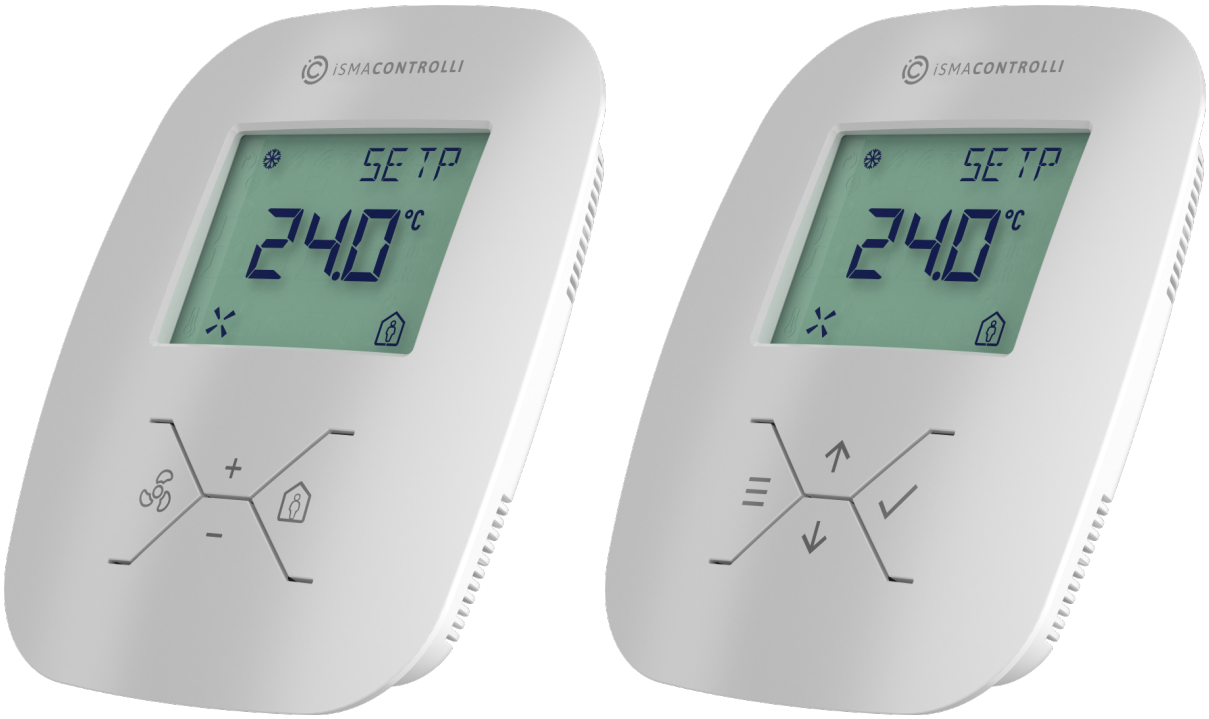
iSMA-B-LP

User Manual

BACnet



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1 Introduction

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

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

This user manual outlines BACnet objects available in the iSMA-B-LP room panel and describes their configuration.

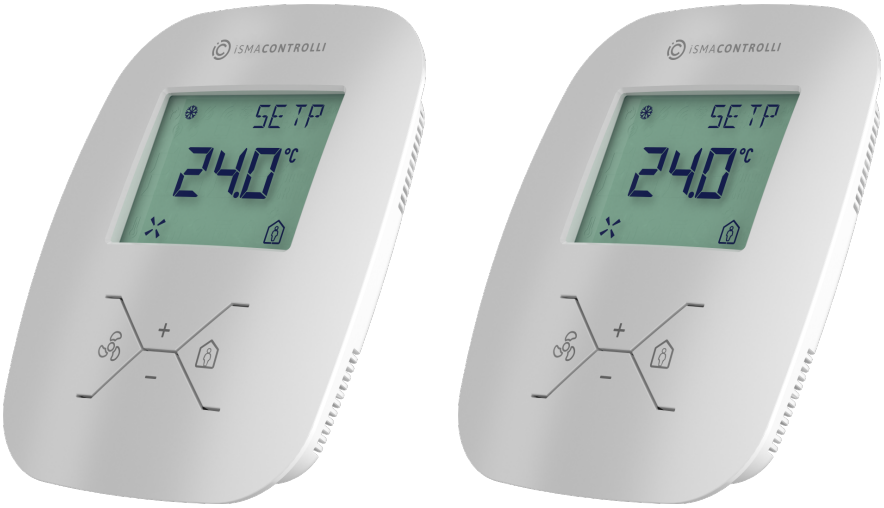


Table 1. LP panels

1.1 Revision History

Rev.	Date	Description
1.0	20 Apr 2017	First edition
1.1	16 Nov 2017	Added new version of the panel (iSMA-B-LP(-XX)-1)
1.2	25 May 2022	Rebranded

Table 2. Revision history

2 Safety Rules

- Improper wiring of the product can damage it and lead to other hazards. Make sure that the product has been correctly wired before turning the power on.
- Before wiring or removing/mounting the product, make 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 only within the operating ranges recommended in the specification (temperature, humidity, voltage, shock, mounting direction, atmosphere, etc.). Failure to do so might cause a fire or faulty operation.
- Firmly tighten the wires to the terminal. Failure to do so might cause a fire.
- Avoid installing the product in close proximity to high-power electrical devices and cables, inductive loads, and switching devices. Proximity of such objects may cause an uncontrolled interference, resulting in an instable operation of the product.
- Proper arrangement of the power and signal cabling affects the operation of the entire control system. Avoid laying the power and signal wiring in parallel cable trays. It can cause interferences in monitored and control signals.
- It is recommended to power controllers/modules with AC/DC power suppliers. They provide better and more stable insulation for devices compared to AC/AC transformer systems, which transmit disturbances and transient phenomena like surges and bursts to devices. They also isolate products from inductive phenomena from other transformers and loads.
- Power supply systems for the product should be protected by external devices limiting overvoltage and effects of lightning discharges.
- Avoid powering the product and its controlled/monitored devices, especially high power and inductive loads, from a single power source. Powering devices from a single power source causes a risk of introducing disturbances from the loads to the control devices.
- If an AC/AC transformer is used to supply control devices, it is strongly recommended to use a maximum 100 VA Class 2 transformer to avoid unwanted inductive effects, which are dangerous for devices.
- Long monitoring and control lines may cause loops in connection with the shared power supply, causing disturbances in the operation of devices, including external communication. It is recommended to use galvanic separators.
- To protect signal and communication lines against external electromagnetic interferences, use properly grounded shielded cables and ferrite beads.
- Switching the digital output relays of large (exceeding specification) inductive loads can cause interference pulses to the electronics installed inside the product. Therefore, it is recommended to use external relays/contactors, etc. to switch such loads. The use of controllers with triac outputs also limits similar overvoltage phenomena.
- Many cases of disturbances and overvoltage in control systems are generated by switched, inductive loads supplied by alternating mains voltage (AC 120/230 V). If they do not have appropriate built-in noise reduction circuits, it is recommended to use external circuits such as snubbers, varistors, or protection diodes to limit these effects.

3 Technical Specification

Power Supply	Voltage	24 V AC/DC ± 20%
	Power Consumption	iSMA-B-LP(-1): 0.5 W (24 V DC), 0.75 VA (24 V AC) iSMA-B-LP-H(-1): 0.5 W (24 V DC), 0.75 VA (24 V AC) iSMA-B-LP-C(-1): 0.7 W (24 V DC), 1 VA (24 V AC) iSMA-B-LP-HC(-1): 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
	CO_2 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
Dimensions	Width	100 mm
	Length	27 mm
	Height	123 mm

Table 3. Technical specification

4 Hardware Specification

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

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

4.1 Room Panel Versions

The iSMA-B-LP room panels are available in four different configurations, depending on installed sensors, available parameters, and settings.

All possible sensors' configuration versions are listed in the table below.

Ordering	Temperature	Humidity	CO2
iSMA-B-LP(-1)	☑		
iSMA-B-LP-H(-1)	☑	☑	
iSMA-B-LP-C(-1)	☑		☑
iSMA-B-LP-HC(-1)	☑	☑	☑

Table 4. Room panel versions of sensors configuration

Each of the available room panel versions can be equipped with either one variant of the keypad icons set:

- standard (fan/occupancy menu icons, plus/minus selecting icons) and
- optional (menu/check icons, up and down arrows selecting icons).

The ordering code for a standard keypad icons set panel version is iSMA-B-LP(-XX) (on the left), and for the optional icons set is iSMA-B-LP(-XX)-1 (on the right).

4.2 Dimensions

Figure 1. Front dimensions

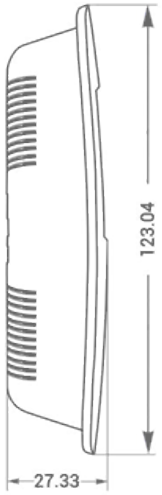


Figure 2. Side dimensions

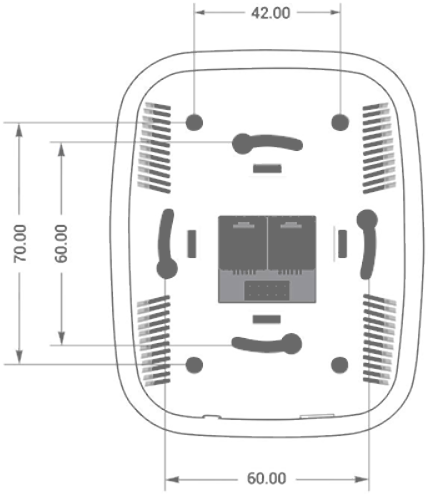


Figure 3. Back dimensions

4.3 Power Supply

The iSMA-B-LP room ranel is powered with 24 V AC/DC. The power consumption depends on the power supply voltage type used and the fact whether the CO_2 sensor is installed (see the technical specification). There are two RJ12 sockets mounted on the back side of the room panel. 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.

The power supply can be connected through the RJ12 connector as shown in the figure below.

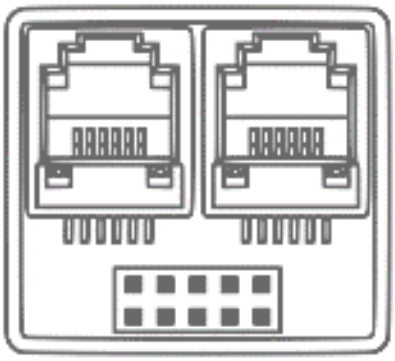


Figure 4. RJ12 sockets

There are two pairs of pins for the 24 V AC/DC power supply connection (+24 V DC pins 5 and 6, grounding pins 1 and 4). These pin pairs can be used freely. It is especially useful if different types of connection cables are used (4 or 6 core). It is possible to use a single cable with RJ12 connectors for the power supply and RS485 communication. Pins 2 and 3 are dedicated for the RS485 communication connection.

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

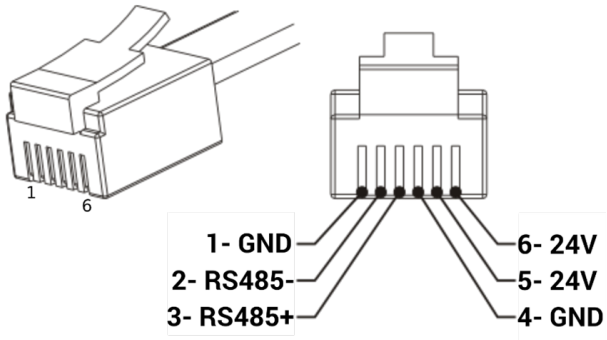


Figure 5. RJ12 pins

WARNING! In case of the RS485 connection, pay attention to a standard polarization. Connect RS485+ to pin 3 and RS485- to pin 2, as shown in the figure 4 above.

4.3.1 DC Power Connection

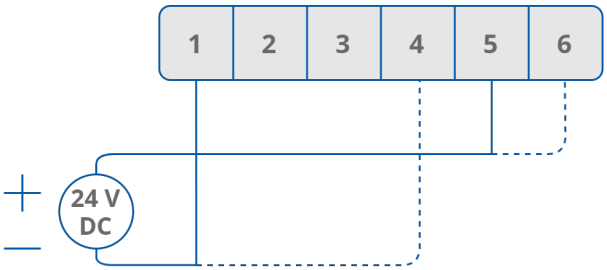


Figure 6. DC power connection

4.3.2 AC Power Connection

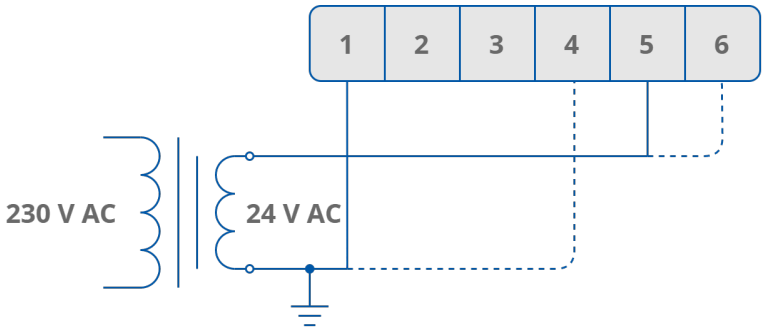


Figure 7. AC power connection

4.4 Communication

4.4.1 RS485 Communication Bus Connection

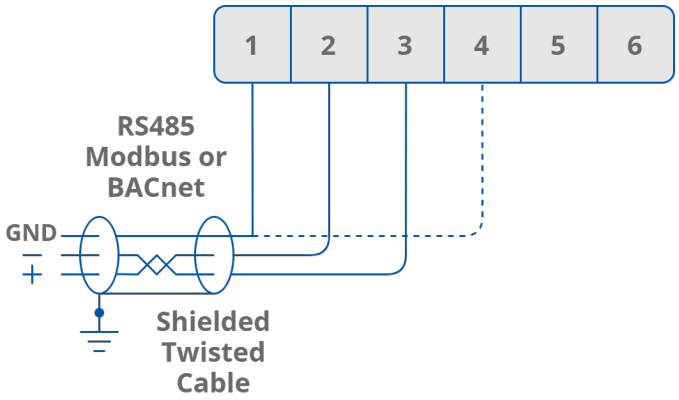
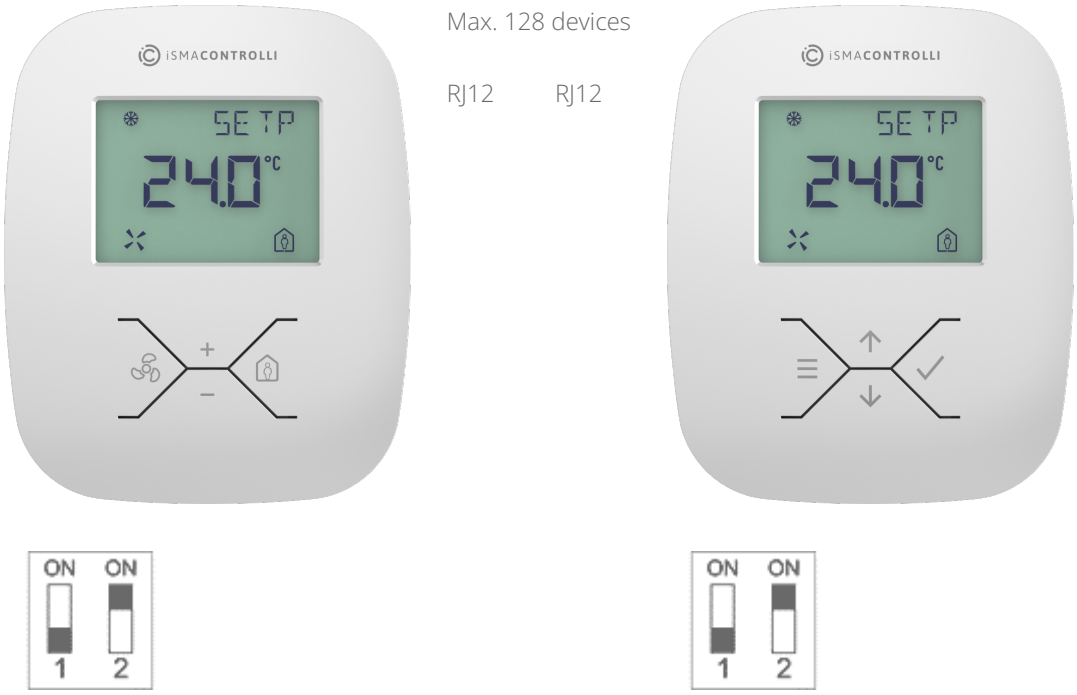


Figure 8. RS485 communication bus connection

4.4.2 Connecting Room Panels in the Network

It is possible to connect more than one room panels into the one network in a very simple way. An 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. The maximum number of devices connected in one network is 128.

WARNING! The first and last device in the network need to have termination activated.



First device in the network

Last device in the network

Table 5.

4.4.3 RS485 Network Termination

Transmission line effects often present a problem for data communication networks. These problems include reflections and signal attenuation.

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

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

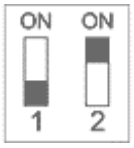


Figure 9. Connecting a termination resistor by DIP switch no. 2

4.5 USB Port

The USB connection is dedicated for maintenance and settings.

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

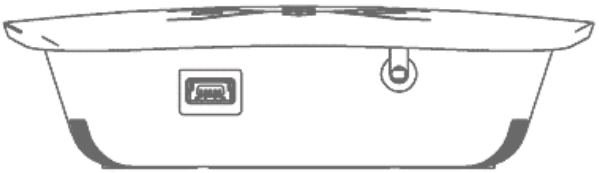


Figure 10. USB port

The USB connection provides the power supply for the room panel (+5 V DC), therefore there is no need for additional power supply in this connection type.

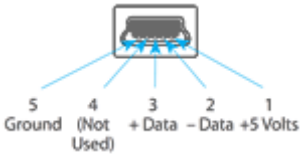


Figure 11. Mini USB pinout

4.6 Restoring Default Settings

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

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

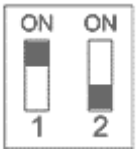


Figure 12. Position of the DIP switch no. 1 for restoring default settings

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

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 6. Default communication settings

5 Main Parameters

This section outlines the main parameters configuration in the iSMA-B-LP BACnet version.

5.1 Device BACnet Object

The Device BACnet object has properties, which are not BACnet standard. They are described by a 4 digit number. The supported object properties are shown in the table below.

Dynamically Creatable: No, Dynamically Deletable: No

Property Name	Required	Proprietary	Writeable	Property ID	Data Type
OBJECT_IDENTIFIER	Yes				
OBJECT_NAME	Yes				
OBJECT_TYPE	Yes				
SYSTEM_STATUS	Yes				
VENDOR_NAME	Yes				
VENDOR_IDENTIFIER	Yes				
MODEL_NAME	Yes				
FIRMWARE_REVISION	Yes				
APPLICATION_SOFTWARE_VERSION	Yes				
PROTOCOL_VERSION	Yes				
PROTOCOL_REVISION	Yes				
PROTOCOL_SERVICES_SUPPORTED	Yes				
PROTOCOL_OBJECT_TYPES_SUPPORTED	Yes				
OBJECT_LIST	Yes				
MAX_APDU_LENGTH_ACCEPTED	Yes				
SEGMENTATION_SUPPORTED	Yes				
APDU_TIMEOUT	Yes				
NUMBER_OF_APDU_RETRIES	Yes				

Property Name	Required	Proprietary	Writeable	Property ID	Data Type
MAX_MASTER	Yes		Yes		
MAX_INFO_FRAMES	Yes				
DEVICE_ADDRESS_BINDING	Yes				
DATABASE_REVISION	Yes				
ACTIVE COV SUBSCRIPTION	Yes				
REG0		Yes	Yes	3030	
BAUD_RATE		Yes	Yes	3084	
BACNET_ID		Yes	Yes	3201	
VALID_FRAMES_FOR_US_CNT		Yes		5101	Unsigned
VALID_FRAMES_NOT_FOR_US_CNT		Yes		5102	Unsigned
ERROR_FRAMES_CNT		Yes		5103	Unsigned
TRANSMITTED_FRAMES_CNT		Yes		5104	Unsigned

Table 7. The Device BACnet object

5.1.1 DEVICE Property 3030

The REG0 is a property number 3030 of the Device BACnet object, which value represents the type and firmware version of the device.

The high byte contains information about the device type (the room panel code in the normal working state is 111_{10}(0x6F$_{16}$), or 239_{10}(0xEF$_{16}$) if the device is in the bootloader mode).

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

For example:

In the object REG0, the number is 2671_{10} = 0x0A6F$_{16}$.

