td>ppm unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>11</td><td>m3/h unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>12</td><td>%Rh unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>13</td><td>l/s unit active</td><td>not_visible(def)</td><td>visible</td></tr>
</table>
</td></tr>
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Modbus Address	Dec Address	Hex Address	Register Name	Access	Description
					14 | % unit active | not_visible(def) | visible 15 | h unit active | not_visible(def) | visible
40052	51	0x33	MAIN_MENU_NUMERIC2 PRESENTVALUE	Read & Write Memory	Present value of the parameter
40325	324	0x144	MAIN_MENU_NUMERIC2 NAME (32–bits)	Read & Write Memory	Displaying user-defined parameter name.
40327	326	0x146	MAIN_MENU_NUMERIC2 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of display in Main Menu
40328	327	0x147	MAIN_MENU_NUMERIC2 CONFIGURATION	Read & Write Memory	See the table in MAIN_MENU_NUMERIC1Configuration(30323)
40053	52	0x34	MAIN_MENU_NUMERIC3 PRESENTVALUE	Read & Write Memory	Parameter Present Value
40340	329	0x149	MAIN_MENU_NUMERIC3 NAME (32–bits)	Read & Write Memory	Displaying user-defined parameter name.
40332	331	0x14B	MAIN_MENU_NUMERIC3 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of display in Main Menu
40333	332	0x14C	MAIN_MENU_NUMERIC3 CONFIGURATION	Read & Write Memory	See the table in MAIN_MENU_NUMERIC1Configuration(30323)
40054	53	0x35	MAIN_MENU_NUMERIC4 PRESENTVALUE	Read & Write Memory	Present value of the parameter
40335	334	0x14E	MAIN_MENU_NUMERIC4 NAME (32–bits)	Read & Write Memory	Displaying user-defined parameter name.
40337	336	0x150	MAIN_MENU_NUMERIC4 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of display in Main Menu
40338	337	0x151	MAIN_MENU_NUMERIC4 CONFIGURATION	Read & Write Memory	See the table in MAIN_MENU_NUMERIC1Configuration(30323)
40055	54	0x36	MAIN_MENU_NUMERIC5 PRESENTVALUE	Read & Write Memory	Present value of the parameter
40340	339	0x153	MAIN_MENU_NUMERIC5 NAME (32–bits)	Read & Write Memory	Displayed user-defined parameter name.
40342	341	0x155	MAIN_MENU_NUMERIC5 PRIORITY	Read & Write	Priority of the parameter for sequence of display in Main Menu

<table>
<tr><th>Modbus Address</th><th>Dec Address</th><th>Hex Address</th><th>Register Name</th><th>Access</th><th>Description</th></tr>
<tr><td></td><td></td><td></td><td></td><td>Memory</td><td></td></tr>
<tr><td>40343</td><td>342</td><td>0x156</td><td>MAIN_MENU_NUMERIC5 CONFIGURATION</td><td>Read & Write Memory</td><td>See the table in MAIN_MENU_NUMERIC1Configuration(30323)</td></tr>
<tr><td>40056</td><td>55</td><td>0x37</td><td>MAIN_MENU_NUMERIC6 PRESENTVALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>40345</td><td>344</td><td>0x158</td><td>MAIN_MENU_NUMERIC6 NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.</td></tr>
<tr><td>40347</td><td>346</td><td>0x15A</td><td>MAIN_MENU_NUMERIC6 PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of display in Main Menu</td></tr>
<tr><td>40348</td><td>347</td><td>0x15B</td><td>MAIN_MENU_NUMERIC6 CONFIGURATION</td><td>Read & Write Memory</td><td>See the table in MAIN_MENU_NUMERIC1Configuration(30323)</td></tr>
<tr><td>40350</td><td>349</td><td>0x15D</td><td>MAIN_MENU_NUMERIC7 NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.</td></tr>
<tr><td>40057</td><td>56</td><td>0x38</td><td>MAIN_MENU_NUMERIC7 PRESENTVALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>40352</td><td>351</td><td>0x15E</td><td>MAIN_MENU_NUMERIC7 PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of display in Main Menu</td></tr>
<tr><td>40353</td><td>352</td><td>0x15F</td><td>MAIN_MENU_NUMERIC7 CONFIGURATION</td><td>Read & Write Memory</td><td>See the table in MAIN_MENU_NUMERIC1Configuration(30323)</td></tr>
<tr><td>40058</td><td>57</td><td>0x39</td><td>MAIN_MENU_NUMERIC8 PRESENTVALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>40355</td><td>354</td><td>0x162</td><td>MAIN_MENU_NUMERIC8 NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.</td></tr>
<tr><td>40357</td><td>356</td><td>0x164</td><td>MAIN_MENU_NUMERIC8 PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of display in Main Menu</td></tr>
<tr><td>40358</td><td>357</td><td>0x165</td><td>MAIN_MENU_NUMERIC8 CONFIGURATION</td><td>Read & Write Memory</td><td>See the table in MAIN_MENU_NUMERIC1Configuration(30323)</td></tr>
<tr><td>40107</td><td>106</td><td>0x6A</td><td>MAIN_MENU_BOOLEAN ALLPRESENTVALUES</td><td>Read & Write Memory</td><td>
<table>
<tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr>
<tr><td>0</td><td>Boolean1PresentValue</td><td>Not active(def)</td><td>Active</td></tr>
<tr><td>1</td><td>Boolean2PresentValue</td><td>Not active(def)</td><td>Active</td></tr>
<tr><td>...</td><td>...</td><td>...</td><td>...</td></tr>
<tr><td>6</td><td>Boolean7PresentValue</td><td>Not active(def)</td><td>Active</td></tr>
</table>
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<table>
<tr><th>Modbus Address</th><th>Dec Address</th><th>Hex Address</th><th>Register Name</th><th>Access</th><th>Description</th></tr>
<tr><td></td><td></td><td></td><td></td><td></td><td><table><tr><td>7</td><td>Boolean8PresentValue</td><td>Not active(def)</td><td>Active</td></tr></table></td></tr>
<tr><td>40114</td><td>113</td><td>0x71</td><td>MAIN_MENU_BOOLEAN1 PRESENTVALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>40360</td><td>359</td><td>0x167</td><td>MAIN_MENU_BOOLEAN1 NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.</td></tr>
<tr><td>40362</td><td>361</td><td>0x169</td><td>MAIN_MENU_BOOLEAN1 TRUETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “true” state value.</td></tr>
<tr><td>40364</td><td>363</td><td>0x16B</td><td>MAIN_MENU_BOOLEAN1 FALSETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “false” state value.</td></tr>
<tr><td>40366</td><td>365</td><td>0x16D</td><td>MAIN_MENU_BOOLEAN1 PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of display in Main Menu</td></tr>
<tr><td>40367</td><td>366</td><td>0x16E</td><td>MAIN_MENU_BOOLEAN1 CONFIGURATION</td><td>Read & Write Memory</td><td><table><tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr><tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active</td></tr></table></td></tr>
<tr><td>40115</td><td>114</td><td>0x72</td><td>MAIN_MENU_BOOLEAN2 PRESENTVALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>40369</td><td>368</td><td>0x170</td><td>MAIN_MENU_BOOLEAN2 NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.</td></tr>
<tr><td>40371</td><td>370</td><td>0x172</td><td>MAIN_MENU_BOOLEAN2 TRUETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “true” state value.</td></tr>
<tr><td>40373</td><td>372</td><td>0x174</td><td>MAIN_MENU_BOOLEAN2 FALSETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “false” state value.</td></tr>
<tr><td>40375</td><td>374</td><td>0x176</td><td>MAIN_MENU_BOOLEAN2 PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of display in Main Menu</td></tr>
<tr><td>40376</td><td>375</td><td>0x177</td><td>MAIN_MENU_BOOLEAN2 CONFIGURATION</td><td>Read & Write Memory</td><td><table><tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr><tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active</td></tr></table></td></tr>
<tr><td>40116</td><td>115</td><td>0x73</td><td>MAIN_MENU_BOOLEAN3 PRESENTVALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>40378</td><td>377</td><td>0x179</td><td>MAIN_MENU_BOOLEAN3 NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.</td></tr>
<tr><td>40380</td><td>379</td><td>0x17B</td><td>MAIN_MENU_BOOLEAN3 TRUETEXT (32–bits)</td><td>Read & Write</td><td>Text for parameter “true” state value.</td></tr>
</table>

<table>
<tr><th>Modbus Address</th><th>Dec Address</th><th>Hex Address</th><th>Register Name</th><th>Access</th><th>Description</th></tr>
<tr><td></td><td></td><td></td><td></td><td>Memory</td><td></td></tr>
<tr><td>40382</td><td>381</td><td>0x17D</td><td>MAIN_MENU_BOOLEAN3 FALSETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “false” state value.</td></tr>
<tr><td>40384</td><td>383</td><td>0x17F</td><td>MAIN_MENU_BOOLEAN3 PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of display in Main Menu</td></tr>
<tr><td>40385</td><td>384</td><td>0x180</td><td>MAIN_MENU_BOOLEAN3 CONFIGURATION</td><td>Read & Write Memory</td><td><table><tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr><tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active</td></tr></table></td></tr>
<tr><td>40117</td><td>116</td><td>0x74</td><td>MAIN_MENU_BOOLEAN4 PRESENTVALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>40387</td><td>386</td><td>0x182</td><td>MAIN_MENU_BOOLEAN4 NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.</td></tr>
<tr><td>40389</td><td>388</td><td>0x184</td><td>MAIN_MENU_BOOLEAN4 TRUETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “true” state value.</td></tr>
<tr><td>40391</td><td>390</td><td>0x186</td><td>MAIN_MENU_BOOLEAN4 FALSETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter „false” state value.</td></tr>
<tr><td>40393</td><td>392</td><td>0x188</td><td>MAIN_MENU_BOOLEAN4 PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of display in Main Menu</td></tr>
<tr><td>40394</td><td>393</td><td>0x189</td><td>MAIN_MENU_BOOLEAN4 CONFIGURATION</td><td>Read & Write Memory</td><td><table><tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr><tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active</td></tr></table></td></tr>
<tr><td>40118</td><td>117</td><td>0x75</td><td>MAIN_MENU_BOOLEAN5 PRESENTVALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>40396</td><td>395</td><td>0x18B</td><td>MAIN_MENU_BOOLEAN5 NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.</td></tr>
<tr><td>40398</td><td>397</td><td>0x18D</td><td>MAIN_MENU_BOOLEAN5 TRUETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “true” state value.</td></tr>
<tr><td>40400</td><td>399</td><td>0x18F</td><td>MAIN_MENU_BOOLEAN5 FALSETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “false” state value.</td></tr>
<tr><td>40402</td><td>401</td><td>0x191</td><td>MAIN_MENU_BOOLEAN5 PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of display in Main Menu</td></tr>
<tr><td>40403</td><td>402</td><td>0x192</td><td>MAIN_MENU_BOOLEAN5 CONFIGURATION</td><td>Read & Write Memory</td><td><table><tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr><tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active</td></tr></table></td></tr>
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<table>
<tr><th>Modbus Address</th><th>Dec Address</th><th>Hex Address</th><th>Register Name</th><th>Access</th><th>Description</th></tr>
<tr><td>40119</td><td>118</td><td>0x76</td><td>MAIN_MENU_BOOLEAN6 PRESENTVALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>40405</td><td>404</td><td>0x194</td><td>MAIN_MENU_BOOLEAN6 NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.</td></tr>
<tr><td>40407</td><td>406</td><td>0x196</td><td>MAIN_MENU_BOOLEAN6 TRUETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “true” state value.</td></tr>
<tr><td>40409</td><td>408</td><td>0x198</td><td>MAIN_MENU_BOOLEAN6 FALSETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “false” state value.</td></tr>
<tr><td>40411</td><td>410</td><td>0x19A</td><td>MAIN_MENU_BOOLEAN6 PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of display in Main Menu</td></tr>
<tr><td>40412</td><td>411</td><td>0x19B</td><td>MAIN_MENU_BOOLEAN6 CONFIGURATION</td><td>Read & Write Memory</td><td><table><tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr><tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active</td></tr></table></td></tr>
<tr><td>40120</td><td>119</td><td>0x77</td><td>MAIN_MENU_BOOLEAN7 PRESENTVALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>40414</td><td>413</td><td>0x19D</td><td>MAIN_MENU_BOOLEAN7 NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.</td></tr>
<tr><td>40416</td><td>415</td><td>0x19F</td><td>MAIN_MENU_BOOLEAN7 TRUETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “true” state value.</td></tr>
<tr><td>40418</td><td>417</td><td>0x1A1</td><td>MAIN_MENU_BOOLEAN7 FALSETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “false” state value.</td></tr>
<tr><td>40420</td><td>419</td><td>0x1A3</td><td>MAIN_MENU_BOOLEAN7 PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of display in Main Menu</td></tr>
<tr><td>40421</td><td>420</td><td>0x1A4</td><td>MAIN_MENU_BOOLEAN7 CONFIGURATION</td><td>Read & Write Memory</td><td><table><tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr><tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active</td></tr></table></td></tr>
<tr><td>40121</td><td>120</td><td>0x78</td><td>MAIN_MENU_BOOLEAN8 PRESENTVALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>40423</td><td>422</td><td>0x1A6</td><td>MAIN_MENU_BOOLEAN8 NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.</td></tr>
<tr><td>40425</td><td>424</td><td>0x1A8</td><td>MAIN_MENU_BOOLEAN8 TRUETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “true” state value.</td></tr>
<tr><td>40427</td><td>426</td><td>0x1AA</td><td>MAIN_MENU_BOOLEAN8</td><td>Read &</td><td>Text for parameter “false” state value.</td></tr>
</table>

<table>
<tr><th>Modbus Address</th><th>Dec Address</th><th>Hex Address</th><th>Register Name</th><th>Access</th><th>Description</th></tr>
<tr><td></td><td></td><td></td><td>FALSETEXT (32–bits)</td><td>Write Memory</td><td></td></tr>
<tr><td>40429</td><td>428</td><td>0x1AC</td><td>MAIN_MENU_BOOLEAN8 PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of display in Main Menu</td></tr>
<tr><td>40440</td><td>429</td><td>0x1AD</td><td>MAIN_MENU_BOOLEAN8 CONFIGURATION</td><td>Read & Write Memory</td><td>
<table>
<tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr>
<tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active</td></tr>
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12.1.3 Temperature Submenu