The 16-bit hex value id divided into two 8-bit hex values:

First 0x0A$_{16}$ = 10_{10} – firmware version 1.0,

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

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

Command Decimal Value	Command Hexadecimal Value	Action
511	0x01FF	Reset
767	0x02FF	Reload settings
1023	0x03FF	Reset settings
1279	0x04FF	Enter the bootloader

Table 8. Device operations

BAUD_RATE Property 3084

The BAUD_RATE is a property number 3084 of the Device BACnet object, which value contains an actual baud rate in bps divided by 10. The default value is 11520 (115200 bps).

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

Table 9. Baud rate

BACNET_ID Property 3201

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

VALID_FRAMES_FOR_US_CNT Property 5101

The VALID_FRAMES_FOR_US_CNT is a property number 5101 of the Device BACnet object, which value contains the number of valid frames (in the MS/TP network) addressed to this module.

VALID_FRAMES_FOR_NOT_US_CNT Property 5102

The VALID_FRAMES_FOR_NOT_US_CNT is a property number 5102 of the Device BACnet object, which value contains the number of all valid frames (in the MS/TP network) but not addressed to this device. This counter does not count valid frames received by this device.

ERROR_FRAMES_CNT Properties 5103

The ERROR_FRAMES_CNT is a property number 5103 of the Device BACnet object, which value contains the number of all invalid frames in the MS/TP network.

TRANSMITTED_FRAMES_CNT Property 5104

The TRANSMITTED_FRAMES_CNT is a property number 5104 of the Device BACnet object, which value contains the number of frames transmitted by the device to the MS/TP network.

5.2 Panel Password

5.2.1 PANEL_PASSWORD (AO 0)

The PANEL_PASSWORD is the Analog Output object number 0, which value contains a password to access the submenus and configuration menus locally from the room panel (PIN code). The default password of this object is 1000.

5.2.2 Submenu Protection Switch Objects (BO 36-41)

The objects 36 to 41 define if parameters changing inside each submenu are protected by the password. Such protection is useful especially in areas where the room panel may be exposed to unauthorized interaction (common areas).

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

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

BACnet ID	Name	Inactive State	Active State	Submenu Protection
BO 41	SUBMENU_PROTECTION_SETTINGS	OFF(def)	ON	Settings_submenu

Table 10. Structure of submenu protection objects

5.3 Time Configuration

The time (if activated) is displayed on the 14-segment display block. Immediately after the device restart, the clock is not displayed. It becomes visible once the room panel receives a first message with a correct time value.

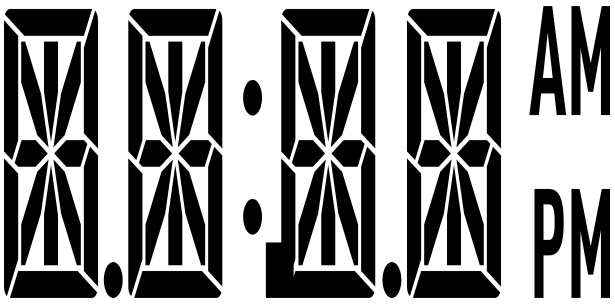


Figure 13. A time display

5.3.1 HOURS (AO1)

The HOURS is an Analog Output object number 1, which value contains an actual hour value. The 12 h/24 h mode is determined by the DEVICE_CONFIGURATION_FORMAT BO 1 (default value: 24 h). If the clock is set to the 12 h format, the AM and PM icons are displayed automatically. A semicolon, which separates the hour and minute sections, flashes with 1 Hz frequency.

5.3.2 MINUTES (AO2)

The MINUTES is an Analog Output object number 2, which value contains the current minute value.

5.3.3 TIME_CONFIGURATION_VISIBLE (BO 13)

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

5.3.4 ENTER_MENU_TIME (AO 16)

If the Menu button is pushed for a time longer than the time value stored in the ENTER_MENU_TIME, the user enters the submenu edit mode. If the Menu button is pushed together with the OK button for a time longer than the time value stored in the

ENTER_MENU_TIME, the user enters the settings submenu edit mode. This object has a software limitation, where the min. time value is 1 sec. The default value is 2 sec.

5.3.5 EXIT_EDIT_TIME (AO 17)

The EXIT_EDIT_TIME is an Analog Output object number 17, which value contains the time in seconds after which the edition of any editable parameter is finished. The exit time countdown starts after the last keypad activation (pushing any button in the edit mode). This object has a software limitation, where the min. time value is 1 sec. The default value of this object is 5 seconds.

5.3.6 EXIT_MENU_TIME (AO 18)

The EXIT_MENU_TIME is an Analog Output object number 18, which value contains the time (in seconds) after which the submenu edit mode and settings submenu edit mode are finished, and the device leads the user back to the main menu display. The exit time countdown starts after the last keypad activation (pushing any button). This object has a software limitation, where the min. time value is 1 sec. The default value of this object is 10 seconds.

5.4 Device Configuration

5.4.1 LIVE_TIME (AI 0)

The LIVE_TIME is an Analog Input object number 0, which value contains the uptime value in seconds. After the power supply failure or panel restart, the value of this object resets, and the uptime counts from 0.

5.4.2 SENSORS (MI 1)

The SENSOR is a Multistate Input object number 1, which value contains information about the configuration of sensors, which are already built into the room panel.

Object Value	Temperature Sensor	Humidity Sensor	CO_2 Sensor	Hardware Name
1	Built-in	No sensor	No sensor	iSMA-B-LP
2	Built-in	Built-in	No sensor	iSMA-B-LP-H
3	Built-in	No sensor	Built-in	iSMA-B-LP-C
4	Built-in	Built-in	Built-in	iSMA-B-LP-HC

Table 11. Sensors configuration

5.4.3 BEEPER (BO 0)

The BEEPER is a Boolean Output object number 0, which status activates/deactivates the beeper sound. If the status of this object is true, any time a button is pushed it is

signalized by the beeper sound. In addition, the beeper can be also used for the CO2 alarm signalization. The default status of this object is true (beeper active).

5.4.4 TIME_FORMAT (BO 1)

The TIME_FORMAT is a Boolean Output object number 1, which status defines the time format display. If the status of this object is true, the time is set to the 12 h format, otherwise the time is displayed in the 24 h format (default).

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

5.4.5 BACKGROUND_ILLUMINATION _LCD_ACTIVE (BO 3)

The BACKGROUND_ILLUMINATION _LCD_ACTIVE is a Boolean Output object number 3, which status activates or deactivates an LCD illumination. If the status of this object is true, the LCD display is illuminated with intensity depending on the values stored in objects dedicated to particular room panel modes. If the status of this object is false, the LCD display is not illuminated in any mode. The default status of this object is true.

5.4.6 BACKGROUND_ILLUMINATION_KEY_PAD_ACTIVE (BO 4)

The BACKGROUND_ILLUMINATION_KEY_PAD_ACTIVE is a Boolean Output object number 4, which status activates or deactivates the keypad illumination. If the status of this object is true, the keypad is illuminated with intensity depending on the values stored in objects dedicated to particular room panel modes. If the status of this object is false, the keypad is not illuminated in any mode. The default status of this object is false (keypad not illuminated).

5.4.7 CO2_IN_ALARM_FLASHING_LCD (BO 5)

The CO2_IN_ALARM_FLASHING_LCD is a Boolean Output object number 5, which status activates or deactivates flashing of an LCD illumination during a CO2 alarm. If the status of this object is true, the CO2 alarm is indicated by flashing of the LCD illumination. For more details about this function please refer to the CO2 Sensor section. The default status of this object is false (function deactivated).

5.4.8 CO2_IN_ALARM_BUZZER (BO 6)

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

5.4.9 CO2_IN_ALARM_SHOW_HIGH (BO 7)

The CO2_IN_ALARM_SHOW_HIGH is a Boolean Output object number 7, which status activates or deactivates displaying a HIGH label on the LCD during a CO2 alarm. If the status of this object is true, and the CO2 alarm is active, the LCD display shows a CO2

sensor actual value on the 8-segment display block and the blinking text “HIGH” on the 14-segment display block. The default status of this object is false (function deactivated).

5.4.10 SUBMENU_ICON_DISPLAY_OFF (BO 8)

The SUBMENU_ICON_DISPLAY_OFF is a Boolean Output object number 8, which status activates or deactivates displaying submenu icons. If the status of this object is true, all submenu icons are hidden, even in case if one or more submenus contain active points. The user can enter an active submenu (with at least one active point) and proceed normal operation, but its icon is invisible in the main menu display view. The default status of this object is false.

5.4.11 PANEL_OFF (BO 9)

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

5.4.12 KEY_PAD_OFF (BO 10)

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

5.4.13 FLASHING_LCD (BO 11)

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

BACKGROUND_ILLUMINATION_LCD_FOR_ACTIVE_MODE (AO 3)

BACKGROUND_ILLUMINATION_LCD_FOR_IDLE_MODE (AO 4)

BACKGROUND_ILLUMINATION_LCD_FOR_STANDY_MODE (AO 5)

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

5.4.14 FLASHING_KEY_PAD (BO 12)

The FLASHING_KEY_PAD is a Boolean Output object number 12, which status is responsible for the keypad flashing activation. If the status of this object is true, the

keypad flashes with the frequency stored in the LCD_ICON_FLASHING object. The flashing brightness level changes from 0% to the maximum value from the objects:

BACKGROUND_ILLUMINATION_KEY_PAD_FOR_ACTIVE_MODE (AO 8)

BACKGROUND_ILLUMINATION_KEY_PAD_FOR_IDLE_MODE (AO 9)

BACKGROUND_ILLUMINATION_KEY_PAD_FOR_STANDBY_MODE (AO 10)

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

5.5 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 if all the below conditions are fulfilled:

1. The status of the PANEL_OFF (BO9) object is true (the panel is on).
2. The status of the BACKGROUND_ILLUMINATION_KEY_PAD_ACTIVE (BO 4) object is true (the keypad illumination is active).
3. The status of the BACKGROUND_ILLUMINATION_LCD_ACTIVE (BO 3) object is true (the LCD illumination is active).
4. There are different values in the objects responsible for the illumination levels in different modes (see the LP Device Configuration).

Each mode determines the LCD and keypad background illumination intensity.

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

5.6 LCD Display

The iSMA-B-LP room panel is equipped with a 2.3” LCD display with backlight.

By default, the LCD display is turned on (if the device is powered), and the basic parameters from built-in sensors together with user defined parameters are shown in the main menu.

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

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

If the PANEL_OFF(BO9) status is true, the LCD display and keypad is deactivated. The room panel works as a simple sensor (a CO2 sensor, a temperature sensor, a humidity sensor, depending on the room panel version).

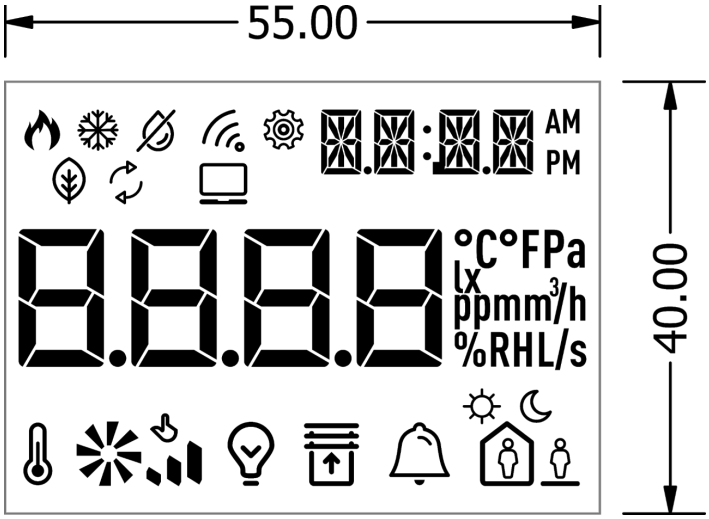


Figure 14. An LCD display general view

5.6.1 Icons Display

There are many different icons, which are available to show on the panel display. The user can choose, which Icon is dedicated to the particular process visualization. Every single icon can be controlled by a higher level system. There are two BACnet objects, which are responsible for icon indication.

LCD_ICON_DISPLAY (BO 14-24)

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

LCD_ICON_FLASHING (BO 25-35)

Each of the Boolean Output Objects numbered from 25 to 35 is responsible for flashing a particular icon. Setting the true status of the object activates the blinking of a single icon, which is assigned to that object according to the table below.

Displayed Objects ID	Flashing Objects ID	Icon Name	Icon
14	25	Sun	
15	26	Moon	
16	27	Heating	
17	28	Cooling	
18	29	Humidifier	

Displayed Objects ID	Flashing Objects ID	Icon Name	Icon
19	30	Dehumidifier	
20	31	Wireless	
21	32	Settings	
22	33	Eco	
23	34	Recirculation	
24	35	PC	

Table 12. LCD icons display

LCD_ICON_FLASHING_TIME (AO 14)

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

SUBMENU_ICON_FLASHING (BO 42-54)

Each of the Boolean Output objects numbered from 42 to 54 activates/deactivates flashing of a dedicated icon. Each object name and icon is shown in the table below.

BO BACnet ID	Icon Name	Icon
42	Temperature	
42	Fan 1	
44	Fan 2	
45	Fan 3	
46	Fan 4	
47	Fan 5	
48	Fan 6	

BO BACnet ID	Icon Name	Icon
49	Light	
50	Blind	
51	Alarms	
52	Occupancy 1	
53	Occupancy 2	
54	Occupancy 3	

Table 13. Submenu icons display

SUBMENU_ICON_FLASHING_TIME (AO 15)

The SUBMENU_ICON_FLASHING_TIME is an Analog Output object number 15, which value determines the submenu icon blinking frequency. This object stores the time value in ms, which is the basis for calculating the submenu icon blinking frequency. This object has a software limitation, where the min. time value is 50 ms. The default value of this object is 1000 ms (icons are visible every 1000 ms and hidden every 1000/4=250 ms).

5.6.2 Main Menu Display

The main part of the display shows current sensor values, the setpoint value, and the user defined parameters with their assigned units. It is subject to the user's choice, which particular sensor value or the actual setpoint value is shown or not. The chosen values are displayed one after another repeatedly.

REFRESHING_TIME (AO 13)

The REFRESHING_TIME is an Analog Output object number 13, which determines the duration of displaying the parameter in the main menu. When the Refreshing Time elapses, the next parameter is displayed according to the sequence of the parameters display. This object has a software limitation, where the min. time value is 1 second. The default value of this object is 2 seconds (each parameter is displayed every 2 seconds).

The sequence of the parameter display:

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

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

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

After the room panel restarts, the user defined parameters are not displayed until they are overwritten from a higher level system.

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

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

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

LCD Background Illumination Settings

If one of the four keypad buttons is pressed, the room panel changes its status into the Active mode.

The same happens if the power supply is reconnected or after the room panel is restarted.

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

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

- Active: the mode is activated after pushing any of the keypad buttons or after the room panel is restarted. The LCD display illuminates with a brightness level stored in the BACKGROUND_ILLUMINATION_LCD_FOR_ACTIVE_MODE object. By default, the value of illumination for the active mode is 60%. It means that the display illuminates with 60% of the maximum possible brightness. The LCD display stays in the Active mode as long as it is determined in the BACKGROUND_ILLUMINATION_LCD_TIME_TO_IDLE object. The object contains time value in seconds (by default 10 sec) and the time countdown starts when the Active mode becomes active. It means that pressing any of the keypad buttons resets the timer and countdown starts again.
- Idle: the Idle mode is always activated after the Active mode (once the Time to Idle is up). The display illuminates with a brightness level stored in the BACKGROUND_ILLUMINATION_LCD_FOR_IDLE_MODE object (default value: 40%). The display remains in the Idle mode during the time stored in the BACKGROUND_ILLUMINATION_LCD_TIME_TO_STANDBY object (default value: 5 sec).
- Standby: the mode is always activated after the Idle mode (once the Time to Standby is up). The display illuminates with a brightness level stored in the

BACKGROUND_ILLUMINATION_LCD_FOR_STANDBY_MODE object (default value: 0%). The display stays in the Standby mode as long as the Active mode is not initiated.

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

5.7 Keypad

There are four push buttons in the panel. All together create the 4-button keypad which can be illuminated to help locate it in dark places. The keypad makes it possible for the user to control the room panel locally. Control buttons are designed to navigate between different menus as well as to change, select, and display values of particular parameters. All push buttons are located below the LCD display, and each of them has a different functionality. Functions dedicated for each button are described in separate sections.

Pushing any button enters the room panel into the Active mode (in case the room panel remains in modes other than active, and it is powered). If the beeper is active, pushing any button emits the beeper sound.

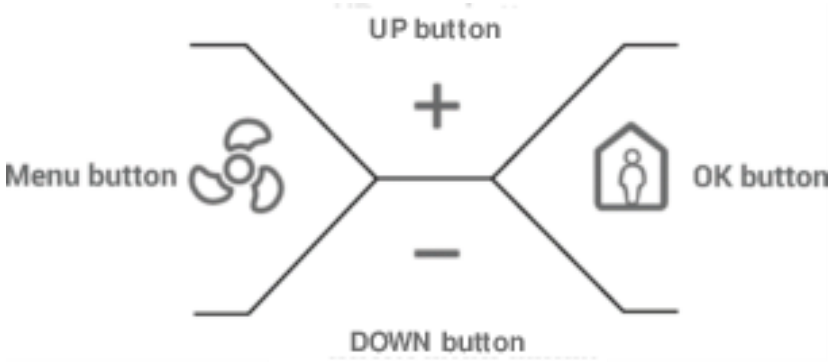


Figure 15. A standard keypad view

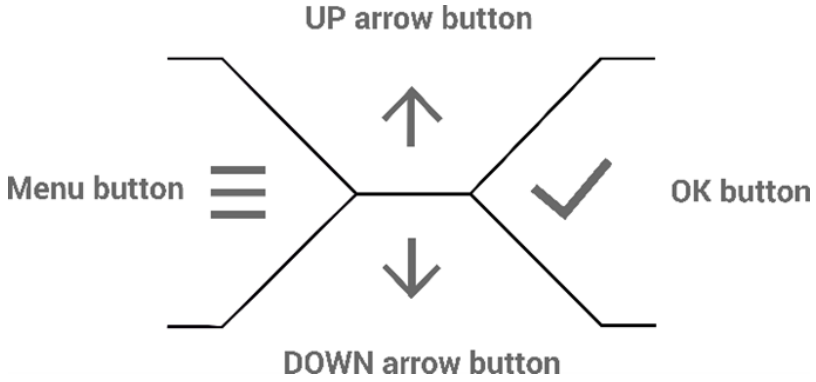


Figure 16. An optional keypad view

5.7.1 Menu Button

When the device is in active mode, pressing the Menu button opens the Fan menu. The Menu button allows to exit particular menus and parameters' edit mode. The button cancels selection of new values of parameters (when the parameter stays in edit mode and the FastEditMode is not active).

5.7.2 OK Button

When the device is in active mode, pressing the OK button opens the Occupancy menu. When the device is in menu edit mode, pressing the button opens different menus and confirms newly chosen parameters values during edition.

5.7.3 Arrow Buttons (Up and Down)

When the device is in active mode, pressing the up or down button increases or decreases the setpoint or the offset value.

In the menu edit mode, up and down buttons switch between submenus and change values of particular parameters during edition.

5.7.4 Keypad Background Illumination Settings

If one of four keypad buttons is pressed, the room panel changes state into the active mode. The same happens if 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. The keypad illuminates only when the value of the object bit BACKGROUND_ILLUMINATION_KEY_PAD_ACTIVE (BO 4) is true. If not, the keypad is never illuminated.

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

- Active: the mode activates after pressing any keypad button or after the room panel restart. The keypad illuminates with a brightness level stored in the BACKGROUND_ILLUMINATION_KEY_PAD_FOR_ACTIVE_MODE By default, the value of illumination for the active mode is 10%. It means that the LCD display illuminates with 10% of the maximum possible brightness. The keypad stays in the active mode for as long as it is determined in the BACKGROUND_ILLUMINATION_KEY_PAD_TIME_TO_IDLE object. The register contains time value in seconds (by default 10 sec) and a time countdown starts when the active mode becomes active. In practice it means that pressing any of the keypad buttons resets a timer and countdown starts again.
- Idle: the mode becomes active always after the active mode (time to idle is up). The keypad illuminates with a brightness stored in the BACKGROUND_ILLUMINATION_KEY_PAD_FOR_IDLE_MODE object (by default 40%). The keypad stays in the idle mode during the time value stored in the BACKGROUND_ILLUMINATION_KEY_PAD_TIME_TO_STANDBY object (by default 5 sec).
- Standby: the mode becomes active always after the idle mode (time to standby is up). The keypad illuminates with a brightness level stored in BACKGROUND_ILLUMINATION_KEY_PAD_FOR_STANDBY_MODE object (by default 60%). The keypad stays in the standby mode for as long as the active mode is not initiated.

The actual keypad display brightness level value is stored in the BACKGROUND_ILLUMINATION_KEY_PAD_CURRENT_VALUE object.

6 Sensors

There are 3 different sensors which can be built-in in the room panel (depending on the room panel version):

- Temperature sensor;
- Humidity sensor;
- CO_2

Actual values from all built-in sensors can be displayed in the main menu in a specific order (see section LCD Display).

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

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

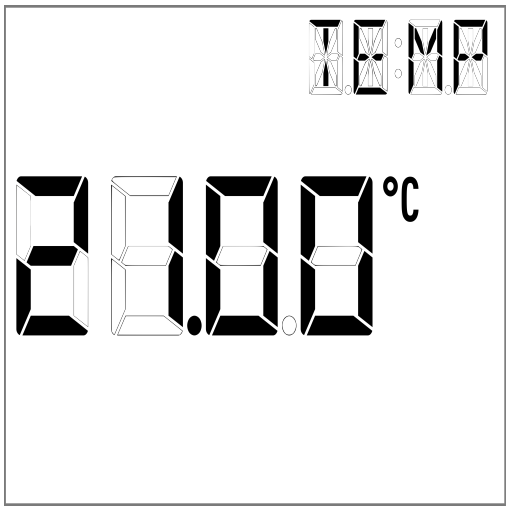


Figure 17. A current temperature displayed on an 8-segment display block

6.1 Temperature Sensor

All room panel versions have a built-in temperature sensor. The default temperature unit is ^{O}C, and it is displayed together with a temperature sensor value (if active).

6.1.1 TEMPERATURE_SENSOR (AI 4)

The TEMPERATURE_SENSOR is an Analog Input object number 4, which stores current values from the temperature sensor (including the TEMPERATURE_SENSOR_ OFFSET_VALUE value). The value of the object is calculated according to the following equation:

TEMPERATURE_SENSOR = (TEMPERATURE_SENSOR_INDICATION + TEMPERATURE_SENSOR_ OFFSET_VALUE)

TEMPERATURE_SENSOR_OFFSET (AI 4, Property 4205)

The TEMPERATURE_SENSOR_OFFSET is a property number 4205 of the TEMPERATURE_SENSOR object, which value contains a correction for the temperature

sensor actual value indication. The value of this object can be positive or negative. The value of TEMPERATURE_SENSOR_OFFSET is added to the value of the temperature sensor indication. The default value of this object is 0.

TEMPERATURE_FILTER (AI 4, Property 4003)

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

TEMPERATURE_NAME (AI 4, Description Property)

The TEMPERATURE_NAME is a description property of the TEMPERATURE_SENSOR object, which value contains a static string description displayed on the LCD (max. 4 string characters).

TEMPERATURE_SENSOR_VISIBILITY (AI 4, Property 4200)

The TEMPERATURE_SENSOR_VISIBILITY is a property number 4200 of the TEMPERATURE_SENSOR object, which status activates or deactivates of the temperature sensor visibility. If the status is active, the temperature sensor actual value is visible in the main menu. The default status of this object is true.

TEMPERATURE_SENSOR_DECIMAL (AI 4, Property 4202)

The TEMPERATURE_SENSOR_DECIMAL is a property number 4202 of the TEMPERATURE_SENSOR object, which status activates or deactivates of the temperature decimal point. The true status activates the temperature displaying precision to the first decimal place. If the status is false, the temperature is displayed as an integer value (without a decimal place). The default status of this object is false.

6.2 Humidity Sensor

WARNING! All registers described in this section are active only if the room panel is equipped with a built-in humidity sensor. The default humidity unit is RH%, and it is displayed together with a humidity sensor value (if active) permanently (not editable).

6.2.1 HUMIDITY_SENSOR (AI 5)

The HUMIDITY_SENSOR is an Analog Input object number 5, which stores the current value from the the humidity sensor Indication (including the HUMIDITY_SENSOR_OFFSET value). The value of the object is calculated according to the following equation:

HUMIDITY_SENSOR = (HUMIDITY_SENSOR_INDICATION + HUMIDITY_SENSOR_OFFSET_VALUE)

HUMIDITY_SENSOR_OFFSET(AI 5, Property 4205)

The HUMIDITY_SENSOR_OFFSET is a property number 4205 of the HUMIDITY_SENSOR object, which value contains a correction for the humidity sensor current value indication.

The value of this object can be positive or negative. The value of the HUMIDITY_SENSOR_OFFSET is added to the humidity sensor indication. The default value of this object is 0.

HUMIDITY_FILTER (AI 5, Property 4003)

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

HUMIDITY_NAME (AI 5, Description Property)

The HUMIDITY_NAME is a description property of the HUMIDITY_SENSOR object, which value contains a static string description displayed on the LCD (max. 4 string characters).

HUMIDITY_SENSOR_VISIBILITY (AI 5, Property 4200)

The HUMIDITY_SENSOR_VISIBILITY is a property number 4200 of the HUMIDITY_SENSOR object, which status activates or deactivates the humidity sensor visibility. If the status is active, the humidity sensor actual value is visible in the main menu. The default status of this object is true.

HUMIDITY_SENSOR_DECIMAL (AI 5, Property 4202)

The HUMIDITY_SENSOR_DECIMAL is a property number 4202 of the HUMIDITY_SENSOR object, which status activates or deactivates of the humidity decimal point. The true status activates the humidity displaying precision to the first decimal place. If the status is false, the temperature is displayed as an integer value (without a decimal place). The default status of this object is false.

6.3 CO2 Sensor

> WARNING! All registers described below are active only if the room panel is equipped with a built-in CO_2 sensor.

The default CO_2 unit is ppm, and it is displayed together with the CO_2 sensor value (if active) permanently (not editable). The CO_2 actual sensor value is displayed in delay of 120 sec after the room panel restart or power supply connection (if the CO2_SENSOR property 4200 is true). 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. It is worth mentioning that the built-in CO_2 sensor does not need a manual calibration. Calibration algorithm begins after 24 hours of continuous operation, adjusting the sensor measurement.

6.3.1 CO2_SENSOR (AI 6)

The CO2_SENSOR is an Analog Input object number 6, which stores current values from the CO2 sensor indication (including the CO2_SENSOR_OFFSET value). The value of the object is calculated according to the following equation:

CO2_SENSOR = (CO2_SENSOR_INDICATION + CO2_SENSOR_OFFSET_VALUE)

CO2_SENSOR_OFFSET(AI 6, Property 4205)

The CO2_SENSOR_OFFSET is a property number 4205 of the CO2_SENSOR object, which value contains a correction for the CO2 sensor current value indication. The value of this object can be positive or negative. The value of the CO2_SENSOR_OFFSET is added to the CO2 sensor indication. The default value of this object is 0.

CO2_FILTER (AI 6, Property 4003)

The CO2_FILTER is a property number 4003 of the CO2_SENSOR object, which value contains the time constant for the CO2 sensor low pass filter. The value is expressed in seconds. The default value of this object is 60 seconds. Setting the 0 value disables the filter.

CO2_NAME (AI 6, Description Property)

The CO2_NAME is a description property of the CO2_SENSOR object, which value contains a static string description displayed on the LCD (max. 4 string characters).

CO2_SENSOR_VISIBILITY (AI 6, Property 4200)

The CO2_SENSOR_VISIBILITY is a property number 4200 of the CO2_SENSOR object, which status activates or deactivates the CO2 sensor visibility. If the status is active, the CO2 sensor current value is visible in the main menu. The default status of this object is true.

CO2_SETPOINT_FOR_ALARM (AO 19)

The CO2_SETPOINT_FOR_ALARM is an Analog Output object number 19, which value contains the setpoint for the alarm value in ppm. If the current CO2 sensor value increases above the CO2_SETPOINT_FOR_ALARM value, the room panel indicates a CO2 Alarm (for different indication possibilities, see Device Configuration).The default value of this object is 1500 ppm.

CO2_DIFFERENTIAL_FOR_ALARM (AO 20)

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

CO2 Alarm ON:

CO2_SENSOR >= CO2_SETPOINT_FOR_ALARM + CO2_DIFFERENTIAL_FOR_ALARM

CO2 Alarm OFF :

CO2_SENSOR <= CO2_SETPOINT_FOR_ALARM - CO2_DIFFERENTIAL_FOR_ALARM

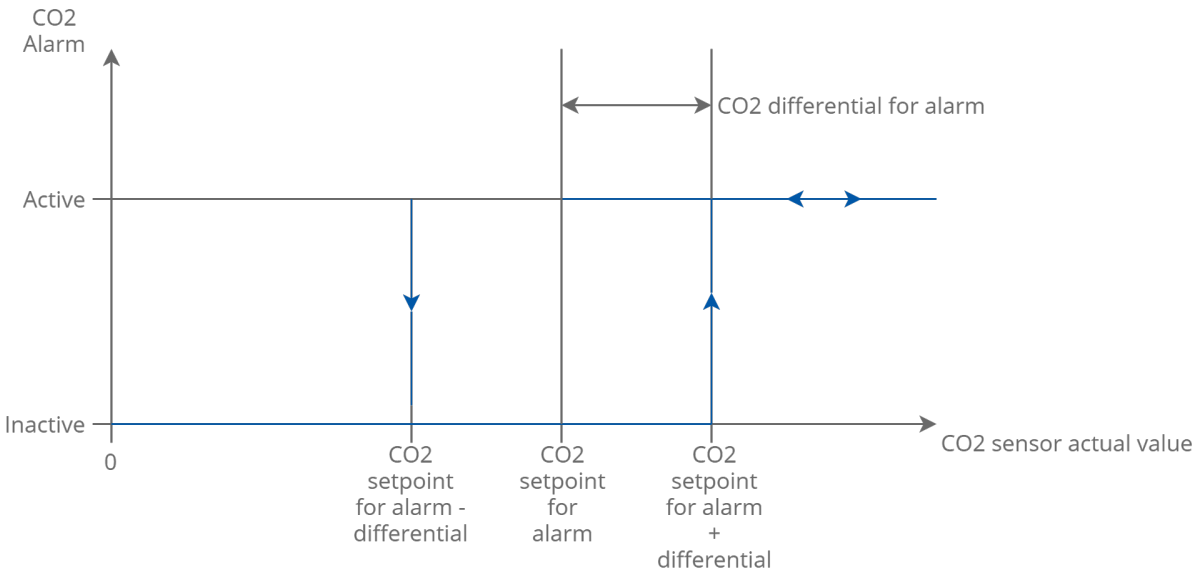


Figure 18. A CO2 alarm acting with a CO2 differential for an active alarm

7 Setpoints

The section outlines the objects designed for the setpoints configuration.

7.1 SETPOINT_VALUE (AV 56)

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

7.2 EFFECTIVE_SETPOINT (AI 3)

The EFFECTIVE_SETPOINT is an Analogue Input object number 3, which value represents the sum of the SESTPOINT_VALUE and OFFSET_SETPOINT values.

7.3 DEFAULT_SETPOINT (AV 57)

The DEFAULT_SETPOINT is an Analogue Value object number 57, which value contains a default setpoint value. The value of this object is set as a value of the SETPOINT_VALUE object after the room panel restart or power supply reconnection. The default value of this object is 21,0°C.

7.4 OFFSET_SETPOINT (AV 58)

The OFFSET_SETPOINT is an Analogue Value object number 58, which value represents a correction for the SETPOINT_VALUE object. The offset value can be positive or negative. The OFFSET_SETPOINT value is added to the SETPOINT_VALUE, and the resulting value is written down for the EFFECTIVE_SETPOINT (AI 3) object. The default value of this object is 0.

7.5 SETPOINT_LOW_LIMIT (AV 56, Low Limit Property)

The SETPOINT_LOW_LIMIT is a low limit property of the SETPOINT_VALUE object, which contains a minimal setpoint value that can be set by the user. The default value of this object is 18,0°C.

7.6 SETPOINT_HIGH_LIMIT (AV 56, High Limit Property)

The SETPOINT_HIGH_LIMIT is a high limit property of the SETPOINT_VALUE object, which contains the maximum setpoint value that can be set by the user. The default value of this object is 24,0°C.

7.7 OFFSET_RANGE (AV 59)

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

For example:

The OFFSET_RANGE value is 2. It means that the user can change the OFFSET_SETPOINT value from -2^{o}C to +2^{o}C.

7.8 SETPOINT_STEP (AV 56, Default Step Increment Property)

The SETPOINT_STEP is a default step increment property of the SETPOINT_VALUE object, which contains a setpoint step value. If the setpoint is changed with the arrow buttons locally from the room panel, causes the setpoint change with the step value stored in this object. The setpoint can be changed within the range determined by setpoint limits stored in the SETPOINT_LOW_LIMIT and SETPOINT_HIGH_LIMIT objects.

The SETPOINT_STEP is also automatically adjusted to the setpoint displaying precision. If the status of the AV 56 property 4202 is true, the SETPOINT_VALUE is displayed with one decimal place. In this case, the SETPOINT_STEP is also adjusted to one decimal place.

For example:

The AI 4 Property 4202 is true, and the SETPOINT_STEP value equals 5, the actual setpoint step will be automatically adjusted to one decimal place, so the SETPOINT_STEP value will be scaled to 0,5.

This function is active only if the AI 4 property 4202 is true. Otherwise, the setpoint value is displayed as an integer value and SETPOINT_STEP adjustment is unnecessary. The default value is 1.

7.9 SETPOINT_NAME (AV 56, Description Property)

The SETPOINT_NAME is a description property of the SETPOINT_VALUE object, which contains the static string description displayed on the LCD (max. 4 string characters).

7.10 OFFSET_NAME (AV 58, Description Property)

The OFFSET_NAME is a description property of the OFFSET_SETPOINT object, which contains the static string description displayed on the LCD (max. 4 string characters).

7.11 Configuration

7.11.1 SETPOINT_VISIBILITY (AV 56, Out Of Service Property)

The SETPOINT_VISIBILITY is an out-of-service property of the SETPOINT_VALUE object, which status activates or deactivates the setpoint value visibility. If the status is active, the setpoint value is visible in the main menu. The default status of this object is true (setpoint visible).

7.11.2 SETPOINT_EDITION (AV 56, Property 4200)

The SETPOINT_EDITION is a property number 4200 of the SETPOINT_VALUE object, which status determines the possibility to change the setpoint locally from the room panel. If the status is true, the setpoint is editable, and the user can change the setpoint value by pushing the arrow (up/down) buttons. If the status is false, pushing the arrow buttons sets the room panel in the active mode, and has no effect on the setpoint value. The default status of this object is true (setpoint editable).

7.11.3 OPERATING_MODE (BO 55)

The OPERATING_MODE is a Binary Output object number 55, which status determines the setpoint mode edition. If the status is true, the up and down arrow buttons change the value of the SETPOINT_VALUE object. If the status is false, pushing the up/down arrow buttons changes the value of the SETPOINT_OFFSET object. The default status of this object is true (changing the value of the SETPOINT_VALUE object).

7.11.4 SETPOINT_DISPLAY (BO 56)

The SETPOINT_DISPLAY is a Binary Output object number 56, which status only takes the effect if the OPERATING_MODE (BO 55) status is false (changing the value of the SETPOINT_OFFSET object). This object allows the user to choose, which value is displayed during the offset edition.

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

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

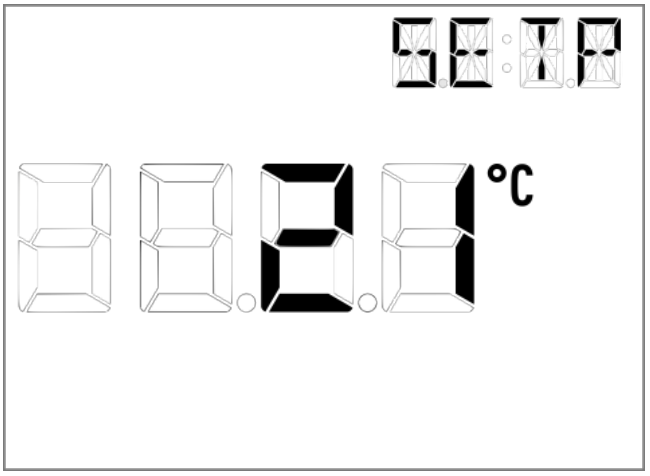


Figure 19. Setpoint without decimal

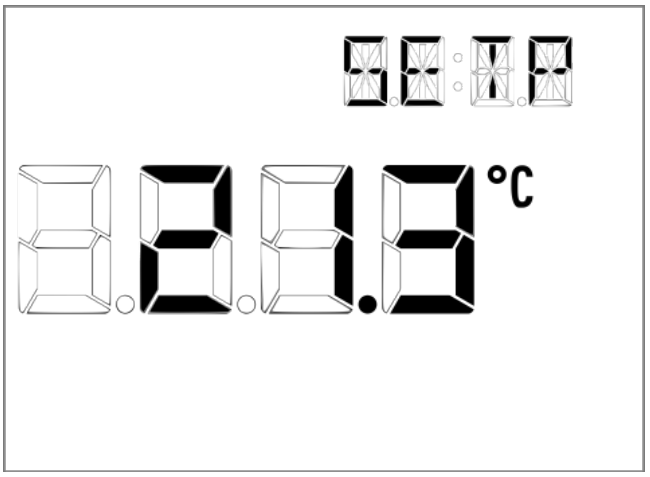


Figure 20. Setpoint with decimal

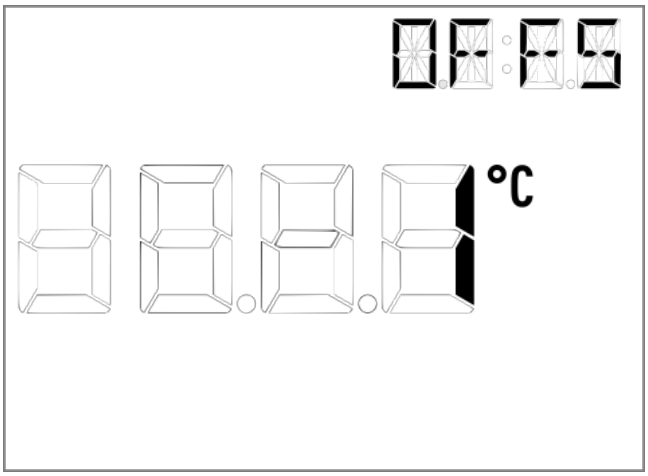


Figure 21. Offset without decimal

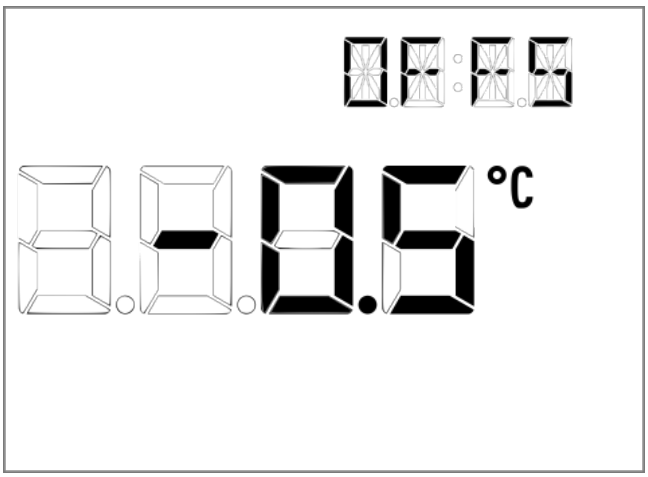


Figure 22. Offset with decimal

7.11.5 THIRD_POINT_ACTIVE (AV 56, Property 4202)

The THIRD_POINT_ACTIVE is a property number 4202 of the SETPOINT_VALUE object, which true status activates the setpoint displaying precision to the first decimal place. If the status is false, the setpoint is displayed as an integer value (without a decimal place). The default value is true.

7.11.6 SETPOINT_FAST_EDIT_MODE (BO 57)

The SETPOINT_FAST_EDIT_MODE is a Binary Output object number 57, which status switches between the setpoint normal edit and the setpoint fast edit modes. If the status is true, the setpoint is in the fast edit mode.

Setpoint Normal Edit mode

If the object's status is false, the normal edit mode is active. The setpoint can be changed with the arrow buttons. The newly selected setpoint has to be confirmed pushing the OK button.
The new setpoint entering confirmation is signalled by a double blink of the new setpoint and a double beeper signal (if the BEEPER is enabled).
If the setpoint change is complete, the main menu is displayed.