Modbus Address	Dec Address	Hex Address	Register Name	Access	Description
40059	58	0x3A	TEMPERATURE_NUMERIC1 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
40501	500	0x13F	TEMPERATURE_MENU ACTIVE_POINTS	Read & Write Memory	Number of active parameters in submenu
40504	503	0x1F7	TEMPERATURE_NUMERIC1 NAME (32–bits)	Read & Write Memory	Displaying user-defined parameter name.
40506	505	0x1F9	TEMPERATURE_NUMERIC1 STEP	Read & Write Memory	STEP during parameter value changing. The default value is 0
40507	506	0x1FA	TEMPERATURE_NUMERIC1 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
40508	507	0x1FB	TEMPERATURE_NUMERIC1 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
40509	508	0x1FC	TEMPERATURE_NUMERIC1 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of display in Submenu

<table>
<tr><th>Modbus Address</th><th>Dec Address</th><th>Hex Address</th><th>Register Name</th><th>Access</th><th>Description</th></tr>
<tr><td>40510</td><td>509</td><td>0x1FD</td><td>TEMPERATURE_NUMERIC1 CONFIGURATION</td><td>Read & Write Memory</td><td>
<table>
<tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr>
<tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active(def)</td></tr>
<tr><td>2</td><td>FirstPointActive</td><td>Not decimal(def)</td><td>Decimal(def)</td></tr>
<tr><td>3</td><td>SecondPointActive</td><td>Not decimal(def)</td><td>Decimal(def)</td></tr>
<tr><td>4</td><td>ThirdPointActive</td><td>Not decimal(def)</td><td>Decimal(def)</td></tr>
<tr><td>6</td><td>C unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>7</td><td>F unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>8</td><td>Pa unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>9</td><td>Lx unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>10</td><td>ppm unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>11</td><td>m3/h unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>12</td><td>%Rh unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>13</td><td>l/s unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>14</td><td>% unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>15</td><td>h unit active</td><td>not_visible(def)</td><td>visible</td></tr>
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<tr><td>40060</td><td>59</td><td>0x3B</td><td>TEMPERATURE_NUMERIC2 PRESENT_VALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>40513</td><td>512</td><td>0x200</td><td>TEMPERATURE_NUMERIC2 NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.
Default name: Num2</td></tr>
<tr><td>40515</td><td>514</td><td>0x202</td><td>TEMPERATURE_NUMERIC2 STEP</td><td>Read & Write Memory</td><td>STEP during parameter value changing.
The default value is 0</td></tr>
<tr><td>40516</td><td>515</td><td>0x203</td><td>TEMPERATURE_NUMERIC2 LOW_LIMIT</td><td>Read & Write Memory</td><td>Minimal value of the parameter.
The default value is 0</td></tr>
<tr><td>40517</td><td>516</td><td>0x204</td><td>TEMPERATURE_NUMERIC2 HIGH_LIMIT</td><td>Read & Write Memory</td><td>Maximal value of the parameter.
The default value is 0</td></tr>
<tr><td>40518</td><td>517</td><td>0x205</td><td>TEMPERATURE_NUMERIC2 PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of display in Submenu</td></tr>
<tr><td>40519</td><td>518</td><td>0x1FD</td><td>TEMPERATURE_NUMERIC2 CONFIGURATION</td><td>Read & Write Memory</td><td>See the table in TEMPERATURE_NUMERIC1Configuration(40510)</td></tr>
<tr><td>40061</td><td>60</td><td>0x3C</td><td>TEMPERATURE_NUMERIC3 PRESENT_VALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
</table>

Modbus Address	Dec Address	Hex Address	Register Name	Access	Description
40522	521	0x209	TEMPERATURE_NUMERIC3 NAME (32–bits)	Read & Write Memory	Displaying user-defined parameter name. Default name: Num2
40524	523	0x20B	TEMPERATURE_NUMERIC3 STEP	Read & Write Memory	STEP during parameter value changing. The default value is 0
40525	524	0x20C	TEMPERATURE_NUMERIC3 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
40526	525	0x20D	TEMPERATURE_NUMERIC3 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
40527	526	0x20E	TEMPERATURE_NUMERIC3 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of display in Submenu
40528	527	0x20F	TEMPERATURE_NUMERIC3 CONFIGURATION	Read & Write Memory	See the table in TEMPERATURE_NUMERIC1Configuration(40510)
40062	61	0x3D	TEMPERATURE_NUMERIC4 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
40531	530	0x212	TEMPERATURE_NUMERIC4 NAME (32–bits)	Read & Write Memory	Displaying user-defined parameter name. Default name: Num2
40533	532	0x214	TEMPERATURE_NUMERIC4 STEP	Read & Write Memory	STEP during parameter value changing. The default value is 0
40534	533	0x215	TEMPERATURE_NUMERIC4 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
40535	534	0x216	TEMPERATURE_NUMERIC4 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
40536	535	0x217	TEMPERATURE_NUMERIC4 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of display in Submenu
40537	536	0x218	TEMPERATURE_NUMERIC4 CONFIGURATION	Read & Write Memory	See the table in TEMPERATURE_NUMERIC1Configuration(40510)
40063	62	0x3E	TEMPERATURE_NUMERIC5 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
40540	539	0x21B	TEMPERATURE_NUMERIC5 NAME (32–bits)	Read & Write Memory	Displaying user-defined parameter name. Default name: Num2
40542	541	0x21D	TEMPERATURE_NUMERIC5 STEP	Read & Write Memory	STEP during parameter value changing. The default value is 0

Modbus Address	Dec Address	Hex Address	Register Name	Access	Description
40543	542	0x21E	TEMPERATURE_NUMERIC5 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
40544	543	0x21F	TEMPERATURE_NUMERIC5 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
40545	544	0x220	TEMPERATURE_NUMERIC5 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of display in Submenu
40546	545	0x221	TEMPERATURE_NUMERIC5 CONFIGURATION	Read & Write Memory	See the table in TEMPERATURE_NUMERIC1Configuration(40510)
40064	63	0x3F	TEMPERATURE_NUMERIC6 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
40549	548	0x224	TEMPERATURE_NUMERIC6 NAME (32–bits)	Read & Write Memory	Displaying user-defined parameter name. Default name: Num2
40551	550	0x226	TEMPERATURE_NUMERIC6 STEP	Read & Write Memory	STEP during parameter value changing. The default value is 0
40552	551	0x227	TEMPERATURE_NUMERIC6 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
40553	552	0x228	TEMPERATURE_NUMERIC6 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
40554	553	0x229	TEMPERATURE_NUMERIC6 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of display in Submenu
40555	554	0x22A	TEMPERATURE_NUMERIC6 CONFIGURATION	Read & Write Memory	See the table in TEMPERATURE_NUMERIC1Configuration(40510)
40065	64	0x40	TEMPERATURE_NUMERIC7 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
40558	557	0x22D	TEMPERATURE_NUMERIC7 NAME (32–bits)	Read & Write Memory	Displaying user-defined parameter name. Default name: Num2
40560	559	0x22F	TEMPERATURE_NUMERIC7 STEP	Read & Write Memory	STEP during parameter value changing. The default value is 0
40561	560	0x230	TEMPERATURE_NUMERIC7 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
40562	561	0x231	TEMPERATURE_NUMERIC7 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0

Modbus Address	Dec Address	Hex Address	Register Name	Access	Description
40563	562	0x232	TEMPERATURE_NUMERIC7 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of display in Submenu
40564	563	0x233	TEMPERATURE_NUMERIC7 CONFIGURATION	Read & Write Memory	See the table in TEMPERATURE_NUMERIC1Configuration(40510)
40066	65	0x41	TEMPERATURE_NUMERIC8 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
40567	566	0x236	TEMPERATURE_NUMERIC8 NAME (32–bits)	Read & Write Memory	Displaying user-defined parameter name. Default name: Num2
40569	568	0x238	TEMPERATURE_NUMERIC8 STEP	Read & Write Memory	STEP during parameter value changing. The default value is 0
40570	569	0x239	TEMPERATURE_NUMERIC8 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
40571	570	0x240	TEMPERATURE_NUMERIC8 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
40572	571	0x241	TEMPERATURE_NUMERIC8 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of display in Submenu
40573	572	0x242	TEMPERATURE_NUMERIC8 CONFIGURATION	Read & Write Memory	See the table in TEMPERATURE_NUMERIC1Configuration(40510)
40108	107	0x6B	TEMPERATURE_BOOLEAN_ALL PRESENT_VALUES	Read & Write Memory	See the table in 30107 register
40122	121	0x79	TEMPERATURE_BOOLEAN1 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
40576	575	0x23F	TEMPERATURE_BOOLEAN1 NAME (32–bits)	Read & Write Memory	Displaying user-defined parameter name.
40578	577	0x241	TEMPERATURE_BOOLEAN1 TRUETEXT (32–bits)	Read & Write Memory	Text for parameter “true” state value.
40580	579	0x243	TEMPERATURE_BOOLEAN1 FALSETEXT (32–bits)	Read & Write Memory	Text for parameter “false” state value.
40582	581	0x245	TEMPERATURE_BOOLEAN1 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of display in Submenu
40583	582	0x246	TEMPERATURE_BOOLEAN1 CONFIGURATION	Re Read & Write Memory	Bit | Name | 0 | 1

<table>
<tr><th>Modbus Address</th><th>Dec Address</th><th>Hex Address</th><th>Register Name</th><th>Access</th><th>Description</th></tr>
<tr><td></td><td></td><td></td><td></td><td></td><td><table><tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active</td></tr><tr><td>1</td><td>Editable</td><td>Not editable</td><td>Editable(def)</td></tr></table></td></tr>
<tr><td>40123</td><td>122</td><td>0x7A</td><td>TEMPERATURE_BOOLEAN2 PRESENT_VALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>40586</td><td>585</td><td>0x249</td><td>TEMPERATURE_BOOLEAN2 NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.</td></tr>
<tr><td>40588</td><td>587</td><td>0x251</td><td>TEMPERATURE_BOOLEAN2 TRUETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “true” state value.</td></tr>
<tr><td>40590</td><td>589</td><td>0x253</td><td>TEMPERATURE_BOOLEAN2 FALSETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “false” state value.</td></tr>
<tr><td>40592</td><td>591</td><td>0x255</td><td>TEMPERATURE_BOOLEAN2 PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of display in Submenu</td></tr>
<tr><td>40593</td><td>592</td><td>0x256</td><td>TEMPERATURE_BOOLEAN2 CONFIGURATION</td><td>Re Read & Write Memory</td><td><table><tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr><tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active</td></tr><tr><td>1</td><td>Editable</td><td>Not editable</td><td>Editable(def)</td></tr></table></td></tr>
<tr><td>40124</td><td>123</td><td>0x7B</td><td>TEMPERATURE_BOOLEAN3 PRESENT_VALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>40596</td><td>595</td><td>0x253</td><td>TEMPERATURE_BOOLEAN3 NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.</td></tr>
<tr><td>40598</td><td>597</td><td>0x255</td><td>TEMPERATURE_BOOLEAN3 TRUETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “true” state value.</td></tr>
<tr><td>40560</td><td>599</td><td>0x257</td><td>TEMPERATURE_BOOLEAN3 FALSETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “false” state value.</td></tr>
<tr><td>40602</td><td>601</td><td>0x259</td><td>TEMPERATURE_BOOLEAN3 PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of display in Submenu</td></tr>
<tr><td>40603</td><td>602</td><td>0x25A</td><td>TEMPERATURE_BOOLEAN3 CONFIGURATION</td><td>Re Read & Write Memory</td><td><table><tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr><tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active</td></tr><tr><td>1</td><td>Editable</td><td>Not editable</td><td>Editable(def)</td></tr></table></td></tr>
<tr><td>40125</td><td>124</td><td>0x7C</td><td>TEMPERATURE_BOOLEAN4 PRESENT_VALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>40606</td><td>605</td><td>0x25D</td><td>TEMPERATURE_BOOLEAN4 NAME (32–bits)</td><td>Read & Write</td><td>Displaying user-defined parameter name.</td></tr>
</table>

<table>
<tr><th>Modbus Address</th><th>Dec Address</th><th>Hex Address</th><th>Register Name</th><th>Access</th><th>Description</th></tr>
<tr><td></td><td></td><td></td><td></td><td>Memory</td><td></td></tr>
<tr><td>40608</td><td>607</td><td>0x25F</td><td>TEMPERATURE_BOOLEAN4 TRUETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “true” state value.</td></tr>
<tr><td>40570</td><td>609</td><td>0x261</td><td>TEMPERATURE_BOOLEAN4 FALSETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “false” state value.</td></tr>
<tr><td>40612</td><td>611</td><td>0x263</td><td>TEMPERATURE_BOOLEAN4 PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of display in Submenu</td></tr>
<tr><td>40613</td><td>612</td><td>0x264</td><td>TEMPERATURE_BOOLEAN4 CONFIGURATION</td><td>Re Read & Write Memory</td><td><table><tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr><tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active</td></tr><tr><td>1</td><td>Editable</td><td>Not editable</td><td>Editable(def)</td></tr></table></td></tr>
<tr><td>40126</td><td>125</td><td>0x7D</td><td>TEMPERATURE_BOOLEAN5 PRESENT_VALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>40616</td><td>615</td><td>0x267</td><td>TEMPERATURE_BOOLEAN5 NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.</td></tr>
<tr><td>40618</td><td>617</td><td>0x269</td><td>TEMPERATURE_BOOLEAN5 TRUETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “true” state value.</td></tr>
<tr><td>40620</td><td>619</td><td>0x271</td><td>TEMPERATURE_BOOLEAN5 FALSETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “false” state value.</td></tr>
<tr><td>40622</td><td>621</td><td>0x273</td><td>TEMPERATURE_BOOLEAN5 PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of display in Submenu</td></tr>
<tr><td>40623</td><td>622</td><td>0x274</td><td>TEMPERATURE_BOOLEAN5 CONFIGURATION</td><td>Re Read & Write Memory</td><td><table><tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr><tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active</td></tr><tr><td>1</td><td>Editable</td><td>Not editable</td><td>Editable(def)</td></tr></table></td></tr>
<tr><td>40127</td><td>126</td><td>0x7E</td><td>TEMPERATURE_BOOLEAN6 PRESENT_VALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>40626</td><td>625</td><td>0x271</td><td>TEMPERATURE_BOOLEAN6 NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.</td></tr>
<tr><td>40628</td><td>627</td><td>0x273</td><td>TEMPERATURE_BOOLEAN6 TRUETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “true” state value.</td></tr>
<tr><td>40630</td><td>629</td><td>0x275</td><td>TEMPERATURE_BOOLEAN6 FALSETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “false” state value.</td></tr>
<tr><td>40632</td><td>631</td><td>0x277</td><td>TEMPERATURE_BOOLEAN6</td><td>Read &</td><td>Priority of the parameter for sequence of display in</td></tr>
</table>