Pushing the Menu button, before confirming the new setpoint with the OK button, cancels the new setpoint setting procedure, and the user gets back to the main menu. If the new setpoint is not confirmed during the time value stored in the EXIT_EDIT_TIME object, the new setpoint setting is failed, and the main menu is displayed.

Setpoint Fast Edit mode

If the object's status is true, the fast edit mode is active, and setting the new setpoint does not require any confirmation. The new setpoint is selected by pushing the OK button. Pushing any other button confirms the setpoint choice. The same happens if the time value in the EXIT_EDIT_TIME elapses–the newly selected setpoint is confirmed. The new setpoint entering confirmation is signalled by a double blink of the new setpoint name and a double beeper signal (if the BEEPER is enabled).
If the setpoint change is complete, the main menu is displayed.
By default, the object' status is false (the normal edit mode).

7.12 Setting

Setting the setpoint is possible from the main menu level.

If the room panel is in the active mode or the idle mode, pushing one of the arrow buttons leads to the setpoint edit mode.

7.12.1 OPERATING_MODE (BO 55)

OPERATING_MODE (BO 55) is True

If the setpoint is in the edit mode, its value, unit and name flashes with a frequency calculated according to the value stored in the SUBMENU_ICON_FLASHING_TIME object.

Pushing the up arrow button increases the setpoint value by the step stored in the SETPOINT_STEP object.

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

Pushing the down arrow button decreases the setpoint value by the step stored in the SETPOINT_STEP object.

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

OPERATING_MODE (BO 55) is False

If the OPERATING_MODE is false, the user changes the setpoint indirectly by changing the offset.

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

If the offset is in the edit mode, its value, unit and name flashes with a frequency calculated according to the value stored in the SUBMENU_ICON_FLASHING_TIME object.

Pushing the up arrow button increases the OFFSET_SETPOINT value by the step stored in the SETPOINT_STEP object.

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

Pushing the down arrow button decreases the OFFSET_SETPOINT value by the step stored in the SETPOINT_STEP object.

If the entered value is lower than the negative value of the OFFSET_RANGE object, the current OFFSET_SETPOINT value is overwritten by the value in that object.

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

8 Fan

The room panel allows fan control with the actual fan status indication. There is a special group of icons responsible for fan status indication. The fan configuration objects allow to select different fan control modes, corresponding to different fan types. According to the actual fan status, different icon combinations are displayed. It allows to quickly preview and service the fan status.

The user can switch different fan modes locally in a very simple way. The FAN_MODE object and manual speed setting are available from the main menu level. If the room panel is in the active mode, pressing a Menu button enters the fan submenu edition. The text FAN flashes on the 14-segment displays' block, and the name of the FAN_MODE register is displayed on the 8-segment displays' block, according to which fan mode is already active (see the Fan Mode Name table).

8.1 FAN_CURRENT_SPEED (MV 0)

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

Object Value	Value Label	Visualization
1(def)	Off	
2	Speed1(MANUAL)	
3	Speed2(MANUAL)	
4	Speed3(MANUAL)	
5	Speed1(AUTO)	
6	Speed2(AUTO)	
7	Speed3(AUTO)	

Table 14. Visualization of a current fan speed

8.2 FAN_MODE (MV 1)

This object contains a numeric value corresponding to the FAN_MODE. There are up to 5 different fan modes, which can be selected locally from the fan edit submenu level (see the table above). To enter the fan edit submenu, push the Menu button when the room panel is in the active mode. The particular fan mode availability depends on the FAN_TYPE object value (see the table below). Default texts for particular fan modes can be changed.

Fan Mode Text on LCD	FAN_MODE Object Value
OFF	1
I	3
II	4
III	5
AUTO	2

Table 15. A fan mode selection

8.3 FAN_TYPE (MV 2)

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

Object Value	Fan Type	Comment	Available Fan Mode Texts on LCD
1	0-10V(def)	The fan is controlled by analog value 0-10 VDC	OFF I II III Auto
2	1- Speed	1-Speed Fan	OFF I Auto
3	2- Speed	2-Speed Fan	OFF I II Auto
4	3-Speed	3-Speed Fan	OFF I II III Auto
5	1-Speed	1-Speed Fan without the AUTO mode	OFF I
6	2-Speed	2-Speed Fan without the AUTO mode	OFF I II

Object Value	Fan Type	Comment	Available Fan Mode Texts on LCD
7	3-Speed	3-Speed Fan without the AUTO mode	OFF I II III

Table 16. A fan type object

WARNING! The objects values from 5 to 7 (1-3 speed fan without the AUTO mode) have to be set if the fan works in the local mode.

8.4 FAN_MODE_NAME (MV1 State Properties)

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

Object State	Default Name	Corresponding Fan Mode Object Value
State 0	OFF	1
State 1	I	2
State 2	II	3
State 3	III	4
State 4	AUTO	5

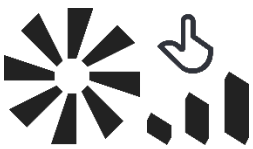
Table 17. A fan mode object

8.5 Configuration

8.5.1 FAN_CURRENT_SPEED_VISIBILITY (MV 1, Out Of Service Property)

This object property status activates or deactivates the fan current speed visibility. If the status is active, the fan current speed is visible as a group of icons. The icons indicate the fan activity (run status), its current speed and auto/manual mode.

Run indication (symbol rotates when a fun is running)



Auto/manual mode indication (Hand symbol when manual mode is active)

Actual speed symbol

Table 18. The fan current speed visibility icon

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

8.5.2 FAN_EDITION (BO 58)

This object status determines if the fan mode is editable locally from the room panel. If the bit is true, the fan edit submenu is active, and the user can set the FAN_MODE. If the bit is false, the fan edit submenu is inactive. The default value is 1 (FAN_MODE is editable).

8.5.3 PART_EDITABLE (BO 59)

This object status switches between the fan full edition and the fan partial edition modes.

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

Table 19.

Fan Full Edition

In the fan full edition mode, all modes stored in the FAN_MODE mode are available from the fan edit submenu level.

Fan Partial Edition

In the fan partial edition mode, the user can only switch between the auto and off FAN_MODE values from the fan edit submenu level; all other fan modes are unavailable.

8.5.4 FAN_CONFIG_FAST_EDIT_MODE

This object switches between the fan normal edit and the fan fast edit modes.

Fan Normal Edit Mode

If the object's status is false, the normal edit mode is active. Particular fan modes are selected by the arrow buttons. The newly selected FAN_MODE has to be confirmed pushing the OK button.The new FAN_MODE confirmation is signalled by a double blink of the new FAN_MODE name and the assigned symbol, and a double beeper signal (if enabled, DeviceConfiguration bit 0).If the fan mode selection is complete, the main menu is displayed.Pushing the Menu button, before the new FAN_MODE confirmation, cancels the new FAN_MODE setting procedure, and the user gets back to the main menu.If the new FAN_MODE is not confirmed during the time value stored in the EXIT_EDIT_TIME object, the new FAN_MODE selection is failed and the main menu is displayed.

Fan Fast Edit Mode

If the object's status is true, then the fast edit mode is active, and setting the new FAN_MODE does not need a confirmation. The new FAN_MODE is selected by pushing the Menu button. Pushing any other button confirms the new FAN_MODE choice. The same happens if the time value EXIT_EDIT_TIME elapses–the newly selected FAN_MODE is confirmed. The new FAN_MODE confirmation is signalled by a double

blink of the new FAN_MODE name and the assigned symbol, and a double beeper signal (if enabled, DeviceConfiguration bit 0).If the fan mode selection is complete, the main menu is displayed.

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

8.5.5 FAN_CONFIG_LOCAL_MODE (BO 60)

The FAN_CONFIG_LOCAL_MODE object switches between the local and BMS fan setting modes.

Local Mode

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

FAN_MODE Object Value	FAN_CURRENT_SPEED Object Value	Visualization
1	1	
2	2	
3	3	
4	4	

BMS Mode

If the object's status is false, the room panel fan setting works in the BMS mode. The FAN_MODE object works independently of the FAN_CURRENT_STATUS object.

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

8.5.6 FAN_ICON_FLASHING_TIME (AO 21)

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

9 Occupancy

The occupancy mode setting is available from the main menu level. If the room panel is in the active mode, pushing the OK button once leads the user to the occupancy edit submenu. On the 14-segment display block, flashes the “OCCM” text (with a frequency calculated on the SUBMENU_ICON_FLASHING_TIME basis), and on the 8-segment display block, the name of the current OCCUPANCY_MODE is displayed.

9.1 OCCUPANCY_CURRENT_STATUS (MV 3)

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

Object Value	Icon
1	
2	
3	
4	 Human symbol blinks

Table 20. The OCCUPANCY_CURRENT_STATUS register

9.2 OCCUPANCY_MODE (MV 4)

This object contains a numeric value corresponding to the occupancy mode. There are two different occupancy modes, which can be selected locally from the occupancy edit submenu level (see the table below). To enter the occupancy edit submenu, push the OK button when the room panel is in the active mode. Default texts for particular occupancy modes can be changed.

Occupancy Mode Text on LDC	Object Value
UNOC	1
OCC	2

Table 21. The OCCUPANCY_MODE value

9.3 OCCUPANCY_MODE_NAME (MV 4, State Properties)

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

9.4 Configuration

9.4.1 OCCUPANCY_VISIBILITY (MV 4, Out Of Service Property)

This object property status activates or deactivates the occupancy current status visibility. If the status is active, the occupancy current status is visible as a specific group of icon.

In the occupied mode, the human symbol stays inside the house symbol (if forced, occupied mode human symbol blinks inside the house).		In the unoccupied mode, the human symbol stays outside of the house symbol.

Table 22. The OCCUPANCY_VISIBILITY object icons

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

9.4.2 OCCUPANCY_MODE_EDITION (MV 4, Property 4200)

This object property's status determines if the OCCUPANCY_MODE is editable locally from the room panel. If the status is true, the occupancy edit submenu is active, and the user can set OCCUPANCY_MODE. If the status is false, the occupancy edit submenu is inactive. The default value is true (the OCCUPANCY_MODE is editable).

9.4.3 OCCUPIED_CONFIG_FAST_EDIT_MODE (BO 61)

This object switches between the occupancy normal edit and occupancy fast edit modes.

Occupancy Normal Edit Mode

If the status is false, the normal edit mode is active. The particular occupancy modes are selected by the arrow buttons. The newly selected OCCUPANCY_MODE has to be confirmed pushing the OK button.
The new OCCUPANCY_MODE confirmation is signalled by a double blink of the new OCCUPANCY_MODE name and the assigned symbol (see Occupancy Mode), and a double beeper signal (if the OCCUPANCY_VISIBILITY (MV 4, Out Of Service Property) is enabled).
If the OCCUPANCY_MODE selection is complete, the main menu is displayed.
Pushing the Menu button, before the new OCCUPANCY_MODE confirmation with the OK button, cancels the new OCCUPANCY_MODE setting procedure, and the user gets back to the main menu.
If the new OCCUPANCY_MODE is not confirmed during the time value stored in the EXIT_EDIT_TIME object, the new OCCUPANCY_MODE selection is failed, and the main menu is displayed.

Occupancy Fast Edit Mode

If the status is true, the 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 happens if the EXIT_EDIT_TIME value elapses– the newly selected OCCUPANCY_MODE is confirmed. The new OCCUPANCY_MODE confirmation is signalled by a double blink of the new OCCUPANCY_MODE name and the assigned symbol (see Occupancy Mode), and a double beeper signal (if the OCCUPANCY_VISIBILITY (MV 4, Property OUT OF SERVICE) is enabled).

If the OCCUPANCY_MODE selection procedure is complete, the main menu is displayed.

By default, the status is true (the normal edit mode).

9.4.4 OCCUPIED_CONFIG_LOCAL_MODE (BO 62)

The OCCUPIED_CONFIG_LOCAL_MODE object switches between the local and BMS occupancy setting modes.

Local Mode

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

OCCUPANCY_MODE Object Value	OCCUPANCY_CURRENT_STATUS Object Value	Visualization
1	1	
2	2	

BMS Mode

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

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

10 Objects Adjustable Locally from the Room Panel

10.1 Room Panel Settings

Accessing any setting menu from the main menu level is possible if the room panel is in the active mode. The OK button together with the Menu button have to be pushed for a time longer than the time value stored in the ENTER_MENU_TIME object. The access to any settings menu is protected by a password stored in the PANEL_PASSWORD object (the default password is 1000).

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

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

To enter the particular settings menu, push the OK button.

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

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

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

10.2 Configuration (CONF)

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

Parameter Number	BACnet ID	Object Property	Object Name	Access	Description
1.1	Device	3084	BAUD_RATE	Read & Write Memory	48-1152 (*100kbs)
1.2	Device	3201	ADDRESS	Read & Write Memory	Default: 1
1.3	-	-	STOP_BITS	Read & Write Memory	1 – one stop bit 2 – two stop bits
1.4	-	-	PARITY_BITS	Read & Write Memory	0 – disabled 1 – ODD 2 - EVEN
1.5	-	-	PROTOCOL	Read & Write Memory	0 – Modbus RTU 1 – Modbus ASCII 2 – BACnet MS/TP

Parameter Number	BACnet ID	Object Property	Object Name	Access	Description
1.6	AO 0	Present Value	PANEL_PASSWORD	Read & Write Memory	Default: 1000
1.7	-	-	FIRMWARE_VERSION	Read Only	Software version

Table 23. The CONF menu structure

10.3 Device (DEV)

The device settings menu contains objects responsible for global settings. Changing any of particular parameter has influence on different modes and functions implemented in the room panel. Some of the parameters refer to time settings such as the TIME_FORMAT, ENTER_MENU_TIME, EXIT_MENU_TIME, or REFRESH_TIME. In the device settings menu, the user can switch the beeper off, or disable background illumination in the LCD display or the keypad. All available parameters are listed in the table below:

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

Parameter Number	BACnet ID	Object Property	Object Name	Access	Description
2.8	AO 18	Present value	EXIT MENU TIME	Read & Write Memory	Default value: 10 sec.
2.9	AO 13	Present value	REFRESH TIME	Read & Write Memory	Default value: 2 sec.

Table 24. The DEV monu structure

10.4 Temperature (TEMP)

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

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

Table 25. The TEMP menu structure

10.5 Humidity (HUM)

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

Parameter Number	BACnet ID	Object Property	Object Name	Access	Description
4.1	AO 5	4200	HUMIDITY_CONFIGURATION ACTIVE	Read &Write Memory	0-inactive 1-active(def)

Parameter Number	BACnet ID	Object Property	Object Name	Access	Description
4.2	AO 5	4202	HUMIDITY_CONFIGURATION THIRDPOINTACTIVE	Read &Write Memory	0-inactive 1-active(def)
4.3	AO 5	4003	HUMIDITY_FILTER	Read &Write Memory	Default value: 60 sec
4.4	AO 5	4205	HUMIDITY_OFFSET	Read &Write Memory	Default value: 0

Table 26. The HUM menu structure

10.6 CO2 (CO2)

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

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

Table 27.

10.7 Setpoint (SETP)

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

Parameter Number	BACnet ID	Object Property	Object Name	Access	Description
6.1	AV 56	OUT OF SERVICE	SETPOINT_CONFIGURATION ACTIVE	Read & Write Memory	0-inactive 1-active(def)
6.2	AV56	4200	SETPOINT_CONFIGURATION EDITABLE	Read & Write Memory	0-inactive 1-active(def)
6.3	BO 55	Present value	SETPOINT_CONFIGURATION OPERATING MODE	Read & Write Memory	0-changing offset 1-changing setpoint(def)
6.4	BO 56	Present value	SETPOINT_CONFIGURATION SETPOINTDISPLAY	Read & Write Memory	0-changing offset 1-changing effective setpoint(def)
6.5	AV 56	4202	SETPOINT_CONFIGURATION THIRDPOINT_ACTIVE	Read & Write Memory	0-inactive 1-active(def)
6.6	BO 57	Present value	SETPOINT_CONFIGURATION FAST_EDIT_MODE	Read & Write Memory	0-inactive(def) 1-active
6.7	AV 57	Present value	DEFAULT_SETPOINT	Read & Write Memory	Default value: 210
6.8	AV 56	LOW LIMIT	SETPOINT_LOW_LIMIT	Read & Write Memory	Default value: 180
6.9	AV 56	HIGH LIMIT	SETPOINT_HIGH_LIMIT	Read & Write Memory	Default value: 240
6.10	AV 59	Present value	OFFSET_RANGE	Read & Write Memory	Default value: 30
6.11	AV 56	DEFAULT STEP INCREMENT	SETPOINT_STEP	Read & Write Memory	Default value: 10

Table 28. The SETP menu structure

10.8 Fan (FAN)

The objects of the fan settings menu refer to fan configuration settings. The user can change the fan type or decide if the fan status should be displayed in the main menu or

not. The editable parameter can determine if the user can change particular fan modes. All available parameters are listed in the table below:

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

Table 29. The FAN menu structure

10.9 Occupancy (OCCU)

The occupancy settings menu contains objects referring to the occupancy configuration. The user can decide if the current occupancy status should be displayed in the main menu or not. The editable parameter can determine if the user can change the occupancy mode. All available parameters are listed in the table below:

Parameter Number	BACnet D	Object Property	Object Name	Access	Description
8.1	MV 4	OUT OF SERVICE	OCCUPANCY_CONFIGURATION VISABLE_OCCUPANCY_CURRENT_STATUS	Read & Write Memory	0-inactive 1-active(def)
8.2	MV 4	4200	OCCUPANCY_CONFIGURATION EDITABLE	Read & Write Memory	0-inactive 1-active(def)

Parameter Number	BACnet D	Object Property	Object Name	Access	Description
8.3	BO 61	Present value	OCCUPANCY_CONFIGURATION FAST_EDIT_MODE	Read & Write Memory	0-inactive(def) 1-active

Table 30. The OCCU menu structure

11 Main Menu User-defined Parameters

There are 8 Analog Value and 8 Boolean Value user-defined parameters available in the main menu. All of them are read-only locally for the room panel (read & write for the higher level system), and they are entered into the EEPROM memory (object values are remembered after the room panel restart or power failure).

Each parameter has to be activated to be visible. Active parameters are displayed in the main menu with a specified sequence.

After the room panel restart, user-defined parameters are not displayed until they are overwritten from a higher level system.

The main menu user-defined parameters are implemented for displaying additional information.

12 Submenu User-defined Parameters

The room panel contains a special group of objects, which allows the user to define parameters.

User-defined parameters are divided into 6 submenus;

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

Each submenu is automatically activated if one of the parameters, assigned to that submenu, is active. If the particular submenu is active, then the icon of that submenu is displayed in the main menu. The fan and occupancy submenu icons are displayed in different configuration according to the actual fan and occupancy status.

In each submenu, there are available 8 numeric and 8 Boolean user-defined parameters.

All user-defined parameters are used for displaying and setting different values locally from the room panel. All are written to the EEPROM memory (object values are remembered after the room panel restart or power failure).

Access to each submenu can be protected by a password.

12.1 Numeric Parameters Objects

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

12.1.1 XPRESENT_VALUE (X = [1,8])

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

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

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

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

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

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

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

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

This objects property contains the minimum value of the parameter (the minimum value, which can be set locally from the room panel). The default value is 0.

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

This object property contains the maximum value of the parameter (the maximum value, which can be set locally from the room panel). The default value is 0.

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

Active / Out Of Service Property

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

EDITABLE, Property 4200

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

Display Precision, Property 4202

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

Object Units

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

12.2 Boolean Parameters Objects

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

12.2.1 XPRESENT_VALUE (X = [1,8])

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

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

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

12.2.3 XTRUE_TEXT (X = [1,8])

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

12.2.4 XFALSE_TEXT (X = [1,8])

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

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

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

Submenu XConfiguration (X = [1,8])

Active / Out Of Service Property

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

EDITABLE, Property 4200

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

13 List of BACnet Objects

The table below lists all objects available for the room panel.