<table>
<tr><th>Modbus Address</th><th>Dec Address</th><th>Hex Address</th><th>Register Name</th><th>Access</th><th>Description</th></tr>
<tr><td></td><td></td><td></td><td>PRIORITY</td><td>Write Memory</td><td>Submenu</td></tr>
<tr><td>40633</td><td>632</td><td>0x278</td><td>TEMPERATURE_BOOLEAN6 CONFIGURATION</td><td>Read & Write Memory</td><td><table><tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr><tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active</td></tr><tr><td>1</td><td>Editable</td><td>Not editable</td><td>Editable(def)</td></tr></table></td></tr>
<tr><td>40127</td><td>127</td><td>0x7F</td><td>TEMPERATURE_BOOLEAN7 PRESENT_VALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>40626</td><td>635</td><td>0x27B</td><td>TEMPERATURE_BOOLEAN7 NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.</td></tr>
<tr><td>40628</td><td>637</td><td>0x27D</td><td>TEMPERATURE_BOOLEAN7 TRUETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “true” state value.</td></tr>
<tr><td>40630</td><td>639</td><td>0x27F</td><td>TEMPERATURE_BOOLEAN7 FALSETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “false” state value.</td></tr>
<tr><td>40632</td><td>641</td><td>0x281</td><td>TEMPERATURE_BOOLEAN7 PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of display in Submenu</td></tr>
<tr><td>40633</td><td>642</td><td>0x282</td><td>TEMPERATURE_BOOLEAN7 CONFIGURATION</td><td>Read & Write Memory</td><td><table><tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr><tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active</td></tr><tr><td>1</td><td>Editable</td><td>Not editable</td><td>Editable(def)</td></tr></table></td></tr>
<tr><td>40127</td><td>128</td><td>0x80</td><td>TEMPERATURE_BOOLEAN8 PRESENT_VALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>40646</td><td>645</td><td>0x285</td><td>TEMPERATURE_BOOLEAN8 NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.</td></tr>
<tr><td>40648</td><td>647</td><td>0x287</td><td>TEMPERATURE_BOOLEAN8 TRUETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “true” state value.</td></tr>
<tr><td>40650</td><td>649</td><td>0x289</td><td>TEMPERATURE_BOOLEAN8 FALSETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “false” state value.</td></tr>
<tr><td>40652</td><td>651</td><td>0x28B</td><td>TEMPERATURE_BOOLEAN8 PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of display in Submenu</td></tr>
<tr><td>40653</td><td>652</td><td>0x28C</td><td>TEMPERATURE_BOOLEAN8 CONFIGURATION</td><td>Read & Write Memory</td><td><table><tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr><tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active</td></tr><tr><td>1</td><td>Editable</td><td>Not editable</td><td>Editable(def)</td></tr></table></td></tr>
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12.1.4 Fan Submenu

<table>
<tr><th>Modbus Address</th><th>Dec Address</th><th>Hex Address</th><th>Register Name</th><th>Access</th><th>Description</th></tr>
<tr><td>40067</td><td>66</td><td>0x42</td><td>FANNUMERIC1
PRESENT_VALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>40654</td><td>653</td><td>0x28D</td><td>FANMENUACTIVEPOINTS</td><td>Read & Write Memory</td><td>Number of active parameters in submenu</td></tr>
<tr><td>40657</td><td>656</td><td>0x290</td><td>FANNUMERIC1
NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.</td></tr>
<tr><td>40659</td><td>658</td><td>0x292</td><td>FANNUMERIC1
STEP</td><td>Read & Write Memory</td><td>STEP during parameter value changing.
The default value is 0</td></tr>
<tr><td>40660</td><td>659</td><td>0x293</td><td>FANNUMERIC1
LOW_LIMIT</td><td>Read & Write Memory</td><td>Minimal value of the parameter.
The default value is 0</td></tr>
<tr><td>40661</td><td>660</td><td>0x294</td><td>FANNUMERIC1
HIGH_LIMIT</td><td>Read & Write Memory</td><td>Maximal value of the parameter.
The default value is 0</td></tr>
<tr><td>40662</td><td>661</td><td>0x295</td><td>FANNUMERIC1
PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of display in Submenu</td></tr>
<tr><td>40663</td><td>662</td><td>0x296</td><td>FANNUMERIC1
CONFIGURATION</td><td>Read & Write Memory</td><td>
<table>
<tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr>
<tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active(def)</td></tr>
<tr><td>2</td><td>FirstPointActive</td><td>Not decimal(def)</td><td>Decimal(def)</td></tr>
<tr><td>3</td><td>SecondPointActive</td><td>Not decimal(def)</td><td>Decimal(def)</td></tr>
<tr><td>4</td><td>ThirdPointActive</td><td>Not decimal(def)</td><td>Decimal(def)</td></tr>
<tr><td>6</td><td>C unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>7</td><td>F unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>8</td><td>Pa unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>9</td><td>Lx unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>10</td><td>ppm unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>11</td><td>m3/h unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>12</td><td>%Rh unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>13</td><td>l/s unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>14</td><td>% unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>15</td><td>h unit active</td><td>not_visible(def)</td><td>visible</td></tr>
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Modbus Address	Dec Address	Hex Address	Register Name	Access	Description
40068	67	0x43	FANNUMERIC2 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
40666	665	0x299	FANNUMERIC2 NAME (32–bits)	Read & Write Memory	Displaying user-defined parameter name. Default name: Num2
40668	667	0x301	FANNUMERIC2 STEP	Read & Write Memory	STEP during parameter value changing. The default value is 0
40669	668	0x302	FANNUMERIC2 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
40670	669	0x303	FANNUMERIC2 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
40671	670	0x304	FANNUMERIC2 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of display in Submenu
40672	671	0x305	FANNUMERIC2 CONFIGURATION	Read & Write Memory	See the table in FanNumeric1Configuration(40510)
40069	68	0x44	FANNUMERIC3 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
40675	674	0x2A2	FANNUMERIC3 NAME (32–bits)	Read & Write Memory	Displaying user-defined parameter name. Default name: Num2
40677	676	0x2A4	FANNUMERIC3 STEP	Read & Write Memory	STEP during parameter value changing. The default value is 0
40678	677	0x2A5	FANNUMERIC3 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
40679	678	0x2A6	FANNUMERIC3 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
40680	679	0x2A7	FANNUMERIC3 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of display in Submenu
40681	680	0x2A8	FANNUMERIC3 CONFIGURATION	Read & Write Memory	See the table in FanNumeric1Configuration(40510)
40070	69	0x45	FANNUMERIC4 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
40684	683	0x2AB	FANNUMERIC4 NAME (32–bits)	Read & Write Memory	Displaying user-defined parameter name. Default name: Num2

Modbus Address	Dec Address	Hex Address	Register Name	Access	Description
40686	685	0x2AD	FANNUMERIC4 STEP	Read & Write Memory	STEP during parameter value changing. The default value is 0
40687	686	0x2AE	FANNUMERIC4 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
40688	687	0x2AF	FANNUMERIC4 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
40689	688	0x2B0	FANNUMERIC4 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of display in Submenu
40690	689	0x2B1	FANNUMERIC4 CONFIGURATION	Read & Write Memory	See the table in FanNumeric1Configuration(40510)
40071	70	0x46	FANNUMERIC5 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
40693	692	0x2B4	FANNUMERIC5 NAME (32–bits)	Read & Write Memory	Displaying user-defined parameter name. Default name: Num2
40695	694	0x2B6	FANNUMERIC5 STEP	Read & Write Memory	STEP during parameter value changing. The default value is 0
40696	695	0x2B7	FANNUMERIC5 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
40697	696	0x2B8	FANNUMERIC5 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
40698	697	0x2B9	FANNUMERIC5 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of display in Submenu
40699	698	0x2BA	FANNUMERIC5 CONFIGURATION	Read & Write Memory	See the table in FanNumeric1Configuration(40510)
40072	71	0x47	FANNUMERIC6 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
40702	701	0x2BD	FANNUMERIC6 NAME (32–bits)	Read & Write Memory	Displaying user-defined parameter name. Default name: Num2
40704	703	0x2BF	FANNUMERIC6 STEP	Read & Write Memory	STEP during parameter value changing. The default value is 0
40705	704	0x2C0	FANNUMERIC6 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0

Modbus Address	Dec Address	Hex Address	Register Name	Access	Description
40706	705	0x2C1	FANNUMERIC6 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
40707	706	0x2C2	FANNUMERIC6 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of display in Submenu
40708	707	0x2C3	FANNUMERIC6 CONFIGURATION	Read & Write Memory	See the table in FanNumeric1Configuration(40510)
40073	72	0x48	FANNUMERIC7 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
40711	710	0x2C6	FANNUMERIC7 NAME (32–bits)	Read & Write Memory	Displayinguser-defined parameter name. Default name: Num2
40713	712	0x2C8	FANNUMERIC7 STEP	Read & Write Memory	STEP during parameter value changing. The default value is 0
40714	713	0x2C9	FANNUMERIC7 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
40715	714	0x2CA	FANNUMERIC7 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
40716	715	0x2CB	FANNUMERIC7 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of display in Submenu
40717	716	0x2CC	FANNUMERIC7 CONFIGURATION	Read & Write Memory	See the table in FanNumeric1Configuration(40510)
40074	73	0x49	FANNUMERIC8 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
40720	719	0x2CF	FANNUMERIC8 NAME (32–bits)	Read & Write Memory	Displaying user-defined parameter name. Default name: Num2
40722	721	0x2D1	FANNUMERIC8 STEP	Read & Write Memory	STEP during parameter value changing. The default value is 0
40723	722	0x2D2	FANNUMERIC8 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
40724	723	0x2D3	FANNUMERIC8 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
40725	724	0x2D4	FANNUMERIC8 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of display in Submenu

<table>
<tr><th>Modbus Address</th><th>Dec Address</th><th>Hex Address</th><th>Register Name</th><th>Access</th><th>Description</th></tr>
<tr><td>40726</td><td>725</td><td>0x2D5</td><td>FANNUMERIC8 CONFIGURATION</td><td>Read & Write Memory</td><td>See the table in FanNumeric1Configuration(40510)</td></tr>
<tr><td>40109</td><td>108</td><td>0x6C</td><td>FAN_BOOLEAN_ALL PRESENT_VALUES</td><td>Read & Write Memory</td><td>See the table in 30107 register</td></tr>
<tr><td>40130</td><td>129</td><td>0x81</td><td>FANBOOLEAN1 PRESENT_VALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>40729</td><td>728</td><td>0x2D8</td><td>FANBOOLEAN1 NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.</td></tr>
<tr><td>40731</td><td>730</td><td>0x2DA</td><td>FANBOOLEAN1 TRUETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “true” state value.</td></tr>
<tr><td>40733</td><td>732</td><td>0x2DC</td><td>FANBOOLEAN1 FALSETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “false” state value.</td></tr>
<tr><td>40735</td><td>734</td><td>0x2DE</td><td>FANBOOLEAN1 PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of display in Submenu</td></tr>
<tr><td>40736</td><td>735</td><td>0x2DF</td><td>FANBOOLEAN1 CONFIGURATION</td><td>Re Read & Write Memory</td><td><table><tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr><tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active</td></tr><tr><td>1</td><td>Editable</td><td>Not editable</td><td>Editable(def)</td></tr></table></td></tr>
<tr><td>40131</td><td>130</td><td>0x82</td><td>FANBOOLEAN2 PRESENT_VALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>40739</td><td>738</td><td>0x2E2</td><td>FANBOOLEAN2 NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.</td></tr>
<tr><td>40741</td><td>740</td><td>0x2E4</td><td>FANBOOLEAN2 TRUETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “true” state value.</td></tr>
<tr><td>40743</td><td>742</td><td>0x2E6</td><td>FANBOOLEAN2 FALSETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “false” state value.</td></tr>
<tr><td>40745</td><td>744</td><td>0x2E8</td><td>FANBOOLEAN2 PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of display in Submenu</td></tr>
<tr><td>40746</td><td>745</td><td>0x2E9</td><td>FANBOOLEAN2 CONFIGURATION</td><td>Re Read & Write Memory</td><td><table><tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr><tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active</td></tr><tr><td>1</td><td>Editable</td><td>Not editable</td><td>Editable(def)</td></tr></table></td></tr>
<tr><td>40132</td><td>131</td><td>0x83</td><td>FANBOOLEAN3 PRESENT_VALUE</td><td>Read & Write</td><td>Present value of the parameter</td></tr>
</table>