BACnet ID	Object Property	Object Name	Access	Description
Device	3030	VERSION_TYPE	Read / write	The first byte means a version and another one a type of device. Allows the user to enable 1 of 4 device operations.
Device	5101	RECEIVED_FRAMES_COUNTER	Read-only	The default status is 0. Reset at the unit start and change of transmission parameters.
Device	5103	ERROR_FRAMES_COUNTER	Read-only	The default status is 0. Reset at the unit start and change of transmission parameters.
Device	5104	TRANSMITTED_FRAME_COUNTER	Read-only	The default status is 0. Reset at the unit start and change of transmission parameters.
AI	0	LIVE_TIME	Read-only	Uptime in sec
Device	3201	BACNET_DEVICE_ID	Read / write Memory	Default 0xFFFFFFFF
Device	3084	BAUD_RATE	Read / write Memory	The transmission speed is defined by the user and calculated using the formula: The default value is 11520 (115200 bps)
AO 0	Present value	PANEL_PASSWORD	Read / write Memory	Password for the menu edit mode. The default value is 1000.
MI 1	Present value	SENSORS	Read-only	1 - iSMA-B-LP 2 - iSMA-B-LP-H 3 - iSMA-B-LP-C 4 - iSMA-B-LP-HC
AI 1	Present value	BACKGROUND_ILLUMINATION LCD_CURRENT_VALUE	Read-only	Current display illumination value
AI 2	Present value	BACKGROUND_ILLUMINATION KEY_PAD_CURRENT_VALUE	Read-only	Current keypad illumination value
AO 1	Present value	HOURS	Read / write	Hours in the time displaying

BACnet ID	Object Property	Object Name	Access	Description
AO 2	Present value	MINUTES	Read / write	Minutes in the time displaying
BO 0	Present value	BEEPER	Read / write Memory	False = Inactive / True = Active(def)
BO 1	Present value	FORMAT	Read / write Memory	False = 24h(def) / True = 12h
BO 2	Present value	TEMPERATURE_UNIT	Read / write Memory	False = C / True = F
BO 3	Present value	BACKGROUND_ILLUMINATION LCD_ACTIVE	Read / write Memory	False = Inactive / True = Active
BO 4	Present value	ILLUMINATION KEY_PAD	Read / write Memory	False = Inactive / True = Active
BO 5	Present value	CO2_ALARM LCD	Read / write Memory	False = Inactive True = Active
BO 6	Present value	CO2_ALARM BUZZER	Read / write Memory	False = Inactive True = Active
BO 7	Present value	CO2_ALARM HIGH	Read / write Memory	False = Inactive True = Active
BO 8	Present value	SUBMENU_ICON_DISPLAY_OFF	Read / write Memory	False = Inactive True = Active
BO 9	Present value	PANEL_OFF	Read / write Memory	False = Panel on(def) True = Panel off
BO 10	Present value	KEY_PAD_OFF	Read / write Memory	False = keypad on(def) / True = keypad off
BO 11	Present value	FLASHING_LCD	Read / write Memory	False = Inactive(def) True = Active
BO 12	Present value	FLASHING__KEY_PAD	Read / write Memory	False = Inactive(def) True = Active

BACnet ID	Object Property	Object Name	Access	Description
AO 3	Present value	BACKGROUND_ILLUMINATION LCD_FOR_ACTIVE_MODE	Read / write Memory	Default 60%
AO 4	Present value	BACKGROUND_ILLUMINATION LCD_FOR_IDLE_MODE	Read / write Memory	Default 40%
AO 5	Present value	BACKGROUND_ILLUMINATION LCD_FOR_STANDBY_MODE	Read / write Memory	Default 0%
AO 6	Present value	BACKGROUND_ILLUMINATION LCD_TIME_TO_IDLE	Read / write Memory	Default 10 sec
AO 7	Present value	BACKGROUND_ILLUMINATION LCD_TIME_TO_STANDBY	Read / write Memory	Default 5 sec
AO 8	Present value	BACKGROUND_ILLUMINATION KEY_PAD_ACTIVE_MODE	Read / write Memory	Default 10%
AO 9	Present value	BACKGROUND_ILLUMINATION KEY_PAD__IDLE_MODE	Read / write Memory	Default 40%
AO 10	Present value	BACKGROUND_ILLUMINATION KEY_PAD_STANDBY_MODE	Read / write Memory	Default 60%

BACnet ID	Object Property	Object Name	Access	Description
AO 11	Present value	BACKGROUND_ILLUMINATION KEY_PAD_TIME_TO_IDLE	Read / write Memory	Default 10 sec
AO 12	Present value	BACKGROUND_ILLUMINATION KEY_PAD_TIME_TO_STANDBY	Read / write Memory	Default 5 sec
AO 13	Present value	REFRESH_TIME	Read / write Memory	Default 2 sec
BO 13	Present value	TIME_CONFIGURATION	Read / write Memory	True = the clock is visible(default) False = the clock is not visible
BO 14	Present value	SUN	Read / write Memory	
BO 15	Present value	MOON	Read / write Memory	
BO 16	Present value	HEATING	Read / write Memory	
BO 17	Present value	COOLING	Read / write Memory	
BO 18	Present value	HUMIDFIRE	Read / write Memory	
BO 19	Present value	DEHUMIDFIRE	Read / write Memory	
BO 20	Present value	WIRELESS	Read / write Memory	
BO 21	Present value	SETTINGS	Read / write Memory	
BO 22	Present value	ECO	Read / write Memory	
BO 23	Present value	RECIRCULATION	Read / write Memory	

BACnet ID	Object Property	Object Name	Access	Description
BO 24	Present value	PC	Read / write Memory	
AO 14	Present value	LCD_ICON_FLASHING_TIME	Read / write Memory	The time, which is the basis for calculating the frequency of icon flashing. Icons are visible for the 100% of the time value stored in the object, and hidden for the 20% of that time. Default time: 500ms.
AO 15	Present value	SUBMENU_ICON_FLASHING_TIME	Read / write Memory	The time, which is the basis for calculating the frequency of icon flashing. Icons are visible for the 100% of the time value stored in the object, and hidden for the 20% of that time. Default time: 1000ms.
AO 16	Present value	ENTER_MENU_TIME	Read / write Memory	Default value: 2 sec.
AO 17	Present value	EXIT_EDIT_TIME	Read / write Memory	Default value: 5 sec.
AO 18	Present value	EXIT_MENU_TIME	Read / write Memory	Default value: 10 sec.
AO 19	Present value	CO2_SETPOINT_FOR_ALARM	Read / write Memory	CO2 Alarm setpoint. Default value: 1500 ppm.
AO 20	Present value	CO2_HYSTERESIS_FOR_ALARM	Read / write Memory	CO2 Alarm hysteresis. Default value: 100 ppm.
AI 4	Present value	TEMPERATURE_SENSOR	Read-only	Actual temperature sensor value with offset.
AI 5	Present value	HUMIDITY_SENSOR	Read-only	Actual humidity sensor value with offset.
AI 6	Present value	CO2_SENSOR	Read-only	Actual CO2 sensor value with offset.
AI 4	4205	TEMPERATURE_SENSOR_OFFSET	Read / write Memory	Temperature sensor offset. Default value: 0.
AI 5	4205	HUMIDITY_SENSOR_OFFSET	Read / write Memory	Humidity sensor offset. Default value: 0.
AI 6	4205	CO2_SENSOR_OFFSET	Read / write Memory	CO2 sensor offset. Default value: 0.
AI 4	4003	TEMPERATURE_FILTER	Read / write Memory	Default value: 60 sec

BACnet ID	Object Property	Object Name	Access	Description
AI 5	4003	HUMIDITY_FILTER	Read / write Memory	Default value: 60 sec
AI 6	4003	CO2_FILTER	Read / write Memory	Default value: 60 sec
AI 4	Description	TEMPERATURE_NAME	Read / write Memory	Displayed temperature sensor name: TEMP
AI 5	Description	HUMIDITY_NAME	Read / write Memory	Displayed humidity sensor name: HUMI
AI 6	Description	CO2_NAME	Read / write Memory	Displayed CO2 sensor name: CO2
AI 4	4200	TEMPERATURE_CONFIGURATION_ACTIVE	Read / write Memory	False = Inactive / True = Active(def)
AI 4	4202	TEMPERATURE_CONFIGURATION_THIRD_POINT_ACTIVE	Read / write Memory	False = Non-decimal / True = Decimal(def)
AI 5	4200	HUMIDITY_CONFIGURATION ACTIVE	Read / write Memory	False = Inactive / True = Active(def)
AI 5	4202	HUMIDITY_CONFIGURATION THIRD_POINT_ACTIVE	Read / write Memory	False = Non-decimal / True = Decimal(def)
AI 6	4200	CO2_CONFIGURATION_ACTIVE	Read / write Memory	False = Inactive / True = Active(def)
AV 56	Present value	SETPOINT_VALUE	Read / write Memory	Actual setpoint value. After reset, the default value is set as a setpoint value.
AI 3	Present value	EFFECTIVE_SETPOINT	Read-only	Sum of effective setpoints and offset values
AC 57	Present value	DEFAULT_SETPOINT	Read / write Memory	Default value: 21°C
AV 58	1503	OFFSET_SETPOINT	Read / write Memory	Default value: 0°C

BACnet ID	Object Property	Object Name	Access	Description
AV 56	Low limit	SETPOINT_LOW_LIMIT	Read / write Memory	Min. available setpoint value. Default value: 18°C.
AV 56	High limit	SETPOINT_HIGH_LIMIT	Read / write Memory	Max. available setpoint value. Default value: 24°C.
AV 59	Present value	OFFSET_RANGE	Read / write Memory	Offset value limit. Default value:3°C.
AV 56	Default step increment	SETPOINT_STEP	Read / write Memory	Setpoint value step. Default value:1°C.
AV 56	Description	OFFSET_NAME	Read / write Memory	Displayed offset name: OFFS
AV 58	Description	SETPOINT_NAME	Read / write Memory	Displayed setpoint name: SETP
AV 56	Out of service	SETPOINT_CONFIG VISABLE	Read / write Memory	False = Invisible True = Visible(def)
AV56	Editable / 4200	SETPOINT_CONFIG EDITABLE	Read / write Memory	False = Non-editable True = Editable(def)
BO 55	Present value	SETPOINT_CONFIG OPERATING_MODE	Read / write Memory	False = Changing offset True = Changing setpoint(def)
BO 56	Present value	SETPOINT_CONFIG SETPOINT_DISPLAY	Read / write Memory	False = Inactive True = Active(def)
AV 56	4202	SETPOINT_CONFIG FAST_EDIT_MODE	Read / write Memory	False = Inactive(def) True = Active
BO 57	Present value	SETPOINT_CONFIG FAST_EDIT_MODE	Read / write Memory	False = Inactive(def) True = Active

BACnet ID	Object Property	Object Name	Access	Description
MV 1	Present value	FAN_MODE	Read / write	1 -OFF 
				2 - Manual Speed 1 (def) 
				3 - Manual Speed 2 
				4 - Manual Speed 3 
				5 - AUTO 
MV 0	Present value	FAN_CURRENT_SPEED	Read / write	1 - OFF(def) 2 - Manual Speed 1 3 - Manual Speed 2 4 - Manual Speed 3 5 - Auto Speed 1 6 - Auto Speed 2 7 - Auto Speed 3
MV 2	1602	FAN_TYPE	Read / write Memory	1 - Fan is controlled by an analog value 0-10 VDC 2 - 1-Speed Fan 3 - 2-Speed Fan 4 - 3-Speed Fan
MV 1	State 0	FAN_MODE_0_NAME	Read / write Memory	Name for FAN MODE = 0. Default = OFF
MV 1	State 4	FAN_MODE_1_NAME	Read / write Memory	Name for FAN MODE = 1. Default = AUTO
MV 1	State 1	FAN_MODE_2_NAME	Read / write Memory	Name for FAN MODE = 2. Default = _ _ _1
MV 1	State 2	FAN_MODE_3_NAME	Read / write Memory	Name for FAN MODE = 3. Default = _ _11
MV 1	State 3	FAN_MODE_4_NAME	Read / write Memory	Name for FAN MODE = 4. Default = _111

BACnet ID	Object Property	Object Name	Access	Description
MV 1	Out of service	VISIBLE	Read / write Memory	False = Invisible True = Visible(def)
MV 1	4200	EDITABLE	Read / write Memory	False = Non-editable True = Editable(def)
BO 59	Present value	PART_EDITABLE	Read / write Memory	False = Full editable(def) True = Auto_Off_Mode
BO 60	Present value	FASTEDITMODE	Read / write Memory	False = Inactive(def) True = Active
AO 21	Present value	FAN_ICON_FLASHING_TIME	Read / write Memory	Time basis for calculating the frequency of the fan icon rotation simulation. Default value: 500 ms.
MV 4	Present value	OCCUPANCY_MODE	Read / write Memory	Occupancy mode setting from the room panel: 1 - Unoccupied 2 - Occupied
MV 4	Present value	OCCUPANCY_CURRENT_STATUS	Read / write	0 - Unoccupied 1 - Occupied 2 - Standby 3 - Forced occupied
MV 4	State 0	OCCUPANCY_MODE_0_NAME	Read / write Memory	Name for OCCUPANCY MODE = 0. Default = UNOC
MV 4	State 1	OCCUPANCY_MODE_1_NAME	Read / write Memory	Name for OCCUPANCY MODE = 1. Default = OCC
MV 4	Out of service	OCCUPANCY_MODE_VISABILITY	Read / write Memory	False = Invisible True = Visible(def)
MV 4	4200	OCCUPANCY_MODE_EDITABLE	Read / write Memory	False = Non-editable True = Editable(def)
BO 61	Present value	OCCUPANCY_MODE FAST_EDIT_MODE	Read / write Memory	False = Inactive(def) True = Active
BO 62	Present value	OCCUPIED_LOCAL_MODE	Read / write Memory	False = Local Mode True = BMS Mode

Table 31. List of BACnet objects

13.1 List of User-defined Parameters BACnet Objects

The following sections list BACnet objects of user-defined parameters available for the room panel.

13.1.1 Main Menu User-defined Objects

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

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

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

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

BACnet ID	Object Property	Object Name	Access	Description
BV 0	Present value	MAINMENU_BOOLEAN1 PRESENT_VALUE	Read / write Memory	Present value of the parameter
BV 0	Description	MAINMENU_BOOLEAN1 NAME	Read / write Memory	Displayed user-defined parameter name
BV 0	4203	MAINMENU_BOOLEAN1 TRUE_TEXT	Read / write Memory	Text for the parameter true state value
BV 0	4204	MAINMENU_BOOLEAN1 FALSE_TEXT	Read / write Memory	Text for the parameter false state value
BV 0	4201	MAINMENU_BOOLEAN1 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the main menu
BV 0	Out of service	MAINMENU_BOOLEAN1 CONFIGURATION	Read / write Memory	False = Inactive(def) True = Active
BV 1	Present value	MAINMENU_BOOLEAN2 PRESENT_VALUE	Read / write Memory	Present value of the parameter
BV 1	Description	MAINMENU_BOOLEAN2 NAME	Read / write Memory	Displayed user-defined parameter name
BV 1	4203	MAINMENU_BOOLEAN2 TRUE_TEXT	Read / write Memory	Text for the parameter true state value
BV 1	4204	MAINMENU_BOOLEAN2 FALSE_TEXT	Read / write Memory	Text for the parameter false state value
BV 1	4201	MAINMENU_BOOLEAN2 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the main menu
BV 1	Out of service	MAINMENU_BOOLEAN2 CONFIGURATION	Read / write Memory	False = Inactive(def) True = Active
BV 2	Present value	MAINMENU_BOOLEAN3 PRESENT_VALUE	Read / write Memory	Present value of the parameter

BACnet ID	Object Property	Object Name	Access	Description
BV 2	Description	MAINMENU_BOOLEAN3 NAME	Read / write Memory	Displayed user-defined parameter name
BV 2	4203	MAINMENU_BOOLEAN3 TRUE_TEXT	Read / write Memory	Text for the parameter true state value
BV 2	4204	MAINMENU_BOOLEAN3 FALSE_TEXT	Read / write Memory	Text for the parameter false state value
BV 2	4201	MAINMENU_BOOLEAN3 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the main menu
BV 2	Out of service	MAINMENU_BOOLEAN3 CONFIGURATION	Read / write Memory	False = Inactive(def) True = Active
BV 3	Present value	MAINMENU_BOOLEAN4 PRESENT_VALUE	Read / write Memory	Present value of the parameter
BV 3	Description	MAINMENU_BOOLEAN4 NAME	Read / write Memory	Displayed user-defined parameter name
BV 3	4203	MAINMENU_BOOLEAN4 TRUE_TEXT	Read / write Memory	Text for the parameter true state value
BV 3	4204	MAINMENU_BOOLEAN4 FALSE_TEXT	Read / write Memory	Text for the parameter false state value
BV 3	4201	MAINMENU_BOOLEAN4 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the main menu
BV 3	Out of service	MAINMENU_BOOLEAN4 CONFIGURATION	Read / write Memory	False = Inactive(def) True = Active
BV 4	Present value	MAINMENU_BOOLEAN5 PRESENT_VALUE	Read / write Memory	Present value of the parameter
BV 4	Description	MAINMENU_BOOLEAN5 NAME	Read / write Memory	Displayed user-defined parameter name

BACnet ID	Object Property	Object Name	Access	Description
BV 4	4203	MAINMENU_BOOLEAN5 TRUE_TEXT	Read / write Memory	Text for the parameter true state value
BV 4	4204	MAINMENU_BOOLEAN5 FALSE_TEXT	Read / write Memory	Text for the parameter false state value
BV 4	4201	MAINMENU_BOOLEAN5 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the main menu
BV 4	Out of service	MAINMENU_BOOLEAN5 CONFIGURATION	Read / write Memory	False = Inactive(def) True = Active
BV 5	Present value	MAINMENU_BOOLEAN6 PRESENT_VALUE	Read / write Memory	Present value of the parameter
BV 5	Description	MAINMENU_BOOLEAN6 NAME	Read / write Memory	Displayed user-defined parameter name
BV 5	4203	MAINMENU_BOOLEAN6 TRUE_TEXT	Read / write Memory	Text for the parameter true state value
BV 5	4204	MAINMENU_BOOLEAN6 FALSE_TEXT	Read / write Memory	Text for the parameter false state value
BV 5	4201	MAINMENU_BOOLEAN6 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the main menu
BV 5	Out of service	MAINMENU_BOOLEAN6 CONFIGURATION	Read / write Memory	False = Inactive(def) True = Active
BV 6	Present value	MAINMENU_BOOLEAN7 PRESENT_VALUE	Read / write Memory	Present value of the parameter
BV 6	Description	MAINMENU_BOOLEAN7 NAME	Read / write Memory	Displayed user-defined parameter name
BV 6	4203	MAINMENU_BOOLEAN7 TRUE_TEXT	Read / write Memory	Text for the parameter true state value

BACnet ID	Object Property	Object Name	Access	Description
BV 6	4204	MAINMENU_BOOLEAN7 FALSE_TEXT	Read / write Memory	Text for the parameter false state value
BV 6	4201	MAINMENU_BOOLEAN7 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the main menu
BV 6	Out of service	MAINMENU_BOOLEAN7 CONFIGURATION	Read / write Memory	False = Inactive(def) True = Active
BV 7	Present value	MAINMENU_BOOLEAN8 PRESENT_VALUE	Read / write Memory	Present value of the parameter
BV 7	Description	MAINMENU_BOOLEAN8 NAME	Read / write Memory	Displayed user-defined parameter name
BV 7	4203	MAINMENU_BOOLEAN8 TRUE_TEXT	Read / write Memory	Text for the parameter true state value
BV 7	4204	MAINMENU_BOOLEAN8 FALSE_TEXT	Read / write Memory	Text for the parameter false state value
BV 7	4201	MAINMENU_BOOLEAN8 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the main menu
BV 7	Out of service	MAINMENU_BOOLEAN8 CONFIGURATION	Read / write Memory	False = Inactive(def) True = Active

Table 32. List of main menu user-defined objects

13.1.2 Temperature Submenu Objects

BACnet ID	Object Property	Object Name	Access	Description
AV 8	Present value	TEMPERATURE_NUMERIC1 PRESENT_VALUE	Read / write Memory	Present value of the parameter