<table>
<tr><th>Modbus Address</th><th>Dec Address</th><th>Hex Address</th><th>Register Name</th><th>Access</th><th>Description</th></tr>
<tr><td></td><td></td><td></td><td></td><td>Memory</td><td></td></tr>
<tr><td>40749</td><td>748</td><td>0x2EC</td><td>FANBOOLEAN3
NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.</td></tr>
<tr><td>40751</td><td>750</td><td>0x2EE</td><td>FANBOOLEAN3
TRUETEXT 32 – BITS)</td><td>Read & Write Memory</td><td>Text for parameter “true” state value.</td></tr>
<tr><td>40753</td><td>752</td><td>0x2F0</td><td>FANBOOLEAN3
FALSETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “false” state value.</td></tr>
<tr><td>40755</td><td>754</td><td>0x2F2</td><td>FANBOOLEAN3
PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of display in Submenu</td></tr>
<tr><td>40756</td><td>755</td><td>0x2F3</td><td>FANBOOLEAN3
CONFIGURATION</td><td>Re Read & Write Memory</td><td><table><tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr><tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active</td></tr><tr><td>1</td><td>Editable</td><td>Not editable</td><td>Editable(def)</td></tr></table></td></tr>
<tr><td>40133</td><td>132</td><td>0x84</td><td>FANBOOLEAN4
PRESENT_VALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>40759</td><td>758</td><td>0x2F6</td><td>FANBOOLEAN4
NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.</td></tr>
<tr><td>40761</td><td>760</td><td>0x2F8</td><td>FANBOOLEAN4
TRUETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “true” state value.</td></tr>
<tr><td>40763</td><td>762</td><td>0x2FA</td><td>FANBOOLEAN4
FALSETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “false” state value.</td></tr>
<tr><td>40765</td><td>764</td><td>0x2FC</td><td>FANBOOLEAN4
PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of display in Submenu</td></tr>
<tr><td>40766</td><td>765</td><td>0x2FD</td><td>FANBOOLEAN4
CONFIGURATION</td><td>Re Read & Write Memory</td><td><table><tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr><tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active</td></tr><tr><td>1</td><td>Editable</td><td>Not editable</td><td>Editable(def)</td></tr></table></td></tr>
<tr><td>40134</td><td>133</td><td>0x85</td><td>FANBOOLEAN5
PRESENT_VALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>40769</td><td>768</td><td>0x300</td><td>FANBOOLEAN5
NAME (32–bits)</td><td>Read & Write Memory</td><td>Displayinguser-defined parameter name.</td></tr>
<tr><td>40771</td><td>770</td><td>0x302</td><td>FANBOOLEAN5
TRUETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “true” state value.</td></tr>
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<table>
<tr><th>Modbus Address</th><th>Dec Address</th><th>Hex Address</th><th>Register Name</th><th>Access</th><th>Description</th></tr>
<tr><td>40773</td><td>772</td><td>0x304</td><td>FANBOOLEAN5 FALSETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “false” state value.</td></tr>
<tr><td>40775</td><td>774</td><td>0x306</td><td>FANBOOLEAN5 PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of display in Submenu</td></tr>
<tr><td>40776</td><td>775</td><td>0x307</td><td>FANBOOLEAN5 CONFIGURATION</td><td>Re Read & Write Memory</td><td><table><tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr><tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active</td></tr><tr><td>1</td><td>Editable</td><td>Not editable</td><td>Editable(def)</td></tr></table></td></tr>
<tr><td>40135</td><td>134</td><td>0x86</td><td>FANBOOLEAN6 PRESENT_VALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>40779</td><td>778</td><td>0x30A</td><td>FANBOOLEAN6 NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.</td></tr>
<tr><td>40781</td><td>780</td><td>0x30C</td><td>FANBOOLEAN6 TRUETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “true” state value.</td></tr>
<tr><td>40783</td><td>782</td><td>0x30E</td><td>FANBOOLEAN6 FALSETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “false” state value.</td></tr>
<tr><td>40785</td><td>784</td><td>0x310</td><td>FANBOOLEAN6 PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of display in Submenu</td></tr>
<tr><td>40786</td><td>785</td><td>0x311</td><td>FANBOOLEAN6 CONFIGURATION</td><td>Read & Write Memory</td><td><table><tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr><tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active</td></tr><tr><td>1</td><td>Editable</td><td>Not editable</td><td>Editable(def)</td></tr></table></td></tr>
<tr><td>40136</td><td>135</td><td>0x87</td><td>FANBOOLEAN7 PRESENT_VALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>40789</td><td>788</td><td>0x314</td><td>FANBOOLEAN7 NAME (32–bits)</td><td>Read & Write Memory</td><td>Dispalying user-defined parameter name.</td></tr>
<tr><td>40791</td><td>790</td><td>0x316</td><td>FANBOOLEAN7 TRUETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “true” state value.</td></tr>
<tr><td>40793</td><td>792</td><td>0x318</td><td>FANBOOLEAN7 FALSETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “false” state value.</td></tr>
<tr><td>40795</td><td>794</td><td>0x31A</td><td>FANBOOLEAN7 PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of display in Submenu</td></tr>
<tr><td>40796</td><td>795</td><td>0x31B</td><td>FANBOOLEAN7 CONFIGURATION</td><td>Read & Write</td><td><table><tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr></table></td></tr>
</table>

<table>
<tr><th>Modbus Address</th><th>Dec Address</th><th>Hex Address</th><th>Register Name</th><th>Access</th><th>Description</th></tr>
<tr><td></td><td></td><td></td><td></td><td>Memory</td><td><table><tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active</td></tr><tr><td>1</td><td>Editable</td><td>Not editable</td><td>Editable(def)</td></tr></table></td></tr>
<tr><td>40137</td><td>136</td><td>0x88</td><td>FANBOOLEAN8
PRESENT_VALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>40799</td><td>798</td><td>0x31E</td><td>FANBOOLEAN8
NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.</td></tr>
<tr><td>40648</td><td>800</td><td>0x320</td><td>FANBOOLEAN8
TRUETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “true” state value.</td></tr>
<tr><td>40803</td><td>802</td><td>0x322</td><td>FANBOOLEAN8
FALSETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “false” state value.</td></tr>
<tr><td>40805</td><td>804</td><td>0x324</td><td>FANBOOLEAN8
PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of display in Submenu</td></tr>
<tr><td>40806</td><td>805</td><td>0x325</td><td>FANBOOLEAN8
CONFIGURATION</td><td>Read & Write Memory</td><td><table><tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr><tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active</td></tr><tr><td>1</td><td>Editable</td><td>Not editable</td><td>Editable(def)</td></tr></table></td></tr>
</table>

12.1.5 Light Submenu

<table>
<tr><th>Modbus Address</th><th>Dec Address</th><th>Hex Address</th><th>Register Name</th><th>Access</th><th>Description</th></tr>
<tr><td>40075</td><td>74</td><td>0x4A</td><td>LIGHTNUMERIC1 PRESENT_VALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>40807</td><td>806</td><td>0x326</td><td>LIGHT_MENU_ACTIVE_POINTS</td><td>Read & Write Memory</td><td>Number of active parameters in submenu</td></tr>
<tr><td>40810</td><td>809</td><td>0x329</td><td>LIGHTNUMERIC1 NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.</td></tr>
<tr><td>40812</td><td>811</td><td>0x32B</td><td>LIGHTNUMERIC1 STEP</td><td>Read & Write Memory</td><td>STEP during parameter value changing.
The default value is 0</td></tr>
<tr><td>40813</td><td>812</td><td>0x32C</td><td>LIGHTNUMERIC1 LOW_LIMIT</td><td>Read & Write Memory</td><td>Minimal value of the parameter.
The default value is 0</td></tr>
<tr><td>40814</td><td>813</td><td>0x32D</td><td>LIGHTNUMERIC1 HIGH_LIMIT</td><td>Read & Write Memory</td><td>Maximal value of the parameter.
The default value is 0</td></tr>
<tr><td>40815</td><td>814</td><td>0x32E</td><td>LIGHTNUMERIC1 PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of display in Submenu</td></tr>
<tr><td>40816</td><td>815</td><td>0x32F</td><td>LIGHTNUMERIC1 CONFIGURATION</td><td>Read & Write Memory</td><td>
<table>
<tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr>
<tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active(def)</td></tr>
<tr><td>2</td><td>FirstPointActive</td><td>Not decimal(def)</td><td>Decimal(def)</td></tr>
<tr><td>3</td><td>SecondPointActive</td><td>Not decimal(def)</td><td>Decimal(def)</td></tr>
<tr><td>4</td><td>ThirdPointActive</td><td>Not decimal(def)</td><td>Decimal(def)</td></tr>
<tr><td>6</td><td>C unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>7</td><td>F unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>8</td><td>Pa unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>9</td><td>Lx unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>10</td><td>ppm unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>11</td><td>m3/h unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>12</td><td>%Rh unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>13</td><td>l/s unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>14</td><td>% unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>15</td><td>h unit active</td><td>not_visible(def)</td><td>visible</td></tr>
</table>
</td></tr>
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Modbus Address	Dec Address	Hex Address	Register Name	Access	Description
40076	75	0x4B	LIGHTNUMERIC2 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
40819	818	0x332	LIGHTNUMERIC2 NAME (32–bits)	Read & Write Memory	Dispalying user-defined parameter name. Default name: Num2
40821	820	0x334	LIGHTNUMERIC2 STEP	Read & Write Memory	STEP during parameter value changing. The default value is 0
40822	821	0x335	LIGHTNUMERIC2 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
40823	822	0x336	LIGHTNUMERIC2 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
40824	823	0x337	LIGHTNUMERIC2 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of display in Submenu
40825	824	0x338	LIGHTNUMERIC2 CONFIGURATION	Read & Write Memory	See the table in LightNumeric1Configuration(40510)
40077	76	0x4C	LIGHTNUMERIC3 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
40828	827	0x33B	LIGHTNUMERIC3 NAME (32–bits)	Read & Write Memory	Dispalying user-defined parameter name. Default name: Num2
40830	829	0x33D	LIGHTNUMERIC3 STEP	Read & Write Memory	STEP during parameter value changing. The default value is 0
40831	830	0x33E	LIGHTNUMERIC3 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
40832	831	0x33F	LIGHTNUMERIC3 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
40833	832	0x340	LIGHTNUMERIC3 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of display in Submenu
40834	833	0x341	LIGHTNUMERIC3 CONFIGURATION	Read & Write Memory	See the table in LightNumeric1Configuration(40510)
40078	77	0x4D	LIGHTNUMERIC4 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
40837	836	0x344	LIGHTNUMERIC4 NAME (32–bits)	Read & Write Memory	Dispaying user-defined parameter name. Default name: Num2

Modbus Address	Dec Address	Hex Address	Register Name	Access	Description
40839	838	0x346	LIGHTNUMERIC4 STEP	Read & Write Memory	STEP during parameter value changing. The default value is 0
40840	839	0x347	LIGHTNUMERIC4 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
40841	840	0x348	LIGHTNUMERIC4 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
40842	841	0x349	LIGHTNUMERIC4 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of display in Submenu
40843	842	0x34A	LIGHTNUMERIC4 CONFIGURATION	Read & Write Memory	See the table in LightNumeric1Configuration(40510)
40079	78	0x4E	LIGHTNUMERIC5 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
40846	845	0x34D	LIGHTNUMERIC5 NAME (32–bits)	Read & Write Memory	Dispalying user-defined parameter name. Default name: Num2
40848	847	0x34F	LIGHTNUMERIC5 STEP	Read & Write Memory	STEP during parameter value changing. The default value is 0
40849	848	0x350	LIGHTNUMERIC5 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
40850	849	0x351	LIGHTNUMERIC5 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
40851	850	0x352	LIGHTNUMERIC5 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of display in Submenu
40852	851	0x353	LIGHTNUMERIC5 CONFIGURATION	Read & Write Memory	See the table in LightNumeric1Configuration(40510)
40080	79	0x4F	LIGHTNUMERIC6 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
40855	854	0x356	LIGHTNUMERIC6 NAME (32–bits)	Read & Write Memory	User-defined parameter name. Default name: Num2
40857	856	0x358	LIGHTNUMERIC6 STEP	Read & Write Memory	STEP during parameter value changing. The default value is 0
40858	857	0x359	LIGHTNUMERIC6 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0

Modbus Address	Dec Address	Hex Address	Register Name	Access	Description
40859	858	0x35A	LIGHTNUMERIC6 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
40860	859	0x35B	LIGHTNUMERIC6 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of display in Submenu
40861	860	0x35C	LIGHTNUMERIC6 CONFIGURATION	Read & Write Memory	See the table in LightNumeric1Configuration(40510)
40081	80	0x50	LIGHTNUMERIC7 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
40864	863	0x35F	LIGHTNUMERIC7 NAME (32–bits)	Read & Write Memory	Dispalying user-defined parameter name. Default name: Num2
40866	865	0x361	LIGHTNUMERIC7 STEP	Read & Write Memory	STEP during parameter value changing. The default value is 0
40867	866	0x362	LIGHTNUMERIC7 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
40868	867	0x363	LIGHTNUMERIC7 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
40869	868	0x364	LIGHTNUMERIC7 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of display in Submenu
40870	869	0x365	LIGHTNUMERIC7 CONFIGURATION	Read & Write Memory	See the table in LightNumeric1Configuration(40510)
40082	81	0x51	LIGHTNUMERIC8 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
40873	872	0x368	LIGHTNUMERIC8 NAME (32–bits)	Read & Write Memory	Dispalying user-defined parameter name. Default name: Num2
40875	874	0x36A	LIGHTNUMERIC8 STEP	Read & Write Memory	STEP during parameter value changing. The default value is 0
40876	875	0x36B	LIGHTNUMERIC8 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
40877	876	0x36C	LIGHTNUMERIC8 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
40878	877	0x36D	LIGHTNUMERIC8 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of display in Submenu