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

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

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

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

BACnet ID	Object Property	Object Name	Access	Description
AV 12	Units	TEMPERATURE_NUMERIC5 UNITS	Read / write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 13	Present value	TEMPERATURE_NUMERIC6 PRESENT_VALUE	Read / write Memory	Present value of the parameter
AV 13	Description	TEMPERATURE_NUMERIC6 NAME	Read / write Memory	Displayed user-defined parameter name
AV 13	Step increment	TEMPERATURE_NUMERIC6 STEP	Read / write Memory	Step of the parameter value change. The default value is 0
AV 13	Low limit	TEMPERATURE_NUMERIC6 LOW_LIMIT	Read / write Memory	Minimum value of the parameter. The default value is 0
AV 13	High limit	TEMPERATURE_NUMERIC6 HIGH_LIMIT	Read / write Memory	Maximum value of the parameter. The default value is 0
AV 13	4201	TEMPERATURE_NUMERIC6 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu
AV 13	Out of service	TEMPERATURE_NUMERIC6 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
AV 13	4200	TEMPERATURE_NUMERIC6 EDITABLE	Read / write Memory	False = Non-editable True = Editable
AV 13	4202	TEMPERATURE_NUMERIC6 POINT_ACTIVE	Read / write Memory	Number of decimal places from 0 to 3
AV 13	Units	TEMPERATURE_NUMERIC6 UNITS	Read / write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 14	Present value	TEMPERATURE_NUMERIC7 PRESENT_VALUE	Read / write Memory	Present value of the parameter

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

BACnet ID	Object Property	Object Name	Access	Description
AV 15	Low limit	TEMPERATURE_NUMERIC8 LOW_LIMIT	Read / write Memory	Minimum value of the parameter. The default value is 0
AV 15	High limit	TEMPERATURE_NUMERIC8 HIGH_LIMIT	Read / write Memory	Maximum value of the parameter. The default value is 0
AV 15	4201	TEMPERATURE_NUMERIC8 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu
AV 15	Out of service	TEMPERATURE_NUMERIC8 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
AV 15	4200	TEMPERATURE_NUMERIC8 EDITABLE	Read / write Memory	False = Non-editable True = Editable
AV 15	4202	TEMPERATURE_NUMERIC8 POINT_ACTIVE	Read / write Memory	Number of decimal places from 0 to 3
AV 15	Units	TEMPERATURE_NUMERIC8 UNITS	Read / write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
BV 8	Present value	TEMPERATURE_BOOLEAN1 PRESENT_VALUE	Read / write Memory	Present value of the parameter
BV 8	Description	TEMPERATURE_BOOLEAN1 NAME	Read / write Memory	Displayed user-defined parameter name
BV 8	True text	TEMPERATURE_BOOLEAN1 TRUE_TEXT	Read / write Memory	Text for the parameter true state value
BV 8	False text	TEMPERATURE_BOOLEAN1 FALSE_TEXT	Read / write Memory	Text for the parameter false state value
BV 8	4201	TEMPERATURE_BOOLEAN1 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu

BACnet ID	Object Property	Object Name	Access	Description
BV 8	Out of service	TEMPERATURE_BOOLEAN1 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
BV 8	4200	TEMPERATURE_BOOLEAN1 EDITABLE	Read / write Memory	False = Non-editable True = Editable
BV 9	Present value	TEMPERATURE_BOOLEAN2 PRESENT_VALUE	Read / write Memory	Present value of the parameter
BV 9	Description	TEMPERATURE_BOOLEAN2 NAME	Read / write Memory	Displayed user-defined parameter name
BV 9	True text	TEMPERATURE_BOOLEAN2 TRUE_TEXT	Read / write Memory	Text for the parameter true state value
BV 9	False text	TEMPERATURE_BOOLEAN2 FALSE_TEXT	Read / write Memory	Text for the parameter false state value
BV 9	4201	TEMPERATURE_BOOLEAN2 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu
BV 9	Out of service	TEMPERATURE_BOOLEAN2 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
BV 9	4200	TEMPERATURE_BOOLEAN2 EDITABLE	Read / write Memory	False = Non-editable True = Editable
BV 10	Present value	TEMPERATURE_BOOLEAN3 PRESENT_VALUE	Read / write Memory	Present value of the parameter
BV 10	Description	TEMPERATURE_BOOLEAN3 NAME	Read / write Memory	Displayed user-defined parameter name
BV 10	True text	TEMPERATURE_BOOLEAN3 TRUE_TEXT	Read / write Memory	Text for the parameter true state value

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

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

BACnet ID	Object Property	Object Name	Access	Description
BV 13	4200	TEMPERATURE_BOOLEAN6 EDITABLE	Read / write Memory	False = Non-editable True = Editable
BV 14	Present value	TEMPERATURE_BOOLEAN7 PRESENT_VALUE	Read / write Memory	Present value of the parameter
BV 14	Description	TEMPERATURE_BOOLEAN7 NAME	Read / write Memory	Displayed user-defined parameter name
BV 14	True text	TEMPERATURE_BOOLEAN7 TRUE_TEXT	Read / write Memory	Text for the parameter true state value
BV 14	False text	TEMPERATURE_BOOLEAN7 FALSE_TEXT	Read / write Memory	Text for the parameter false state value
BV 14	4201	TEMPERATURE_BOOLEAN7 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu
BV 14	Out of service	TEMPERATURE_BOOLEAN7 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
BV 14	4200	TEMPERATURE_BOOLEAN7 EDITABLE	Read / write Memory	False = Non-editable True = Editable
BV 15	Present value	TEMPERATURE_BOOLEAN8 PRESENT_VALUE	Read / write Memory	Present value of the parameter
BV 15	Description	TEMPERATURE_BOOLEAN8 NAME	Read / write Memory	Displayed user-defined parameter name
BV 15	True text	TEMPERATURE_BOOLEAN8 TRUE_TEXT	Read / write Memory	Text for the parameter true state value
BV 15	False text	TEMPERATURE_BOOLEAN8 FALSE_TEXT	Read / write Memory	Text for the parameter false state value

BACnet ID	Object Property	Object Name	Access	Description
BV 15	4201	TEMPERATURE_BOOLEAN8 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu
BV 15	Out of service	TEMPERATURE_BOOLEAN8 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
BV 15	4200	TEMPERATURE_BOOLEAN8 EDITABLE	Read / write Memory	False = Non-editable True = Editable

Table 33. List of temperature subject object

13.1.3 Fan Submenu Objects

BACnet ID	Object Property	Object Name	Access	Description
AV 16	Present value	FAN_NUMERIC1 PRESENT_VALUE	Read / write Memory	Present value of the parameter
AV 16	Description	FAN_NUMERIC1 NAME	Read / write Memory	Displayed user-defined parameter name
AV 16	Step increment	FAN_NUMERIC1 STEP	Read / write Memory	Step of the parameter value change. The default value is 0
AV 16	Low limit	FAN_NUMERIC1 LOW_LIMIT	Read / write Memory	Minimum value of the parameter. The default value is 0
AV 16	High limit	FAN_NUMERIC1 HIGH_LIMIT	Read / write Memory	Maximum value of the parameter. The default value is 0
AV 16	4201	FAN_NUMERIC1 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu
AV 16	Out of service	FAN_NUMERIC1 ACTIVE	Read / write Memory	False = Inactive(def) True = Active

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

BACnet ID	Object Property	Object Name	Access	Description
AV 17	Units	FAN_NUMERIC2 UNITS	Read / write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 18	Present value	FAN_NUMERIC3 PRESENT_VALUE	Read / write Memory	Present value of the parameter
AV 18	Description	FAN_NUMERIC3 NAME	Read / write Memory	Displayed user-defined parameter name
AV 18	Step increment	FAN_NUMERIC3 STEP	Read / write Memory	Step of the parameter value change. The default value is 0
AV 18	Low limit	FAN_NUMERIC3 LOW_LIMIT	Read / write Memory	Minimum value of the parameter. The default value is 0
AV 18	High limit	FAN_NUMERIC3 HIGH_LIMIT	Read / write Memory	Maximum value of the parameter. The default value is 0
AV 18	4201	FAN_NUMERIC3 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu
AV 18	Out of service	FAN_NUMERIC3 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
AV 18	4200	FAN_NUMERIC3 EDITABLE	Read / write Memory	False = Non-editable True = Editable
AV 18	4202	FAN_NUMERIC3 POINT_ACTIVE	Read / write Memory	Number of decimal places from 0 to 3
AV 18	Units	FAN_NUMERIC3 UNITS	Read / write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 19	Present value	FAN_NUMERIC4 PRESENT_VALUE	Read / write Memory	Present value of the parameter

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

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

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

BACnet ID	Object Property	Object Name	Access	Description
AV 22	4200	FAN_NUMERIC7 EDITABLE	Read / write Memory	False = Non-editable True = Editable
AV 22	4202	FAN_NUMERIC7 POINT_ACTIVE	Read / write Memory	Number of decimal places from 0 to 3
AV 22	Units	FAN-_NUMERIC7 UNITS	Read / write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 23	Present value	FAN_NUMERIC8 PRESENT_VALUE	Read / write Memory	Present value of the parameter
AV 23	Description	FAN_NUMERIC8 NAME	Read / write Memory	Displayed user-defined parameter name
AV 23	Step increment	FAN_NUMERIC8 STEP	Read / write Memory	Step of the parameter value change. The default value is 0
AV 23	Low limit	FAN_NUMERIC8 LOW_LIMIT	Read / write Memory	Minimum value of the parameter. The default value is 0
AV 23	High limit	FAN_NUMERIC8 HIGH_LIMIT	Read / write Memory	Maximum value of the parameter. The default value is 0
AV 23	4201	FAN_NUMERIC8 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu
AV 23	Out of service	FAN_NUMERIC8 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
AV 23	4200	FAN_NUMERIC8 EDITABLE	Read / write Memory	False = Non-editable True = Editable
AV 23	4202	FAN_NUMERICE8 POINT ACTIV	Read / write Memory	Number of decimal places from 0 to 3

BACnet ID	Object Property	Object Name	Access	Description
AV 23	Units	FAN_NUMERIC8 UNITS	Read / write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
BV 8	Present value	FAN_BOOLEAN1 PRESENT_VALUE	Read / write Memory	Present value of the parameter
BV 8	Description	FAN_BOOLEAN1 NAME	Read / write Memory	Displayed user-defined parameter name
BV 8	True text	FAN_BOOLEAN1 TRUE_TEXT	Read / write Memory	Text for the parameter true state value
BV 8	False text	FAN_BOOLEAN1 FALSE_TEXT	Read / write Memory	Text for the parameter false state value
BV 8	4201	FAN_BOOLEAN1 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu
BV 8	Out of service	FAN_BOOLEAN8 ACTIVE	Read / write Memory	False = Inactive(def)
BV 8	4200	FAN_BOOLEAN8 EDITABLE	Read / write Memory	False = Non-editable True = Editable
BV 9	Present value	FAN_BOOLEAN2 PRESENT_VALUE	Read / write Memory	Present value of the parameter
BV 9	Description	FAN_BOOLEAN2 NAME	Read / write Memory	Displayed user-defined parameter name
BV 9	True text	FAN_BOOLEAN2 TRUE_TEXT	Read / write Memory	Text for the parameter true state value
BV 9	False text	FAN_BOOLEAN2 FALSE_TEXT	Read / write Memory	Text for the parameter false state value

BACnet ID	Object Property	Object Name	Access	Description
BV 9	4201	FAN_BOOLEAN2 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu
BV 9	Out of service	FAN_BOOLEAN2 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
BV 9	4200	FAN_BOOLEAN2 EDITABLE	Read / write Memory	False = Non-editable True = Editable
BV 10	Present value	FAN_BOOLEAN3 PRESENT_VALUE	Read / write Memory	Present value of the parameter
BV 10	Description	FAN_BOOLEAN3 NAME	Read / write Memory	Displayed user-defined parameter name
BV 10	True text	FAN_BOOLEAN3 TRUE_TEXT	Read / write Memory	Text for the parameter true state value
BV 10	False text	FAN_BOOLEAN3 FALSE_TEXT	Read / write Memory	Text for the parameter false state value
BV 10	4201	FAN_BOOLEAN3 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu
BV 10	Out of service	FAN_BOOLEAN3 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
BV 10	4200	FAN_BOOLEAN3 EDITABLE	Read / write Memory	False = Non-editable True = Editable
BV 11	Present value	FAN_BOOLEAN4 PRESENT_VALUE	Read / write Memory	Present value of the parameter
BV 11	Description	FAN_BOOLEAN4 NAME	Read / write Memory	Displayed user-defined parameter name

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

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

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

Table 34. List of fan submenu objects

13.1.4 Light Submenu Objects

BACnet ID	Object Property	Object Name	Access	Description
AV 24	Present value	LIGHT_NUMERIC1 PRESENT_VALUE	Read / write Memory	Present value of the parameter

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

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

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

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

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

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

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

BACnet ID	Object Property	Object Name	Access	Description
BV 31	Present value	LIGHT_BOOLEAN1 PRESENT_VALUE	Read / write Memory	Present value of the parameter
BV 31	Description	LIGHT_BOOLEAN1 NAME	Read / write Memory	Displayed user-defined parameter name
BV 24	True text	LIGHT_BOOLEAN1 TRUE_TEXT	Read / write Memory	Text for the parameter true state value
BV 24	False text	LIGHT_BOOLEAN1 FALSE_TEXT	Read / write Memory	Text for the parameter false state value
BV 24	4201	LIGHT_BOOLEAN1 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu
BV 24	Out of service	LIGHT_BOOLEAN8 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
BV 24	4200	LIGHT_BOOLEAN8 EDITABLE	Read / write Memory	False = Non-editable True = Editable
BV 25	Present value	LIGHT_BOOLEAN2 PRESENT_VALUE	Read / write Memory	Present value of the parameter
BV 25	Description	LIGHT_BOOLEAN2 NAME	Read / write Memory	Displayed user-defined parameter name

BACnet ID	Object Property	Object Name	Access	Description
BV 25	True text	LIGHT_BOOLEAN2 TRUE_TEXT	Read / write Memory	Text for the parameter true state value
BV 25	False text	LIGHT_BOOLEAN2 FALSE_TEXT	Read / write Memory	Text for the parameter false state value
BV 25	4201	LIGHT_BOOLEAN2 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu
BV 25	Out of service	LIGHT_BOOLEAN2 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
BV 25	4200	LIGHT_BOOLEAN2 EDITABLE	Read / write Memory	False = Non-editable True = Editable
BV 26	Present value	LIGHT_BOOLEAN3 PRESENT_VALUE	Read / write Memory	Present value of the parameter
BV 26	Description	LIGHT_BOOLEAN3 NAME	Read / write Memory	Displayed user-defined parameter name
BV 26	True text	LIGHT_BOOLEAN3 TRUE_TEXT	Read / write Memory	Text for the parameter true state value
BV 26	False text	LIGHT_BOOLEAN3 FALSE_TEXT	Read / write Memory	Text for the parameter false state value

BACnet ID	Object Property	Object Name	Access	Description
BV 26	4201	LIGHT_BOOLEAN3 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu
BV 26	Out of service	LIGHT_BOOLEAN3 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
BV 26	4200	LIGHT_BOOLEAN3 EDITABLE	Read / write Memory	False = Non-editable True = Editable
BV 27	Present value	LIGHT_BOOLEAN4 PRESENT_VALUE	Read / write Memory	Present value of the parameter
BV 27	Description	LIGHT_BOOLEAN4 NAME	Read / write Memory	Displayed user-defined parameter name
BV 27	True text	LIGHT_BOOLEAN4 TRUE_TEXT	Read / write Memory	Text for the parameter true state value
BV 27	False text	LIGHT_BOOLEAN4 FALSE_TEXT	Read / write Memory	Text for the parameter false state value
BV 27	4201	LIGHT_BOOLEAN4 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu
BV 27	Out of service	LIGHT_BOOLEAN4 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
BV 27	4200	LIGHT_BOOLEAN4 EDITABLE	Read / write Memory	False = Non-editable True = Editable

BACnet ID	Object Property	Object Name	Access	Description
BV 28	Present value	LIGHT_BOOLEAN5 PRESENT_VALUE	Read / write Memory	Present value of the parameter
BV 28	Description	LIGHT_BOOLEAN5 NAME	Read / write Memory	Displayed user-defined parameter name
BV 28	True text	LIGHT_BOOLEAN5 TRUE_TEXT	Read / write Memory	Text for the parameter true state value
BV 28	False text	LIGHT_BOOLEAN5 FALSE_TEXT	Read / write Memory	Text for the parameter false state value
BV 28	4201	LIGHT_BOOLEAN5 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu
BV 28	Out of service	LIGHT_BOOLEAN5 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
BV 28	4200	LIGHT_BOOLEAN5 EDITABLE	Read / write Memory	False = Non-editable True = Editable
BV 29	Present value	LIGHT_BOOLEAN6 PRESENT_VALUE	Read / write Memory	Present value of the parameter
BV 29	Description	LIGHT_BOOLEAN6 NAME	Read / write Memory	Displayed user-defined parameter name

BACnet ID	Object Property	Object Name	Access	Description
BV 29	True text	LIGHT_BOOLEAN6 TRUE_TEXT	Read / write Memory	Text for the parameter true state value
BV 29	False text	LIGHT_BOOLEAN6 FALSE_TEXT	Read / write Memory	Text for the parameter false state value
BV 29	4201	LIGHT_BOOLEAN6 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu
BV 29	Out of service	LIGHT_BOOLEAN6 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
BV 29	4200	LIGHT_BOOLEAN6 EDITABLE	Read / write Memory	False = Non-editable True = Editable
BV 30	Present value	LIGHT_BOOLEAN7 PRESENT_VALUE	Read / write Memory	Present value of the parameter
BV 30	Description	LIGHT_BOOLEAN7 NAME	Read / write Memory	Displayed user-defined parameter name
BV 30	True text	LIGHT_BOOLEAN7 TRUE_TEXT	Read / write Memory	Text for the parameter true state value
BV 30	False text	LIGHT_BOOLEAN7 FALSE_TEXT	Read / write Memory	Text for the parameter false state value

BACnet ID	Object Property	Object Name	Access	Description
BV 30	4201	LIGHT_BOOLEAN7 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu
BV 30	Out of service	LIGHT_BOOLEAN7 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
BV 30	4200	LIGHT_BOOLEAN7 EDITABLE	Read / write Memory	False = Non-editable True = Editable
BV 31	Present value	LIGHT_BOOLEAN8 PRESENT_VALUE	Read / write Memory	Present value of the parameter
BV 31	Description	LIGHT_BOOLEAN8 NAME	Read / write Memory	Displayed user-defined parameter name
BV 31	True text	LIGHT_BOOLEAN8 TRUE_TEXT	Read / write Memory	Text for the parameter true state value
BV 31	False text	LIGHT_BOOLEAN8 FALSE_TEXT	Read / write Memory	Text for the parameter false state value
BV 31	4201	LIGHT_BOOLEAN8 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu
BV 31	Out of service	LIGHT_BOOLEAN8 ACTIVE	Read / write Memory	False = Inactive(def) True = Active

BACnet ID	Object Property	Object Name	Access	Description
BV 31	4200	LIGHT_BOOLEAN8 EDITABLE	Read / write Memory	False = Non-editable True = Editable

Table 35. Light submenu objects

13.1.5 Blind Submenu Objects

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

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

BACnet ID	Object Property	Object Name	Access	Description
AV 33	4202	BLIND_NUMERIC3 POINT_ACTIVE	Read / write Memory	Number of decimal places from 0 to 3
AV 33	Units	BLIND_NUMERIC3 UNITS	Read / write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 35	Present value	BLIND_NUMERIC4 PRESENT_VALUE	Read / write Memory	Present value of the parameter
AV 35	Description	BLIND_NUMERIC4 NAME	Read / write Memory	Displayed user-defined parameter name
AV 35	Step increment	BLIND_NUMERIC4 STEP	Read / write Memory	Step of the parameter value change. The default value is 0
AV 35	Low limit	BLIND_NUMERIC4 LOW_LIMIT	Read / write Memory	Minimum value of the parameter. The default value is 0
AV 35	High limit	BLIND_NUMERIC4 HIGH_LIMIT	Read / write Memory	Maximum value of the parameter. The default value is 0
AV 35	4201	BLIND_NUMERIC4 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu
AV 35	Out of service	BLIND_NUMERIC4 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
AV 35	4200	BLIND_NUMERIC4 EDITABLE	Read / write Memory	False = Non-editable True = Editable
AV 35	4202	BLIND_NUMERIC4 POINT_ACTIVE	Read / write Memory	Number of decimal places from 0 to 3
AV 35	Units	BLIND_NUMERIC4 UNITS	Read / write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 36	Present value	BLIND_NUMERIC5 PRESENT_VALUE	Read / write Memory	Present value of the parameter
AV 36	Description	BLIND_NUMERIC5 NAME	Read / write Memory	Displayed user-defined parameter name
AV 36	Step increment	BLIND_NUMERIC5 STEP	Read / write Memory	Step of the parameter value change. The default value is 0
AV 36	Low limit	BLIND_NUMERIC5 LOW_LIMIT	Read / write Memory	Minimum value of the parameter. The default value is 0

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

BACnet ID	Object Property	Object Name	Access	Description
AV 38	Present value	BLINDNUMERIC7 PRESENT_VALUE	Read / write Memory	Present value of the parameter
AV 38	Description	BLIND_NUMERIC7 NAME	Read / write Memory	Displayed user-defined parameter name
AV 38	Step increment	BLIND_NUMERIC7 STEP	Read / write Memory	Step of the parameter value change. The default value is 0
AV 38	Low limit	BLIND_NUMERIC7 LOW_LIMIT	Read / write Memory	Minimum value of the parameter. The default value is 0
AV 38	High limit	BLIND_NUMERIC7 HIGH_LIMIT	Read / write Memory	Maximum value of the parameter. The default value is 0
AV 38	4201	BLIND_NUMERIC7 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu
AV 38	Out of service	BLIND_NUMERIC7 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
AV 38	4200	BLIND_NUMERIC7 EDITABLE	Read / write Memory	False = Non-editable True = Editable
AV 38	4202	BLIND_NUMERIC7 POINT_ACTIVE	Read / write Memory	Number of decimal places from 0 to 3
AV 38	Units	BLIND_NUMERIC7 UNITS	Read / write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 39	Present value	BLIND_NUMERIC8 PRESENT_VALUE	Read / write Memory	Present value of the parameter
AV 39	Description	BLIND_NUMERIC8 NAME	Read / write Memory	Displayed user-defined parameter name
AV 39	Step increment	BLIND_NUMERIC8 STEP	Read / write Memory	Step of the parameter value change. The default value is 0
AV 39	Low limit	BLIND_NUMERIC8 LOW_LIMIT	Read / write Memory	Minimum value of the parameter. The default value is 0
AV 39	High limit	BLIND_NUMERIC8 HIGH_LIMIT	Read / write Memory	Maximum value of the parameter. The default value is 0
AV 39	4201	BLIND_NUMERIC8 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu

BACnet ID	Object Property	Object Name	Access	Description
AV 39	Out of service	BLIND_NUMERIC8 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
AV 39	4200	BLIND_NUMERIC8 EDITABLE	Read / write Memory	False = Non-editable True = Editable
AV 39	4202	BLIND_NUMERICE8 POINT ACTIV	Read / write Memory	Number of decimal places from 0 to 3
AV 39	Units	BLIND_NUMERIC8 UNITS	Read / write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
BV 32	Present value	BLIND_BOOLEAN1 PRESENT_VALUE	Read / write Memory	Present value of the parameter
BV 32	Description	BLIND_BOOLEAN1 NAME	Read / write Memory	Displayed user-defined parameter name
BV 32	True text	BLIND_BOOLEAN1 TRUE_TEXT	Read / write Memory	Text for the parameter true state value
BV 32	False text	BLIND_BOOLEAN1 FALSE_TEXT	Read / write Memory	Text for the parameter false state value
BV 32	4201	BLIND_BOOLEAN1 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu
BV 32	Out of service	BLIND_BOOLEAN8 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
BV 32	4200	BLIND_BOOLEAN8 EDITABLE	Read / write Memory	False = Non-editable True = Editable
BV 33	Present value	BLIND_BOOLEAN2 PRESENT_VALUE	Read / write Memory	Present value of the parameter
BV 33	Description	BLIND_BOOLEAN2 NAME	Read / write Memory	Displayed user-defined parameter name
BV 33	True text	BLIND_BOOLEAN2 TRUE_TEXT	Read / write Memory	Text for the parameter true state value
BV 33	False text	BLIND_BOOLEAN2 FALSE_TEXT	Read / write Memory	Text for the parameter false state value
BV 33	4201	BLIND_BOOLEAN2 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu

BACnet ID	Object Property	Object Name	Access	Description
BV 33	Out of service	BLIND_BOOLEAN2 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
BV 33	4200	BLIND_BOOLEAN2 EDITABLE	Read / write Memory	False = Non-editable True = Editable
BV 34	Present value	BLIND_BOOLEAN3 PRESENT_VALUE	Read / write Memory	Present value of the parameter
BV 34	Description	BLIND_BOOLEAN3 NAME	Read / write Memory	Displayed user-defined parameter name
BV 34	True text	BLIND_BOOLEAN3 TRUE_TEXT	Read / write Memory	Text for the parameter true state value
BV 34	False text	BLIND_BOOLEAN3 FALSE_TEXT	Read / write Memory	Text for the parameter false state value
BV 34	4201	BLIND_BOOLEAN3 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu
BV 34	Out of service	BLIND_BOOLEAN3 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
BV 34	4200	BLIND_BOOLEAN3 EDITABLE	Read / write Memory	False = Non-editable True = Editable
BV 35	Present value	BLIND_BOOLEAN4 PRESENT_VALUE	Read / write Memory	Present value of the parameter
BV 35	Description	BLIND_BOOLEAN4 NAME	Read / write Memory	Displayed user-defined parameter name
BV 35	True text	BLIND_BOOLEAN4 TRUE_TEXT	Read / write Memory	Text for the parameter true state value
BV 35	False text	BLIND_BOOLEAN4 FALSE_TEXT	Read / write Memory	Text for the parameter false state value
BV 35	4201	BLIND_BOOLEAN4 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu
BV 35	Out of service	BLIND_BOOLEAN4 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
BV 35	4200	BLIND_BOOLEAN4 EDITABLE	Read / write Memory	False = Non-editable True = Editable

BACnet ID	Object Property	Object Name	Access	Description
BV 36	Present value	BLIND_BOOLEAN5 PRESENT_VALUE	Read / write Memory	Present value of the parameter
BV 36	Description	BLIND_BOOLEAN5 NAME	Read / write Memory	Displayed user-defined parameter name
BV 36	True text	BLIND_BOOLEAN5 TRUE_TEXT	Read / write Memory	Text for the parameter true state value
BV 36	False text	BLIND_BOOLEAN5 FALSE_TEXT	Read / write Memory	Text for the parameter false state value
BV 36	4201	BLIND_BOOLEAN5 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in submenu
BV 36	Out of service	BLIND_BOOLEAN5 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
BV 36	4200	BLIND_BOOLEAN5 EDITABLE	Read / write Memory	False = Non-editable True = Editable
BV 37	Present value	BLIND_BOOLEAN6 PRESENT_VALUE	Read / write Memory	Present value of the parameter
BV 37	Description	BLIND_BOOLEAN6 NAME	Read / write Memory	Displayed user-defined parameter name
BV 37	True text	BLIND_BOOLEAN6 TRUE_TEXT	Read / write Memory	Text for the parameter true state value
BV 37	False text	BLIND_BOOLEAN6 FALSE_TEXT	Read / write Memory	Text for the parameter false state value
BV 37	4201	BLIND_BOOLEAN6 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu
BV 37	Out of service	BLIND_BOOLEAN6 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
BV 37	4200	BLIND_BOOLEAN6 EDITABLE	Read / write Memory	False = Non-editable True = Editable
BV 38	Present value	BLIND_BOOLEAN7 PRESENT_VALUE	Read / write Memory	Present value of the parameter
BV 38	Description	BLIND_BOOLEAN7 NAME	Read / write Memory	Displayed user-defined parameter name

BACnet ID	Object Property	Object Name	Access	Description
BV 38	True text	BLIND_BOOLEAN7 TRUE_TEXT	Read / write Memory	Text for the parameter true state value
BV 38	False text	BLIND_BOOLEAN7 FALSE_TEXT	Read / write Memory	Text for the parameter false state value
BV 38	4201	BLIND_BOOLEAN7 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu
BV 38	Out of service	BLIND_BOOLEAN7 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
BV 38	4200	BLIND_BOOLEAN7 EDITABLE	Read / write Memory	False = Non-editable True = Editable
BV 39	Present value	BLIND_BOOLEAN8 PRESENT_VALUE	Read / write Memory	Present value of the parameter
BV 39	Description	BLIND_BOOLEAN8 NAME	Read / write Memory	Displayed user-defined parameter name
BV 39	True text	BLIND_BOOLEAN8 TRUE_TEXT	Read / write Memory	Text for the parameter true state value
BV 39	False text	BLIND_BOOLEAN8 FALSE_TEXT	Read / write Memory	Text for the parameter false state value
BV 39	4201	BLIND_BOOLEAN8 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu
BV 39	Out of service	BLIND_BOOLEAN8 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
BV 39	4200	BLIND_BOOLEAN8 EDITABLE	Read / write Memory	False = Non-editable True = Editable

Table 36. List of blind submenu objects

13.1.6 Alarm Submenu Objects

BACnet ID	Object Property	Object Name	Access	Description
AV 40	Present value	ALARMS_NUMERIC 1 PRESENT_VALUE	Read / write Memory	Present value of the parameter
AV 40	Description	ALARMS_NUMERIC 1 NAME	Read / write Memory	Displayed user-defined parameter name

BACnet ID	Object Property	Object Name	Access	Description
AV 40	Step increment	ALARMS_NUMERIC 1 STEP	Read / write Memory	Step of the parameter value change. The default value is 0
AV 40	Low limit	ALARMS_NUMERIC 1 LOW_LIMIT	Read / write Memory	Minimum value of the parameter. The default value is 0
AV 40	High limit	ALARMS_NUMERIC 1 HIGH_LIMIT	Read / write Memory	Maximum value of the parameter. The default value is 0
AV 40	4201	ALARMS_NUMERIC 1 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu
AV 40	Out of service	ALARMS_NUMERIC 1 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
AV 40	4200	ALARMS_NUMERIC 1 EDITABLE	Read / write Memory	False = Non-editable True = Editable
AV 40	4202	ALARMS_NUMERIC 1 POINT_ACTIVE	Read / write Memory	Number of decimal places from 0 to 3
AV 40	Units	ALARMS_NUMERIC 1 UNITS	Read / write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 41	Present value	ALARMS_NUMERIC 2 PRESENT_VALUE	Read / write Memory	Present value of the parameter
AV 41	Description	ALARMS_NUMERIC 2 NAME	Read / write Memory	Displayed user-defined parameter name
AV 41	Step increment	ALARMS_NUMERIC 2 STEP	Read / write Memory	Step of the parameter value change. The default value is 0
AV 41	Low limit	ALARMS_NUMERIC 2 LOW_LIMIT	Read / write Memory	Minimum value of the parameter. The default value is 0
AV 41	High limit	ALARMS_NUMERIC 2 HIGH_LIMIT	Read / write Memory	Maximum value of the parameter. The default value is 0

BACnet ID	Object Property	Object Name	Access	Description
AV 41	4201	ALARMS_NUMERIC 2 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the Submenu
AV 41	Out of service	ALARMS_NUMERIC 2 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
AV 41	4200	ALARMS_NUMERIC 2 EDITABLE	Read / write Memory	False = Non-editable True = Editable
AV 41	4202	ALARMS_NUMERIC 2 POINT_ACTIVE	Read / write Memory	Number of decimal places from 0 to 3
AV 41	Units	ALARMS_NUMERIC 2 UNITS	Read / write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 42	Present value	ALARMS_NUMERIC 3 PRESENT_VALUE	Read / write Memory	Present value of the parameter
AV 42	Description	ALARMS_NUMERIC 3 NAME	Read / write Memory	Displayed user-defined parameter name
AV 42	Step increment	ALARMS_NUMERIC 3 STEP	Read / write Memory	Step of the parameter value change. The default value is 0
AV 42	Low limit	ALARMS_NUMERIC 3 LOW_LIMIT	Read / write Memory	Minimum value of the parameter. The default value is 0
AV 42	High limit	ALARMS_NUMERIC 3 HIGH_LIMIT	Read / write Memory	Maximum value of the parameter. The default value is 0
AV 42	4201	ALARMS_NUMERIC 3 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu
AV 42	Out of service	ALARMS_NUMERIC 3 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
AV 42	4200	ALARMS_NUMERIC 3 EDITABLE	Read / write Memory	False = Non-editable True = Editable

BACnet ID	Object Property	Object Name	Access	Description
AV 42	4202	ALARMS_NUMERIC 3 POINT_ACTIVE	Read / write Memory	Number of decimal places from 0 to 3
AV 42	Units	ALARMS_NUMERIC 3 UNITS	Read / write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 43	Present value	ALARMS_NUMERIC 4 PRESENT_VALUE	Read / write Memory	Present value of the parameter
AV 43	Description	ALARMS_NUMERIC 4 NAME	Read / write Memory	Displayed user-defined parameter name
AV 43	Step increment	ALARMS_NUMERIC 4 STEP	Read / write Memory	Step of the parameter value change. The default value is 0
AV 43	Low limit	ALARMS_NUMERIC 4 LOW_LIMIT	Read / write Memory	Minimum value of the parameter. The default value is 0
AV 43	High limit	ALARMS_NUMERIC 4 HIGH_LIMIT	Read / write Memory	Maximum value of the parameter. The default value is 0
AV 43	4201	ALARMS_NUMERIC 4 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu
AV 43	Out of service	ALARMS_NUMERIC 4 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
AV 43	4200	ALARMS_NUMERIC 4 EDITABLE	Read / write Memory	False = Non-editable True = Editable
AV 43	4202	ALARMS_NUMERIC 4 POINT_ACTIVE	Read / write Memory	Number of decimal places from 0 to 3
AV 43	Units	ALARMS_NUMERIC 4 UNITS	Read / write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 44	Present value	ALARMS_NUMERIC 5 PRESENT_VALUE	Read / write Memory	Present value of the parameter

BACnet ID	Object Property	Object Name	Access	Description
AV 44	Description	ALARMS_NUMERIC 5 NAME	Read / write Memory	Displayed user-defined parameter name
AV 44	Step increment	ALARMS_NUMERIC 5 STEP	Read / write Memory	Step of the parameter value change. The default value is 0
AV 44	Low limit	ALARMS_NUMERIC 5 LOW_LIMIT	Read / write Memory	Minimum value of the parameter. The default value is 0
AV 44	High limit	ALARMS_NUMERIC 5 HIGH_LIMIT	Read / write Memory	Maximum value of the parameter. The default value is 0
AV 44	4201	ALARMS_NUMERIC 5 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu
AV 44	Out of service	ALARMS_NUMERIC 5 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
AV 44	4200	ALARMS_NUMERIC 5 EDITABLE	Read / write Memory	False = Non-editable True = Editable
AV 44	4202	ALARMS_NUMERIC 5 POINT_ACTIVE	Read / write Memory	Number of decimal places from 0 to 3
AV 44	Units	ALARMS_NUMERIC 5 UNITS	Read / write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 45	Present value	ALARMS_NUMERIC 6 PRESENT_VALUE	Read / write Memory	Present value of the parameter
AV 45	Description	ALARMS_NUMERIC 6 NAME	Read / write Memory	Displayed user-defined parameter name
AV 45	Step increment	ALARMS_NUMERIC 6 STEP	Read / write Memory	Step of the parameter value change. The default value is 0
AV 45	Low limit	ALARMS_NUMERIC 6 LOW_LIMIT	Read / write Memory	Minimum value of the parameter. The default value is 0

BACnet ID	Object Property	Object Name	Access	Description
AV 45	High limit	ALARMS_NUMERIC 6 HIGH_LIMIT	Read / write Memory	Maximum value of the parameter. The default value is 0
AV 45	4201	ALARMS_NUMERIC 6 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu
AV 45	Out of service	ALARMS_NUMERIC 6 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
AV 45	4200	ALARMS_NUMERIC 6 EDITABLE	Read / write Memory	False = Non-editable True = Editable
AV 45	4202	ALARMS_NUMERIC 6 POINT_ACTIVE	Read / write Memory	Number of decimal places from 0 to 3
AV 45	Units	ALARMS_NUMERIC 6 UNITS	Read / write Memory	Supported Units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 46	Present value	ALARMSNUMERIC7 PRESENT_VALUE	Read / write Memory	Present value of the parameter
AV 46	Description	ALARMS_NUMERIC 7 NAME	Read / write Memory	Displayed user-defined parameter name
AV 46	Step increment	ALARMS_NUMERIC 7 STEP	Read / write Memory	Step of the parameter value change. The default value is 0
AV 46	Low limit	ALARMS_NUMERIC 7 LOW_LIMIT	Read / write Memory	Minimum value of the parameter. The default value is 0
AV 46	High limit	ALARMS_NUMERIC 7 HIGH_LIMIT	Read / write Memory	Maximum value of the parameter. The default value is 0
AV 46	4201	ALARMS_NUMERIC 7 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu
AV 46	Out of service	ALARMS_NUMERIC 7 ACTIVE	Read / write Memory	False = Inactive(def) True = Active

BACnet ID	Object Property	Object Name	Access	Description
AV 46	4200	ALARMS_NUMERIC 7 EDITABLE	Read / write Memory	False = Non-editable True = Editable
AV 46	4202	ALARMS_NUMERIC 7 POINT_ACTIVE	Read / write Memory	Number of decimal places from 0 to 3
AV 46	Units	ALARMS_NUMERIC 7 UNITS	Read / write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 47	Present value	ALARMS_NUMERIC 8 PRESENT_VALUE	Read / write Memory	Present value of the parameter
AV 47	Description	ALARMS_NUMERIC 8 NAME	Read / write Memory	Displayed user-defined parameter name
AV 47	Step increment	ALARMS_NUMERIC 8 STEP	Read / write Memory	Step of the parameter value change. The default value is 0
AV 47	Low limit	ALARMS_NUMERIC 8 LOW_LIMIT	Read / write Memory	Minimum value of the parameter. The default value is 0
AV 47	High limit	ALARMS_NUMERIC 8 HIGH_LIMIT	Read / write Memory	Maximum value of the parameter. The default value is 0
AV 47	4201	ALARMS_NUMERIC 8 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu
AV 47	Out of service	ALARMS_NUMERIC 8 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
AV 47	4200	ALARMS_NUMERIC 8 EDITABLE	Read / write Memory	False = Non-editable True = Editable
AV 47	4202	ALARMS_NUMERIC E8 POINT ACTIV	Read / write Memory	Number of decimal places from 0 to 3
AV 47	Units	ALARMS_NUMERIC 8 UNITS	Read / write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h

BACnet ID	Object Property	Object Name	Access	Description
BV 40	Present value	ALARMS_BOOLEAN 1 PRESENT_VALUE	Read / write Memory	Present value of the parameter
BV 40	Description	ALARMS_BOOLEAN 1 NAME	Read / write Memory	Displayed user-defined parameter name
BV 40	True text	ALARMS_BOOLEAN 1 TRUE_TEXT	Read / write Memory	Text for the parameter true state value
BV 40	False text	ALARMS_BOOLEAN 1 FALSE_TEXT	Read / write Memory	Text for the parameter false state value
BV 40	4201	ALARMS_BOOLEAN 1 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu
BV 40	Out of service	ALARMS_BOOLEAN 8 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
BV 40	4200	ALARMS_BOOLEAN 8 EDITABLE	Read / write Memory	False = Non-editable True = Editable
BV 41	Present value	ALARMS_BOOLEAN 2 PRESENT_VALUE	Read / write Memory	Present value of the parameter
BV 41	Description	ALARMS_BOOLEAN 2 NAME	Read / write Memory	Displayed user-defined parameter name
BV 41	True text	ALARMS_BOOLEAN 2 TRUE_TEXT	Read / write Memory	Text for the parameter true state value
BV 41	False text	ALARMS_BOOLEAN 2 FALSE_TEXT	Read / write Memory	Text for the parameter false state value
BV 41	4201	ALARMS_BOOLEAN 2 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu
BV 41	Out of service	ALARMS_BOOLEAN 2 ACTIVE	Read / write Memory	False = Inactive(def) True = Active

BACnet ID	Object Property	Object Name	Access	Description
BV 41	4200	ALARMS_BOOLEAN 2 EDITABLE	Read / write Memory	False = Non-editable True = Editable
BV 42	Present value	ALARMS_BOOLEAN 3 PRESENT_VALUE	Read / write Memory	Present value of the parameter
BV 42	Description	ALARMS_BOOLEAN 3 NAME	Read / write Memory	Displayed user-defined parameter name
BV 42	True text	ALARMS_BOOLEAN 3 TRUE_TEXT	Read / write Memory	Text for the parameter true state value
BV 42	False text	ALARMS_BOOLEAN 3 FALSE_TEXT	Read / write Memory	Text for the parameter false state value
BV 42	4201	ALARMS_BOOLEAN 3 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu
BV 42	Out of service	ALARMS_BOOLEAN 3 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
BV 42	4200	ALARMS_BOOLEAN 3 EDITABLE	Read / write Memory	False = Non-editable True = Editable
BV 43	Present value	ALARMS_BOOLEAN 4 PRESENT_VALUE	Read / write Memory	Present value of the parameter
BV 43	Description	ALARMS_BOOLEAN 4 NAME	Read / write Memory	Displayed user-defined parameter name
BV 43	True text	ALARMS_BOOLEAN 4 TRUE_TEXT	Read / write Memory	Text for the parameter true state value
BV 43	False text	ALARMS_BOOLEAN 4 FALSE_TEXT	Read / write Memory	Text for the parameter false state value
BV 43	4201	ALARMS_BOOLEAN 4 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu

BACnet ID	Object Property	Object Name	Access	Description
BV 43	Out of service	ALARMS_BOOLEAN 4 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
BV 43	4200	ALARMS_BOOLEAN 4 EDITABLE	Read / write Memory	False = Non-editable True = Editable
BV 44	Present value	ALARMS_BOOLEAN 5 PRESENT_VALUE	Read / write Memory	Present value of the parameter
BV 44	Description	ALARMS_BOOLEAN 5 NAME	Read / write Memory	Displayed user-defined parameter name
BV 44	True text	ALARMS_BOOLEAN 5 TRUE_TEXT	Read / write Memory	Text for the parameter true state value
BV 44	False text	ALARMS_BOOLEAN 5 FALSE_TEXT	Read / write Memory	Text for the parameter false state value
BV 44	4201	ALARMS_BOOLEAN 5 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu
BV 44	Out of service	ALARMS_BOOLEAN 5 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
BV 44	4200	ALARMS_BOOLEAN 5 EDITABLE	Read / write Memory	False = Non-editable True = Editable
BV 45	Present value	ALARMS_BOOLEAN 6 PRESENT_VALUE	Read / write Memory	Present value of the parameter
BV 45	Description	ALARMS_BOOLEAN 6 NAME	Read / write Memory	Displayed user-defined parameter name
BV 45	True text	ALARMS_BOOLEAN 6 TRUE_TEXT	Read / write Memory	Text for the parameter true state value
BV 45	False text	ALARMS_BOOLEAN 6 FALSE_TEXT	Read / write Memory	Text for the parameter false state value

BACnet ID	Object Property	Object Name	Access	Description
BV 45	4201	ALARMS_BOOLEAN 6 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu
BV 45	Out of service	ALARMS_BOOLEAN 6 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
BV 45	4200	ALARMS_BOOLEAN 6 EDITABLE	Read / write Memory	False = Non-editable True = Editable
BV 46	Present value	ALARMS_BOOLEAN 7 PRESENT_VALUE	Read / write Memory	Present value of the parameter
BV 46	Description	ALARMS_BOOLEAN 7 NAME	Read / write Memory	Displayed user-defined parameter name
BV 46	True text	ALARMS_BOOLEAN 7 TRUE_TEXT	Read / write Memory	Text for the parameter true state value
BV 46	False text	ALARMS_BOOLEAN 7 FALSE_TEXT	Read / write Memory	Text for the parameter false state value
BV 46	4201	ALARMS_BOOLEAN 7 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu
BV 46	Out of service	ALARMS_BOOLEAN 7 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
BV 46	4200	ALARMS_BOOLEAN 7 EDITABLE	Read / write Memory	False = Non-editable True = Editable
BV 47	Present value	ALARMS_BOOLEAN 8 PRESENT_VALUE	Read / write Memory	Present value of the parameter
BV 47	Description	ALARMS_BOOLEAN 8 NAME	Read / write Memory	Displayed user-defined parameter name
BV 47	True text	ALARMS_BOOLEAN 8 TRUE_TEXT	Read / write Memory	Text for the parameter true state value

BACnet ID	Object Property	Object Name	Access	Description
BV 47	False text	ALARMS_BOOLEAN 8 FALSE_TEXT	Read / write Memory	Text for the parameter false state value
BV 47	4201	ALARMS_BOOLEAN 8 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu
BV 47	Out of service	ALARMS_BOOLEAN 8 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
BV 47	4200	ALARMS_BOOLEAN 8 EDITABLE	Read / write Memory	False = Non-editable True = Editable

Table 37. List of alarm submenu objects

13.1.7 Occupancy Submenu Objects

BACnet ID	Object Property	Object Name	Access	Description
AV 48	Present value	SETTINGS_NUMERIC 1 PRESENT_VALUE	Read / write Memory	Present value of the parameter
AV 48	Description	SETTINGS_NUMERIC 1 NAME	Read / write Memory	Displayed user-defined parameter name
AV 48	Step increment	SETTINGS_NUMERIC 1 STEP	Read / write Memory	Step of the parameter value change. The default value is 0
AV 48	Low limit	SETTINGS_NUMERIC 1 LOW_LIMIT	Read / write Memory	Minimum value of the parameter. The default value is 0
AV 48	High limit	SETTINGS_NUMERIC 1 HIGH_LIMIT	Read / write Memory	Maximum value of the parameter. The default value is 0
AV 48	4201	SETTINGS_NUMERIC 1 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu
AV 48	Out of service	SETTINGS_NUMERIC 1 ACTIVE	Read / write Memory	False = Inactive(def) True = Active

BACnet ID	Object Property	Object Name	Access	Description
AV 48	4200	SETTINGS_NUMERIC 1 EDITABLE	Read / write Memory	False = Non-editable True = Editable
AV 48	4202	SETTINGS_NUMERIC 1 POINT_ACTIVE	Read / write Memory	Number of decimal places from 0 to 3
AV 48	Units	SETTINGS_NUMERIC 1 UNITS	Read / write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 49	Present value	SETTINGS_NUMERIC 2 PRESENT_VALUE	Read / write Memory	Present value of the parameter
AV 49	Description	SETTINGS_NUMERIC 2 NAME	Read / write Memory	Displayed user-defined parameter name
AV 49	Step increment	SETTINGS_NUMERIC 2 STEP	Read / write Memory	Step of the parameter value change. The default value is 0
AV 49	Low limit	SETTINGS_NUMERIC 2 LOW_LIMIT	Read / write Memory	Minimum value of the parameter. The default value is 0
AV 49	High limit	SETTINGS_NUMERIC 2 HIGH_LIMIT	Read / write Memory	Maximum value of the parameter. The default value is 0
AV 49	4201	SETTINGS_NUMERIC 2 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu
AV 49	Out of service	SETTINGS_NUMERIC 2 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
AV 49	4200	SETTINGS_NUMERIC 2 EDITABLE	Read / write Memory	False = Non-editable True = Editable
AV 49	4202	SETTINGS_NUMERIC 2 POINT_ACTIVE	Read / write Memory	Number of decimal places from 0 to 3
AV 49	Units	SETTINGS_NUMERIC 2 UNITS	Read / write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h

BACnet ID	Object Property	Object Name	Access	Description
AV 50	Present value	SETTINGS_NUMERIC 3 PRESENT_VALUE	Read / write Memory	Present value of the parameter
AV 50	Description	SETTINGS_NUMERIC 3 NAME	Read / write Memory	Displayed user-defined parameter name
AV 50	Step increment	SETTINGS_NUMERIC 3 STEP	Read / write Memory	Step of the parameter value change. The default value is 0
AV 50	Low limit	SETTINGS_NUMERIC 3 LOW_LIMIT	Read / write Memory	Minimum value of the parameter. The default value is 0
AV 50	High limit	SETTINGS_NUMERIC 3 HIGH_LIMIT	Read / write Memory	Maximum value of the parameter. The default value is 0
AV 50	4201	SETTINGS_NUMERIC 3 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu
AV 50	Out of service	SETTINGS_NUMERIC 3 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
AV 50	4200	SETTINGS_NUMERIC 3 EDITABLE	Read / write Memory	False = Non-editable True = Editable
AV 50	4202	SETTINGS_NUMERIC 3 POINT_ACTIVE	Read / write Memory	Number of decimal places from 0 to 3
AV 50	Units	SETTINGS_NUMERIC 3 UNITS	Read / write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 51	Present value	SETTINGS_NUMERIC 4 PRESENT_VALUE	Read / write Memory	Present value of the parameter
AV 51	Description	SETTINGS_NUMERIC 4 NAME	Read / write Memory	Displayed user-defined parameter name
AV 51	Step increment	SETTINGS_NUMERIC 4 STEP	Read / write Memory	Step of the parameter value change. The default value is 0

BACnet ID	Object Property	Object Name	Access	Description
AV 51	Low limit	SETTINGS_NUMERIC 4 LOW_LIMIT	Read / write Memory	Minimum value of the parameter. The default value is 0
AV 51	High limit	SETTINGS_NUMERIC 4 HIGH_LIMIT	Read / write Memory	Maximum value of the parameter. The default value is 0
AV 51	4201	SETTINGS_NUMERIC 4 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu
AV 51	Out of service	SETTINGS_NUMERIC 4 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
AV 51	4200	SETTINGS_NUMERIC 4 EDITABLE	Read / write Memory	False = Non-editable True = Editable
AV 51	4202	SETTINGS_NUMERIC 4 POINT_ACTIVE	Read / write Memory	Number of decimal places from 0 to 3
AV 51	Units	SETTINGS_NUMERIC 4 UNITS	Read / write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 52	Present value	SETTINGS_NUMERIC 5 PRESENT_VALUE	Read / write Memory	Present value of the parameter
AV 52	Description	SETTINGS_NUMERIC 5 NAME	Read / write Memory	Displayed user-defined parameter name
AV 52	Step increment	SETTINGS_NUMERIC 5 STEP	Read / write Memory	Step of the parameter value change. The default value is 0
AV 52	Low limit	SETTINGS_NUMERIC 5 LOW_LIMIT	Read / write Memory	Minimum value of the parameter. The default value is 0
AV 52	High limit	SETTINGS_NUMERIC 5 HIGH_LIMIT	Read / write Memory	Maximum value of the parameter. The default value is 0
AV 52	4201	SETTINGS_NUMERIC 5 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu

BACnet ID	Object Property	Object Name	Access	Description
AV 52	Out of service	SETTINGS_NUMERIC 5 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
AV 52	4200	SETTINGS_NUMERIC 5 EDITABLE	Read / write Memory	False = Non-editable True = Editable
AV 52	4202	SETTINGS_NUMERIC 5 POINT_ACTIVE	Read / write Memory	Number of decimal places from 0 to 3
AV 52	Units	SETTINGS_NUMERIC 5 UNITS	Read / write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 53	Present value	SETTINGS_NUMERIC 6 PRESENT_VALUE	Read / write Memory	Present value of the parameter
AV 53	Description	SETTINGS_NUMERIC 6 NAME	Read / write Memory	Displayed user-defined parameter name
AV 53	Step increment	SETTINGS_NUMERIC 6 STEP	Read / write Memory	Step of the parameter value change. The default value is 0
AV 53	Low limit	SETTINGS_NUMERIC 6 LOW_LIMIT	Read / write Memory	Minimum value of the parameter. The default value is 0
AV 53	High limit	SETTINGS_NUMERIC 6 HIGH_LIMIT	Read / write Memory	Maximum value of the parameter. The default value is 0
AV 53	4201	SETTINGS_NUMERIC 6 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu
AV 53	Out of service	SETTINGS_NUMERIC 6 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
AV 53	4200	SETTINGS_NUMERIC 6 EDITABLE	Read / write Memory	False = Non-editable True = Editable
AV 53	4202	SETTINGS_NUMERIC 6 POINT_ACTIVE	Read / write Memory	Number of decimal places from 0 to 3

BACnet ID	Object Property	Object Name	Access	Description
AV 53	Units	SETTINGS_NUMERIC 6 UNITS	Read / write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 54	Present value	SETTINGSNUMERIC7 PRESENT_VALUE	Read / write Memory	Present value of the parameter
AV 54	Description	SETTINGS_NUMERIC 7 NAME	Read / write Memory	Displayed user-defined parameter name
AV 54	Step increment	SETTINGS_NUMERIC 7 STEP	Read / write Memory	Step of the parameter value change. The default value is 0
AV 54	Low limit	SETTINGS_NUMERIC 7 LOW_LIMIT	Read / write Memory	Minimum value of the parameter. The default value is 0
AV 54	High limit	SETTINGS_NUMERIC 7 HIGH_LIMIT	Read / write Memory	Maximum value of the parameter. The default value is 0
AV 54	4201	SETTINGS_NUMERIC 7 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu
AV 54	Out of service	SETTINGS_NUMERIC 7 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
AV 54	4200	SETTINGS_NUMERIC 7 EDITABLE	Read / write Memory	False = Non-editable True = Editable
AV 54	4202	SETTINGS_NUMERIC 7 POINT_ACTIVE	Read / write Memory	Number of decimal places from 0 to 3
AV 54	Units	SETTINGS_NUMERIC 7 UNITS	Read / write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
AV 55	Present value	SETTINGS_NUMERIC 8 PRESENT_VALUE	Read / write Memory	Present value of the parameter
AV 55	Description	SETTINGS_NUMERIC 8 NAME	Read / write Memory	Displayed user-defined parameter name

BACnet ID	Object Property	Object Name	Access	Description
AV 55	Step increment	SETTINGS_NUMERIC 8 STEP	Read / write Memory	Step of the parameter value change. The default value is 0
AV 55	Low limit	SETTINGS_NUMERIC 8 LOW_LIMIT	Read / write Memory	Minimum value of the parameter. The default value is 0
AV 55	High limit	SETTINGS_NUMERIC 8 HIGH_LIMIT	Read / write Memory	Maximum value of the parameter. The default value is 0
AV 55	4201	SETTINGS_NUMERIC 8 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu
AV 55	Out of service	SETTINGS_NUMERIC 8 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
AV 55	4200	SETTINGS_NUMERIC 8 EDITABLE	Read / write Memory	False = Non-editable True = Editable
AV 55	4202	SETTINGS_NUMERIC E8 POINT ACTIV	Read / write Memory	Number of decimal places from 0 to 3
AV 55	Units	SETTINGS_NUMERIC 8 UNITS	Read / write Memory	Supported units: ° C, ° F, Pa, Lx, ppm, m^3/h, %RH, L/s, %, h
BV 48	Present value	SETTINGS_BOOLEAN 1 PRESENT_VALUE	Read / write Memory	Present value of the parameter
BV 48	Description	SETTINGS_BOOLEAN 1 NAME	Read / write Memory	Displayed user-defined parameter name
BV 48	True text	SETTINGS_BOOLEAN 1 TRUE_TEXT	Read / write Memory	Text for the parameter true state value
BV 48	False text	SETTINGS_BOOLEAN 1 FALSE_TEXT	Read / write Memory	Text for the parameter false state value
BV 48	4201	SETTINGS_BOOLEAN 1 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu

BACnet ID	Object Property	Object Name	Access	Description
BV 48	Out of service	SETTINGS_BOOLEAN 8 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
BV 48	4200	SETTINGS_BOOLEAN 8 EDITABLE	Read / write Memory	False = Non-editable True = Editable
BV 49	Present value	SETTINGS_BOOLEAN 2 PRESENT_VALUE	Read / write Memory	Present value of the parameter
BV 49	Description	SETTINGS_BOOLEAN 2 NAME	Read / write Memory	Displayed user-defined parameter name
BV 49	True text	SETTINGS_BOOLEAN 2 TRUE_TEXT	Read / write Memory	Text for the parameter true state value
BV 49	False text	SETTINGS_BOOLEAN 2 FALSE_TEXT	Read / write Memory	Text for the parameter false state value
BV 49	4201	SETTINGS_BOOLEAN 2 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu
BV 49	Out of service	SETTINGS_BOOLEAN 2 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
BV 49	4200	SETTINGS_BOOLEAN 2 EDITABLE	Read / write Memory	False = Non-editable True = Editable
BV 50	Present value	SETTINGS_BOOLEAN 3 PRESENT_VALUE	Read / write Memory	Present value of the parameter
BV 50	Description	SETTINGS_BOOLEAN 3 NAME	Read / write Memory	Displayed user-defined parameter name
BV 50	True text	SETTINGS_BOOLEAN 3 TRUE_TEXT	Read / write Memory	Text for the parameter true state value
BV 50	False text	SETTINGS_BOOLEAN 3 FALSE_TEXT	Read / write Memory	Text for the parameter false state value

BACnet ID	Object Property	Object Name	Access	Description
BV 50	4201	SETTINGS_BOOLEAN 3 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu
BV 50	Out of service	SETTINGS_BOOLEAN 3 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
BV 50	4200	SETTINGS_BOOLEAN 3 EDITABLE	Read / write Memory	False = Non-e Editable True = Editable
BV 51	Present value	SETTINGS_BOOLEAN 4 PRESENT_VALUE	Read / write Memory	Present value of the parameter
BV 51	Description	SETTINGS_BOOLEAN 4 NAME	Read / write Memory	Displayed user-defined parameter name
BV 51	True text	SETTINGS_BOOLEAN 4 TRUE_TEXT	Read / write Memory	Text for the parameter true state value
BV 51	False text	SETTINGS_BOOLEAN 4 FALSE_TEXT	Read / write Memory	Text for the parameter false state value
BV 51	4201	SETTINGS_BOOLEAN 4 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu
BV 51	Out of service	SETTINGS_BOOLEAN 4 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
BV 51	4200	SETTINGS_BOOLEAN 4 EDITABLE	Read / write Memory	False = Non-editable True = Editable
BV 52	Present value	SETTINGS_BOOLEAN 5 PRESENT_VALUE	Read / write Memory	Present value of the parameter
BV 52	Description	SETTINGS_BOOLEAN 5 NAME	Read / write Memory	Displayed user-defined parameter name
BV 52	True text	SETTINGS_BOOLEAN 5 TRUE_TEXT	Read / write Memory	Text for the parameter true state value

BACnet ID	Object Property	Object Name	Access	Description
BV 52	False text	SETTINGS_BOOLEAN 5 FALSE_TEXT	Read / write Memory	Text for the parameter false state value
BV 52	4201	SETTINGS_BOOLEAN 5 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu
BV 52	Out of service	SETTINGS_BOOLEAN 5 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
BV 52	4200	SETTINGS_BOOLEAN 5 EDITABLE	Read / write Memory	False = Non-editable True = Editable
BV 53	Present value	SETTINGS_BOOLEAN 6 PRESENT_VALUE	Read / write Memory	Present value of the parameter
BV 53	Description	SETTINGS_BOOLEAN 6 NAME	Read / write Memory	Displayed user-defined parameter name
BV 53	True text	SETTINGS_BOOLEAN 6 TRUE_TEXT	Read / write Memory	Text for the parameter true state value
BV 53	False text	SETTINGS_BOOLEAN 6 FALSE_TEXT	Read / write Memory	Text for the parameter false state value
BV 53	4201	SETTINGS_BOOLEAN 6 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu
BV 53	Out of service	SETTINGS_BOOLEAN 6 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
BV 53	4200	SETTINGS_BOOLEAN 6 EDITABLE	Read / write Memory	False = Non-editable True = Editable
BV 54	Present value	SETTINGS_BOOLEAN 7 PRESENT_VALUE	Read / write Memory	Present value of the parameter
BV 54	Description	SETTINGS_BOOLEAN 7 NAME	Read / write Memory	Displayed user-defined parameter name

BACnet ID	Object Property	Object Name	Access	Description
BV 54	True text	SETTINGS_BOOLEAN 7 TRUE_TEXT	Read / write Memory	Text for the parameter true state value
BV 54	False text	SETTINGS_BOOLEAN 7 FALSE_TEXT	Read / write Memory	Text for the parameter false state value
BV 54	4201	SETTINGS_BOOLEAN 7 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu
BV 54	Out of service	SETTINGS_BOOLEAN 7 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
BV 54	4200	SETTINGS_BOOLEAN 7 EDITABLE	Read / write Memory	False = Non-editable True = Editable
BV 55	Present value	SETTINGS_BOOLEAN 8 PRESENT_VALUE	Read / write Memory	Present value of the parameter
BV 55	Description	SETTINGS_BOOLEAN 8 NAME	Read / write Memory	Displayed user-defined parameter name
BV 55	True text	SETTINGS_BOOLEAN 8 TRUE_TEXT	Read / write Memory	Text for the parameter true state value
BV 55	False text	SETTINGS_BOOLEAN 8 FALSE_TEXT	Read / write Memory	Text for the parameter false state value
BV 55	4201	SETTINGS_BOOLEAN 8 PRIORITY	Read / write Memory	Priority of the parameter for sequence of displaying in the submenu
BV 55	Out of service	SETTINGS_BOOLEAN 8 ACTIVE	Read / write Memory	False = Inactive(def) True = Active
BV 55	4200	SETTINGS_BOOLEAN 8 EDITABLE	Read / write Memory	False = Non-editable True = Editable

Table 38. List of occupancy submenu objects