<table>
<tr><th>Modbus Address</th><th>Dec Address</th><th>Hex Address</th><th>Register Name</th><th>Access</th><th>Description</th></tr>
<tr><td>40879</td><td>878</td><td>0x36E</td><td>LIGHTNUMERIC8 CONFIGURATION</td><td>Read & Write Memory</td><td>See the table in LightNumeric1Configuration(40510)</td></tr>
<tr><td>40110</td><td>109</td><td>0x6D</td><td>LIGHTBOOLEANALL PRESENT_VALUES</td><td>Read & Write Memory</td><td>See the table in 30107 register</td></tr>
<tr><td>40138</td><td>137</td><td>0x89</td><td>LIGHTBOOLEAN1 PRESENT_VALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>40882</td><td>881</td><td>0x371</td><td>LIGHTBOOLEAN1 NAME (32–bits)</td><td>Read & Write Memory</td><td>Dispalying user-defined parameter name.</td></tr>
<tr><td>40884</td><td>883</td><td>0x373</td><td>LIGHTBOOLEAN1 TRUETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “true” state value.</td></tr>
<tr><td>40886</td><td>885</td><td>0x375</td><td>LIGHTBOOLEAN1 FALSETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “false” state value.</td></tr>
<tr><td>40888</td><td>887</td><td>0x377</td><td>LIGHTBOOLEAN1 PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of display in Submenu</td></tr>
<tr><td>40889</td><td>888</td><td>0x378</td><td>LIGHTBOOLEAN1 CONFIGURATION</td><td>Re Read & Write Memory</td><td><table><tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr><tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active</td></tr><tr><td>1</td><td>Editable</td><td>Not editable</td><td>Editable(def)</td></tr></table></td></tr>
<tr><td>40139</td><td>138</td><td>0x8A</td><td>LIGHTBOOLEAN2 PRESENT_VALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>40892</td><td>891</td><td>0x37B</td><td>LIGHTBOOLEAN2 NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying uer-defined parameter name.</td></tr>
<tr><td>40894</td><td>893</td><td>0x37D</td><td>LIGHTBOOLEAN2 TRUETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “true” state value.</td></tr>
<tr><td>40896</td><td>895</td><td>0x37F</td><td>LIGHTBOOLEAN2 FALSETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “false” state value.</td></tr>
<tr><td>40898</td><td>897</td><td>0x381</td><td>LIGHTBOOLEAN2 PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of display in Submenu</td></tr>
<tr><td>40899</td><td>898</td><td>0x382</td><td>LIGHTBOOLEAN2 CONFIGURATION</td><td>Re Read & Write Memory</td><td><table><tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr><tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active</td></tr><tr><td>1</td><td>Editable</td><td>Not editable</td><td>Editable(def)</td></tr></table></td></tr>
<tr><td>40140</td><td>139</td><td>0x8B</td><td>LIGHTBOOLEAN3 PRESENT_VALUE</td><td>Read & Write</td><td>Present value of the parameter</td></tr>
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<table>
<tr><th>Modbus Address</th><th>Dec Address</th><th>Hex Address</th><th>Register Name</th><th>Access</th><th>Description</th></tr>
<tr><td></td><td></td><td></td><td></td><td>Memory</td><td></td></tr>
<tr><td>40902</td><td>901</td><td>0x385</td><td>LIGHTBOOLEAN3 NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying userdefined parameter name.</td></tr>
<tr><td>40904</td><td>903</td><td>0x387</td><td>LIGHTBOOLEAN3 TRUETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “true” state value.</td></tr>
<tr><td>40906</td><td>905</td><td>0x389</td><td>LIGHTBOOLEAN3 FALSETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “false” state value.</td></tr>
<tr><td>40908</td><td>907</td><td>0x38B</td><td>LIGHTBOOLEAN3 PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of display in Submenu</td></tr>
<tr><td>40909</td><td>908</td><td>0x38C</td><td>LIGHTBOOLEAN3 CONFIGURATION</td><td>Re Read & Write Memory</td><td><table><tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr><tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active</td></tr><tr><td>1</td><td>Editable</td><td>Not editable</td><td>Editable(def)</td></tr></table></td></tr>
<tr><td>40141</td><td>140</td><td>0x8C</td><td>LIGHTBOOLEAN4 PRESENT_VALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>40912</td><td>911</td><td>0x38F</td><td>LIGHTBOOLEAN4 NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.</td></tr>
<tr><td>40914</td><td>913</td><td>0x391</td><td>LIGHTBOOLEAN4 TRUETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “true” state value.</td></tr>
<tr><td>40916</td><td>915</td><td>0x393</td><td>LIGHTBOOLEAN4 FALSETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “false” state value.</td></tr>
<tr><td>40918</td><td>917</td><td>0x395</td><td>LIGHTBOOLEAN4 PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of display in Submenu</td></tr>
<tr><td>40919</td><td>918</td><td>0x396</td><td>LIGHTBOOLEAN4 CONFIGURATION</td><td>Re Read & Write Memory</td><td><table><tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr><tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active</td></tr><tr><td>1</td><td>Editable</td><td>Not editable</td><td>Editable(def)</td></tr></table></td></tr>
<tr><td>40142</td><td>141</td><td>0x8D</td><td>LIGHTBOOLEAN5 PRESENT_VALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>40922</td><td>921</td><td>0x399</td><td>LIGHTBOOLEAN5 NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.</td></tr>
<tr><td>40924</td><td>923</td><td>0x39B</td><td>LIGHTBOOLEAN5 TRUETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “true” state value.</td></tr>
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<tr><td>40926</td><td>925</td><td>0x39D</td><td>LIGHTBOOLEAN5 FALSETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “false” state value.</td></tr>
<tr><td>40928</td><td>927</td><td>0x39F</td><td>LIGHTBOOLEAN5 PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of display in Submenu</td></tr>
<tr><td>40929</td><td>928</td><td>0x3A0</td><td>LIGHTBOOLEAN5 CONFIGURATION</td><td>Re Read & Write Memory</td><td><table><tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr><tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active</td></tr><tr><td>1</td><td>Editable</td><td>Not editable</td><td>Editable(def)</td></tr></table></td></tr>
<tr><td>40143</td><td>142</td><td>0x8E</td><td>LIGHTBOOLEAN6 PRESENT_VALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>40932</td><td>931</td><td>0x3A3</td><td>LIGHTBOOLEAN6 NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.</td></tr>
<tr><td>40934</td><td>933</td><td>0x3A5</td><td>LIGHTBOOLEAN6 TRUETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “true” state value.</td></tr>
<tr><td>40936</td><td>935</td><td>0x3A7</td><td>LIGHTBOOLEAN6 FALSETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “false” state value.</td></tr>
<tr><td>40938</td><td>937</td><td>0x3A9</td><td>LIGHTBOOLEAN6 PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of display in Submenu</td></tr>
<tr><td>40939</td><td>938</td><td>0x3AA</td><td>LIGHTBOOLEAN6 CONFIGURATION</td><td>Read & Write Memory</td><td><table><tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr><tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active</td></tr><tr><td>1</td><td>Editable</td><td>Not editable</td><td>Editable(def)</td></tr></table></td></tr>
<tr><td>40144</td><td>143</td><td>0x8F</td><td>LIGHTBOOLEAN7 PRESENT_VALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>40942</td><td>941</td><td>0x3AD</td><td>LIGHTBOOLEAN7 NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.</td></tr>
<tr><td>40944</td><td>943</td><td>0x3AF</td><td>LIGHTBOOLEAN7 TRUETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “true” state value.</td></tr>
<tr><td>40946</td><td>945</td><td>0x3B1</td><td>LIGHTBOOLEAN7 FALSETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “false” state value.</td></tr>
<tr><td>40948</td><td>947</td><td>0x3B3</td><td>LIGHTBOOLEAN7 PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of display in Submenu</td></tr>
<tr><td>40949</td><td>948</td><td>0x3B4</td><td>LIGHTBOOLEAN7 CONFIGURATION</td><td>Read & Write</td><td><table><tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr></table></td></tr>
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<table>
<tr><th>Modbus Address</th><th>Dec Address</th><th>Hex Address</th><th>Register Name</th><th>Access</th><th>Description</th></tr>
<tr><td></td><td></td><td></td><td></td><td>Memory</td><td>
<table>
<tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active</td></tr>
<tr><td>1</td><td>Editable</td><td>Not editable</td><td>Editable(def)</td></tr>
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<tr><td>40145</td><td>144</td><td>0x90</td><td>LIGHTBOOLEAN8 PRESENT_VALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>40952</td><td>951</td><td>0x3B7</td><td>LIGHTBOOLEAN8 NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.</td></tr>
<tr><td>40954</td><td>953</td><td>0x3B9</td><td>LIGHTBOOLEAN8 TRUETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “true” state value.</td></tr>
<tr><td>40956</td><td>955</td><td>0x3BB</td><td>LIGHTBOOLEAN8 FALSETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “false” state value.</td></tr>
<tr><td>40958</td><td>957</td><td>0x3BD</td><td>LIGHTBOOLEAN8 PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of display in Submenu</td></tr>
<tr><td>40959</td><td>958</td><td>0x3BE</td><td>LIGHTBOOLEAN8 CONFIGURATION</td><td>Read & Write Memory</td><td>
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<tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr>
<tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active</td></tr>
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12.1.6 Blind Submenu

<table>
<tr><th>Modbus Address</th><th>Dec Address</th><th>Hex Address</th><th>Register Name</th><th>Access</th><th>Description</th></tr>
<tr><td>40083</td><td>82</td><td>0x52</td><td>BLINDNUMERIC1
PRESENT_VALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>40960</td><td>959</td><td>0x3BF</td><td>BLIND_MENU
ACTIVE_POINTS</td><td>Read & Write Memory</td><td>Number of active parameters in submenu</td></tr>
<tr><td>40963</td><td>962</td><td>0x3C2</td><td>BLINDNUMERIC1
NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.</td></tr>
<tr><td>40965</td><td>964</td><td>0x3C4</td><td>BLINDNUMERIC1
STEP</td><td>Read & Write Memory</td><td>STEP during parameter value changing.
The default value is 0</td></tr>
<tr><td>40966</td><td>965</td><td>0x3C5</td><td>BLINDNUMERIC1
LOW_LIMIT</td><td>Read & Write Memory</td><td>Minimal value of the parameter.
The default value is 0</td></tr>
<tr><td>40967</td><td>966</td><td>0x3C6</td><td>BLINDNUMERIC1
HIGH_LIMIT</td><td>Read & Write Memory</td><td>Maximal value of the parameter.
The default value is 0</td></tr>
<tr><td>40968</td><td>967</td><td>0x3C7</td><td>BLINDNUMERIC1
PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of display in Submenu</td></tr>
<tr><td>40969</td><td>968</td><td>0x3C8</td><td>BLINDNUMERIC1
CONFIGURATION</td><td>Read & Write Memory</td><td>
<table>
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<tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active(def)</td></tr>
<tr><td>2</td><td>FirstPointActive</td><td>Not decimal(def)</td><td>Decimal(def)</td></tr>
<tr><td>3</td><td>SecondPointActive</td><td>Not decimal(def)</td><td>Decimal(def)</td></tr>
<tr><td>4</td><td>ThirdPointActive</td><td>Not decimal(def)</td><td>Decimal(def)</td></tr>
<tr><td>6</td><td>C unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>7</td><td>F unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>8</td><td>Pa unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>9</td><td>Lx unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>10</td><td>ppm unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>11</td><td>m3/h unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>12</td><td>%Rh unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>13</td><td>l/s unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>14</td><td>% unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>15</td><td>h unit active</td><td>not_visible(def)</td><td>visible</td></tr>
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Modbus Address	Dec Address	Hex Address	Register Name	Access	Description
40084	83	0x53	BLINDNUMERIC2 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
40972	971	0x3CB	BLINDNUMERIC2 NAME (32–bits)	Read & Write Memory	Displaying user-defined parameter name. Default name: Num2
40974	973	0x3CD	BLINDNUMERIC2 STEP	Read & Write Memory	STEP during parameter value changing. The default value is 0
40975	974	0x3CE	BLINDNUMERIC2 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
40976	975	0x3CF	BLINDNUMERIC2 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
40977	976	0x3D0	BLINDNUMERIC2 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of display in Submenu
40978	977	0x3D1	BLINDNUMERIC2 CONFIGURATION	Read & Write Memory	See the table in BlindNumeric1Configuration(40510)
40085	84	0x54	BLINDNUMERIC3 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
40981	980	0x3D4	BLINDNUMERIC3 NAME (32–bits)	Read & Write Memory	Displaying user-defined parameter name. Default name: Num2
40983	982	0x3D6	BLINDNUMERIC3 STEP	Read & Write Memory	STEP during parameter value changing. The default value is 0
40984	983	0x3D7	BLINDNUMERIC3 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
40985	984	0x3D8	BLINDNUMERIC3 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
40986	985	0x3D9	BLINDNUMERIC3 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of display in Submenu
40987	986	0x3DA	BLINDNUMERIC3 CONFIGURATION	Read & Write Memory	See the table in BlindNumeric1Configuration(40510)
40086	85	0x55	BLINDNUMERIC4 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
40990	989	0x3DD	BLINDNUMERIC4 NAME (32–bits)	Read & Write Memory	Displaying user defined parameter name. Default name: Num2

Modbus Address	Dec Address	Hex Address	Register Name	Access	Description
40992	991	0x3DF	BLINDNUMERIC4 STEP	Read & Write Memory	STEP during parameter value changing. The default value is 0
40993	992	0x3E0	BLINDNUMERIC4 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
40994	993	0x3E1	BLINDNUMERIC4 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
40995	994	0x3E2	BLINDNUMERIC4 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of display in Submenu
40996	995	0x3E3	BLINDNUMERIC4 CONFIGURATION	Read & Write Memory	See the table in BlindNumeric1Configuration(40510)
40087	86	0x56	BLINDNUMERIC5 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
40999	998	0x3E6	BLINDNUMERIC5 NAME (32–bits)	Read & Write Memory	Displaying user-defined parameter name. Default name: Num2
41001	1000	0x3E8	BLINDNUMERIC5 STEP	Read & Write Memory	STEP during parameter value changing. The default value is 0
41002	1001	0x3E9	BLINDNUMERIC5 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
41003	1002	0x3EA	BLINDNUMERIC5 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
41004	1003	0x3EB	BLINDNUMERIC5 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of display in Submenu
41005	1004	0x3EC	BLINDNUMERIC5 CONFIGURATION	Read & Write Memory	See the table in BlindNumeric1Configuration(40510)
40088	87	0x57	BLINDNUMERIC6 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
41008	1007	0x3EF	BLINDNUMERIC6 NAME (32–bits)	Read & Write Memory	Displaying user-defined parameter name. Default name: Num2
41010	1009	0x3F1	BLINDNUMERIC6 STEP	Read & Write Memory	STEP during parameter value changing. The default value is 0
41011	1010	0x3F2	BLINDNUMERIC6 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0

Modbus Address	Dec Address	Hex Address	Register Name	Access	Description
41012	1011	0x3F3	BLINDNUMERIC6 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
41013	1012	0x3F4	BLINDNUMERIC6 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of display in Submenu
41014	1013	0x3F5	BLINDNUMERIC6 CONFIGURATION	Read & Write Memory	See the table in BlindNumeric1Configuration(40510)
40089	88	0x58	BLINDNUMERIC7 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
41017	1016	0x3F8	BLINDNUMERIC7 NAME (32–bits)	Read & Write Memory	Displaying user-defined parameter name. Default name: Num2
41019	1018	0x3FA	BLINDNUMERIC7 STEP	Read & Write Memory	STEP during parameter value changing. The default value is 0
41020	1019	0x3FB	BLINDNUMERIC7 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
41021	1020	0x3FC	BLINDNUMERIC7 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
41022	1021	0x3FD	BLINDNUMERIC7 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of display in Submenu
41023	1022	0x3FE	BLINDNUMERIC7 CONFIGURATION	Read & Write Memory	See the table in BlindNumeric1Configuration(40510)
40090	89	0x59	BLINDNUMERIC8 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
41026	1025	0x401	BLINDNUMERIC8 NAME (32–bits)	Read & Write Memory	Displaying user-defined parameter name. Default name: Num2
41028	1027	0x403	BLINDNUMERIC8 STEP	Read & Write Memory	STEP during parameter value changing. The default value is 0
41029	1028	0x404	BLINDNUMERIC8 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
41030	1029	0x405	BLINDNUMERIC8 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
41031	1030	0x406	BLINDNUMERIC8 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of display in Submenu

<table>
<tr><th>Modbus Address</th><th>Dec Address</th><th>Hex Address</th><th>Register Name</th><th>Access</th><th>Description</th></tr>
<tr><td>41032</td><td>1031</td><td>0x407</td><td>BLINDNUMERIC8 CONFIGURATION</td><td>Read & Write Memory</td><td>See the table in BlindNumeric1Configuration(40510)</td></tr>
<tr><td>40111</td><td>110</td><td>0x6E</td><td>BLIND_BOOLEAN_ALL PRESENT_VALUES</td><td>Read & Write Memory</td><td>See the table in 30107 register</td></tr>
<tr><td>40146</td><td>145</td><td>0x91</td><td>BLINDBOOLEAN1 PRESENT_VALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>41035</td><td>1034</td><td>0x40A</td><td>BLINDBOOLEAN1 NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.</td></tr>
<tr><td>41037</td><td>1036</td><td>0x40C</td><td>BLINDBOOLEAN1 TRUETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “true” state value.</td></tr>
<tr><td>41039</td><td>1038</td><td>0x40E</td><td>BLINDBOOLEAN1 FALSETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “false” state value.</td></tr>
<tr><td>41041</td><td>1040</td><td>0x410</td><td>BLINDBOOLEAN1 PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of display in Submenu</td></tr>
<tr><td>41042</td><td>1041</td><td>0x411</td><td>BLINDBOOLEAN1 CONFIGURATION</td><td>Re Read & Write Memory</td><td><table><tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr><tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active</td></tr><tr><td>1</td><td>Editable</td><td>Not editable</td><td>Editable(def)</td></tr></table></td></tr>
<tr><td>40147</td><td>146</td><td>0x92</td><td>BLINDBOOLEAN2 PRESENT_VALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>41045</td><td>1044</td><td>0x414</td><td>BLINDBOOLEAN2 NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.</td></tr>
<tr><td>41047</td><td>1046</td><td>0x416</td><td>BLINDBOOLEAN2 TRUETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “true” state value.</td></tr>
<tr><td>41049</td><td>1048</td><td>0x418</td><td>BLINDBOOLEAN2 FALSETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “false” state value.</td></tr>
<tr><td>41051</td><td>1050</td><td>0x41A</td><td>BLINDBOOLEAN2 PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of displaying in Submenu</td></tr>
<tr><td>41052</td><td>1051</td><td>0x41B</td><td>BLINDBOOLEAN2 CONFIGURATION</td><td>Re Read & Write Memory</td><td><table><tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr><tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active</td></tr><tr><td>1</td><td>Editable</td><td>Not editable</td><td>Editable(def)</td></tr></table></td></tr>
<tr><td>40148</td><td>147</td><td>0x93</td><td>BLINDBOOLEAN3 PRESENT_VALUE</td><td>Read & Write</td><td>Present value of the parameter</td></tr>
</table>

<table>
<tr><th>Modbus Address</th><th>Dec Address</th><th>Hex Address</th><th>Register Name</th><th>Access</th><th>Description</th></tr>
<tr><td></td><td></td><td></td><td></td><td>Memory</td><td></td></tr>
<tr><td>41055</td><td>1054</td><td>0x41E</td><td>BLINDBOOLEAN3 NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.</td></tr>
<tr><td>41057</td><td>1056</td><td>0x420</td><td>BLINDBOOLEAN3 TRUETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “true” state value.</td></tr>
<tr><td>41059</td><td>1058</td><td>0x422</td><td>BLINDBOOLEAN3 FALSETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “false” state value.</td></tr>
<tr><td>41061</td><td>1060</td><td>0x424</td><td>BLINDBOOLEAN3 PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of displaying in Submenu</td></tr>
<tr><td>41062</td><td>1061</td><td>0x425</td><td>BLINDBOOLEAN3 CONFIGURATION</td><td>Re Read & Write Memory</td><td><table><tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr><tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active</td></tr><tr><td>1</td><td>Editable</td><td>Not editable</td><td>Editable(def)</td></tr></table></td></tr>
<tr><td>40149</td><td>148</td><td>0x94</td><td>BLINDBOOLEAN4 PRESENT_VALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>41065</td><td>1064</td><td>0x428</td><td>BLINDBOOLEAN4 NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.</td></tr>
<tr><td>41067</td><td>1066</td><td>0x42A</td><td>BLINDBOOLEAN4 TRUETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “true” state value.</td></tr>
<tr><td>41069</td><td>1068</td><td>0x42C</td><td>BLINDBOOLEAN4 FALSETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “false” state value.</td></tr>
<tr><td>41071</td><td>1070</td><td>0x42E</td><td>BLINDBOOLEAN4 PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of displaying in Submenu</td></tr>
<tr><td>41072</td><td>1071</td><td>0x42F</td><td>BLINDBOOLEAN4 CONFIGURATION</td><td>Re Read & Write Memory</td><td><table><tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr><tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active</td></tr><tr><td>1</td><td>Editable</td><td>Not editable</td><td>Editable(def)</td></tr></table></td></tr>
<tr><td>40150</td><td>149</td><td>0x95</td><td>BLINDBOOLEAN5 PRESENT_VALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>41075</td><td>1074</td><td>0x432</td><td>BLINDBOOLEAN5 NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.</td></tr>
<tr><td>41077</td><td>1076</td><td>0x434</td><td>BLINDBOOLEAN5 TRUETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “true” state value.</td></tr>
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<table>
<tr><th>Modbus Address</th><th>Dec Address</th><th>Hex Address</th><th>Register Name</th><th>Access</th><th>Description</th></tr>
<tr><td>41079</td><td>1078</td><td>0x436</td><td>BLINDBOOLEAN5 FALSETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “false” state value.</td></tr>
<tr><td>41081</td><td>1080</td><td>0x438</td><td>BLINDBOOLEAN5 PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of displaying in Submenu</td></tr>
<tr><td>41082</td><td>1081</td><td>0x439</td><td>BLINDBOOLEAN5 CONFIGURATION</td><td>Re Read & Write Memory</td><td><table><tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr><tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active</td></tr><tr><td>1</td><td>Editable</td><td>Not editable</td><td>Editable(def)</td></tr></table></td></tr>
<tr><td>40151</td><td>150</td><td>0x96</td><td>BLINDBOOLEAN6 PRESENT_VALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>41085</td><td>1084</td><td>0x43E</td><td>BLINDBOOLEAN6 NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.</td></tr>
<tr><td>41087</td><td>1086</td><td>0x440</td><td>BLINDBOOLEAN6 TRUETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “true” state value.</td></tr>
<tr><td>41089</td><td>1088</td><td>0x442</td><td>BLINDBOOLEAN6 FALSETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “false” state value.</td></tr>
<tr><td>41091</td><td>1090</td><td>0x444</td><td>BLINDBOOLEAN6 PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of displaying in Submenu</td></tr>
<tr><td>41092</td><td>1091</td><td>0x445</td><td>BLINDBOOLEAN6 CONFIGURATION</td><td>Read & Write Memory</td><td><table><tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr><tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active</td></tr><tr><td>1</td><td>Editable</td><td>Not editable</td><td>Editable(def)</td></tr></table></td></tr>
<tr><td>40152</td><td>151</td><td>0x97</td><td>BLINDBOOLEAN7 PRESENT_VALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>41095</td><td>1094</td><td>0x446</td><td>BLINDBOOLEAN7 NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.</td></tr>
<tr><td>41097</td><td>1096</td><td>0x448</td><td>BLINDBOOLEAN7 TRUETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “true” state value.</td></tr>
<tr><td>41099</td><td>1098</td><td>0x44A</td><td>BLINDBOOLEAN7 FALSETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “false” state value.</td></tr>
<tr><td>41101</td><td>1100</td><td>0x44C</td><td>BLINDBOOLEAN7 PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of displaying in Submenu</td></tr>
<tr><td>41102</td><td>1101</td><td>0x44D</td><td>BLINDBOOLEAN7 CONFIGURATION</td><td>Read & Write</td><td><table><tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr></table></td></tr>
</table>

<table>
<tr><th>Modbus Address</th><th>Dec Address</th><th>Hex Address</th><th>Register Name</th><th>Access</th><th>Description</th></tr>
<tr><td></td><td></td><td></td><td></td><td>Memory</td><td>
<table>
<tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active</td></tr>
<tr><td>1</td><td>Editable</td><td>Not editable</td><td>Editable(def)</td></tr>
</table>
</td></tr>
<tr><td>40153</td><td>152</td><td>0x98</td><td>BLINDBOOLEAN8
PRESENT_VALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>41105</td><td>1104</td><td>0x450</td><td>BLINDBOOLEAN8
NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.</td></tr>
<tr><td>41107</td><td>1106</td><td>0x452</td><td>BLINDBOOLEAN8
TRUETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “true” state value.</td></tr>
<tr><td>41109</td><td>1108</td><td>0x454</td><td>BLINDBOOLEAN8
FALSETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “false” state value.</td></tr>
<tr><td>41111</td><td>1110</td><td>0x456</td><td>BLINDBOOLEAN8
PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of displaying in Submenu</td></tr>
<tr><td>41112</td><td>1111</td><td>0x457</td><td>BLINDBOOLEAN8
CONFIGURATION</td><td>Read & Write Memory</td><td>
<table>
<tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr>
<tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active</td></tr>
<tr><td>1</td><td>Editable</td><td>Not editable</td><td>Editable(def)</td></tr>
</table>
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12.1.7 Alarms Submenu

<table>
<tr><th>Modbus Address</th><th>Dec Address</th><th>Hex Address</th><th>Register Name</th><th>Access</th><th>Description</th></tr>
<tr><td>40091</td><td>90</td><td>0x5A</td><td>ALARMSNUMERIC1
PRESENT_VALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>41113</td><td>1112</td><td>0x458</td><td>ALARMSMENUACTIVEPOINTS</td><td>Read & Write Memory</td><td>Number of active parameters in submenu</td></tr>
<tr><td>41116</td><td>1115</td><td>0x45B</td><td>ALARMSNUMERIC1
NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.</td></tr>
<tr><td>41118</td><td>1117</td><td>0x45D</td><td>ALARMSNUMERIC1
STEP</td><td>Read & Write Memory</td><td>STEP during parameter value changing.
The default value is 0</td></tr>
<tr><td>41119</td><td>1118</td><td>0x45E</td><td>ALARMSNUMERIC1
LOW_LIMIT</td><td>Read & Write Memory</td><td>Minimal value of the parameter.
The default value is 0</td></tr>
<tr><td>41120</td><td>1119</td><td>0x45F</td><td>ALARMSNUMERIC1
HIGH_LIMIT</td><td>Read & Write Memory</td><td>Maximal value of the parameter.
The default value is 0</td></tr>
<tr><td>41121</td><td>1120</td><td>0x460</td><td>ALARMSNUMERIC1
PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of displaying in Submenu</td></tr>
<tr><td>41122</td><td>1121</td><td>0x461</td><td>ALARMSNUMERIC1
CONFIGURATION</td><td>Read & Write Memory</td><td>
<table>
<tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr>
<tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active(def)</td></tr>
<tr><td>2</td><td>FirstPointActive</td><td>Not decimal(def)</td><td>Decimal(def)</td></tr>
<tr><td>3</td><td>SecondPointActive</td><td>Not decimal(def)</td><td>Decimal(def)</td></tr>
<tr><td>4</td><td>ThirdPointActive</td><td>Not decimal(def)</td><td>Decimal(def)</td></tr>
<tr><td>6</td><td>C unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>7</td><td>F unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>8</td><td>Pa unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>9</td><td>Lx unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>10</td><td>ppm unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>11</td><td>m3/h unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>12</td><td>%Rh unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>13</td><td>l/s unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>14</td><td>% unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>15</td><td>h unit active</td><td>not_visible(def)</td><td>visible</td></tr>
</table>
</td></tr>
</table>

Modbus Address	Dec Address	Hex Address	Register Name	Access	Description
40092	91	0x5B	ALARMSNUMERIC2 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
41125	1124	0x464	ALARMSNUMERIC2 NAME (32–bits)	Read & Write Memory	Displaying user-defined parameter name. Default name: Num2
41127	1126	0x466	ALARMSNUMERIC2 STEP	Read & Write Memory	STEP during parameter value changing. The default value is 0
41128	1127	0x467	ALARMSNUMERIC2 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
41129	1128	0x468	ALARMSNUMERIC2 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
41130	1129	0x469	ALARMSNUMERIC2 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in Submenu
41131	1130	0x46A	ALARMSNUMERIC2 CONFIGURATION	Read & Write Memory	See the table in AlarmsNumeric1Configuration(40510)
40093	92	0x5C	ALARMSNUMERIC3 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
41134	1133	0x46D	ALARMSNUMERIC3 NAME (32–bits)	Read & Write Memory	Displaying user-defined parameter name. Default name: Num2
41136	1135	0x46F	ALARMSNUMERIC3 STEP	Read & Write Memory	STEP during parameter value changing. The default value is 0
41137	1136	0x470	ALARMSNUMERIC3 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
41138	1137	0x471	ALARMSNUMERIC3 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
41139	1138	0x472	ALARMSNUMERIC3 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in Submenu
41140	1139	0x473	ALARMSNUMERIC3 CONFIGURATION	Read & Write Memory	See the table in AlarmsNumeric1Configuration(40510)
40094	93	0x5D	ALARMSNUMERIC4 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
41143	1142	0x476	ALARMSNUMERIC4 NAME (32–bits)	Read & Write Memory	Displaying user-defined parameter name. Default name: Num2

Modbus Address	Dec Address	Hex Address	Register Name	Access	Description
41145	1144	0x478	ALARMSNUMERIC4 STEP	Read & Write Memory	STEP during parameter value changing. The default value is 0
41146	1145	0x479	ALARMSNUMERIC4 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
41147	1146	0x47A	ALARMSNUMERIC4 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
41148	1147	0x47B	ALARMSNUMERIC4 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in Submenu
41149	1148	0x47C	ALARMSNUMERIC4 CONFIGURATION	Read & Write Memory	See the table in AlarmsNumeric1Configuration(40510)
40095	94	0x5E	ALARMSNUMERIC5 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
41152	1151	0x47F	ALARMSNUMERIC5 NAME (32–bits)	Read & Write Memory	Displaying user-defined parameter name. Default name: Num2
41154	1153	0x481	ALARMSNUMERIC5 STEP	Read & Write Memory	STEP during parameter value changing. The default value is 0
41155	1154	0x482	ALARMSNUMERIC5 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
41156	1155	0x483	ALARMSNUMERIC5 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
41157	1156	0x484	ALARMSNUMERIC5 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in Submenu
41158	1157	0x485	ALARMSNUMERIC5 CONFIGURATION	Read & Write Memory	See the table in AlarmsNumeric1Configuration(40510)
40096	95	0x5F	ALARMSNUMERIC6 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
41161	1160	0x488	ALARMSNUMERIC6 NAME (32–bits)	Read & Write Memory	Displaying user-defined parameter name. Default name: Num2
41163	1162	0x48A	ALARMSNUMERIC6 STEP	Read & Write Memory	STEP during parameter value changing. The default value is 0
41164	1163	0x48B	ALARMSNUMERIC6 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0

Modbus Address	Dec Address	Hex Address	Register Name	Access	Description
41165	1164	0x48C	ALARMSNUMERIC6 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
41166	1165	0x48D	ALARMSNUMERIC6 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in Submenu
41167	1166	0x48E	ALARMSNUMERIC6 CONFIGURATION	Read & Write Memory	See the table in AlarmsNumeric1Configuration(40510)
40097	96	0x60	ALARMSNUMERIC7 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
41170	1169	0x491	ALARMSNUMERIC7 NAME (32–bits)	Read & Write Memory	Displaying user-defined parameter name. Default name: Num2
41172	1171	0x493	ALARMSNUMERIC7 STEP	Read & Write Memory	STEP during parameter value changing. The default value is 0
41173	1172	0x494	ALARMSNUMERIC7 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
41174	1173	0x495	ALARMSNUMERIC7 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
41175	1174	0x496	ALARMSNUMERIC7 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in Submenu
41176	1175	0x497	ALARMSNUMERIC7 CONFIGURATION	Read & Write Memory	See the table in AlarmsNumeric1Configuration(40510)
40098	97	0x61	ALARMSNUMERIC8 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
41179	1178	0x49A	ALARMSNUMERIC8 NAME (32–bits)	Read & Write Memory	Displaying user-defined parameter name. Default name: Num2
41181	1180	0x49C	ALARMSNUMERIC8 STEP	Read & Write Memory	STEP during parameter value changing. The default value is 0
41182	1181	0x49D	ALARMSNUMERIC8 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
41183	1182	0x49E	ALARMSNUMERIC8 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
41184	1183	0x49F	ALARMSNUMERIC8 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in Submenu

<table>
<tr><th>Modbus Address</th><th>Dec Address</th><th>Hex Address</th><th>Register Name</th><th>Access</th><th>Description</th></tr>
<tr><td>41185</td><td>1184</td><td>0x4A0</td><td>ALARMSNUMERIC8 CONFIGURATION</td><td>Read & Write Memory</td><td>See the table in AlarmsNumeric1Configuration(40510)</td></tr>
<tr><td>40112</td><td>111</td><td>0x6F</td><td>ALARMS_ALL_PRESENT_VALUES</td><td>Read & Write Memory</td><td>See the table in 30107 register</td></tr>
<tr><td>40138</td><td>153</td><td>0x99</td><td>ALARMSBOOLEAN1 PRESENT_VALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>40882</td><td>1187</td><td>0x4A3</td><td>ALARMSBOOLEAN1 NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.</td></tr>
<tr><td>40884</td><td>1189</td><td>0x4A5</td><td>ALARMSBOOLEAN1 TRUETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “true” state value.</td></tr>
<tr><td>40886</td><td>1191</td><td>0x4A7</td><td>ALARMSBOOLEAN1 FALSETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “false” state value.</td></tr>
<tr><td>40888</td><td>1193</td><td>0x4A9</td><td>ALARMSBOOLEAN1 PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of displaying in Submenu</td></tr>
<tr><td>41195</td><td>1194</td><td>0x4AA</td><td>ALARMSBOOLEAN1 CONFIGURATION</td><td>Re Read & Write Memory</td><td><table><tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr><tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active</td></tr><tr><td>1</td><td>Editable</td><td>Not editable</td><td>Editable(def)</td></tr></table></td></tr>
<tr><td>40155</td><td>154</td><td>0x9A</td><td>ALARMSBOOLEAN2 PRESENT_VALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>41199</td><td>1197</td><td>0x4AD</td><td>ALARMSBOOLEAN2 NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.</td></tr>
<tr><td>41201</td><td>1199</td><td>0x4AF</td><td>ALARMSBOOLEAN2 TRUETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “true” state value.</td></tr>
<tr><td>41202</td><td>1201</td><td>0x4B1</td><td>ALARMSBOOLEAN2 FALSETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “false” state value.</td></tr>
<tr><td>41204</td><td>1203</td><td>0x4B3</td><td>ALARMSBOOLEAN2 PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of displaying in Submenu</td></tr>
<tr><td>41205</td><td>1204</td><td>0x4B4</td><td>ALARMSBOOLEAN2 CONFIGURATION</td><td>Re Read & Write Memory</td><td><table><tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr><tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active</td></tr><tr><td>1</td><td>Editable</td><td>Not editable</td><td>Editable(def)</td></tr></table></td></tr>
<tr><td>40156</td><td>155</td><td>0x9B</td><td>ALARMSBOOLEAN3 PRESENT_VALUE</td><td>Read & Write</td><td>Present value of the parameter</td></tr>
</table>

<table>
<tr><th>Modbus Address</th><th>Dec Address</th><th>Hex Address</th><th>Register Name</th><th>Access</th><th>Description</th></tr>
<tr><td></td><td></td><td></td><td></td><td>Memory</td><td></td></tr>
<tr><td>41208</td><td>1207</td><td>0x4B7</td><td>ALARMSBOOLEAN3 NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.</td></tr>
<tr><td>41210</td><td>1209</td><td>0x4B9</td><td>ALARMSBOOLEAN3 TRUETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “true” state value.</td></tr>
<tr><td>41212</td><td>1211</td><td>0x4BB</td><td>ALARMSBOOLEAN3 FALSETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “false” state value.</td></tr>
<tr><td>41214</td><td>1213</td><td>0x4BD</td><td>ALARMSBOOLEAN3 PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of displaying in Submenu</td></tr>
<tr><td>41215</td><td>1214</td><td>0x4BE</td><td>ALARMSBOOLEAN3 CONFIGURATION</td><td>Re Read & Write Memory</td><td><table><tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr><tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active</td></tr><tr><td>1</td><td>Editable</td><td>Not editable</td><td>Editable(def)</td></tr></table></td></tr>
<tr><td>40157</td><td>156</td><td>0x9C</td><td>ALARMSBOOLEAN4 PRESENT_VALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>41218</td><td>1217</td><td>0x4C1</td><td>ALARMSBOOLEAN4 NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.</td></tr>
<tr><td>41220</td><td>1219</td><td>0x4C3</td><td>ALARMSBOOLEAN4 TRUETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “true” state value.</td></tr>
<tr><td>41222</td><td>1221</td><td>0x4C5</td><td>ALARMSBOOLEAN4 FALSETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “false” state value.</td></tr>
<tr><td>41224</td><td>1223</td><td>0x4C7</td><td>ALARMSBOOLEAN4 PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of displaying in Submenu</td></tr>
<tr><td>41225</td><td>1224</td><td>0x4C8</td><td>ALARMSBOOLEAN4 CONFIGURATION</td><td>Re Read & Write Memory</td><td><table><tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr><tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active</td></tr><tr><td>1</td><td>Editable</td><td>Not editable</td><td>Editable(def)</td></tr></table></td></tr>
<tr><td>40158</td><td>157</td><td>0x9D</td><td>ALARMSBOOLEAN5 PRESENT_VALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>41228</td><td>1227</td><td>0x4CB</td><td>ALARMSBOOLEAN5 NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.</td></tr>
<tr><td>41230</td><td>1229</td><td>0x4CD</td><td>ALARMSBOOLEAN5 TRUETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “true” state value.</td></tr>
</table>

<table>
<tr><th>Modbus Address</th><th>Dec Address</th><th>Hex Address</th><th>Register Name</th><th>Access</th><th>Description</th></tr>
<tr><td>41232</td><td>1231</td><td>0x4CF</td><td>ALARMSBOOLEAN5 FALSETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “false” state value.</td></tr>
<tr><td>41234</td><td>1233</td><td>0x4D1</td><td>ALARMSBOOLEAN5 PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of displaying in Submenu</td></tr>
<tr><td>41235</td><td>1234</td><td>0x4D2</td><td>ALARMSBOOLEAN5 CONFIGURATION</td><td>Re Read & Write Memory</td><td><table><tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr><tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active</td></tr><tr><td>1</td><td>Editable</td><td>Not editable</td><td>Editable(def)</td></tr></table></td></tr>
<tr><td>40159</td><td>158</td><td>0x9E</td><td>ALARMSBOOLEAN6 PRESENT_VALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>41238</td><td>1237</td><td>0x4D5</td><td>ALARMSBOOLEAN6 NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.</td></tr>
<tr><td>41240</td><td>1239</td><td>0x4D7</td><td>ALARMSBOOLEAN6 TRUETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “true” state value.</td></tr>
<tr><td>41242</td><td>1241</td><td>0x4D9</td><td>ALARMSBOOLEAN6 FALSETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “false” state value.</td></tr>
<tr><td>41244</td><td>1243</td><td>0x4DB</td><td>ALARMSBOOLEAN6 PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of displaying in Submenu</td></tr>
<tr><td>41245</td><td>1244</td><td>0x4DC</td><td>ALARMSBOOLEAN6 CONFIGURATION</td><td>Read & Write Memory</td><td><table><tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr><tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active</td></tr><tr><td>1</td><td>Editable</td><td>Not editable</td><td>Editable(def)</td></tr></table></td></tr>
<tr><td>40160</td><td>159</td><td>0x9F</td><td>ALARMSBOOLEAN7 PRESENT_VALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>41248</td><td>1247</td><td>0x4DF</td><td>ALARMSBOOLEAN7 NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.</td></tr>
<tr><td>41250</td><td>1249</td><td>0x4E1</td><td>ALARMSBOOLEAN7 TRUETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “true” state value.</td></tr>
<tr><td>41252</td><td>1251</td><td>0x4E3</td><td>ALARMSBOOLEAN7 FALSETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “false” state value.</td></tr>
<tr><td>41254</td><td>1253</td><td>0x4E5</td><td>ALARMSBOOLEAN7 PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of displaying in Submenu</td></tr>
<tr><td>41255</td><td>1254</td><td>0x4E6</td><td>ALARMSBOOLEAN7 CONFIGURATION</td><td>Read & Write</td><td><table><tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr></table></td></tr>
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<table>
<tr><th>Modbus Address</th><th>Dec Address</th><th>Hex Address</th><th>Register Name</th><th>Access</th><th>Description</th></tr>
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<tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active</td></tr>
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<tr><td>40161</td><td>160</td><td>0xA0</td><td>ALARMSBOOLEAN8
PRESENT_VALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>41258</td><td>1257</td><td>0x4E9</td><td>ALARMSBOOLEAN8
NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.</td></tr>
<tr><td>41260</td><td>1259</td><td>0x4EB</td><td>ALARMSBOOLEAN8
TRUETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “true” state value.</td></tr>
<tr><td>41262</td><td>1261</td><td>0x4ED</td><td>ALARMSBOOLEAN8
FALSETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “false” state value.</td></tr>
<tr><td>41264</td><td>1263</td><td>0x4EF</td><td>ALARMSBOOLEAN8
PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of displaying in Submenu</td></tr>
<tr><td>41265</td><td>1264</td><td>0x4F0</td><td>ALARMSBOOLEAN8
CONFIGURATION</td><td>Read & Write Memory</td><td>
<table>
<tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr>
<tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active</td></tr>
<tr><td>1</td><td>Editable</td><td>Not editable</td><td>Editable(def)</td></tr>
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12.1.8 Occupancy Submenu

<table>
<tr><th>Modbus Address</th><th>Dec Address</th><th>Hex Address</th><th>Register Name</th><th>Access</th><th>Description</th></tr>
<tr><td>40099</td><td>98</td><td>0x62</td><td>SETTINGSNUMERIC1
PRESENT_VALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>41266</td><td>1265</td><td>0x4F1</td><td>SETTINGS_MENU_ACTIVE_POINTS</td><td>Read & Write Memory</td><td>Number of active parameters in submenu</td></tr>
<tr><td>41269</td><td>1268</td><td>0x4F4</td><td>SETTINGSNUMERIC1
NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.</td></tr>
<tr><td>40812</td><td>1270</td><td>0x4F6</td><td>SETTINGSNUMERIC1
STEP</td><td>Read & Write Memory</td><td>STEP during parameter value changing.
The default value is 0</td></tr>
<tr><td>41272</td><td>1271</td><td>0x4F7</td><td>SETTINGSNUMERIC1
LOW_LIMIT</td><td>Read & Write Memory</td><td>Minimal value of the parameter.
The default value is 0</td></tr>
<tr><td>41273</td><td>1272</td><td>0x4F8</td><td>SETTINGSNUMERIC1
HIGH_LIMIT</td><td>Read & Write Memory</td><td>Maximal value of the parameter.
The default value is 0</td></tr>
<tr><td>41274</td><td>1273</td><td>0x4F9</td><td>SETTINGSNUMERIC1
PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of displaying in Submenu</td></tr>
<tr><td>41275</td><td>1274</td><td>0x4FA</td><td>SETTINGSNUMERIC1
CONFIGURATION</td><td>Read & Write Memory</td><td>
<table>
<tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr>
<tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active(def)</td></tr>
<tr><td>2</td><td>FirstPointActive</td><td>Not decimal(def)</td><td>Decimal(def)</td></tr>
<tr><td>3</td><td>SecondPointActive</td><td>Not decimal(def)</td><td>Decimal(def)</td></tr>
<tr><td>4</td><td>ThirdPointActive</td><td>Not decimal(def)</td><td>Decimal(def)</td></tr>
<tr><td>6</td><td>C unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>7</td><td>F unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>8</td><td>Pa unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>9</td><td>Lx unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>10</td><td>ppm unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>11</td><td>m3/h unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>12</td><td>%Rh unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>13</td><td>l/s unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>14</td><td>% unit active</td><td>not_visible(def)</td><td>visible</td></tr>
<tr><td>15</td><td>h unit active</td><td>not_visible(def)</td><td>visible</td></tr>
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Modbus Address	Dec Address	Hex Address	Register Name	Access	Description
40100	99	0x63	SETTINGSNUMERIC2 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
41278	1277	0x4FD	SETTINGSNUMERIC2 NAME (32–bits)	Read & Write Memory	Displaying user-defined parameter name. Default name: Num2
41280	1279	0x4FF	SETTINGSNUMERIC2 STEP	Read & Write Memory	STEP during parameter value changing. The default value is 0
41281	1280	0x500	SETTINGSNUMERIC2 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
41282	1281	0x501	SETTINGSNUMERIC2 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
41283	1282	0x502	SETTINGSNUMERIC2 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in Submenu
41284	1283	0x503	SETTINGSNUMERIC2 CONFIGURATION	Read & Write Memory	See the table in SettingsNumeric1Configuration(40510)
40101	100	0x64	SETTINGSNUMERIC3 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
41287	1286	0x506	SETTINGSNUMERIC3 NAME (32–bits)	Read & Write Memory	Displaying user-defined parameter name. Default name: Num2
41289	1288	0x508	SETTINGSNUMERIC3 STEP	Read & Write Memory	STEP during parameter value changing. The default value is 0
41290	1289	0x509	SETTINGSNUMERIC3 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
41291	1290	0x50A	SETTINGSNUMERIC3 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
41292	1291	0x50B	SETTINGSNUMERIC3 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in Submenu
41293	1292	0x50C	SETTINGSNUMERIC3 CONFIGURATION	Read & Write Memory	See the table in SettingsNumeric1Configuration(40510)
40102	101	0x65	SETTINGSNUMERIC4 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
41296	1295	0x50F	SETTINGSNUMERIC4 NAME (32–bits)	Read & Write Memory	Displaying user-defined parameter name. Default name: Num2

Modbus Address	Dec Address	Hex Address	Register Name	Access	Description
41298	1297	0x511	SETTINGSNUMERIC4 STEP	Read & Write Memory	STEP during parameter value changing. The default value is 0
41299	1298	0x512	SETTINGSNUMERIC4 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
41300	1299	0x513	SETTINGSNUMERIC4 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
41301	1300	0x514	SETTINGSNUMERIC4 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in Submenu
41302	1301	0x515	SETTINGSNUMERIC4 CONFIGURATION	Read & Write Memory	See the table in SettingsNumeric1Configuration(40510)
40103	102	0x66	SETTINGSNUMERIC5 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
41305	1304	0x518	SETTINGSNUMERIC5 NAME (32–bits)	Read & Write Memory	Displaying user-defined parameter name. Default name: Num2
41307	1306	0x51A	SETTINGSNUMERIC5 STEP	Read & Write Memory	STEP during parameter value changing. The default value is 0
41308	1307	0x51B	SETTINGSNUMERIC5 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
41309	1308	0x51C	SETTINGSNUMERIC5 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
41310	1309	0x51D	SETTINGSNUMERIC5 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in Submenu
41311	1310	0x51E	SETTINGSNUMERIC5 CONFIGURATION	Read & Write Memory	See the table in SettingsNumeric1Configuration(40510)
40104	103	0x67	SETTINGSNUMERIC6 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
41314	1313	0x521	SETTINGSNUMERIC6 NAME (32–bits)	Read & Write Memory	Displaying user-defined parameter name. Default name: Num2
41316	1315	0x523	SETTINGSNUMERIC6 STEP	Read & Write Memory	STEP during parameter value changing. The default value is 0
41317	1316	0x524	SETTINGSNUMERIC6 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0

Modbus Address	Dec Address	Hex Address	Register Name	Access	Description
41318	1317	0x525	SETTINGSNUMERIC6 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
41319	1318	0x526	SETTINGSNUMERIC6 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in Submenu
41320	1319	0x527	SETTINGSNUMERIC6 CONFIGURATION	Read & Write Memory	See the table in SettingsNumeric1Configuration(40510)
40105	104	0x68	SETTINGSNUMERIC7 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
41323	1322	0x52A	SETTINGSNUMERIC7 NAME (32–bits)	Read & Write Memory	Displaying user-defined parameter name. Default name: Num2
41325	1324	0x52C	SETTINGSNUMERIC7 STEP	Read & Write Memory	STEP during parameter value changing. The default value is 0
41326	1325	0x52D	SETTINGSNUMERIC7 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
41327	1326	0x52E	SETTINGSNUMERIC7 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
41328	1327	0x52F	SETTINGSNUMERIC7 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in Submenu
41329	1328	0x530	SETTINGSNUMERIC7 CONFIGURATION	Read & Write Memory	See the table in SettingsNumeric1Configuration(40510)
40106	105	0x69	SETTINGSNUMERIC8 PRESENT_VALUE	Read & Write Memory	Present value of the parameter
41332	1331	0x533	SETTINGSNUMERIC8 NAME (32–bits)	Read & Write Memory	Displaying user-defined parameter name. Default name: Num2
41334	1333	0x535	SETTINGSNUMERIC8 STEP	Read & Write Memory	STEP during parameter value changing. The default value is 0
41335	1334	0x536	SETTINGSNUMERIC8 LOW_LIMIT	Read & Write Memory	Minimal value of the parameter. The default value is 0
41336	1335	0x537	SETTINGSNUMERIC8 HIGH_LIMIT	Read & Write Memory	Maximal value of the parameter. The default value is 0
41337	1336	0x538	SETTINGSNUMERIC8 PRIORITY	Read & Write Memory	Priority of the parameter for sequence of displaying in Submenu

<table>
<tr><th>Modbus Address</th><th>Dec Address</th><th>Hex Address</th><th>Register Name</th><th>Access</th><th>Description</th></tr>
<tr><td>41338</td><td>1337</td><td>0x539</td><td>SETTINGSNUMERIC8 CONFIGURATION</td><td>Read & Write Memory</td><td>See the table in SettingsNumeric1Configuration(40510)</td></tr>
<tr><td>40113</td><td>112</td><td>0x70</td><td>OCCUPANCY_ALL PRESENT_VALUES</td><td>Read & Write Memory</td><td>See the table in 30107 register</td></tr>
<tr><td>40162</td><td>161</td><td>0xA1</td><td>SETTINGSBOOLEAN1 PRESENT_VALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>41341</td><td>1340</td><td>0x53C</td><td>SETTINGSBOOLEAN1 NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.</td></tr>
<tr><td>41343</td><td>1342</td><td>0x53E</td><td>SETTINGSBOOLEAN1 TRUETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “true” state value.</td></tr>
<tr><td>41345</td><td>1344</td><td>0x540</td><td>SETTINGSBOOLEAN1 FALSETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “false” state value.</td></tr>
<tr><td>41347</td><td>1346</td><td>0x542</td><td>SETTINGSBOOLEAN1 PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of displaying in Submenu</td></tr>
<tr><td>41348</td><td>1347</td><td>0x543</td><td>SETTINGSBOOLEAN1 CONFIGURATION</td><td>Re Read & Write Memory</td><td><table><tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr><tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active</td></tr><tr><td>1</td><td>Editable</td><td>Not editable</td><td>Editable(def)</td></tr></table></td></tr>
<tr><td>40163</td><td>162</td><td>0xA2</td><td>SETTINGSBOOLEAN2 PRESENT_VALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>41351</td><td>1350</td><td>0x546</td><td>SETTINGSBOOLEAN2 NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.</td></tr>
<tr><td>41353</td><td>1352</td><td>0x548</td><td>SETTINGSBOOLEAN2 TRUETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “true” state value.</td></tr>
<tr><td>41355</td><td>1354</td><td>0x54A</td><td>SETTINGSBOOLEAN2 FALSETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “false” state value.</td></tr>
<tr><td>41357</td><td>1356</td><td>0x54C</td><td>SETTINGSBOOLEAN2 PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of displaying in Submenu</td></tr>
<tr><td>41358</td><td>1357</td><td>0x54E</td><td>SETTINGSBOOLEAN2 CONFIGURATION</td><td>Re Read & Write Memory</td><td><table><tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr><tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active</td></tr><tr><td>1</td><td>Editable</td><td>Not editable</td><td>Editable(def)</td></tr></table></td></tr>
<tr><td>40164</td><td>163</td><td>0xA3</td><td>SETTINGSBOOLEAN3 PRESENT_VALUE</td><td>Read & Write</td><td>Present value of the parameter</td></tr>
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<tr><td>41361</td><td>1360</td><td>0x550</td><td>SETTINGSBOOLEAN3 NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.</td></tr>
<tr><td>41363</td><td>1362</td><td>0x552</td><td>SETTINGSBOOLEAN3 TRUETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “true” state value.</td></tr>
<tr><td>41365</td><td>1364</td><td>0x554</td><td>SETTINGSBOOLEAN3 FALSETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “false” state value.</td></tr>
<tr><td>41367</td><td>1366</td><td>0x556</td><td>SETTINGSBOOLEAN3 PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of displaying in Submenu</td></tr>
<tr><td>41368</td><td>1367</td><td>0x557</td><td>SETTINGSBOOLEAN3 CONFIGURATION</td><td>Re Read & Write Memory</td><td><table><tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr><tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active</td></tr><tr><td>1</td><td>Editable</td><td>Not editable</td><td>Editable(def)</td></tr></table></td></tr>
<tr><td>40165</td><td>164</td><td>0xA4</td><td>SETTINGSBOOLEAN4 PRESENT_VALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>41371</td><td>1370</td><td>0x55A</td><td>SETTINGSBOOLEAN4 NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.</td></tr>
<tr><td>41373</td><td>1372</td><td>0x55C</td><td>SETTINGSBOOLEAN4 TRUETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “true” state value.</td></tr>
<tr><td>41375</td><td>1374</td><td>0x55E</td><td>SETTINGSBOOLEAN4 FALSETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “false” state value.</td></tr>
<tr><td>41377</td><td>1376</td><td>0x560</td><td>SETTINGSBOOLEAN4 PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of displaying in Submenu</td></tr>
<tr><td>41378</td><td>1377</td><td>0x561</td><td>SETTINGSBOOLEAN4 CONFIGURATION</td><td>Re Read & Write Memory</td><td><table><tr><th>Bit</th><th>Name</th><th>0</th><th>1</th></tr><tr><td>0</td><td>Active</td><td>Not active(def)</td><td>Active</td></tr><tr><td>1</td><td>Editable</td><td>Not editable</td><td>Editable(def)</td></tr></table></td></tr>
<tr><td>40166</td><td>165</td><td>0xA5</td><td>SETTINGSBOOLEAN5 PRESENT_VALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>41381</td><td>1380</td><td>0x564</td><td>SETTINGSBOOLEAN5 NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.</td></tr>
<tr><td>41383</td><td>1382</td><td>0x566</td><td>SETTINGSBOOLEAN5 TRUETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “true” state value.</td></tr>
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<tr><td>41385</td><td>1384</td><td>0x568</td><td>SETTINGSBOOLEAN5 FALSETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “false” state value.</td></tr>
<tr><td>41387</td><td>1386</td><td>0x56A</td><td>SETTINGSBOOLEAN5 PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of displaying in Submenu</td></tr>
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<tr><td>40167</td><td>166</td><td>0xA6</td><td>SETTINGSBOOLEAN6 PRESENT_VALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>41391</td><td>1390</td><td>0x56E</td><td>SETTINGSBOOLEAN6 NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.</td></tr>
<tr><td>41393</td><td>1392</td><td>0x570</td><td>SETTINGSBOOLEAN6 TRUETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “true” state value.</td></tr>
<tr><td>41395</td><td>1394</td><td>0x572</td><td>SETTINGSBOOLEAN6 FALSETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “false” state value.</td></tr>
<tr><td>41397</td><td>1396</td><td>0x574</td><td>SETTINGSBOOLEAN6 PRIORITY</td><td>Read & Write Memory</td><td>Priority of the parameter for sequence of displaying in Submenu</td></tr>
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<tr><td>41403</td><td>1402</td><td>0x57A</td><td>SETTINGSBOOLEAN7 TRUETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “true” state value.</td></tr>
<tr><td>41405</td><td>1404</td><td>0x57C</td><td>SETTINGSBOOLEAN7 FALSETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “false” state value.</td></tr>
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<tr><td>40169</td><td>168</td><td>0xA8</td><td>SETTINGSBOOLEAN8 PRESENT_VALUE</td><td>Read & Write Memory</td><td>Present value of the parameter</td></tr>
<tr><td>41411</td><td>1410</td><td>0x582</td><td>SETTINGSBOOLEAN8 NAME (32–bits)</td><td>Read & Write Memory</td><td>Displaying user-defined parameter name.</td></tr>
<tr><td>41413</td><td>1412</td><td>0x584</td><td>SETTINGSBOOLEAN8 TRUETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “true” state value.</td></tr>
<tr><td>41415</td><td>1414</td><td>0x586</td><td>SETTINGSBOOLEAN8 FALSETEXT (32–bits)</td><td>Read & Write Memory</td><td>Text for parameter “false” state value.</td></tr>
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